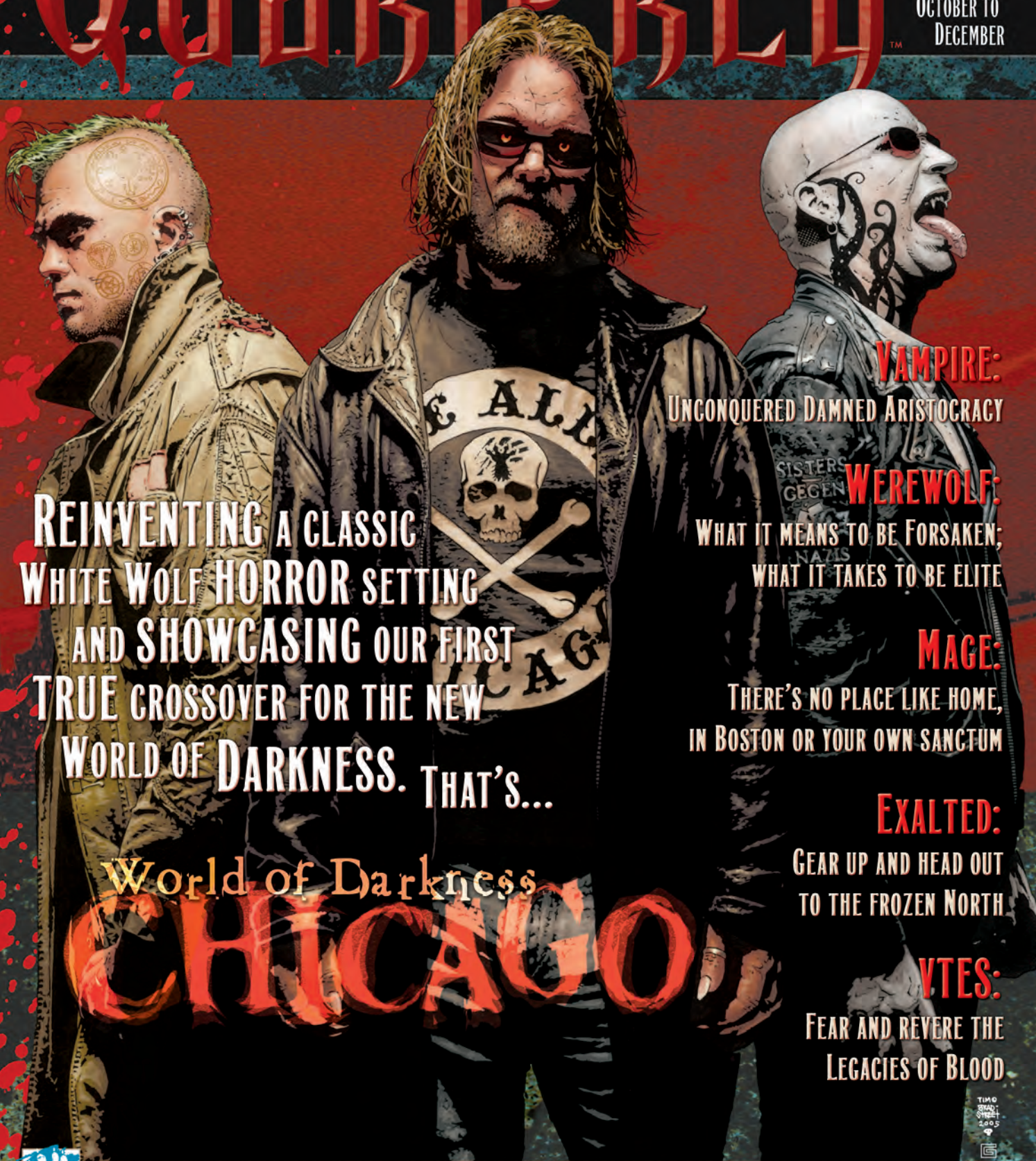


# WHITE WOLF QUARTERLY

FALL 2005  
VOLUME 3.4

**FREE**

OCTOBER TO  
DECEMBER



REINVENTING A CLASSIC  
WHITE WOLF HORROR SETTING  
AND SHOWCASING OUR FIRST  
TRUE CROSSOVER FOR THE NEW  
WORLD OF DARKNESS. THAT'S...

World of Darkness

# CHICAGO

**VAMPIRE:**  
UNCONQUERED DAMNED ARISTOCRACY

**WEREWOLF:**  
WHAT IT MEANS TO BE FORSAKEN;  
WHAT IT TAKES TO BE ELITE

**MAGE:**  
THERE'S NO PLACE LIKE HOME,  
IN BOSTON OR YOUR OWN SANCTUM

**EXALTED:**  
GEAR UP AND HEAD OUT  
TO THE FROZEN NORTH

**VTES:**  
FEAR AND REVERE THE  
LEGACIES OF BLOOD



NEWS, EVENTS AND MORE...

STOCK #5789 ISBN 1-58846-581-0

TIME  
MAGAZINE  
2005  
★

## OCTOBER 2005

TITLE	IMPRINT	ISBN	STOCK#	US PRICE
BOSTON UNVEILED	MAGE	1-58846-419-9	40200	\$26.99
MAGE: THE AWAKENING SCREEN	MAGE	1-58846-584-5	40700	\$14.99
BLOOD OF THE WOLF	WEREWOLF	1-58846-329-X	30301	\$26.99

## NOVEMBER 2005

TITLE	IMPRINT	ISBN	STOCK#	US PRICE
INVICTUS	VAMPIRE	1-58846-259-5	25121	\$31.99
SANCTUM & SIGIL	MAGE	1-58846-420-2	40201	\$26.99
MAGE: THE AWAKENING MOUSEPAD	MAGE		40703	\$12.99
BASTIONS OF THE NORTH	EXALTED	1-58846-686-8	8807	\$24.99
THE CARNELIAN FLAME	EXALTED FICTION	1-58846-882-8	10070	\$6.99
VTES: LEGACIES OF BLOOD STARTER DISPLAY	V:TES	1-58846-641-8	2691	\$79.92
VTES: LEGACIES OF BLOOD BOOSTER DISPLAY	V:TES	1-58846-642-6	2692	\$107.64
VTES: LEGACIES OF BLOOD AKUNANSE STARTER DECK	V:TES	1-58846-643-4	2693	\$9.99
VTES: LEGACIES OF BLOOD GURUHI STARTER DECK	V:TES	1-58846-644-2	2694	\$9.99
VTES: LEGACIES OF BLOOD ISHTARRI STARTER DECK	V:TES	1-58846-645-0	2695	\$9.99
VTES: LEGACIES OF BLOOD OSEBO STARTER DECK	V:TES	1-58846-646-9	2696	\$9.99
VTES: LEGACIES OF BLOOD BOOSTER PACK	V:TES	1-58846-647-7	2697	\$2.99

## DECEMBER 2005

TITLE	IMPRINT	ISBN	STOCK#	US PRICE
LODGES: THE FAITHFUL	WEREWOLF	1-58846-330-3	30101	\$26.99
WORLD OF DARKNESS: CHICAGO	WOD	1-58846-479-2	55200	\$39.99

## JANUARY 2006

TITLE	IMPRINT	ISBN	STOCK#	US PRICE
BLOODLINES: THE LEGENDARY	VAMPIRE	1-58846-260-9	25103	\$24.99
LEGACIES: THE SUBLIME	MAGE	1-58846-425-3	40100	\$26.99
CHICAGO: THREE SHADES OF NIGHT	WOD FICTION	1-58846-870-4	11720	\$14.99
EXALTED 2ND EDITION T-SHIRT L	EXALTED		57013	\$21.99
EXALTED 2ND EDITION T-SHIRT XL	EXALTED		57014	\$21.99
EXALTED 2ND EDITION T-SHIRT XXL	EXALTED		57015	\$21.99
WILD BLOOD	TWO WOLF	1-58846-878-X	12996	\$13.99

## FEBRUARY 2006

TITLE	IMPRINT	ISBN	STOCK#	US PRICE
BLASPHEMIES	WEREWOLF	1-58846-332-X	30303	\$26.99
WORLD OF DARKNESS: ARMORY	WOD	1-58846-486-5	55102	\$29.99
EXALTED 2ND EDITION	EXALTED	1-58846-684-1	80000	\$39.99
EXALTED 2ND EDITION CHARACTER PAD	EXALTED	1-58846-579-9	80700	\$9.99
EXALTED 2ND EDITION SCREEN	EXALTED	1-58846-578-0	80701	\$14.99
EXALTED 2ND EDITION DICE	EXALTED	1-58846-577-2	80702	\$6.99

## MARCH 2006

TITLE	IMPRINT	ISBN	STOCK#	US PRICE
REQUIEM CHRONICLER'S GUIDE	VAMPIRE	1-58846-261-7	25302	\$26.99
GUARDIANS OF THE VEIL	MAGE	1-58846-426-1	40305	\$34.99



# This quarter...

## 4 THE WINDY CITY

justin achilli reveals the chilling side of the windy city with a look behind the scenes of world of darkness: chicago.

## 6 THE UNCONQUERABLE DEAD

they win. they *always* win. they are the invictus, the damned aristocrats of the neofeudal night, and developer will hindmarch gives us a formal introduction.

## 8 WHAT'S WHAT AND WHO'S WHO

catch the scent of the **blood of the wolf** and see what it takes to join the uratha's **lodges**, as developer ethan skemp provides an inside look.

## 10 NO PLACE LIKE HOME

throw back the shroud of mystery with **boston unveiled** or seek refuge from the sleeping curse in **sanctum & sigil**, brought to you by developer bill bridges.

## 12 BEST SERVED COLD

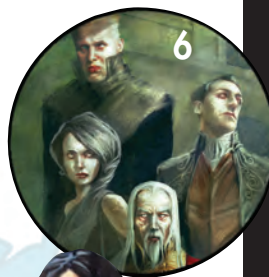
**exalted** developer john chambers leads you on an expedition to creation's coldest corner in **bastions of the north**.

## 13 LIGHT IN DESPERATION

who do you turn to when you've been strung out and left for dead just for trying to help someone? aaron rosenberg has a fantastic answer in his novel **exalted: the carnelian flame**.

## 14 LEGACIES OF BLOOD

from the old and horrifying western bloodlines to the brand new and terrifying vampires of the dark continent, developer l. scott johnson reveals all new kinds of power in the **legacies of blood**.



WHITE WOLF PUBLISHING, INC.  
1554 LITTON DRIVE  
STONE MOUNTAIN, GA 30083

Owners: **Stewart and Steve Wieck,**  
**Mark Rein • Hagen**

President: **Mike Tinney**

Editing and Development Manager: **Justin Achilli**

Vampire Developer: **Will Hindmarch**

Werewolf Developer: **Ethan Skemp**

Mage Developer: **Bill Bridges**

Exalted Developer: **John Chambers**

MET Developer: **Alex Teodorescu-Badia**

Sword and Sorcery Studios Managing Editor: **Stewart Wieck**

Trading Card Game Projects: **Stewart Wieck**

Vice President, Production and Design: **Rich Thomas**

Vampire and MET Art Director: **Pauline Benney**

Werewolf Art Director: **Aileen E. Miles**

Mage Art Director: **Rich Thomas**

Exalted Art Director: **Brian Glass**

VTS Art Director: **Mike Chaney**

World of Warcraft Art Director: **Matt Milberger**

Necromancer Art Director: **Mike Chaney**

Marketing Art Director: **Katie McCaskill**

Computer Projects Director: **Chris McDonough**

Computer Projects: **Conrad Hubbard**

**Sara Luebke**

Director of Marketing: **Philippe Boule**

Event Coordinator: **Chad Brown**

Fan Club Director: **Charles Bailey**

Marketing Writer & Editor: **Carl Bowen**

Organized Play Coordinator: **Oscar Garza**

Controller: **Benjamin T. Monk Jr.**

Accounts Receivable: **Lisa Eidson**

Accounts Payable: **Rebecca Schaefer**

Licensing: **Aaron Voss**

COVER ART  
by trim bradstreet



world of darkness: chicago

# your regular dose...

## 2 HOWLINGS: NEWS AND NOTES FROM WHITE WOLF

## 2 CALENDAR OF EVENTS

## 16 PRODUCTS FOR OCTOBER

## 17 PRODUCTS FOR NOVEMBER

## 18 PRODUCTS FOR DECEMBER

## 19 BACKLIST

© 2005 White Wolf Publishing, Inc. All rights reserved. Reproduction without the written permission of the publisher is expressly forbidden. White Wolf, Vampire, World of Darkness, Vampire the Masquerade, Vampire the Eternal Struggle, Exalted, Aberrant and Mage the Ascension are registered trademarks of White Wolf Publishing, Inc. All rights reserved. Vampire the Requiem, Werewolf the Forsaken, Mage the Awakening, Dark Ages Vampire, Werewolf the Apocalypse, Storyteller System, Storytelling System, Dark Medieval, Trinity, Trinity Universe, Orpheus, Adventure, Age of Sorrows, Mind's Eye Theatre, Sword and Sorcery, the Sword & Sorcery logo, Scarred Lands, Two Wolf Press, Borealis and Borealis Legends are trademarks of White Wolf Publishing, Inc. Arthaus is a trademark of Arthaus Publishing. All rights reserved.

Trademarks and copyrights of Two Wolf Press and Borealis titles are held by their respective authors or editors.

All other titles, characters, names, places, and text herein are copyrighted by White Wolf Publishing, Inc.

The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

Check out White Wolf online at

<http://www.white-wolf.com>

PRINTED IN CANADA

## CALENDAR OF EVENTS

Where are we going to be this fall? We've got events scheduled all quarter, here in the States and abroad, where we'd love to see you. You can check out our website ([www.white-wolf.com](http://www.white-wolf.com)) for more specific programs we're offering at each event, but you can be sure we'll be holding at least one **Mind's Eye Theatre** LARP at each one since **MET** and **MET: The Requiem** just released this summer. Otherwise, here's where we'll be and when:

### October

#### Australian Continental V:TES Championship

Canberra, Australia  
October 2, 2005

#### SPIEL '05

Essen, Germany  
October 13th to 16th, 2005  
Messe Essen Exhibition Center

#### Czech Republic National V:TES Championship

Prague, Czech Republic  
October 15, 2005

#### International Camarilla Convention 2005

Phoenix, Arizona  
October 27th to 30th, 2005  
San Marcos Golf Resort & Convention Center

### November

#### Gen Con So Cal 2005

Anaheim, California  
November 17th to 20th, 2005  
Anaheim Convention Center

# Good Thinking

## An Unfortunate Testimonial

by Carl Bowen

So it's late in evening on St. Patrick's Day of this year, and I'm at the airport in Las Vegas, trying to come back home from the GAMA Trade Show. I'd been on my feet more or less all day, not only working a full six-hour booth shift on the show's last day, but hanging around after that to tear the booth down and pack it away. Once we'd finished that—rendering ourselves tired and loopy and kind of smelly—I'd bought my wife a stuffed orange monkey and wandered around the casino of the Riviera hotel with it. The pack of us who were in Vegas representing White Wolf had then spent a brief respite at this lovely Italian restaurant inside the hotel, but aside from that and the harrowing cab ride to the airport, I hadn't had much chance to sit down all day. To make matters "better" (i.e., worse), our smash-hit "Howl at the Moon Karaoke" party had occurred the night before, and I'd been there dancing and drinking until they kicked everyone out at 2:30. After the party, I'd gone with Chad in search of "an ATM" (a casino game also known as the Money Wheel), then we'd dined at this bizarre, otherworldly place called the Pepper Mill (where the waitresses all dress in fashions that make them look like somebody's grandmother, yet they are inexplicably hot).

As a result, I'd had only two and a half hours of sleep going *into* St. Patrick's Day before all that standing and walking and schmoozing and lifting and packing and monkey-buying... Granted I was better off than some of my coworkers at the show, so I didn't actively pray for death. Nonetheless, I certainly wished at the time that I was no longer alive. Anyhow, after all that, I'm at the airport. I'm tired. To make matters worse, I'm sober. To make matters even worse yet, Chris *isn't* sober. No, he's been "celebrating" his Irish heritage all day—possibly since the aforementioned party the night before.

So I'm at the airport. After a brief stint in line outside, I get my boarding pass, and it's for a middle seat. I'm a tall guy, so this is no good. However,

it's one of the last few seats on the plane because it's seriously oversold as a result of America West's "Piss-You-Off-And-Strand-You" customer service initiative. (That's the one where you buy a ticket for yourself and your five-year-old kid then come to the airport only to be told that you can't *actually* fly home *with* your kid because there are no seats left.) I was lucky enough to get there early, so I get my ticket, check my bag, and get in the line to have my carry-on bag screened as I walk through the metal-detector.

Being a good citizen and not a freedom-hating terrorist, I take out my spare change and key-chain. I take off my glasses and my belt, both of which have prominent metal bits and which beeped when I tried to get on the plane to Las Vegas back at Atlanta Hartsfield-Jackson Airport five days ago. I run all that stuff through the scanner and step through the metal-detector. The thing beeps. Crap. I step back, look down at my watch, and





# Howlings

## Recently Overheard at White Wolf HQ

"Don't punch me with my wife's lunch."

"Dog-fighting is just so impersonal these days."

"I wish pretty girls wouldn't walk up behind me when I'm saying 'Batarang from the darkness.'"

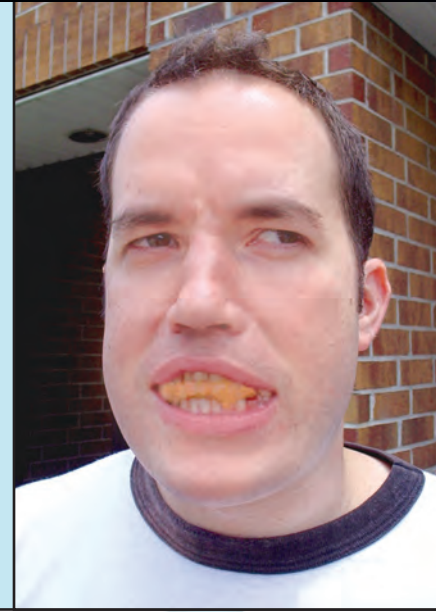
"Don't make me laugh. I taste the sandwich when I laugh. Oh God..."

"I am drunk, fighty leprechaun."

"Damn, now I've got a perfectly good kick in the groin. Oh, Cha-aad..."

"No you can't eat my monkey! You've eaten enough of my brains."

"Do not use the prison cleaning crew as a dating service."



roll my eyes. Oh yeah. I take it off put it through the scanner. I then give my pockets a quick, fruitless pat-down, and step back through the detector. The thing beeps *again*. Damn it. The bored screener points me to the Glass Hallway of Shame, and I step out of line to meet the guy with the metal-detector wand. Dean and Laura, ahead of me in line, move off down the terminal a bit to wait. Irish Chris, god bless him, pauses at the far end of the Glass Hallway of Shame to wait.

I step onto this floor mat that's got two footprints spray-painted onto it, facing the glass wall of the Hallway of Shame, and the screener asks me if I'm carrying any weapons or any metal objects. I patriotically report that I'm not. So he proceeds to get personal with his metal-detecting wand. He checks my arms and shoulders, and the thing goes off around my neck. I point out I'm wearing a gold necklace. He makes a face. I show him. He makes a disgruntled noise about the "gold's" dubious pedigree. Through a haze of exhausted irritation, I resist giving him the finger. My mom gave me this necklace. Of *course* it's real gold. He continues his scan. Meanwhile, Chris

has begun to cheer me on from the far end of the Hallway of Shame with all the rampaging charm and tact inherent to his present condition.

The security screener—whose boredom is rapidly diminishing the more time we spend together and the more "advice" Chris is giving him from the sidelines—makes certain my crotch is in no way metallic. With one careless tap, he teaches me the painful error of wearing boxers to an airport security screening. (Let me just say here that a grazing tap across the pills is less painful than a full-on kick or punch, but only in the way that getting shot in the arm by a .45 caliber bullet is less painful than getting shot in the arm by an RPG.) Anyway, the screener then goes over my back left pocket. The wand goes off. I reach into my back left pocket and pull out a pack of breath-freshening gum. It's got a foil pouch inside, so we speculate that's what's been setting the detector off. A frigging pack of gum. Who'd have thought, right? I stuff the gum into the collection dish. The wand doesn't go off again over that pocket. Thank god. Maybe I can actually get on my plane and just get some sleep.

Then the screener goes over my back right pocket, where I keep my handkerchief. The wand goes off again. What the hell? Surely the thing is just malfunctioning at this point. I posit this to the screener. Chris posits to the same screener that I'm a dangerous hippie whose parents were never married. The screener glares accusingly. I fume. I pull the handkerchief out, glaring at it accusingly, and that's when I feel an uncomfortable weight still there in my pocket. (I'd missed it during my cursory pat-down because of the aforementioned handkerchief.) So I reach into my back right pocket, and what should I happen to come up with?

That's right: a metal box-cutter about the size of a stick of gum. The very one I'd been using to help tear down boxes and stuff at the show just a few hours ago when we were packing up.

You know that feeling you get when you wake up from a dead sleep in the middle of the night to find yourself not only driving a car at full speed, but also looking through your windshield at some homeless guy who's got his arms up in front of his face?

Yeah...

As if that weren't enough, it's at this point that Chris, bless

him, starts chanting, "Holy cow, is that a box-cutter?!? Cavity search that guy! Cavity search him! Show him what those rubber gloves are for!"

My face makes evident my apocalyptic horror. (No, not "apoplectic.") A second screener scurries up and asks me if I'm willing to surrender the box-cutter. I try to casually say something charming like, "Ah please, dear lady, accept this as a token of peace between our peoples." What comes out is something like, "Guh... I swear I have no idea how that got in there... Holycrapholycrapholycrap..." The first screener looks like he's ready to "check" my crotch again with the metal-detector wand, only this time in the NHL sense of the term. Shaking all over, I do all I can not to literally throw the box-cutter into the screeners' waiting hands.

Thankfully, the story cascades into anticlimax from this point. I handed over box-cutter, they took it, and they finally let me go. I think it shouldn't be too difficult to sift the greater moral from this cautionary tale.

*For more such stories of dubious journalistic quality, check out our livejournal at <http://www.white-wolf.com/lj.php>*

# THE WINDY CITY

A look ahead to world of darkness: chicago

by Justin Achilli



World of Darkness:  
Chicago  
WW55200; \$39.99  
ISBN 1-58846-479-2  
page 18

several years ago, white wolf attended wizard world in chicago, then called the chicago comic-con. it's not really in chicago proper; it's in rosemont, which is a suburb. At that point, there was nothing to do in rosemont, and for all i know it's still that way. The trip to chicago was a \$60.00 cab ride *one way* and the cabbie didn't know where the bar we wanted to visit was located (muttering "crobar? where is crobar?" incessantly into his cb). It was hard times. you know things are bad when you're forced to drink in the hotel bar. Thankfully, they had a happy hour that offered *free all you can drink* for two hours. Josh's luggage contained only a t-shirt and some comic books. I climbed that scale replica of the eiffel tower outside the hotel. some weird hair band played at a bar called the thirsty whale. we had to eat at penny's.

those were the days.

Thankfully, our upcoming **world of darkness: chicago** offers a much more interesting and much more horrific take on the city.

**world of darkness: chicago** is our first true cross-over for the new world of darkness. It's our aim to capture all that was new, creepy, and exciting about the old **chicago by night** when it came out, yet re-invent the city for the new world of darkness. we don't plan to rest on the laurels of covering **vampire**, **werewolf**, and **mage** in one book, though. Motivating everyone involved, from writers to developers to artists and graphic designers is the desire to break new ground and invent innovative perspectives and possibilities for the city and all its denizens, to truly show you as players and storytellers that this isn't the same setting you knew before.

The book establishes the context of the city from the mortal perspective, then elaborates on that with large sections (128 pages each!) dedicated to each of the three game lines. This is a monster of a book, weighing in at around 400 pages.

The prevailing theme of the city is, "No being can escape the touch of the supernatural." No one, supernatural or mortal, should be able to avoid the character of the city as a whole, and that identity impacts all parts of the book and the stories that can be told there. That doesn't mean everyone in town is a vampire, werewolf, or mage. what it means is that

the supernatural influences everyone's life in chicago, from mortal to monster, in ways subtle and overt.

Beyond this unifying theme for the city and book, each game line presents one or more themes that are applicable to its character types. These can clash with the prevailing "inevitable" one of chicago, but they also have potential to work in tandem with it.

The prevailing mood of the city is, "us versus them." chicago is a city of contrasts and dichotomies. unions versus management. blue collar versus white collar. mobs versus police. one neighborhood against another. one ethnicity versus another. The city is highly factionalized, with groups rubbing each other the wrong way, contending with one another, and clashing. It isn't a "powder keg ready to explode." That angle has been used to death. Rather, you're either "us" or "them," and when you're "us," a lot of different "thems" seem to emerge. This animosity, dislike, and tension creates friction among groups and characters. It's hard to get along with others from other groups, yet you all share the same space, so it's a contradiction in terms. you might not get along with your neighbor, a member of a different clan or "that wizard bastard," but you still have to rub shoulders with him.

The result is an effort to maintain a social patchwork that constantly tries to unravel itself. your social patch is different from all your neighboring patches, yet they all belong to the same fabric, constantly pulling and tearing at each other. The result is exhaustion, frustration, unhappiness, and occasional outbursts of violent anger.

yet, for anyone aware of the mood of the city, opportunity knocks. social, political, labor, cultural, religious, and supernatural groups can be played against each other to get others to do work for you, if you know how to motivate them or you can play on their petty rivalries. people mistrust and ignore others who aren't "us," and turn a blind eye, and that blind eye allows other corrupt or despicable events to go unnoticed. sooner or later, when things are going wrong for even rival groups, they have to both recognize the problem and work together to solve it. That means unions working with big business, and one kind of supernatural being working



with another. once the problem is solved, the status quo of “us versus them” can always be reinstated.

## supernatural Activity

vampires, werewolves and mages all co-exist in the city. The book shows what they might know of each other and what they don't know. As well, we've planted some teaser mysteries throughout the book that must go unexplained by anyone, leaving their answers as big question marks. supernatural weirdness isn't always easy to define in the world of darkness, after all.

The upshot is that this book depicts what the various character types *do* know of each other. It's an invaluable resource that shows how the world of darkness works when all of its cogs turn in their own, individual orbits. How aware are mages of werewolf activity? In what parts of town do vampires run into mages, and what is the experience like for the kindred? How do mages deal with it?

Therefore, certain realities of monsters' existence are addressed in terms of other creatures' response. What do werewolves experience in and do about vampires' back, for instance? Surely all the feeding and killing that goes on in the rack conjures up some angry spirits and negative spirit-world energy? What do werewolves see, and how do they respond? Do they dare do anything for fear of drawing vampire attention? Similarly, how do werewolf packs and mage cabals get along when the borders of their respective territories overlap? Who intrudes upon whom, and how is either side prepared to respond?

## building the book

chicago is built in a familiar format with its own unique aspects and tenets.

- No storyteller chapter. This book is designed for all readers. It gives storyteller advice and ideas throughout, but it also provides players constant inspiration for how to portray their characters. Very little of the book is exclusive. Not even the story sidebars scattered throughout the book are for storytellers only. Those sidebars are the seeds of game ideas, but by no means uber-secrets that must be kept from players. In fact, by seeing them, players get a stronger sense of what it means to exist in the chicago of the world of darkness.

- The preceding setting books for the various games put short story ideas in sidebars on every page spread. That trend continues in **chicago**. Thus, storytellers can run with them as inspiration, and players can still read them to capture the spirit of what their characters might do in town.

- We've taken care to ensure that not all prominent figures and locales in chicago are under supernatural direct

influence. humanity still has the weight of numbers and the monster types still work from the shadows. mankind is plenty capable of virtue and vice on its own, and it's capable of far more inhumane acts than monsters might be.

- While **chicago** shows established supernatural events and figures in the city, we've built inroads for players' characters in all aspects. No part of the city hierarchy or structure is impervious to involvement or new membership. Granted, a character can't just walk in and command respect—he has to earn it—but characters won't face closed doors at every turn. We don't want storytellers or players to say, “cool, but what do I do there?”

- We don't limit the supernatural to vampires, werewolves, and mages alone. There are mysteries at work that not even these beings understand. Ghosts, strange beings, weird places, crazed people, all of which vampires, werewolves, and mages are as prepared to avoid as ordinary people are.

## dangerous knowledge

chicago had no library before the great fire. As a gesture of international good will, the government of england donated 17,000 books to the city to help establish the first chicago public library. Some of those books were predictable classics of science and literature—plato's *Republic*, the plays of shakespeare and the like—but a handful of the donated volumes were strange, unsettling books that england donated solely to get them off of english soil. Foremost among these was the allegedly damned *Codex Tenebrae*, which contained all manner of esoteric lore concerning angels, demons, and the summoning and banishing thereof.

According to one city father, “I would sooner place a phial of prussic acid in the hands of a young person than allow them access to the contents of this ungodly book.” The library's administrators initially fought to keep the book on the shelves, but in the face of sustained pressure from an array of churches it relented and the tome was auctioned to the highest bidder for the staggering sum of six thousand dollars—enough to buy many, many other books. Learning their lesson the hard way once, however, the librarians worked in tandem to ensure that none of the squeamish church-goers so much as saw any of the other books of “esoteric knowledge and exotic spirituality,” and many of those tomes remain in the library's special collections even today.

*world of darkness chicago, a 400-page, hardcover crossover setting book, is available in december.*

# Vampire™

## THE REQUIEM

# The Unconquerable Dead

## Kindred Take Control in *Invictus*

by Will Hindmarch and Justin Achilli



*Invictus*  
WW25121, \$31.99  
ISBN 1-58846-259-5  
page 17

*since the nights of the middle Ages, the vampires of the invictus have been the de facto aristocrats of the damned. november sees the release of invictus, the complete guide to this covenant of power and prestige for players and storytellers of vampire: the requiem. to play characters capable of surviving—or ruling—in the neofeudal society of the undead, you have to understand why it's the right fit for vampire, and why kindred of the invictus love it.*

feudalism is good for telling stories. the idea of feudalism might bring to mind images of specific historically feudal societies, like medieval europe, but the social structures of a feudal society don't have to come with all the baggage of manorialism and serfdom. the neofeudal society of *vampire*—which revises or updates some of the old-fashioned “givens” of traditional feudalism—is about private social contracts and loyalty, allegiance and mutual opposition, and servitude in exchange for rights, wealth, or protection. the emphasis on personal territory, lineage, and fealty makes feudalism ideal for social creatures like vampires, who sustain themselves by hunting and define themselves by their blood. more importantly for social creatures like us game-players, a society built on these ideas makes a great environment for tales of intrigue and personal horror.

the neofeudal order of kindred society in general, and *invictus* culture in particular, puts the focus on individual relationships between characters rather than overarching rules of governance and elaborate systems of law. fealty is about allegiance, and any diagram of a feudal society is also a diagram of personal loyalties and formalized—though sometimes improvised—power structures. stories of politics and intrigue are about characters who want something that another character has—or can provide. a feudal hierarchy is built on these relationships.

by building kindred society on a system of personal contracts, every relationship becomes subtly distinct but intuitively understandable, like a family. tales of intrigue arise out of the need to escape or change the terms of a feudal contract or the effort to uncover the private alliances between

local kindred. the presence of the *invictus* in a chronicle adds weight to the neofeudal system by providing greater material benefits for participation (like dominion over a city park or skyscraper) and multiple ways to formalize, legitimize, and dramatize the social contracts between characters (blood oaths are an example of this).

the things vampires do to survive are inherently horrific. the neofeudal society keeps it personal. the responsibilities of a liege or vassal aren't something she's born into, like a citizen. she chooses them, she *swears* to uphold them.

fealty grows naturally out of these personal contracts. (though with a *vinculum* involved, it can be magnified supernaturally.) fealty is just a kind of outspoken loyalty to a partner, leader, or “team.” without any clear-cut good guys or bad guys running around in the world of darkness, fealty helps organize characters into many different, manageable factions. if you want stories about politics and intrigue, you need different factions to play against each other—whether they're covenants, coteries, or something in between.

fealty isn't the same thing as a formalized social contract. fealty is about being faithful, not about formality. remember, too, that fealty doesn't have to be common knowledge. *vampire* stories are rife with deceptions and betrayals—secret pacts and hidden loyalties are integral parts of the *Danse Macabre*.

in the fictional world of vampires, territory is a practical consideration meant to keep ferocious xenophobic monsters from coming to blows. beyond that, it clearly delineates authority and blame—a regent is responsible for what happens in his territory.

in the stories we all tell about the world of darkness, territoriality lets lots of individual characters define different, digestible bits of the setting. neighborhoods and nightclubs linked directly to a character become easy tools for symbolism. territoriality makes the political landscape a tangible part of the game world—to see the *invictus* leader, you go to his part of the city. it lets the setting describe another dimension of the narrative and makes it



# Vampire™

## THE REQUIEM

easy for storytellers to use the game world itself as a prize for success. (“defeat the mekhet priscus, and i’ll give you this city’s subways.”) there’s no better way to give characters a chance to change the city than a piece at a time.

### *The Invictus Is...*

in a previous issue of the **quarterly**, we gave a look at some of the design principles put to the writers of our first covenant book, **lancea sanctum**. here’s a look at what we gave to the authors of **invictus**:

- **the invictus is neofeudal.** its members buy into notions of inherent aristocracy. the covenant believes that some people are just born to rise to the top, be it by divine right or nobility of blood. not everyone who belongs to the invictus is a titled noble, however—feudalism relies on the lower classes as much as it does on aristocracy. why would they belong to an organization that keeps them at the bottom? some vampires want stability or security more than power, and the first estate provides for those who serve. the invictus closes ranks and offers the protections of its institution to those who join. just as kings were sworn to defend their peasantry, so too are luminaries of the invictus honor- and duty-bound to aid those whose support places them at the top. naturally, it’s not at all altruistic, but wise members of the first estate realize that a king with no subjects is no true king at all.

- **the invictus is a covenant, not a government.** it’s distinct from city hierarchy. do not confuse a city’s prince with the invictus. a prince may be a first estate member, but such is not always the case. indeed, in some cases, the invictus is actively at odds with established city government, or it numbers among those whom the city’s kindred government disenfranchises. the invictus, as a covenant, is a social organization. it has no inherent power. it’s simply so adept at seizing power that the two are often confused.

- **the invictus is secular.** of church and state, the invictus chooses state. that’s not to say individual members can’t be religious or pious and acknowledge god or some other deity, it’s just that the covenant’s primary concern is temporal power for its own sake. the covenant’s methods follow a model that history has proven works. in fact, you’ll likely find a priest or other churchgoing former mortal who belongs to the invictus instead of the sanctified or acolytes—such an individual makes no bones about using his spiritual office for political gain or other attempts at power and nobility. this isn’t even necessarily corruption; the vampire just might not believe in the greater goals of the lancea sanctum or circle of the crone in particular. indeed, the invictus often has an ally in the lancea sanctum, so its members aren’t necessarily

antagonistic to religion just because spiritual authority is not the covenant’s ultimate goal.

- **elitist though it is, the invictus is accessible.** while the route to power is seldom easy and clear, there is always a way to get ahead in the covenant. the invictus is a meritocracy of sorts, respecting power even as it sometimes undermines or betrays it. the invictus wants to remain strong, so its local leaders admit strong neonates and newcomers—why deny the covenant a useful ally or potential advantage just because she’s young or black or a nosferatu? the trick, as a member of the invictus, is proving that one is advantageous to the covenant without suggesting that one is a tool. the invictus hierarchy requires a seat to be emptied before it can be filled, and vampires do not retire, exactly, or die. so, while the first estate is a meritocracy, most of its leaders do not often recognize up-and-comers as having the merits necessary to displace *them* personally.

### *The Sanguine Promise: An Invictus Blood Oath*

**prerequisite:** covenant status (invictus) •

**effect:** the sanguine promise is the simplest form of supernatural blood oath used by the invictus. it’s a one-sided oath, typically used by lower kindred to legitimize fealty or servitude to elders. to swear it, a kindred writes a passage of text in her own blood, expending a single vitae. at the same time, the vampire to whom she is swearing spends a point of willpower. the vitae of the text remains fresh until—unless—the oath is broken. if violated, the text dries into a brown crust, like a scab.

as long as the text of the oath remains fresh, it can be consumed as vitae or tasted to discern lineage (see p. 163 of **vampire: the requiem**). doing so risks blood addiction and vinculum as normal.

in most invictus domains, the swearing kindred writes out the terms of his promise, but it is not a requirement of the blood oath’s power. a well-known regent of paris requires those swearing to him to record their vampire lineage of the five previous generations—those who can’t are judged unworthy of his service. some invictus lieges require vassals to write out passages of *the testament of longinus* that underscore the terms of the oath.

this oath is binding with the expenditure of four experience points.

*invictus, a 224-page, hardcover character book, is available in november.*



# WEREWOLF

## THE FORSAKEN

## What's What and Who's Who

An Inside Look at *Blood of the Wolf* and *Lodges: The Faithful*

by Ethan Skemp, *Werewolf: The Forsaken* developer



**Blood of the Wolf**  
WW30301, \$26.99  
ISBN 1-58846-329-X  
page 16



**Lodges: The Faithful**  
WW30101, \$26.99  
ISBN 1-58846-330-3  
page 18

### Nightlife, Werewolf Style

What's it like to be a werewolf? I mean, what's it really *like*? What does it feel like? What sort of challenges trouble you in your day-to-day life? How easy is it to find your own food in the wilderness? Part of the fun of roleplaying a werewolf is discovering the answers to those questions. Not all hours are spent at the hunt.

**Blood of the Wolf** is a book designed to flesh out details like this. It's more or less a look at "the werewolf experience" in all its glory, from the physiological quirks of a shapechanger's metabolism to the challenges of navigating human society when the heart of a primal monster beats in your breast. It's about what it's like when werewolves try to live like wolves—or as humans, for that matter. If an antagonist book provides the initial hook for a chronicle, **blood of the wolf** supplies the detail to flesh out the scenes that make up the rest of the chronicle. It's about the romantic subplot, the environmental challenge, the subtler health hazards, and of course, about really climbing into a werewolf's skin and finding out what it's *like*.

**blood of the wolf** is aimed at the player who wants to know more about what sort of things his werewolf has to worry about that aren't purely external threats. It's also aimed at the storyteller who enjoys setting up challenges and subplots that don't involve the shadow or the pure. In short, we hope it's a book for everyone.

Check it out: here's a sneak peek from the outline sent out to authors, showing the sort of things that are to be covered in the physiology chapter. A little food for thought.

**chapter one: flesh and blood (20K)**—right here I'd like to see some fun exploration of how werewolves work. For many of these questions, you have relatively free rein to make up the answers—I would just like to see them answered in a way that makes it interesting to play a werewolf. If you're going to point out disadvantages, make sure they're fun to roleplay.

Although there's going to be a lot of information relayed in this chapter, it must be interesting and fun to read. I don't want the chapter in "in-character" voice, of course, because then the accuracy of the info is called into question. We don't want that. Some fiction for spice is fine, however, particularly if it provides interesting perspectives on the facts that are related here.

- **the first change.** obviously, this is the point at which the body turns from "indistinguishable from human" to "supernatural creature." Does everything change at once? Are some "werewolf powers" prone to manifest in small doses in the days before the change?

- **senses.** There's some detail on this in the core book, but I'd like to see some more. Devote some time to talking about the different senses and how they vary in strength by form.

- **shapeshifting.** presumably the mass gained or lost is handled by the conversion of a werewolf's spirit matter to flesh and back; sort of like how they step sideways into the spirit world. That's the big nod to science. I'd really like to see shapeshifting handled in such a way, however, that we get to see interesting speculation about what it means to shapeshift. What does it feel like? What's up with those digitigrade legs in gauru form? I'd like to see as many potential questions as you can think of answered here, albeit in interesting format. If a werewolf gorges itself on elk then shifts into a smaller form, what happens to the meat? Things like that.

- **regeneration.** This is something that players could easily argue over. What's the largest missing body part that can be regenerated? Is it easier to regenerate an internal organ than a finger? An eye?



# WEREWOLF

## THE FORSAKEN

- **metabolism.** Does a werewolf need to eat more than a human or wolf? How much of it must be meat? can werewolves eat carrion and the like and gain sustenance from it (just like my freakin' dogs)?

- **aging.** A biggie. presumably, werewolf regeneration retards their aging somewhat—it's just cooler to have a 90-year-old werewolf running around with the spry body of a fifty or sixty-year-old than it is to have a 50-year-old werewolf who's been aged to senility by the stresses of shapechanging. but where are the limits? extrapolate.

- **pregnancy and conception.** what happens if a pregnant werewolf tries to shapeshift (bearing in mind that the baby cannot likely shift itself)? do werewolves have skewed odds of conception? how might pregnancy or reproduction be altered by the werewolf state?

- **silver.** The core rulebook covers the basics just fine; i'd like to see a more in-depth examination. describe what silver wounds are like and how a modern doctor might interpret them. if a limb is severed by a silver weapon, for instance, is the wound cauterized? presumably silver bullets do damage only on impact because they scar the tissue around them. they don't keep doing damage as the bullet stays in the wound.

there could be other topics i haven't thought of. feel free to suggest other areas, and i may suggest other aspects of werewolf physiology to explore as further questions are raised.

### InnerCircles

one of the big design decisions about **werewolf: the forsaken** (and indeed, the whole new world of darkness) was that we wanted to make sure that the ideas in the game would be versatile tools. when we decided to include a totem mechanic, we went with the idea of totems that could be customized as individuals. when we hashed out the idea of the bidden, we knew that we wanted them to be as varied as the spirits that created them.

And so, too, with lodges. The basic concept of the lodge is of a smaller, more inclusive mini-society of werewolves with something major in common. initiation into a lodge requires some level of dedication or sacrifice, but it is rewarded by an additional support network, and conceivably some measure of new lore or spiritual power. but that skeleton can be used to build all manner of things.

A lodge can be a spiritual ideal, like a religious denomination or even a cult, dedicated to the spiritual betterment, even salvation of its members—or conversely, their willing damnation in exchange for power. The initiates of such a lodge seek to do what is “right,” or “natural,” or “reverent”... for whatever those terms might mean to a werewolf.

A lodge can represent a political movement, wherein a group of werewolves have gathered together in the hopes of effecting some sort of social change in the society of their kind (such as it is). such a gathering might aspire to rise to power or to inspire others to follow a particular social ideal.

A lodge can be used to model a regional subculture, adapting the basic werewolf template of **werewolf: the forsaken** and adding in a few tweaks to adjust it to a particular culture's beast-myths. such a lodge might not even be seen as a “lodge” at all. others would simply know the werewolves of the Andes (for instance) are... different.

A lodge might be a path to power, pure and simple. members come together to do what their lodge's totem asks of them so that they can wrest even more might from the shadow and its denizens.

there's a lot you can do with lodges. And that's why we set to work on **Lodges: The Faithful**. more than just a laundry list of the lodges from the core rulebook (and yes, they are in there), this book goes into great detail about a number of sample lodges—and offers advice on designing your own. expect to see some solid tribal lodges for the forsaken, as well as some quirkier variants that take advantage of the flexibility of the lodge format. And yeah, maybe some antagonist lodges as well. The beleaguered, besieged forsaken shouldn't have all the fun, right?

And in case you're worried about redundancy with the lodges printed in the core book—don't be. more space means more space for detail. each lodge gets the full treatment. An excerpt from the legend of its founding—where did it all begin? details on initiation. prerequisites and benefits. new toys available for members of the lodge. multiple plot hooks for every single lodge in the book, so you don't have to repeat yourself whenever they show up. even sample personalities ready to leap into a chronicle to represent their lodge's interests—for good or ill.

better make yourself presentable. it's initiation day.

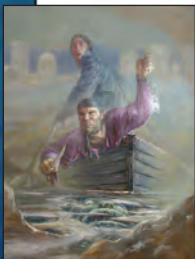
# MAGE<sup>TM</sup>

## THE AWAKENING

### *No Place Like Home*

*A Look at Boston Unveiled and Sanctum & Sigil*

by Bill Bridges, *MAGE: The Awakening* developer



**Boston Unveiled**  
WW40200; \$26.99  
ISBN 1-58846-419-9  
page 16



**Sanctum & Sigil**  
WW40201; \$26.99  
ISBN 1-58846-420-2  
page 17

### *Boston Unveiled*

**Boston unveiled** is a city and regional sourcebook that presents the signature setting for *MAGE: The Awakening*: the city of Boston and its environs with all its old, witchy New England atmosphere. The sourcebook provides in-depth information on history, geography, notable characters, and their various cabals. In addition, there are storytelling tips and a full story line for beginning a Boston-based chronicle.

**Boston unveiled** builds substantially on the information presented on the city in the *MAGE* rulebook. While that chapter provides a glance at the city, **Boston unveiled** reveals forces at work behind the scenes, delving into the agendas and secrets driving events in the Awakened world. It presents a plethora of stories that can be used to drive chronicles set in the region.

Mages are mortal, but they see things from an entirely different perspective than sleepers. They get involved in a wide spectrum of human and supernatural events—anything that can be detected and dealt with using the Mage sight. In other words, pretty much anything imaginable.

Mages exist in many cities and places around the globe, but Boston gives them one of the strongest footholds in North America. As such, Boston represents not just a political territory but a spiritual one where many worlds touch. Portals and gates have been opened here, and the lingering resonance from the shadow realm pervades certain places, often making them ground zero for strange incursions and creatures that crawl or leak through the gauntlet.

### *Restless Dreams*

The doings of mages don't affect just the Awakened—magic ripples out, in the form of resonance and unintended consequences, affecting sleepers and making their unconscious sleep fitful. Even those who never witness magic pick up on this tension between what is and what should be. They sense that, next to the might of a willworker, their lives are failures. This leads to extreme behavior: depression,

addiction, a win-at-any-cost attitude.

This deep feeling of unworthiness also causes a backlash, a hatred and envy of over-achievers, whether it be the techno-nerd students at MIT or the MBAs of Harvard who'll one day run the world. But more than anything else, it causes a hatred of mages. Sleepers aren't consciously aware of them, but one wonders just how much witness-oriented paradox is colored by this hatred, finally getting some release.

This phenomenon is subtle, however. No sleeper easily falls into behavior directly connected to magic-envy, but it forms a low-level resonance that's nigh impossible to directly detect but whose effects can be seen over time with sufficient study.

The seers of the Throne find ways to exploit and increase this envy, while virtuous Atlantean mages hope to stave it off. The rest want to find ways to control it.

### *The Past as Prologue*

In the “unintended consequences” category, the first mages to arrive in the region made compacts that still affect mages to this day. The region's history weighs heavily on the shoulders of any mage here, even if he's just passing through. Remember, in *MAGE*, time can be measured and affected like a sculptor works stone. Even more important here, however, is the web of fate that binds everyone—entangling the young in the karma of the old.

The strands of fate binding the region aren't all bad. The city did spawn the Boston Tea Party, which helped to create a new nation dedicated to freedom and liberty. It also saw the Salem witch trials. It's the city where Ben Franklin grew up, and the place where the infamous strangler stalked. In other words, it's a place of potency. New things are created daily at MIT, while Harvard grads figure out how to best steer the course of society.

### *That Old Black Magic*

The woods of New England and upstate New York have a certain rep for being haunted by devil-worshippers, witches, or creatures of the night during the time of the pilgrims or later colonies (the headless horseman, for instance). Was this all just in



# MAGE™

## THE AWAKENING

the imagination of the puritans, or is there some grain of truth here?

There's a world of mystery and terror out there, and it can overwhelm even a mage. Mages must struggle just to get past false stereotypes handed down in legend.

### *Sanctum & Sigil*

For sleepers, home is where the heart is; for the Awakened, it's so much more. The stereotypical images of a wizard's sanctum—the dark tower, the alchemical lab, the eerie brownstone manor—are not unknown in the world of darkness, but the weight of time and supernal ideals have twisted these images into an amazing diversity of forms. The sanctums of the Awakened can be found in ancient cathedrals, creaking under the weight of gothic architecture; in caves shaped by the hands of worshipers over millennia; in sterile laboratories crackling with the power of quantum uncertainty; and in abandoned buildings thick with the stench of death and decay.

As important as the sanctum is, equally important are those who dwell within it. Since the fall of Atlantis, mages have gathered in tight cabals. It's in these fundamental groups that the Awakened guard against the darkness of the Abyss. These cabals form the core of mage life and the center around which all Awakened politics turns. From the cabals arise the consilii, assemblies, and retrarchies that overshadow Awakened society.

### *Laying a Foundation*

Home defines a person. It gives her a place to fight for, a place she understands and that understands her. What would Frodo's quest be without the Shire? Or Harry Potter without Hogwarts? Or John Murdoch (in the movie **Dark City**) without Shell Beach? Where do the heroes go after all the adventures are done? What were they defending when they went out to battle?

Aside from its physical creation, what forces shape the mage's home? Will chthonic forces bubbling up from the earth's depths drive its formation? What happens when a sanctum is built beside a verge or, more dangerous yet, built near a locus favored by horrifically powerful creatures? If ghosts flock to the Awakened soul, how does this affect something like the day-to-day operations of a stygian sanctum?

### *Places of Refuge*

Besides the mage's own life, a home defines others as well. If a mage works magic, if she quests for any reason, she will sooner or later disrupt others' lives. There are con-

sequences to this kind of meddling and, in the world of the Awakened, if she doesn't have a sanctuary to flee home to after a confrontation, she'd best get one soon.

Ever since the fall of Atlantis, mages have found sanctuary with others in common cause. These cabals, forged by bonds of magic and oath, are the heart of the Awakened society. That doesn't make living within them any easier. Interpersonal rivalries, tensions between paths, conflicting agendas between a cabal and one's order—all of these lead cabal members in alarming directions. Murders in the night, duels arcane, sabotage, and betrayal are all possible within the intricate web of cabal politics.

Then there are the external threats. Other cabals work their wills out in the world, jealous of new power, concerned that nearby cabals are overextending their reach. They might appear to be friends in word, but they might stab you in the back when you least expect it.

On the other hand, what if the cabal has developed some true and powerful allies? What happens when those allies call for aid, dragging the cabal into a fight it didn't want to get involved in? Will the cabal risk a wizard war or suffer the potent spirits that sometimes avenge oath-breaking by those who refuse the call?

Other worldly threats put pressure on a cabal as well. Enemy apostates, Abyssal entities, open verges... Each threat offers new and unique perils, all within a stone's throw of the cabal's sanctum.

Then what happens? The sanctum starts out as small and weak, but it swells with power through the actions of the mage and her cabal. Yet nothing in this world or in the realms above operates in a vacuum. Deals must be struck, favors exchanged. Sigils and protocols must be established within the sanctum. Many enemies lurk out there—what once started as an exercise in safety has taken a mage to a whole new level of political intrigue. The once-solitary mage's life is transformed forever.

To deal with many inter-cabal struggles, cabals submit themselves to the rule of a concillium, but this doesn't change any of the listed issues; it simply formalizes them. Fierce politics simmer just below the surface in every council meeting, offering a tense and often confounding landscape of political landmines for the unwary Awakened.

The cycle doesn't end there. Take it to the next step—no cabal lives forever and no sanctum, either. What happens when the founding cabal dies and their creation carries on after them? Imagine what could be found in those ancient halls, once filled with enchanted items and throbbing with the willworking of potent mages. What treasures await—or what horrors await—those who find the last remnants of the sanctum's power?

**Boston Unveiled**, a 144-page, hardcover setting book, is available in October. **Sanctum & Sigil**, a 144-page, hardcover setting book, is available in November.

# EXALTED™

## Best Served Cold

### Exploring Creation's Coldest Corner in **Bastions of the North**

by John Chambers, Exalted Developer



**Bastions of the North**  
WW8807, \$24.99  
ISBN 1-58846-686-8  
page 17

The northern reaches of the **EXALTED** world feature breathtaking vistas of white stretching as far as the eye can see, broken only by ranges of snow-capped peaks desperately reaching like gnarled, frozen fingers for the ever-distant sun. And dangers loom within the uniform northern white, from the natural hazards of avalanche, blizzard, and frozen fog to the more insidious threat of the winter folk, the varajtut cannibals, and the living dead.

Against these dangers stand the **bastions of the north**—strongholds of civilization holding out against the forces of nature, the inhuman menaces, and the pervasive culture of barbarity. Of all the northern states, three in particular are shining examples of the northlanders' ingenuity, independence, and indomitable will to make the best of what little their harsh land offers.

The first of these bulwarks of civilization is Whitewall. Located squarely center in the northern threshold, the city is threatened by the dead on one side and the winter folk on the other. Yet the rulers of Whitewall, a triumvirate of powerful spirits known as the syndics, have successfully negotiated a fragile peace that protects both the city proper and the road of imperishable stone that leads from its gates to the distant inland sea. The people of Whitewall are safe only within the city's eponymous walls, and any invitation made to the wrong stranger could invite the denizens of the underworld or the wyld in to wreak havoc. Therefore, visitors are viewed with suspicion and no small amount of dread as harbingers of all the evil that lies just beyond the city walls.

The second of the north's great cities is Gethamane, whose name means "sanctuary" in the ancient tongue of the old realm. Hewn at the height of the first age from the frozen heart of a mountain, the so-called city of temples is as mysterious as it is intriguing. None know the origin of the city, and none suspect the true magnitude of the horror that lies beneath it. Within Gethamane, farmers tend the city's fungi gardens, priests placate its inscrutable gods, and guards patrol its well-lit corridors, while beneath it all lies the key to Gethamane's true origins (and possibly its ultimate downfall).

The third great state of the north is actually a confederation of nine city-states, the Haslanti League. Individually, none of the nine are powerful enough to match the other powers of the region, but combined, they are a power with which to be reckoned. The up-and-coming power bloc of the north, the Haslanti people are desperate to balance the benefits of civilization with their tribal roots. Whether this great experiment will succeed and become the true power of the region remains to be seen. But beneath the Haslanti city-state of Crystal, perhaps the greatest threat to the young League remains buried beneath a frozen glacier. Soon, this clever young nation's mettle will be tested when the forerunners of second age innovation must face a threat dating back to the time of the shogunate.

### Iceship Coaster

**role(s):** ice-going merchant vessel; troop carrier

**length:** 85 feet (hull); 100 feet (outriggers)

**beam:** 12 feet

**draft:** 4 feet between iceriggers and hull

**rig type/closest tack:** imperial with foresail/3 points

**speed:** ...

**maneuverability:** -4

**standard/minimum crew:** 22/8

**soak:** 6L

**health levels:** 12/24

**description:** coasters are the passenger and cargo vessels of the white sea. Their outriggers can be hauled inboard, and they can operate in open water as well as on the ice. The hull is broadly rounded, with a flat stern, and the rudder is, in fact, a long steel spike on a lever, which can be jammed into the ice. At high speeds, harpoons with tow cables must be used to change direction quickly. This requires considerable cooperation between steerswoman and crew. The ship has a raised quarterdeck and forecastle, with the officers sleeping below the rudder and the crew sleeping forward. The main deck directly below is used for passengers and lighter cargo, while the orlop deck beneath is used for the heavier cargo and ballast. In total, an ice coaster is able to carry some 1,200 tons of cargo.

In a military capacity, a coaster can carry a 125-man talon and its supplies in tighter quarters than the realm transports its troops. The Haslanti League maintains nine coasters as troop transports and 27 as patrol craft.

*bastions of the north, a 144-page soft-cover setting book, is available in november.*



## Light in Desperation

A preview excerpt of **The Carnelian Flame**

by Aaron Rosenberg

The sun beat down on Gren as he slid in and out of consciousness. At one point his head had sagged down so far that it had brushed the water, and he had a mild sting as the moisture dampened matted hair and blood. The heat was intense, and Gren could feel the sweat springing up all over his body. The peasants had stripped him to his breeches, of course—no sense wasting a good suit of armor. Insects swarmed over him, sampling his exposed flesh, and already he was covered in bites that had begun to itch mercilessly. Not that it would matter soon.

He'd opened his eyes a few times, but the sun stabbed into them, blinding him. His breath was coming in short gasps, and his lips already felt like they'd been cured into hard leather. He'd tried struggling against the ropes, but they were thick and strong, and the knots were solid. His limbs had been pulled taut enough that he couldn't get any leverage anyway. For peasant farmers, these people knew how to leave a man helpless.

As the sun rose and the heat grew more intense, Gren lost consciousness more often. His vision, when he did force his eyes open, was blurry, and random bursts of color swam before him. He was having more trouble breathing, and he could feel his heartbeat faltering. It wasn't unpleasant, though—like having a thick, warm blanket wrapped around you. His whole body tingled, and he didn't even notice the aching anymore.

And then he started to have dreams...

He felt light beating down upon his face, and upon his closed eyelids, taking shape somehow. Almost like mist turning to rain, solidifying and gaining a discrete form. A voice washed over him in waves, less a sound than the pounding of the heat against his skin.

"Open your eyes, Grendis Lam." Gren forced his eyes open, squinting against the light. The sun was directly overhead, and it felt as if one beam had narrowed to a spear and was jabbing into his skull. "You have been chosen."

*Chosen for what?* His lips were still cracked, and his tongue so swollen Gren wasn't sure he'd really spoken.

"Chosen to resume your rightful place in the world," the voice replied. And, at that proclamation,

something deep inside Gren rejoiced—something he'd never known was there until now.

*But I have no place,* he screamed in his head. *I'm the son of a woodsman, and even he disowned me! I have nothing, no name, no family, just my arm and my sword and my scars.*

"No, Grendis Lam," the voice corrected. "Your beginnings are lowly in this time and place, but that is not who you truly are. Your lineage stretches to an earlier age. You were great once, and you shall be again."

That deep, hidden something in his chest swelled again, and Gren felt the urge to laugh, to shout with joy, to weep with gratitude. But why?

"You were rabble, Grendis Lam." The voice was disapproving, its waves striking his chest like blows. "You lived upon the pain of others, and did nothing in return." Then they softened. "But that was your youth. You learned discipline, and martial skill." And now the waves almost seemed to caress him. "And then you learned scruples."

Images suddenly appeared in Gren's mind, scenes of various jobs with the scarlet daggers. Times when he had pulled back from killing someone who didn't deserve it. Times when he'd suggested less violent methods of getting the job done. Times when he'd stood up to enjoy and Lirat and even scamp, keeping them from getting carried away.

"Yes." The voice approved of the visions, and his choices, and somehow that made him happy. "You have proven yourself worthy," it continued. "I exalt you Grendis Lam." The voice swelled, its waves stronger but still gentle. "I cast my mark upon you for all to see, so that the world may know you for mine." And the spear of light shifted upward, to his forehead, carving deep into flesh and bone.

The pain was intense, severe, blinding—if his body had still retained any moisture, Gren would have wept. As it was, he screamed then sagged back against his bonds.

"Now go forth, Grendis Lam. Serve my will, and your own. You are needed here, to right a great wrong and prevent a great evil. Go forth, and know that my blessing is upon you."

And then the voice was gone. And Gren gratefully let the darkness claim him once more.



**Exalted:**  
**The Carnelian Flame**  
WW10070; \$6.99  
ISBN 1-58846-882-8  
page 17

*Exalted: The Carnelian Flame, a 288-page paperback novel, is available in November.*

## LEGACIES OF BLOOD

### MORE BLOODLINES. NEW LAIBON.

BY L. SCOTT JOHNSON, VAMPIRE: THE ETERNAL STRUGGLE DEVELOPER



**Vampire:**  
The Eternal Struggle  
**Legacies of Blood**  
Starters: \$9.99 each;  
\$79.92 for display  
Boosters: \$2.99 each  
\$107.64 for display  
(see order form for stock  
numbers and ISBN)  
page 17

vampire: The Eternal Struggle is again exploring the more exotic lineages of caine's blood. In November, white wolf proudly releases its ninth v:tes expansion, **Legacies of Blood**.

The set revisits the clans and disciplines introduced in 2001's popular **bloodlines** expansion with new faces, new powers, and new tools to strengthen old strategies and to forge some new ones. What started as a trickle with the baali in **Kindred Most Wanted** grows to a torrent of bloodlines now. The rumor of a coven of blood brothers in Mexico is confirmed. The Red List welcomes new names, like the samedi child monster *genina*. Joining Adonai of the salubri *antitribu*, more bloodlines' founders appear in **Legacies of Blood**, among them *Muricia* of the Ahrimanes and *Troglodytia* of the samedi.

Most vampire know little about the bloodlines (and might not even know they exist). But while the bloodlines might be small in the world of darkness, some of their members have become legends among the kindred. One of the most famous (though seldom seen) will finally be captured on a card.

Like the baali in **Kindred Most Wanted**, each bloodline in **Legacies of Blood** expands into group four (with the occasional group three "bridge" vampire) so that the 3/4 crypts can have access to the bloodlines clans. (This also helps us avoid piling up too many members in a single group pair, helping maintain the support role for which the bloodlines are designed.) Each bloodline also gets new library support in discipline-based and clan-based cards (expanding the options for the original group two bloodlines members, as well).

#### Card Preview

##### **Muricia**

7 capacity Ahrimane

ANI PRE SPI

**sabbat:** During your untap phase, a gangrel *antitribu* you control may burn 1 blood to become a sterile Ahrimane and gain 1 level of spiritus. +1 strength. sterile.



bloodlines was an ambitious expansion, with 12 new clans and 10 new disciplines. Now the new Legacies of Blood expansion embraces that philosophy and pushes it a little further. In addition to the clans and disciplines from bloodlines, it adds a new sect, a new discipline, and a few more new clans.

For the first time in the eternal struggle, players can also explore the long-hidden domains of the Laibon, the cainites of sub-saharan Africa. Either misunderstood or simply ignored by the western kindred, the secretive laibon have evolved a different society with different concepts of morality (Aye and Orun instead of humanity/path) and different standards of interaction both with each other and with their breathing neighbors. In v:tes terms, Laibon is introduced as a fourth sect. It comes with a new title (or two), and several library cards help set the tone of the sect.

#### Card Preview

##### **High Aye**

Action Modifier

**Requires a Laibon with three or more Aye.**

+1 stealth, +2 stealth if this action is undirected.



#### New Clans, or Just a New Sect?

One of the first questions players raised after **Legacies of Blood** was announced was "will the legacies (laibon clans) be new clans in v:tes (like the salubri *antitribu* to the salubri), or will they be handled by creating new members of existing clans with the new sect designation (like the Assamite *antitribu* to the Assamites)?" The answer is: both. Some of the cainite clans that migrated to Africa have retained enough of their tell-tale attributes to be considered members of their "parent" clan, at least for v:tes.

Four, however, have changed enough to be considered new clans, and these four will each be featured in the starter decks for the set.



The Akunanse are the wise wandering “spiders” of the ebony kingdom, with the disciplines Abombwe, Animalism, and Fortitude. The founders of the ebony kingdom, the guruhi, govern it still, with the disciplines Animalism, Potence, and Presence. The self-indulgent Ishtarri—with the disciplines Celerity, Fortitude, and Presence—feed their vices openly. The strong but conservative osebo make excellent followers if not leaders, with the disciplines Auspex, Celerity, and Potence. Unlike most of the bloodlines, these four new clans are designed to stand on their own, not to have just a supporting role.

The Akunanse are the animalistic wanderers of the ebony kingdom. But unlike the gangrel, the experience (and stories) gained from their wandering nature causes the other Laibon in the ebony kingdom to seek out their counsel and wisdom. This means that the Akunanse do not suffer from a lack of political and social influence (Bleed and Votes). Abombwe, the signature discipline of the Akunanse, helps the Akunanse resist frenzy (as well as being more proactively useful as a cousin of Protean).

The guruhi are generally the oldest vampires and are comfortable in their rule. Unlike the ventrue or the Lasombra, however, their rule is not based on overtly held titles, but on more subtle manipulations. In the card game, this means they have to rely more on transient votes (provided by their presence) and have little in the way of power bleed ability (even their 11-capacity member has no bleed bonus). Instead, they must use stealth, blood gain, and influence (transfers) to exert their will.

The Ishtarri are undisciplined and unpredictable. Conditional stealth, votes, bleed, and even some untap and pool gain are all symptomatic of their volatile natures. On those occasions when they get everything in order, look out!

### Card Preview

#### Igoli

9 capacity Ishtarri  
obf tha AUS CEL FOR PRE

**Laibon:** Igoli gets an additional vote for each titled vampire you control. You may use a discard phase action to move a blood from Igoli to a Laibon in your uncontrolled region.



The osebo have a natural affinity for the role of bodyguard, and intercept combat is clearly their string point in the card game as well. But like most Laibon, they are not just stereotypes. They have a bit of vote power, bleed, and other proactive resources to bring to bear as well.

The other main legacies, the followers of set, kinyonyi, naglopers, shango, and xi dundu, are also represented with new members of their more well-known “parent” clans and supported by new library cards. The ghiberti line of the giovanni in Africa, while not technically a Laibon legacy in the world of darkness, is also visited.

### Card Preview

#### Thomasso ghiberti

4 capacity giovanni  
pot NEC

**Independent:** During your untap phase, you may move one blood from any Laibon you control to Thomasso.



of the minor legacies, only the mla watu and the nkulu zao are found in this expansion, again as part of more-familiar clans, the harbingers of skulls and the salubri *antitribu*.

### Card Preview

#### Maabara

Master card  
Harbinger of skulls

**Master:** Unique location.

You may tap this location to move a card from your ash heap to this location. You may use a master phase action to move a card from this location to the top of your library.



**Legacies of Blood** is a sweeping expansion designed to showcase the roles of the mysterious strangers in the already strange world of the eternal struggle.

Enjoy creating a walking legend, but remember that the world of darkness is a dangerous place (to twist a quote from *Kindred of the Ebony Kingdom* developer Justin Achilli).



## WHITE WOLF RELEASES



### **Boston Unveiled™** **That Old Black Magic**

The first European mages to arrive in New England made dark compacts and concords that still affect the region to this day. From ancient oaths signed in blood to the dying curses of witches, Boston's modern mages are bound by fates not of their own making. The region's history weighs heavily on the shoulders of all — even from beyond the grave.

#### **A Sourcebook for Mage: The Awakening™**

- Provides complete details on **Mage's** signature city, including a detailed secret history, geographical overview, and details on magical movers and shakers, malcontents and looming threats.
- Includes new magical orders to join, new spells to cast, and much more for **Mage** players.
- Full of cabals for Storytellers to use as allies and antagonists, as well as plenty of story seeds and other tools. A ready-to-play setting.
- Builds on the material in the Boston appendix of the **Mage** rulebook.
- Ties into the series of **Mage** novels.

ISBN: 1-58846-419-9 Stock #: WW40200  
Retail Price: \$26.99 U.S. Page Count: 144 (Hardcover)  
Authors: Kraig Blackwelder, Stephen Michael DiPesa and Malcolm Sheppard  
Developer: Bill Bridges



### **Mage: The Awakening™** **Storyteller Screen**

#### **All You Need Before Your Eyes**

There's nothing more frustrating for a **Mage: The Awakening** Storyteller

than searching for that one rule during a game. Well, that and needing to use a spell and not having enough Quintessence. At least we can solve the first one.

#### **A Play Aid for Mage: The Awakening™**

- Four-panel screen displays all the necessary rules and charts for easy reference during game sessions.
- Made of thick, durable cardboard stock (like the cover of a hardback book) — no flimsy screen here.

ISBN: 1-58846-584-5 Stock #: WW40700  
Retail Price: \$14.99 U.S.



### **Blood of the Wolf™** **Heart of the Predator**

What's it like to have the soul of a beast and the calling of a monster, all concealed within the skin of a person? How do you

live among the human herd when your instincts tell you they're prey? What sort of strain does shapeshifting have on your system? What does it mean to have the blood of the wolf?

#### **A character book for Werewolf: The Forsaken™**

- Practical information on how werewolves cope with both the wilderness and the urban jungle
- Expanded information on werewolf physiology; new shapeshifting tricks, regeneration, and more
- Expanded information on wolf-blooded characters (the offspring of werewolves and humans) and their role in the setting
- A bevy of new rules and character options make this an "advanced player's guide"

ISBN: 1-58846-329-X Stock #: WW30301  
Retail Price: \$26.99 US Page Count: 144 (hardcover)  
Authors: Matthew McFarland, Peter Schaefer  
Developer: Ethan Skemp  
Cover Artist: Dan Brereton







## Invictus™

### An Invincible Legacy

Patterning itself after the glory of Rome's Kindred society and the ages of kings that followed, the Invictus stands as a model covenant, one immune to the passage of time. But how well do ancient ways mesh with the Damned of the modern world? On whose backs is the Ivory Tower's foundation built?

#### A Covenant Guide for Vampire: The Requiem™

- Details the history, hierarchy, and goals of the Invictus (one of Vampire's core factions), and serves as an invaluable guide to the world of the Kindred from the covenant's unique viewpoint
- Features new bloodlines and powers unique to the Invictus, making the book a sure draw to players.
- Provides settings, antagonists, and story seeds for Storytellers.
- Invaluable for running political and intrigue chronicles, as the Invictus is the covenant of Princes and power-schemers.

ISBN: 1-58846-259-5 Stock #: WW25121  
Retail Price: \$31.99 US Page Count: 224 (hardcover)  
Authors: **Kraig Blackwelder, Ray Fawkes, and Dean Shomshak**  
Developer: **Will Hindmarch**  
Cover Artist: **J. S. Rossbach**



## Sanctum & Sigil™

### Ivory Towers Reaching for the Heavens

The Fallen World resists the efforts of mages to impose higher realities onto the mundane laws of nature. The very disbelief

of Sleeper souls can unravel spells, but mages can build strongholds that establish a foothold for their Supernal Realms. In these sacred sites, mages can perform wonders akin to those of their Atlantean ancestors.

#### A sourcebook for Mage: The Awakening™

- A detailed look at mage society and its sectarian politics, from its Hierarch leaders to its Sentinel enforcers.
- Reveals the inner world of mage sanctums and demesnes, anchors between the mundane world and the Supernal Realms
- Example sanctums for both Atlantean orders and their rivals

ISBN: 1-58846-420-2 Stock #: WW40201  
Retail Price: \$26.99 US Page Count: 160 (hardcover)  
Authors: **Brian Campbell, Gary Glass, Bill Maxwell**  
Developer: **Bill Bridges**  
Cover Artist: **Charles Vess**



## Mage: The Awakening™

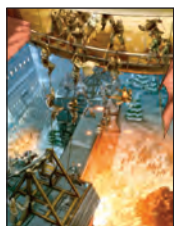
### Magic at Your Fingertips

The Awakened struggle to rebuild their lost paths to magic as they vie for dominion over a fallen world. Keep a reminder of their struggle at hand.

#### Branded Merchandise for Mage: The Awakening™

- A quality mousepad featuring logo and art from Mage: The Awakening™, 3/16-inches thick, with a heavy-duty rubber backing
- Branded mousepad is both practical and a fun way to show your support for Mage.

Stock #: WW40703  
Retail Price: \$12.99 US



## Bastions of the North™

### Havens from the Cold

North of the Realm and beyond the White Sea exist some of the harshest environs in Creation. Bitter cold, savage monsters and barbarian raiders threaten

all who dwell in this frozen wasteland, promising only short lives and brutal deaths. Yet, bulwarks of civilization exist even here, offering security and hope to those who dwell within their cities' sturdy walls.

#### An Sourcebook for Exalted®

- Details the three great powers of the North—Gethamane, the Haslanti League and Whitewall—along with a mysterious lost city buried under the ice since the First Age.
- Provides all the information players need to create characters from the frozen North.
- Gives detailed locales and adventure seeds for Storytellers wishing to run series set in the harsh hinterlands of Creation's Northern border.

ISBN: 1-58846-686-8 Stock #: WW8807  
Retail Price: \$24.99 US Page Count: 144 (softcover)  
Authors: **Kraig Blackwelder, Genevieve Cogman, Geoffrey C. Grabowski and Andrew Watt**  
Developer: **John Chambers**  
Cover Artist: **UDON with Chris Stevens and Espen Grudejærn**



## Exalted: The Carnelian Flame™

### Power of Righteousness

Staked out under the noon-day sun, Grendis Lam could think of no worse way to die. Yet, the sun

showed mercy, imbuing him with power and a mandate to walk the path of righteousness. Now, allying with the wandering sorceress Arianna, Lam must stop a mad, despotic sorcerer intent on plunging the Hundred Kingdoms into the Underworld one by one.

#### Exalted® Novel #6

About the Author: Aaron Rosenberg is a contributing author of numerous White Wolf game supplements. This is his first Exalted novel.

ISBN: 1-58846-882-8 Stock #: WW10070  
Retail Price: \$6.99 US Page Count: 288  
(mass-market paperback)

Author: **Aaron Rosenberg**  
Cover Artist: **UDON**



## Legacies of the Blood™

### Bloodlines Return as New Ones Emerge

Distinct from the major clans, rare lineages of Kindred also play their part in the great Jihad. The known vampiric Bloodlines return to the eternal struggle, plus all-new legacies of blood emerge from the Dark Continent of Africa!

#### A Card Set for Vampire: The Eternal Struggle®

- A new set featuring four starter decks and boosters, making it appealing to new and experienced players alike.
- Starter decks (Akunanse, Gurohi, Ishtarri, and Osebo) include a balance of new cards and valuable reprints, making them ready to play; each contains 90 cards and a rulebook.
- Each booster contains 11 all-new cards.
- Expansion includes over 180 all-new cards.
- New vampire types and powers for players to add to their collections
- VTES (now in its 11th year) has been named the #1 multiplayer CCG by Inquest Gamer and this set shows why.

#### Starter Deck Display:

ISBN: 1-58846-641-8 Stock #: WW2691  
Retail Price: \$79.92 US (contains 2 each of 4 different starter decks)

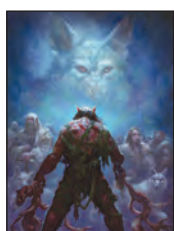
#### Booster Pack Display:

ISBN: 1-58846-642-6 Stock #: WW2692  
Retail Price: \$107.64 US (contains 36 packs)





## WHITE WOLF RELEASES



### Lodges™

#### Brotherhood of Wolves

Channel the primal anger of the Lodge of Wrath. Delve into the forbidden lore held by the Lodge of Death. Howl down the thunder with the Lodge of Lightning. Bare your fangs against the twisted scions of the Lodge of Worms. Power and wisdom are there for the taking, for those willing to undertake the rite of passage—and pay the price.

#### A character book for Werewolf: The Forsaken™

- The higher initiations of werewolf culture; the exclusive brotherhoods that grant added power in exchange for oaths of loyalty.
- New lodge-specific Gifts, rites and other advantages
- Variable power levels among lodges and design-your-own rules for maximum flexibility
- Setting information on each lodge makes it easy to include the ones you want in your chronicle

ISBN: 1-58846-330-3

Stock #: WW30101

Retail Price: \$26.99 US

Page Count: 144 (hardcover)

Authors: Aaron Dembski-Bowden, Matthew McFarland

Developer: Ethan Skemp

Cover Artist: Torstein Norstrand



### World of Darkness: Chicago™

#### The Windy City Beckons

Chicago lies at the center of the web that is the American heartland. Tendrils of power, wealth, and reward stretch outward, ensnaring the selfish, greedy, and unwary.

Yet, Chicago attracts its predators, too. Creatures that would have the city for their own, spinning their own webs of malice and intrigue. But among the city's towering skyscrapers and wind-swept streets, who is the spider and who is the fly?

#### A city setting book for all World of Darkness® Games

- A historical, geographical, and political resource for games set in the Windy City.
- Intensive crossover among all the Storytelling™ games
- A huge gamebook useful for Vampire®, Werewolf™ and Mage™ as the city setting of the World of Darkness
- Usable with any World of Darkness game, including Vampire, Werewolf, and Mage
- Companion fiction title (Word of Darkness: Chicago—Three Shades of Night) releases in January.

ISBN: 1-58846-479-2

Stock #: WW55200

Retail Price: \$39.99 US

Page Count: 400 (hardcover)

Authors: Kraig Blackwelder, Jackie Cassada, Tom Dowd, Harry Heckel, Buck Marchinton, Deena McKinney, Nicky Rea, Jon Shepherd, Greg Stolze and Chuck Wendig

Developers: Justin Achilli, Bill Bridges, Ken Cliffe and Ethan Skemp

Cover Artist: Tim Bradstreet







## Step into the Shadows

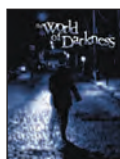
Enter the World of Darkness, a version of our world where the supernatural is real. The core setting for such games as **Vampire: The Requiem** and **Werewolf: The Forsaken**, the World of Darkness line presents core game mechanics and setting material shared by all Storytelling game lines.

### Core Products

#### World of Darkness Rulebook

(WW55002; ISBN 1-58846-484-9; \$24.99 US)

The core for all World of Darkness games, this book presents the complete Storytelling System. All World of Darkness, **Vampire** and **Werewolf** titles require use of this rulebook.



#### World of Darkness: Antagonists

(WW55301; ISBN 1-58846-478-4; \$24.99)

The World of Darkness is full of horrors, many of which can't be easily categorized into supernatural species. This book — useful for all WoD games — presents an assortment of horrors and enemies who stalk vampires, mortals and werewolves alike.

### Other Products

#### World of Darkness: Ghost Stories

(WW55400; ISBN 1-58846-483-0; \$24.99 US)

#### World of Darkness: Mysterious Places

(WW55302; ISBN 1-58846-485-7; \$24.99 US)



## Join the Danse Macabre

Since time immemorial, the Kindred — vampires — have stalked unseen by the mortal masses upon whom they prey. Their world is a xenophobic, neofeudal nightmare, populated by tyrannical princes, wild-eyed heretics, bloodthirsty rogues and scheming manipulators. Factions vie for power, conspiracies plot in the darkness, and vampires struggle with morality and the Beast Within against a modern-gothic backdrop of horror and decay.

### Core Products

#### Vampire: The Requiem

(WW25000; ISBN 1-58846-247-1; \$34.99 US)

The first major setting and game intended for use with White Wolf's new Storytelling System, **Vampire: The Requiem** includes rules for using vampires. Requires the **World of Darkness Rulebook** for play.



#### City of the Damned: New Orleans

(WW25200; ISBN 1-58846-248-X; \$26.99 US)

The signature setting for **Vampire: The Requiem**, detailing the Big Easy's history, laws, customs, and Kindred ruling class.

#### Bloodlines: The Hidden

(WW25102; ISBN 1-58846-255-2; \$24.99 US)

Twelve all-new bloodlines bring the variety of Kindred blood to your chronicle. New Disciplines and many different cultural heritages meld together to create many hidden and secretive lineages.

### Other Products

#### Covenant Guides

##### Lancea Sanctum

(WW25001; ISBN 1-58846-249-8; \$34.99 US)

##### Ordo Dracul

(WW25120; ISBN 1-58846-257-9; \$31.99 US)

#### Sourcebooks

##### Coteries

(WW25100; ISBN 1-58846-251-X; \$24.99 US)

##### Ghouls

(WW25110; ISBN 1-58846-256-0; \$26.99 US)

##### Nomads

(WW25101; ISBN 1-58846-252-8; \$24.99 US)

##### Rites of the Dragon

(WW25300; ISBN 1-58846-254-4; \$24.99 US)

##### VII

(WW25301; ISBN 1-58846-258-7; \$26.99 US)

#### Vampire Fiction

##### A Hunger Like Fire (#1)

(WW11235; ISBN 1-58846-862-3; \$6.99 US)

##### Blood In, Blood Out (#2)

(WW11237; ISBN 1-58846-866-6; \$6.99 US)

##### The Marriage of Virtue and Viciousness (#3)

(WW11238; ISBN 1-58846-872-0; \$6.99 US)

#### Vampire Merchandise

##### Vampire: The Requiem Character Sheet Pad

(WW25701; ISBN 1-58846-598-5; \$9.99 US)

##### Vampire: The Requiem Dice

(WW25702; ISBN 1-58846-597-7; \$6.99 US)

##### Vampire: The Requiem Mousepad

(WW25704; \$12.99 US)

##### Vampire: The Requiem Storytellers Screen

(WW25700; ISBN 1-58846-599-3; \$14.99 US)

##### Vampire: The Requiem T-Shirt

(L: WW57004; XL: WW57005; XXL: WW57006; \$21.99 US)

##### Requiem Skull T-Shirt

(M WW57016; L WW57017; XL WW57018; XXL WW57019; \$21.99)

##### Vampire: The Requiem Pin Display

(WW25703; ISBN 1-58846-569-9; \$99.99 US; 20 pins per display)



## The Hunt Is On

Savage predators and raging beasts, the Uratha — werewolves — hunt the mad spirits and vermin hosts who would subject the world to their dominion. But the Forsaken are hunted as well, by fellow werewolves who blame them for their cursed state and by the spirit dukes who simply want their predators eliminated.

### Core Products

#### Werewolf: The Forsaken

(WW30000; ISBN 1-58846-324-9; \$34.99 US)

The second major setting and game intended for use with White Wolf's new Storytelling System, **Werewolf: The Forsaken** includes rules for using werewolves. Requires the **World of Darkness Rulebook** for play.



### Hunting Ground: The Rockies

(WW30200; ISBN 1-58846-325-7; \$26.99 US)

The signature setting for **Werewolf: The Forsaken**, detailing local packs, local enemies, the local Shadow Realm, and local opportunities to use in your chronicle.

### Other Products

#### Sourcebooks

- **Predators**  
(WW30300; ISBN 1-58846-326-5; \$12.99 US)
- **Lore of the Forsaken**  
(WW30100; ISBN 1-58846-327-3; \$26.99 US)

#### Werewolf Merchandise

- **Werewolf: The Forsaken Character Sheet Pad**  
(WW30702; ISBN 1-58846-594-2; \$9.99 US)
- **Werewolf: The Forsaken Dice**  
(WW30700; ISBN 1-58846-595-0; \$6.99 US)
- **Werewolf: The Forsaken Storytellers Screen**  
(WW30701; ISBN 1-58846-593-4; \$14.99 US)
- **Werewolf: The Forsaken T-Shirt**  
(L: WW57007; XL: WW57008; XXL: WW57009; \$21.99 US)
- **Werewolf: The Forsaken Mousepad**  
(WW30703; \$12.99 US)



## The Power to Remake the World

In an age long gone, ambitious mortals were flung down into the world of clay, their minds clouded by ignorance. Those bare few who remembered their birthright—the power of magic—rebuilt their lost traditions. Now shamans, witches, technomancers, and more vie for dominion of the fallen world. If they cannot claim the heavens, they will make their own kingdoms on Earth.

### Core Products

#### Mage: The Awakening

(WW40000; ISBN 1-58846-418-0; \$34.99 US)

The third core setting sourcebook intended for use with White Wolf's new Storytelling System, **Mage: The Awakening** includes rules for using mages. Requires the **World of Darkness Rulebook** for play.



#### Mage Merchandise

- **Mage: The Awakening Character Pad**  
(WW40701; 1-58846-585-3; \$9.99 US)
- **Mage: The Awakening Screen**  
(WW40700; 1-58846-584-5; \$14.99 US)
- **Mage: The Awakening Dice**  
(WW40702; 1-58846-580-2; \$6.99 US)
- **Mage: The Awakening T-Shirt**  
(L: WW57010; XL: WW57011; XXL: WW57012; \$21.99 US)



## Shadow Plays and Live Horrors

Live-action play takes stories into new territory. Costuming, décor and intense roleplaying define this style of play. Join in the global chronicle of the Camarilla fan club in which you can play with thousands of others across the world.

### Core Products

#### Mind's Eye Theatre

(WW50000; ISBN 1-58846-522-5; \$22.99)

The core for all live-action games in the World of Darkness, this book presents the complete Mind's Eye Theatre rule system. All other Mind's Eye Theater products require the use of this book, and it acts as the central rulebook for the Camarilla fan club's global chronicle.

#### Mind's Eye Theatre: The Requiem

(WW50001; ISBN 1-58846-523-3; \$27.99)

The first setting book intended for use with the **Mind's Eye Theatre** rulebook, this book provides all the rules and setting for portraying the Damned in live-action play.



## Epic Fantasy in the Second Age of Man

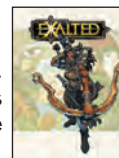
It's the Second Age of Man, a time of wonder, corruption and boundless adventure. In a game that melds cinematic action, high magic and a rich fantasy world of decadent rulers and emerging heroes, **Exalted** invites you to play a champion chosen by the great gods to be their agent in Creation. Your demigod hero struggles to find greatness, explore the hidden corners of reality and scheme in the great halls of power.

### Core Products

#### Exalted

(WW8800; ISBN 1-56504-623-4; \$29.95 US)

The main **Exalted** rulebook covers the Solar Exalted, once the rulers of Creation, now reincarnated as a new breed of outcast heroes. Contains all core game mechanics and the powers of the Solars.



#### Exalted: The Abyssals

(WW8813; 1-58846-665-5; \$29.95 US)

Provides complete details for playing the Abyssal Exalted, the dark reflections of the Solars, who draw their power from the Underworld. Also details the Deathlords and the Underworld itself. (Requires the **Exalted** rulebook to play.)

#### Exalted: The Dragon-Blooded

(WW8811; 1-58846-656-6; \$25.95 US)

Provides complete details for playing the Dragon-Blooded, the hereditary Exalted who rule the Second Age. Also details the great empire called the Realm and its Byzantine society. (Requires the **Exalted** rulebook to play.)

#### Exalted: The Lunars

(WW8812; 1-58846-657-4; \$25.95 US)

Provides complete details for playing the Lunar Exalted, the savage, shapechanging demigods who once stood beside the Solars. Now they hunt in the barbarian wilds, with their savage tribes at their side. (Requires the **Exalted** rulebook to play.)

#### Exalted: The Fair Folk

(WW8815; 1-58846-678-7; \$29.99 US)

Provides complete details for playing the fantastical Fair Folk, from raksha nobles to commoners and the Mountain Folk, as well as providing details on the Wyld beyond the edge of Creation. (Requires the **Exalted** rulebook to play.)



## Exalted: The Sidereals

(WW8814; 1-58846-669-8; \$29.95 US)

Provides complete details for playing the Sidereal Exalted, the mysterious servants of the stars, and Creation's greatest martial artists. Also details the heavenly bureaucracy and the great celestial city of Yu-Shan. (Requires the **Exalted** rulebook to play.)

## Exalted: The Autochthonians

(WW8816; ISBN 1-58846-681-7; \$34.99 US)

Provides complete details for playing the Alchemical Exalted, the heroes of the mechanical god-world, Autochthon. Also details the god-world itself, as well as the agenda of its desperate rulers. (Requires the **Exalted** rulebook to play.)

## Exalted Players Guide

(WW8804; 1-58846-673-6; \$29.99 US)

A complete companion to the **Exalted** core products, this book provides advanced and optional rules for combat, as well as details on new character types and magical powers.

## Other Exalted Products

### Character Books

- **Aspect Book: Air**  
(WW8840; 1-58846-668-X; \$19.95 US)
- **Aspect Book: Earth**  
(WW8841; 1-58846-674-4; \$19.99 US)
- **Aspect Book: Fire**  
(WW8842; 1-58846-676-0; \$19.99 US)
- **Aspect Book: Water**  
(WW8843; ISBN 1-58846-679-5; \$19.99 US)
- **Aspect Book: Wood**  
(WW8844; ISBN 1-58846-683-3; \$19.99 US)
- **Caste Book: Eclipse**  
(WW8834; 1-58846-664-7; \$16.95 US)
- **The Outcaste**  
(WW8850; 1-58846-671-X; \$21.99 US)

### Other Game Supplements

- **Cult of the Illuminated**  
(WW8829; ISBN 1-58846-682-5; \$21.99 US)
- **Blood and Salt**  
(WW8827; 1-58846-672-8; \$19.99 US)
- **Book of Bone and Ebony**  
(WW8806; ISBN 1-58846-680-9; \$24.99 US)
- **Book of Three Circles**  
(WW8802; 1-58846-651-5; \$17.95 US)
- **Exalted Storytellers Companion**  
(WW8801; 1-58846-650-7; \$15.95 US)
- **Houses of the Bull God**  
(WW8828; 1-58846-677-9; \$21.99 US)
- **Kingdom of Halta**  
(WW8826; 1-58846-670-1; \$19.95 US)
- **Manacle and Coin**  
(WW8825; 1-58846-667-1; \$19.95 US)
- **Ruins of Rathess**  
(WW8824; 1-58846-666-3; \$16.95 US)
- **Savant and Sorcerer**  
(WW8805; 1-58846-675-2; \$23.99 US)
- **Scavenger Sons**  
(WW8820; 1-58846-652-3; \$15.95 US)
- **Time of Tumult**  
(WW8821; 1-58846-655-8; \$21.95 US)

## Exalted Fiction

- **A Day Dark as Night**  
(New Series #1)  
(WW 10065; 1-58846-859-3; \$6.99 US)
- **Relic of the Dawn**  
(New Series #2)  
(WW 10066; 1-58846-860-7; \$6.99 US)
- **In Northern Twilight**  
(New Series #3)  
(WW 10067; 1-58846-861-5; \$6.99 US)
- **Pillar of the Sun**  
(New Series #4)  
(WW10068; ISBN 1-58846-868-2; \$6.99 US)
- **A Shadow Over Heaven's Eye**  
(New Series #5)  
(WW10069; ISBN 1-58846-871-2; \$6.99 US)
- **Chosen of the Sun**  
(Trilogy of the Second Age, Book 1)  
(WW10080; 1-58846-800-3; \$6.50 US)
- **Beloved of the Dead**  
(Trilogy of the Second Age, Book 2)  
(WW10081; 1-58846-801-1; \$6.50 US)
- **Children of the Dragon**  
(Trilogy of the Second Age, Book 3)  
(WW 10082; 1-58846-802-X; \$6.50 US)

## Exalted Merchandise

- **Exalted Dice**  
(WW8810; 1-56504-624-2; \$6.99 US)
- **Exalted Essence Beads: Personal**  
(WW5925; ISBN 1-58846-723-6; \$6.99 US)
- **Exalted Essence Beads: Peripheral**  
(WW5926; ISBN 1-58846-724-4; \$6.99 US)
- **Exalted Mousepad**  
(WW5586; \$12.95 US)
- **Exalted T-Shirt**  
(L: WW5992; XXL: WW5994; \$21.95 US)



## Medieval Horror and War of Princes

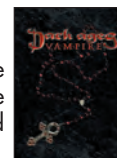
Travel to a time when priests spoke with the power of God behind every word, when mighty kings and princes warred for pride and power, and the Crusades swept the land. In **Dark Ages**, players adopt the roles of supernatural creatures ruling as lords in medieval Europe.

## Core Products

### Dark Ages: Vampire

(WW20000; ISBN 1-58846-276-5; \$29.95 US)

The main **Dark Ages** rulebook provides all the basic game mechanics and setting for playing the greatest of medieval monsters: vampires, the cursed progeny of Caine.



### Dark Ages: Inquisitor

(WW20004; ISBN 1-58846-282-X; \$26.95 US)

Provides full details on playing Inquisitors, the agents of the Church in its war against the demonic and evil influences on the world.

### Dark Ages: Mage

(WW20002; ISBN 1-58846-404-0; \$26.95 US)

Provides full details for playing medieval sorcerers and magical scholars, including the many different magical traditions and paths to power.

### Dark Ages: Werewolf

(WW20005; ISBN 1-58846-284-6; \$29.95 US)

Provides full details for playing the dreaded werewolves who hunt man and beast alike through the endless woods of the Dark Medieval world.

## Other Dark Ages Products

### Character Books and Player Guides

- **Clanbook: Cappadocian**  
(WW2805; ISBN 1-56504-280-8; \$12.00 US)
- **Libellus Sanguinis I**  
(WW2807; ISBN 1-56504-286-7; \$15.00 US)
- **Libellus Sanguinis IV**  
(WW2830; ISBN 1-58846-205-6; \$15.95 US)
- **Players Guide to High Clans**  
(WW20007; ISBN 1-58846-289-7; \$29.95 US)
- **Players Guide to Low Clans**  
(WW20006; ISBN 1-58846-287-0; \$29.95 US)
- **Road of Heaven**  
(WW20032; ISBN 1-58846-285-4; \$16.95 US)
- **Road of Humanity**  
(WW20034; ISBN 1-58846-297-8; \$19.99 US)
- **Road of Kings**  
(WW20031; ISBN 1-58846-281-1; \$15.95 US)
- **Road of Sin**  
(WW20033; ISBN 1-58846-288-9; \$19.95 US)
- **Road of the Beast**  
(WW20030; ISBN 1-58846-280-3; \$15.95 US)

### Other Game Supplements

- **Ashen Cults**  
(WW2835; ISBN 1-58846-213-7; \$14.95 US)
- **Ashen Knight, The**  
(WW2826; ISBN 1-56504-241-7; \$17.95 US)
- **Ashen Thief, The**  
(WW2827; ISBN 1-56504-236-0; \$14.95 US)
- **Bitter Crusade**  
(WW2833; ISBN 1-58846-214-5; \$15.95 US)
- **Clash of Wills**  
(WW2810; ISBN 1-56504-289-1; \$8.00 US)
- **Dark Ages: British Isles**  
(WW20021; ISBN 1-58846-290-0; \$21.95 US)
- **Dark Ages Europe**  
(WW20020; ISBN 1-58846-279-X; \$21.95 US)
- **Dark Ages: Devil's Due**  
(WW20047; ISBN 1-58846-295-1; \$23.99 US)
- **Dark Ages: Inquisitor Companion**  
(WW20011; ISBN 1-58846-291-9; \$21.99 US)
- **Dark Ages: Mage Grimoire**  
(WW20060; ISBN 1-58846-411-3; \$21.95 US)
- **Dark Ages: Right of Princes**  
(WW20045; ISBN 1-58846-283-8; \$19.95 US)

- **Dark Ages: Spoils of War**  
(WW20046; ISBN 1-58846-286-2; \$19.95 US)
- **Dark Ages: Vampire Storytellers Companion**  
(WW20003; ISBN 1-58846-278-1; \$14.95 US)
- **Fountains of Bright Crimson**  
(WW2825; ISBN 1-56504-270-0; \$7.95 US)
- **House of Tremere**  
(WW2829; ISBN 1-56504-272-7; \$19.95 US)
- **Jerusalem by Night**  
(WW2821; ISBN 1-56504-299-9; \$17.95 US)
- **Liege, Lord and Lackey**  
(WW2806; ISBN 1-56504-281-6; \$15.00 US)
- **Transylvania by Night**  
(WW2808; ISBN 1-56504-287-5; \$18.00 US)
- **Transylvania Chronicles 3: Ill Omens**  
(WW2813; ISBN 1-56504-292-1; \$15.95 US)
- **Under the Black Cross**  
(WW2836; ISBN 1-58846-275-7; \$15.95 US)
- **Veil of Night**  
(WW2832; ISBN 1-58846-206-4; \$25.95 US)
- **Wind from the East: The Mongols**  
(WW2828; ISBN 1-56504-271-9; \$14.95 US)
- **Wolves of the Sea**  
(WW2820; ISBN 1-56504-298-0; \$14.95 US)

### Dark Ages Clan Novel Series

- **Dark Ages: Nosferatu (Book 1)**  
(WW11205; 1-58846-817-8; \$6.99 US)
- **Dark Ages: Assamite (Book 2)**  
(WW11206; 1-58846-818-6; \$6.99 US)
- **Dark Ages: Cappadocian (Book 3)**  
(WW11207; 1-58846-819-4; \$6.99 US)
- **Dark Ages: Setite (Book 4)**  
(WW11209; 1-58846-821-6; \$6.99 US)
- **Dark Ages: Lasombra (Book 5)**  
(WW11208; 1-58846-820-8; \$6.99 US)
- **Dark Ages: Ravnos (Book 6)**  
(WW11210; 1-58846-823-2; \$6.99 US)
- **Dark Ages: Malkavian (Book 7)**  
(WW11211; 1-58846-831-3; \$6.99 US)
- **Dark Ages: Brujah (Book 8)**  
(WW11212; 1-58846-832-1; \$6.99 US)
- **Dark Ages: Toreador (Book 9)**  
(WW11213; 1-58846-833-X; \$6.99 US)
- **Dark Ages: Gangrel (Book 10)**  
(WW11214; 1-58846-847-X; \$6.99 US)
- **Dark Ages: Tremere (Book 11)**  
(WW11215; 1-58846-848-8; \$6.99 US)
- **Dark Ages: Ventrue (Book 12)**  
(WW11216; 1-58846-849-6; \$6.99 US)
- **Dark Ages: Tzimisce (Book 13)**  
(WW11217; 1-58846-852-6; \$6.99 US)

### Other Dark Ages Fiction

- **To Sift Through Bitter Ashes**  
(WW11031; 1-56504-995-0; \$5.99 US)
- **To Speak in Lifeless Tongues**  
(WW11032; 1-56504-996-9; \$5.99 US)





# WHITE WOLF PUBLISHING ORDER FORM (OCTOBER TO DECEMBER 2005)

White Wolf Publishing, Inc. 1554 Litton Drive Stone Mountain, Georgia 30083 1.800.454.WOLF



## PERSONAL INFORMATION


Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Phone \_\_\_\_\_

**PLEASE INDICATE ON THIS ORDER FORM THE ITEMS YOU WOULD LIKE TO ORDER AND GIVE IT TO YOUR RETAILER**

Qty	Product Name	Imprint	ISBN	Stock #	US Price	Month	Total
	WORLD OF DARKNESS: CHICAGO	WOD	1-58846-479-2	55200	\$39.99	DEC	
	INVICTUS	VAMPIRE	1-58846-259-5	25121	\$31.99	NOV	
	BLOOD OF THE WOLF	WEREWOLF	1-58846-329-X	30301	\$26.99	OCT	
	LODGES: THE FAITHFUL	WEREWOLF	1-58846-330-3	30101	\$26.99	DEC	
	BOSTON UNVEILED	MAGE	1-58846-419-9	40200	\$26.99	OCT	
	SANCTUM & SIGIL	MAGE	1-58846-420-2	40201	\$26.99	NOV	
	MAGE: THE AWAKENING SCREEN	MAGE	1-58846-584-5	40700	\$14.99	OCT	
	MAGE: THE AWAKENING MOUSEPAD	MAGE		40703	\$12.99	NOV	
	BASTIONS OF THE NORTH	EXALTED	1-58846-686-8	8807	\$24.99	NOV	
	THE CARNELIAN FLAME	EXALTED FICTION	1-58846-882-8	10070	\$6.99	NOV	
	VTES: LEGACIES OF BLOOD STARTER DISPLAY	V:TES	1-58846-641-8	2691	\$79.92	NOV	
	VTES: LEGACIES OF BLOOD BOOSTER DISPLAY	V:TES	1-58846-642-6	2692	\$107.64	NOV	
	VTES: LEGACIES OF BLOOD AKUNANSE STARTER DECK	V:TES	1-58846-643-4	2693	\$9.99	NOV	
	VTES: LEGACIES OF BLOOD GURUHI STARTER DECK	V:TES	1-58846-644-2	2694	\$9.99	NOV	
	VTES: LEGACIES OF BLOOD ISHTARRI STARTER DECK	V:TES	1-58846-645-0	2695	\$9.99	NOV	
	VTES: LEGACIES OF BLOOD OSEBO STARTER DECK	V:TES	1-58846-646-9	2696	\$9.99	NOV	
	VTES: LEGACIES OF BLOOD BOOSTER PACK	V:TES	1-58846-647-7	2697	\$2.99	NOV	
	VTES: PLAYER'S GUIDE	V:TES	1-58846-648-5	2699	\$34.99	OCT	
	RACER KNIGHTS FOIL PACK	RACER KNIGHTS	1-58846-562-4	22001	\$2.99	NOV	
	RACER KNIGHTS RETAIL DISPLAY	RACER KNIGHTS	1-58846-561-1	22000	\$104.65	NOV	
	WARCRAFT: MORE MAGIC AND MAYHEM	WARCRAFT	1-58846-945-X	17211	\$29.99	OCT	
	WARCRAFT: LANDS OF MYSTERY	WARCRAFT	1-58846-784-8	17206	\$29.99	DEC	
	ETHERSCOPE	GOODMAN	1-58846-944-1	17620	\$34.99	NOV	
	A GAME OF THRONES STANDARD EDITION		1-58846-942-2	8345	\$49.99	OCT	
	MASTERING IRON HEROES	MALHAVOC 	1-58846-797-X	16155	\$19.99	OCT	
	THE PROFESSIONAL ADVENTURER'S GUIDE	ZIR'AN	0-97290-522-7	PGG0003	\$21.99	NOV	
	PENDRAGON (FIFTH EDITION)	PENDRAGON	1-58846-947-6	17800	\$34.99	DEC	

# Epic Fantasy Reimag

It is the Second Age of humanity... an age of sorrows.

It is a time of tumult, when Creation is threatened from every corner.

Into this age are born divine heroes with the power to save the world... or conquer it.

You are those heroes.

What legends will time tell of your deeds?



## Available in February 2006!

Exalted® 2nd Edition (WW80000; ISBN 1-58846-684-1; \$39.99 US)



White Wolf and Exalted are registered trademarks of White Wolf Publishing, Inc. All rights reserved.





ined!

## Exalted Second Edition

The Second Edition of Exalted updates and streamlines the game's rules (without invalidating past supplements), including a revised combat system, new Charms and much more. This lavish full-color rulebook captures all the grandeur and excitement of White Wolf's Storytelling game of epic fantasy and anime action.

The Unconquered Sun has chosen you.  
Your epic awaits.

And look for these play aids:

Exalted 2nd Character Sheet Pad  
(WW80700; ISBN 1-58846-579-9; \$9.99 US)

Exalted 2nd Storyteller Screen  
(WW80701; ISBN 1-58846-578-0; \$14.99 US)

Exalted 2nd Dice  
(WW80702; ISBN 1-58846-577-2; \$6.99 US)



# WHITE WOLF PUBLISHING PRE-ORDER FORM (JANUARY TO MARCH 2006)

White Wolf Publishing, Inc. 1554 Litton Drive Stone Mountain, Georgia 30083 1.800.454.WOLF



## PERSONAL INFORMATION

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Phone \_\_\_\_\_

## More information on these future titles in the next White Wolf Quarterly.

PLEASE INDICATE ON THIS ORDER FORM THE ITEMS YOU WOULD LIKE TO PRE-ORDER AND GIVE IT TO YOUR RETAILER

Qty	Product Name	Imprint	ISBN	Stock #	US Price	Month	Total
	WORLD OF DARKNESS: ARMORY	WORLD OF DARKNESS	1-58846-486-5	55102	\$29.99	FEB	
	CHICAGO: THREE SHADES OF NIGHT	WOD FICTION	1-58846-870-4	11720	\$14.99	JAN	
	BLOODLINES: THE LEGENDARY	VAMPIRE	1-58846-260-9	25103	\$24.99	JAN	
	REQUIEM CHRONICLER'S GUIDE	VAMPIRE	1-58846-261-7	25302	\$26.99	MAR	
	BLASPHEMIES	WEREWOLF	1-58846-332-X	30303	\$26.99	FEB	
	LEGACIES: THE SUBLIME	MAGE	1-58846-425-3	40100	\$26.99	JAN	
	GUARDIANS OF THE VEIL	MAGE	1-58846-426-1	40305	\$34.99	MAR	
	EXALTED 2ND EDITION	EXALTED	1-58846-684-1	80000	\$39.99	FEB	
	EXALTED 2ND EDITION DICE	EXALTED	1-58846-577-2	80702	\$6.99	FEB	
	EXALTED 2ND EDITION CHARACTER PAD	EXALTED	1-58846-579-9	80700	\$9.99	FEB	
	EXALTED 2ND EDITION SCREEN	EXALTED	1-58846-578-0	80701	\$14.99	FEB	
	EXALTED 2ND EDITION T-SHIRT L	EXALTED		57013	\$21.99	JAN	
	EXALTED 2ND EDITION T-SHIRT XL	EXALTED		57014	\$21.99	JAN	
	EXALTED 2ND EDITION T-SHIRT XXL	EXALTED		57015	\$21.99	JAN	
	WILD BLOOD	TWO WOLF	1-58846-878-X	12996	\$13.99	JAN	
	THE IRON HEROES BESTIARY	MALHAVOC	1-58846-949-2	16156	\$19.99	JAN	
	MONTE COOK'S ARCANA EVOLVED SPELL TREASURY	MALHAVOC	1-58846-940-9	16132	\$34.99	MAR	
	WARCRAFT: THE ALLIANCE PLAYER'S GUIDE	WARCRAFT	1-58846-773-2	17207	\$34.99	MAR	
	TOME OF HORRORS III	NECROMANCER 	1-58846-792-9	8389	\$34.99	FEB	
	BARD'S GATE	NECROMANCER 	1-58846-151-3	8352	\$31.99	MAR	
	ETHERSCOPE: THE GREAT METROPOLIS	GOODMAN	1-58846-943-3	17621	\$23.99	JAN	
	THE SECRET OF ZIR'AN ATLAS: THE TREATY NATIONS	ZIR'AN	0-9729052-3-5	PGG0004	\$21.99	FEB	





## Don't Look Back

Join the Orpheus Group as it parts the veil between life and death. All it will cost is your soul. An innovative limited-series game, **Orpheus** casts players in the roles of agents able to walk among both the living and the dead. The story arc unfolds through all six books, creating a terrifying chronicle.

### Core Product

#### Orpheus

(WW21000; ISBN 1-58846-600-0; \$34.95 US)

The **Orpheus** rulebook has everything you need to play, from complete game mechanics and supernatural powers to full details on the Orpheus Group, the private agency that delves into the Underworld.



### Other Orpheus Products

#### — Crusade of Ashes

(WW21001; ISBN 1-58846-601-9 \$21.95 US)

#### — Shades of Gray

(WW21010; ISBN 1-58846-602-7; \$21.95 US)

#### — Shadow Games

(WW21011; ISBN 1-58846-603-5; \$21.95 US)

#### — Orphan-Grinders, The

(WW21012; ISBN 1-58846-604-3; \$21.99 US)

#### — End Game

(WW21015; ISBN 1-58846-605-1; \$21.99 US)

#### — Haunting the Dead (anthology)

(WW11905; ISBN 1-58846-837-2; \$6.99 US)



### A CCG by White Wolf and Richard Garfield

Named the best multiplayer collectible card game of all time by *Inquest Gamer*, **Vampire: The Eternal Struggle** casts players as elder vampires who control minions, agents and progeny, and who seek to drain their opponents of precious blood. Designed by Richard Garfield, creator of *Magic: The Gathering*. All starters are pre-constructed 90-card decks. All boosters are random packs of 11 cards.

### Strategy Guide

#### Vampire: The Eternal Struggle Player's Guide

(WW2699; ISBN 1-58846-648-5; \$34.99 US)

A complete book on deck-building, card selection, and play strategy. Also includes a comprehensive, full-color catalogue of every card in the **V:TES** library, dating back to the game's beginning.

### Core Card Sets

#### Camarilla Edition

Six different starter decks and booster packs allow players to quickly pick up and play, or complete their collections. Cards in the Camarilla Edition focus on the refined and devious vampires who hunt within mortal society.

#### — Starter Deck: Brujah

(WW2586; ISBN 1-58846-027-4; \$9.95 US)

#### — Starter Deck: Malkavian

(WW2587; ISBN 1-58846-028-2; \$9.95 US)

#### — Starter Deck: Nosferatu

(WW2588; ISBN 1-58846-029-0; \$9.95 US)

#### — Starter Deck: Toreador

(WW2589; ISBN 1-58846-030-4; \$9.95 US)

#### — Starter Deck: Tremere

(WW2590; ISBN 1-58846-031-2; \$9.95 US)

#### — Starter Deck: Ventruue

(WW2591; ISBN 1-58846-032-0; \$9.95 US)

#### — Camarilla Edition Booster Pack

(WW02593; ISBN 1-58846-034-7; \$2.75 US)

#### — Camarilla Edition Starter Display

(WW2585; ISBN 1-58846-026-6; \$59.70 US)

#### — Camarilla Edition Booster Display

(WW2592; ISBN 1-58846-033-9; \$99.00 US)

### Sabbat War

Four starter decks focus on the vampires of the Sabbat, the sect rejecting humanity and embracing the monstrous aspect of the Kindred.

#### — Starter Deck: Brujah Antitribu

(WW2554; ISBN 1-58846-477-0; \$9.95 US)

#### — Starter Deck: Lasombra

(WW2552; ISBN 1-58846-473-8; \$9.95 US)

#### — Starter Deck: Tzimisce

(WW2551; ISBN 1-58846-472-X; \$9.95 US)

#### — Starter Deck: Ventruue Antitribu

(WW2553; ISBN 1-58846-474-6; \$9.95 US)

#### — Sabbat War Booster Pack

(WW2556; ISBN 1-56504-479-7; \$2.75 US)

#### — Sabbat War Starter Display

(WW2550; ISBN 1-56504-471-1; \$79.60 US)

#### — Sabbat War Booster Display

(WW2555; ISBN 1-56504-478-9; \$99.00 US)

### The Black Hand

Fanatic vampires feared by even the most monstrous of their kind, the Black Hand ruthlessly pursue all who are agents of the ancients — including Camarilla, Anarchs and Sabbat vampires.

#### — Starter Deck: Malkavian Antitribu

(WW2637; ISBN 1-58846-044-4; \$9.95 US)

#### — Starter Deck: Nosferatu Antitribu

(WW2638; ISBN 1-58846-045-2; \$9.95 US)

#### — Starter Deck: Toreador Antitribu

(WW2639; ISBN 1-58846-046-0; \$9.95 US)

#### — Starter Deck: Tremere Antitribu

(WW2640; ISBN 1-58846-047-9; \$9.95 US)

#### — Black Hand Booster Pack

(WW2641; ISBN 1-58846-048-7; \$2.75 US)

#### — Black Hand Starter Display

(WW2635; ISBN 1-58846-042-8; \$79.60 US)

#### — Black Hand Booster Display

(WW2636; ISBN 1-58846-043-6; \$99.00 US)

### Other VTES Packs and Sets

#### — Starter Deck: Assamite

(from Final Nights set)

(WW2563; ISBN 1-56504-463-0; \$9.95 US)

#### — Starter Deck: Giovanni

(from Final Nights set)

(WW2564; ISBN 1-56504-464-9; \$9.95 US)

#### — Starter Deck: Ravnos

(from Final Nights set)

(WW2565; ISBN 1-56504-465-7; \$9.95 US)

- **Starter Deck: Setite**  
(from **Final Nights** set)  
(WW2566; ISBN 1-56504-466-5; \$9.95 US)
- **Final Nights Booster Pack**  
(WW2561; ISBN 1-56504-481-9; \$2.75 US)
- **Final Nights Starter Display**  
(WW2562; ISBN 1-56504-462-2; \$79.60 US)
- **Final Nights Booster Display**  
(WW2560; ISBN 1-56504-480-0; \$99.00 US)
- **Bloodlines Booster Pack**  
(WW2576; ISBN 1-56504-468-1; \$2.75 US)
- **Bloodlines Booster Display**  
(WW2575; ISBN 1-56504-467-3; \$99.00 US)
- **Starter Deck: Anarch Barons**  
(from **Anarchs** Set)  
(WW2514; ISBN 1-58846-040-1; \$9.95 US)
- **Starter Deck: Anarch Gangs**  
(from **Anarchs** Set)  
(WW2515; ISBN 1-58846-041-X; \$9.95 US)
- **Starter Deck: Gangrel**  
(from **Anarchs** Set)  
(WW2513; ISBN 1-58846-039-8; \$9.95 US)
- **Anarchs Booster Pack**  
(WW2510; ISBN 1-58846-036-3; \$2.75 US)
- **Anarchs Starter Display**  
(WW2512; ISBN 1-58846-038-X; \$59.70 US)
- **Anarchs Booster Display**  
(WW2511; ISBN 1-58846-037-1; \$99.00 US)
- **Gehenna Booster Display**  
(WW2651; ISBN 1-58846-626-4; \$99.00 US)
- **Gehenna Booster Pack**  
(WW2656; ISBN 1-58846-631-0; \$2.75 US)
- **VTS Tenth Anniversary Set (Pack #1)**  
(WW2658; ISBN 1-58846-632-9; \$19.99)
- **VTS Tenth Anniversary Set (Pack #2)**  
(WW2659; ISBN 1-58846-633-7; \$19.99)
- **Starter Deck: Alastors**  
(From **Kindred Most Wanted** Set)  
(WW2686; ISBN 1-58846-637-X; \$9.99 US)
- **Starter Deck: Anathema**  
(From **Kindred Most Wanted** Set)  
(WW2683; ISBN 1-58846-638-8; \$9.99 US)
- **Starter Deck: Baali**  
(From **Kindred Most Wanted** Set)  
(WW2684; ISBN 1-58846-639-6; \$9.99 US)

- **Starter Deck: Gangrel Antitribu**  
(From **Kindred Most Wanted** Set)  
(WW2685; ISBN 1-58846-636-1; \$9.99 US)
- **Kindred Most Wanted Booster Pack**  
(WW2682; ISBN 1-58846-640-X; \$2.99 US)
- **Kindred Most Wanted Starter Display**  
(WW2680; ISBN 1-58846-634-5; \$79.92 US)
- **Kindred Most Wanted Booster Display**  
(WW2681; ISBN 1-58846-635-3; \$107.64 US)



## Mistress of Modern Horror

Two Wolf Press brings the work of award-winning Horror author Nancy A. Collins to your door. From the streets of New Orleans to the darkest corners of the mind, Collins and her signature character Sonja Blue have their fingers on the pulse of modern horror.

### Nancy A. Collins

- **A Dozen Black Roses**  
(WW11019; ISBN 1-56504-873-3; \$11.99 US)
- **Dead Man's Hand: Five Tales of the Weird West**  
(WW12995; ISBN 1-58846-875-5; \$17.99)
- **Dead Roses for a Blue Lady**  
(WW12997; ISBN 1-58846-844-5; \$13.99 US)
- **In the Blood**  
(WW12993; ISBN 1-58846-876-3; \$13.99 US)
- **Paint It Black**  
(WW12994; ISBN 1-58846-877-1; \$13.99 US)
- **Wild Blood**  
(WW12996; ISBN 1-58846-878-X; \$13.99 US)

### Borealis Science Fiction and Fantasy

- **The City on the Edge of Forever**  
(WW11949; ISBN 1-56504-964-0; \$11.99 US)
- **The Road to Science Fiction #5: The British Way**  
(WW11091; ISBN 1-56504-157-7; \$14.99 US)
- **The Road to Science Fiction #6: Around the World**  
(WW11092; ISBN 1-56504-158-5; \$14.99 US)





FREE

OCTOBER TO DECEMBER  
Volume 3•4 Fall 2005

# INSIDER™

Making your way  
in this high-action,  
low-magic fantasy  
world today  
takes everything  
you've got.

You know what  
would help a lot?

MONTE COOK PRESENTS:

## MASTERING IRON HEROES



More Magic,  
More Mayhem



What is a  
Professional  
Adventurer?



A look inside  
Pendragon  
(Fifth Edition)



A New  
Constructible  
Card Game of  
Speed and Valor



New Cyberpunk-  
Victoriana from  
Goodman Games

news, events and more...

WWS789 ISBN 1-58846-581-0



## OCTOBER 2005

TITLE	IMPRINT	ISBN	STOCK#	US PRICE
MASTERING IRON HEROES	MALHAVOC	1-58846-797-X	16155	\$19.99
WARCRAFT: MORE MAGIC AND MAYHEM	WARCRAFT	1-58846-945-X	17211	\$29.99
A GAME OF THRONES UNLIMITED		1-58846-942-5	8345	\$49.99

## NOVEMBER 2005

TITLE	IMPRINT	ISBN	STOCK#	US PRICE
THE PROFESSIONAL ADVENTURER'S GUIDE	ZIR'AN	0-97290-522-7	PGG0003	\$21.99
ETHERSCOPE	GOODMAN	1-58846-944-1	17620	\$34.99

## DECEMBER 2005

TITLE	IMPRINT	ISBN	STOCK#	US PRICE
WARCRAFT: LANDS OF MYSTERY	WARCRAFT	1-58846-784-8	17206	\$29.99
PENDRAGON (FIFTH EDITION)	PENDRAGON	1-58846-947-6	17800	\$34.99

## JANUARY 2005

TITLE	IMPRINT	ISBN	STOCK#	US PRICE
THE IRON HEROES BESTIARY	MALHAVOC	1-58846-949-2	16156	\$19.99
ETHERSCOPE: THE GREAT METROPOLIS	GOODMAN	1-58846-943-3	17621	\$23.99

## FEBRUARY 2005

TITLE	IMPRINT	ISBN	STOCK#	US PRICE
TOME OF HORRORS III	NECROMANCER	1-58846-792-9	8389	\$34.99
THE SECRET OF ZIR'AN ATLAS: THE TREATY NATIONS	ZIR'AN	0-9729052-3-5	PGG0004	\$21.99

## MARCH 2005

TITLE	IMPRINT	ISBN	STOCK#	US PRICE
BARD'S GATE	NECROMANCER	1-58846-151-3	8352	\$31.99
MONTE COOK'S ARCANA EVOLVED SPELL TREASURY	MALHAVOC	1-58846-940-9	16132	\$34.99
ALLIANCE PLAYER'S GUIDE	WARCRAFT	1-58846-773-2	17207	\$34.99



# This Quarter...

## 3 This Just In...

### Etherscope

Goodman Games introduces a new game of etherspace adventures in an age of industry, intrigue, and industrialism.

3



## 4 Mastering Iron Heroes

### Mix it Up!

Mike Mearls shows us how to tweak the rules to focus players on the goals of **Iron Heroes**.

4



## 6 World of Warcraft®

### More Magic, More Mayhem in the Warcraft World

Luke Johnson digs a bit into **More Magic & Mayhem** and reveals his design strategy.

8



## 8 Pendragon

### The Adventure of the Sword Lake

**Pendragon** designer Greg Stafford gives us a quick but crucially important sample story set in the golden age of chivalry and heroism.

## 10 The Secret of Zir'An

### What is a "Professional Adventurer"?

What it takes to make a living when you're chosen by Fate, by Chris Hockabout. Also a look into **The Professional Adventurer's Guide** proper, by Marcus Flores.

## 12 Racer Knights

### Start Your Dragon-Fueled Engines!

A look at the brand-new constructible card game of speed and valor, Racer Knights of Falconus.

# Your Regular Dose...

## 2 The Inside Scoop: News and Notes from Sword & Sorcery Studios

## 13 Products for October

## 14 Products for November and December

## 16 Backlist

cover art by Jeremy Jarvis



Monte Cook Presents:  
Mastering Iron Lore

Arthaus and its logo are trademarks of Arthaus Publishing, Inc. All rights reserved.  
Scattered Lands, Sword and Sorcery and its logo are trademarks of White Wolf Publishing, Inc. All rights reserved.  
Blizzard Entertainment and Warcraft are trademarks or registered trademarks of Blizzard Entertainment, Inc. in the US and/or other countries, used under license. All rights reserved. Page 6-7 are © 2005 Blizzard Entertainment, Inc.  
EverQuest is a registered trademark and It's Your World Now is a trademark of Sony Computer Entertainment America Inc. SOE and SOE logo are registered trademarks of Sony Online Entertainment Inc.  
Goodman Games, Etherscope, and DragonMech are trademarks owned by Joseph Goodman. All rights reserved.  
Mahavoc Press is a trademark owned by Monte J. Cook. All rights reserved.  
Necromancer Games is a trademark of Necromancer Games, Inc. All rights reserved.  
Paragon Games, Finesse System and The Secret of Zir'An are trademarks of Paragon Games.

Wizards of the Coast, Dungeons & Dragons, D&D, Ravenloft and Gamma World are registered trademarks of Wizards of the Coast, Inc. and are used by White Wolf under license.  
Arthaus, Racer Knights, Racer Knights of Falconus, Pimp the Backhanding and Pendragon are trademarks of Arthaus Publishing, Inc.  
Guardians of Order and Tri-Stat System are trademarks of Guardians Of Order, Inc. A Game of Thrones™ and © George R. R. Martin.

All other titles are trademarks of, and all other characters, names, places and text herein are copyrighted by White Wolf Publishing, Inc.  
The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

**Designation of Product Identity:** The following items in this publication are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0: All content except that text noted explicitly in the Open Game Content designation below, and except such elements that already appear in the d20 System Reference Document and are already OGC by virtue of appearing there. The above Product Identity is not Open Game Content.

**Designation of Open Game Content:** Subject to the Product Identity designation above, no content in this issue of the insider is designated as Open Game Content. OPEN GAME LICENSE Version 1.0

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity; (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress, artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) "Use," "Used" or "Using" means to use, distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix this notice to any Open Game Content that you use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By using the Open Game Content you indicate your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant you a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If you are contributing original material as Open Game Content, you represent that your Contributions are your original creation and/or you have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content you are copying, modifying or distributing, and you must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content you must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless you have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.  
System Reference Document Copyright 2000-2004, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.



1554 LITTON DRIVE  
STONE MOUNTAIN, GEORGIA  
30083



# The Inside Scoop

News and Notes from Sword & Sorcery Studios and Arthaus Publishing

## Who's Who

If you're new to gaming or this is your first time checking out the **Insider**, you might be wondering just who we are and who our partners are. You've seen some intriguing products and these articles have piqued your interest, but you want to know more. Well, any time you're interested, you can find more information at ours and our partners' websites:



[www.swordsorcery.com](http://www.swordsorcery.com)



[www.arthausgames.com](http://www.arthausgames.com)



[www.montecook.com](http://www.montecook.com)



[www.warcrafttrpg.com](http://www.warcrafttrpg.com)



[www.eqrpg.com](http://www.eqrpg.com)



[www.paragongames.us](http://www.paragongames.us)



[www.necromancergames.com](http://www.necromancergames.com)



[www.goodman-games.com](http://www.goodman-games.com)

## Etherscope

By Nigel McClelland and Ben Redmond

*This just in, literally at the last minute (though that seems disingenuous, considering how far in advance we print these **Insiders** before we send them to you...). We have a real, honest-to-goodness inside scoop for you. As of this moment, Sword & Sorcery Studios has reached an agreement with Goodman Games to produce a new OGL roleplaying game like you've never seen before. Recreate Neo's adventures in the Matrix. Delve into the gritty world of Bladerunner. Explore the wilds of lost continents searching for the technologies of ancient empires. Fight for King and Country against the enemies of empire. Enter—**Etherscope**!*

### Etherspace Adventures in an Age of Industry, Intrigue, and Industrialism

In 1876, Harold Wallace discovered something that changed the world: Etherspace. The heretofore-theoretical all-pervading, infinitely elastic, massless medium postulated as the medium of propagation of electromagnetic waves is real, and with the right machines mankind can use this space for storage, transportation, computation—and war. The might of Victorian industry drove forward, breaking technology's

## Wow! Manga!

From *New York Times* best-selling author Richard A. Knaak and best-selling *King of Hell* artist, Jae-Hwan Kim, comes the world of **Warcraft** as you've never seen it before—in manga form! Produced and distributed by Tokyo-pop, *Warcraft: The Sunwell Trilogy* tells the story of an epic quest to save the fantasy world of Azeroth from the forces of the Undead Scourge! It chronicles the adventures of Kalec, a blue dragon who takes human form to investigate a mysterious power, and Anveena, a beautiful young maiden with an enchanting secret...

The first volume of *The Sunwell Trilogy*, called *Dragon Hunt*, is on sale now. Volume 2, *Shadows of Ice* is soon on its way as well. Here's just a sample of the fantastic artwork:





# The Inside Scoop

frontiers. Steam engines became smaller, weapons mightier, and cybernaughtics replaced limbs lost in industrial accidents and imperial wars. The crowning achievements of this technology were the great cities built out of the fabric of Etherspace and the vast warehouse systems that processed industrial data. The world entered the microtechnology age—through the ether.

## The Etherscope

Then mankind learned to step into Etherspace itself, transferring thought itself into this parallel dimension. Soon the pastime of “scoping” was common, which allowed people to bypass the real world’s rigid strictures. Governments panicked, fearing revolution, and made Scope jacks illegal for all but the elite. Then arrived Scope tabs—simple drugs that send one’s thoughts into the Scope—and thence emerged the Scope-rider counterculture. These men and women are street rebels and masters of the Etherscope.

## Cyberpunk Victoriana

In this alternative world of out-of-control technology, explore the horrors of industry and imperialism and the mysteries of the Etherscope. This is a unique world of endless adventure. Play a punk Scope-rider fighting evil industrialists. Fight demons and system agents lurking in the Etherspace’s shadows. Discover the occult history of Etherspace from ancient ruins in the world’s hidden corners.

## Danger Around Every Corner

Horrors lurk in the shadows of the **Etherscope** world. Some believe the Etherscope is a hell dimension, inhabited by chthonic entities bent on humanity’s destruction. Faceless men of dour aspect in nighted colors hunt those who abuse the Scope’s power. Corrupt, imperial governments have spies throughout the world. Steamtroopers in great suits

of powered armor fight iron cavalry, who respond from the backs of steam-powered chargers. A mysterious fallen civilization has left hidden ruins throughout the globe, and rich technologies await those willing to risk the dangers that lurk within. And somehow, in a manner no one understands, these ruins are linked to the mysteries of Etherspace.

**Jack in, Scope up, and get ready, because the options for an Etherscope game are endless!**

## The Game

**Etherscope** is an OGL game, including in a single hardback book everything you need to play. **Etherscope** provides you with a vast and varied world to explore. It allows many styles of play, including gritty urban, Scope punk, modern Victorian, and high-tech military campaigns. It introduces rules for cyberpunk and Victoriana roleplaying. **Etherscope** includes cyberpunk classics, such as cyberware, netrunning, and *Matrix*-style martial arts. New Victorian-themed systems are also included, such as social templates that represent the restrictions of social class, genetically engineered human subspecies, and a subtle magic system based on Victorian ideas of spiritualism and the occult.

## Character Classes

Have a look at this excerpt from the book:

**Etherscope** includes six basic classes. Each builds upon the themes inspired by the six ability scores. In **Etherscope**, character concepts are different than in the modern world, and the capabilities of the six basic classes reflect this difference. The six classes are as follows:

**Broker:** This Charisma-based class develops connections and status. These characters range from street-level fixers to the key players in international politics.



**Combatant:** Strength is the focus of these combat-oriented characters. The combatant represents street thugs and soldiers alike.

**Enginaught:** Constitution inspires thoughts of the tough laborers and hardy proletariat of Victoriana settings. The enginaught devotes himself to a variety of works-related endeavors, such as engineering and piloting, fields where some enginaughts capitalize on their capacity for cybernaughtics.

**Pursuer:** Victoriana is full of famous hunters, detectives, and explorers. The pursuer class represents these driven people, embodying the will and awareness of Wisdom.

**Savant:** Technological and industrial advances mean that a number of individuals can rely on their intelligence to become leaders in their fields—or multiple fields.

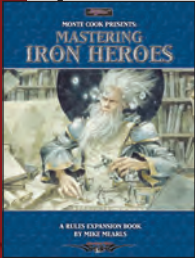
**Scoundrel:** Every social stratum has its shady characters, be they unscrupulous merchants, street scallies, or gentlemen thieves. The scoundrel class recognizes these chaps and their natural dexterity.

**Etherscope**, a new game of cyberpunk Victoriana, is available in October.

# Mix It Up!

## TWEAK THE RULES TO FOCUS PLAYERS ON THE GAME'S GOALS

by Mike Mearls



Mastering  
Iron Heroes  
WW16155; \$19.99  
ISBN 1-58846-797-X  
Page 13

**Mastering Iron Heroes** is a companion volume for anyone who wants to run a campaign using the **Monte Cook Presents: Iron Heroes** variant player's handbook of high-octane action fantasy. It addresses many of the issues facing GMs, such as how to handle treasure, create villains easily, and implement magic items against the backdrop of **Iron Heroes'** alternative rules.

In addition, **Mastering Iron Heroes** looks at how you can use the game's mechanics to reflect the specific type of campaign you want to run. Roleplaying games tend to feature rules that focus on actions and events that are important to the setting, game style, or mode of gaming they promote. For example, **Ravenloft** offers rules for the psychological impact of confronting dark horrors. **Monte Cook's Arcana Evolved** features character classes that all have roles within the game's Diamond Throne setting.

**Mastering Iron Heroes** shows you how a few small tweaks to the game's engine can produce radically different game styles. This article presents a sneak peek at one of these options: an experience-point system based on the treasure that the characters recover from their foes. This excerpt is followed by some of my thoughts about tinkering with XP from a game-design point of view.

### Sneak Peek: Alternative Experience Systems

One popular theory in roleplaying game design holds that players will take actions or follow certain standard behavior willingly in return for a reward in the game. In many ways, **Iron Heroes** embraces this concept. The token pools characters gain through their classes or feats give them a big edge in a fight when they take the actions needed to fill their pools. A berserker who charges into a mob of opponents racks up far more fury tokens than one who hovers at the rear of a battle, for instance—and he can use those fury tokens to enhance his combat performance. The idea of rewarding choices underlies many **Iron Heroes** mechanics, particularly those designed to spur the player characters to action.

The alternative experience systems in this section stem from this concept. The idea behind them is very simple: If you reward the characters with XP for a certain range of actions, they pursue those actions over other choices. Therefore, you can select a set of expected goals for your campaign and tie them into experience points to reinforce them for players. Try out one of these variant systems rather than the standard one presented in **Iron Heroes**.

### Gold, Greed, and Fortune

This alternate XP system is built on the idea that money makes the world go 'round. The characters earn experience based on the treasure they find and spend.

**Concept:** The characters are thieves, mercenaries, and fortune hunters. They desire the rich and comfortable life that a fortune in gold coins or a bejeweled idol can buy them. They are risk-takers and adventurers, willing to do whatever it takes for fame and fortune. By the same token, they have great appetites for life's little comforts. After a successful adventure, they are likely to pour their money into a brief but legendary spree of fine clothes, expensive drinks, wondrous accommodations, and breathtaking bed partners. Once the coins are gone, they gather their equipment, ready their weapons and armor, and embark on a new quest for wealth.

**Game Mechanics:** Characters gain 1 XP per gold piece spent on wine, women (or men), and song. In essence, for each gold piece a character removes from his wealth without any mechanical benefit to him or any other PC, he gains a point of experience. The gold must be well and truly spent. One cannot merely lend the money to an ally, gain the XP, then ask for it back.



**Effects:** This change has several critical effects to how the game works. First, it makes combat almost purely optional. Slaying a monster doesn't improve your abilities unless you manage to uncover a great treasure as a result of your victory. Second, it makes finding rich treasures far more important than it is in the standard **Iron Heroes** game. The characters are much more likely to pursue options that appear the most profitable monetarily. This is a great option for games that emphasize planning, deceit, raids on evil temples, and mad dashes for rare, fabulous treasures.

**Campaign:** If you are a fan of classic sword and sorcery, this rule helps enforce the idea of the characters as soldiers of fortune who are looking for the next great debauch. You also can have a lot of fun playing out the repercussions of the characters' partying lifestyle. Perhaps the PCs agree to undertake a dangerous task while they're befuddled with drink. For instance, after a few cups of ale, they might agree to break into the local temple of the Spider God and steal the high priestess's ceremonial robes. If you like bar brawls, this XP model guarantees you plenty of chances to run them!

**Tweaks:** You can add new layers to the game with a few subtle changes to this system.

**Classic Play:** In this version, treasure is important, but so is defeating terrible monsters. Award half the normal XP for defeating creatures and 1 XP for every 2 gp spent as described previously. This mix emphasizes earning treasure and slaying monsters, making it great for classic dungeon explorations. From 5th level onward, award full XP for monsters slain, so you don't have to award the players

tens of thousands of gold pieces to keep their level progression at a reasonable rate.

**Honor Among Thieves:** If you want to run a game in which the PCs don't completely trust each other, award double the XP for gold spent that was recovered without the other characters' knowledge or stolen from another player character. This is an excellent option for games that feature the thief class in a prominent role and for campaigns in which you expect the characters to plot against each other.

### Action and Experience

As you can see, this variation on the rules for awarding XP can cause a tremendous change in how the game works. Rather than simply battling monsters, the characters scheme for the easiest ways to make the most money.

One goal of **Mastering Iron Heroes** is to use various examples to teach GMs how they can radically change how the game works by altering a few simple mechanics. Experience is an easy place to make changes. Players enjoy leveling their characters and gaining more abilities. Therefore, you can encourage them to pursue specific goals or embrace actions based on the criteria they must meet to earn XP. **Mastering Iron Heroes** includes several other experience-point concepts as well. The idea of awarding XP for cash earned or spent doesn't work for every game, but it might prove useful for a specific campaign.

**Iron Heroes** centers around the idea that the characters focus on action. The classes are defined by what they do, not by the equipment they carry. This was an intentional design decision. **Iron Heroes** cannot drive

the action by enticing the PCs with magical weapons, powerful spells, and mighty artifacts. Such awards simply don't exist in the game. (Or, if they do, they are probably more trouble than they're worth, as **Mastering Iron Heroes**' rules for magic items demonstrate.)

The alternative experience systems provide a clear link between advancement and potentially exciting events. The mechanical award, XP, depends on what the characters do during the game. **Mastering Iron Heroes** draws a clear link between the PCs' deeds in an adventure and the XP awards they earn for it. If a thief slips past a squad of guards, slays a guardian demon, and picks the lock on a treasure chest, he knows he earns XP based on the value of the treasure he steals. The player might decide to put together the caper precisely because he wants the XP award that a successful robbery earns him.

In a nutshell, experience points make a powerful tool you can use to drive the action in your **Iron Heroes** campaigns. They're the sort of mechanics that a lot of gamers take for granted. Plenty of GMs mess around with combat or create new feats, but it isn't too common to see wholesale changes to how experience works. **Mastering Iron Heroes** will give you some food for thought and help you tinker with these rules to bring out the primary focus of your campaign. A good game has rules that support the sort of story or action you want in your campaign. With a few modifications to the XP system, you can encourage players to approach the game with a new mindset and stage a campaign unlike anything you've run before.

# More Magic, More Mayhem in Azeroth

## A look at **More Magic & Mayhem**

by Luke Johnson

Want to scour your opponents with blasts of fiery magic? Slice them to thresher-feed with motorized blades? Forge rune-encrusted weapons that thrum with power? Do it. **More Magic & Mayhem**—the latest **World of Warcraft® RPG** release and the first supplement for the game's new edition—gives you everything you need.

**MM&M** is a supplement of magic and technology, and a sequel to the popular and ultra-crunchy **Magic & Mayhem**. As I write this, **More Magic & Mayhem** is in the pre-development, pre-design phase. Before we start in on a product, the developer (me, in this case) creates an outline of the book's contents. At this point, the outline is the only **More Magic & Mayhem** document that exists, so you are now privy to some juicy, behind-the-scenes information.

Yet I know what some of you are thinking right now. You're thinking, "Uh-oh. They just came out with a new edition of the game's core book, and now they're coming out with a new edition of the magic and tech book." If you are particularly up on your **Warcraft RPG** trivia, you might also be thinking, "And this new developer is in charge of the line." In any case, your primary concern is, "They're going to come out with new editions of all the old books. This bodes ill." Well, if you're thinking along those lines, allow me to put your fears at rest. While **More Magic & Mayhem** is related to the original **Magic & Mayhem**, it consists

primarily of new popular and ultra-crunchy material.

Perhaps now would be a good time to mention my design philosophy. Here's an excerpt from **MM&M**'s outline:

I see our switch to the new edition as similar to the change from the third- to the 3.5-edition fantasy RPG. (You know the one.) All our new books will support the new edition, but I don't want to make the first-edition books obsolete. In particular, I don't want to invalidate the first edition **Magic & Mayhem**—especially when the **World of Warcraft** computer game gives us so much new content to explore. So, if you think rules and rules components from the first edition (feats, spells, classes, tech devices, magic items, and so forth) could really use an update, go ahead and do it. Otherwise, focus on creating new content and adapting material from the **Warcraft** computer games (especially **World of Warcraft**) that we have yet to explore.

There you have it: proof, direct from my hard drive. Like its predecessor, **More Magic & Mayhem** brims with crunchy goodness that concerns magic and technology. You'll find prestige classes and feats that focus on magic and tech. You'll also find new spells and technological devices. You'd expect to find these—and **MM&M** doesn't

disappoint—but it doesn't stop there. Unlike the first edition of the **Warcraft Roleplaying Game**, the new **World of Warcraft Roleplaying Game** book is a complete game by itself. Players don't need any other books in order to use it. Everything you need to play the game is crammed into its 384 beautiful, full-color pages. **More Magic & Mayhem** serves as the primary reference for magic items and magic item creation for **WoW RPG** players. Within it you will find loads of new magic armor, weapons, rings, staves, wondrous items, and all the rest, all steeped in *Warcraft* flavor, many converted directly from the *Warcraft* computer games.

Prestige classes, feats, tech devices, spells, and magic items. What more could you want?

Well, I'll tell you. You could want new *Warcraft* core classes. You could want new and/or in-depth rules for alternative forms of spellcasting, item creation, and technical devices. You got it. The **WoW RPG** book introduces the arcanist and the healer as core classes. Each of these classes includes numerous paths that allow a player to customize and focus her character. If you are an arcanist, for instance, you are a mage, necromancer, or warlock. If you are a healer, you are a druid, priest, or shaman.

**More Magic & Mayhem** takes advantage of this new component to provide players with new paths for both the arcanist and the healer. The arcanist gains the inscriber, a scholarly chap who improves his allies by doodling



runes on them, their equipment, and their surroundings. Imagine a finger tracing glowing marks onto a tauren's biceps. A mundane sword turned mystical. Sigils polymorphing trespassers into chickens.

The healer gains the witch doctor, mon, who brings the voodoo mojo like no other. Think skulls on spears. Cauldrons of bubbling potions. Dark spirits at your command.

The runemaster makes core class number three. You might remember the runemaster from **Magic & Mayhem**; he's back, updated and ready to pound some heads with his tattoo-covered fists. The runemaster is meaner and tougher than before, using his runic powers to improve himself and leaving it to the inscribers to support his allies.

Inscribers. Runemasters. What's with these runes?

This book also includes updated rules for runic magic, including a discussion of its history and nature. Flip through the pages and find new runes and new rune families, ready to take their smoldering places on your hero's skin and weapons. If you are a *World of Warcraft* aficionado, you know that the computer game includes a number of trade skills. The **WoW RPG** skill system offers all the tools you need to use similar skills in a roleplaying context, but **MM&M** improves upon this. I can sum the new system up in three words: Al. Chem. Y.

**MM&M** introduces updated rules for alchemy and alchemical items, and these rules aren't exclusive to esoteric prestige classes. Take a feat or two, invest some skill points and start brewing. What makes these alchemical concoctions different from potions? Well, here's another peak at the development outline:

New rules for using alchemy. Draw from WoW's profession skill and the already-existing Craft rules.

*I'm thinking of a feat (called Superior Alchemy, or something) that allows you to use the Craft (alchemy) skill to create other things. Describe the process of creation and what an alchemist needs to practice her craft (i.e., what's in a lab?).*

The bulk of this chapter is a list of alchemical things. Be careful here—don't make alchemical creations better than potions. Alchemical items should be a bit less powerful than a roughly equivalent potion. Also, avoid variables based on the creator's level or degree of success. (A draught of lesser healing, for example, always restores 2d6 hit points, no matter who makes it or how well she does it.) You might consider adding an experience point cost, but in general I want these alchemical creations to function according to the normal Craft rules. You might add additional feats to create ever-better alchemical items (perhaps Journeyman, Expert, and Artisan Alchemist).

If you're like me, the idea of giant, steam-powered robots swinging buzz-saw arms increases your blood pressure and brings pleasant images to mind. You may recall that the original **Magic & Mayhem** introduced the steamwarrior prestige class, as well as a few pieces of steam armor: *Warcraft's* versions of steampunk mechs. **MM&M** expands on this concept with an in-depth discussion of battle armor components, pilots, and combat. Now you have everything you need

to create a steam mech out of pipe cleaners, grass cuttings, and murloc teeth.

Prestige classes. Feats. Tech devices. Spells. Magic items. Core classes. Runic magic. Alchemy. Battle armor. I love being the **World of Warcraft RPG** developer.

And there's more.

**More Magic & Mayhem** includes some crazy-cool new tech rules. Man, are these rules ever the most awesome bits of awesome. (That's an industry term, by the way.) I can't wait to see what they are! I'm giving the designers free reign here to create sweet new rules for technology. I don't know what they'll come up with, but I'm sure it will be fantastic! Here's another peek at the outline:

*Make up something cool!*

*You could include some additional rules here as well as general commentary, as in **M&M**. You might want to include a list of new tech features (and their corresponding technology scores). But, really, I want you to just make stuff up. Play around with the tech rules and give us something cool and crazy in the vein of the Warcraft setting. Exercise your creative genius!*

There you have it. Now that I see everything we're including in **More Magic & Mayhem**, I'm amazed we managed to shove it all into 192 pages.

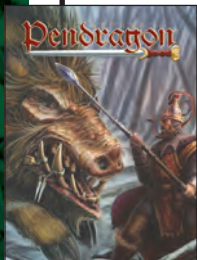
**More Magic & Mayhem** isn't necessarily the final title of the book, by the way. I'm entertaining other ideas.

**Havoc & Hellfire** sounds pretty cool...

Until next time, *mes amis*!

—Luke

# Pendragon Begins



Pendragon  
(Fifth Edition)  
WWW17800; \$34.99  
ISBN 1-58846-947-6  
Page 14

*This December, the new fifth edition of **Pendragon** will be available in stores. This classic roleplaying game deserves a place on every knowledgeable gamer's shelf, but by no means should it be only for show—**Pendragon** is an artfully designed game. While adventures can certainly be filled with bloody combat against terrible foes (and the sample adventure here is no exception), **Pendragon** also courts with history, and the verisimilitude achieved when characters encounter the likes of Merlin (as in the adventure here) cannot be reproduced in other roleplaying games. Enjoy this peek at one of the many new adventures that appear in the first supplement for **Pendragon** in 2006, **The Great Pendragon Campaign**.*

—Stewart Wieck

## The Adventure of the Sword Lake

by Greg Stafford

As usual, the player knights report to Sarum to serve their duty to Earl Roderick. He sends them on patrol around the borders of the land as usual.

**Setting:** Along the way they are met by an old man dressed in tattered goatskins who asks a favor of them. He says that his favorite old goat has wandered away up a nearby hill, and as he is too old and weak to climb up after it, will the good knights help? The old man claims to be a peasant of the earl's, and he says he used to serve the earl at court as a goatherd. He seems to know quite a bit about court in general, if he is quizzed.

If the knights refuse (which they might—why should they help this peasant? Knights have far more important things to do!), they see the goat and find that it is *really* large. They can attempt a Suspicious roll, with a +5 modifier based on the size of the goat.

If they succeed, they suspect that something special is going on here.

If the knights refuse, then they go about their business and it is the end of the adventure.

**Problem:** If they decide to help the old goatherd, they must ascend the hill. (They can ride.) There lie some old ruins, not much more than a three-foot-tall foundation of a once-large manor house. A big black billy goat chews its cud and watches them approach. When they get close, it turns and bounds away down the hill toward the woods.

If the knights chase it, they enter into an area with scattered trees and brush. It is not so dense that they cannot ride, but the goat outdistances them easily. It slips into some brush, lost for a moment, and suddenly it cries out as if in tremendous pain.

At that moment a small, three-eyed giant steps out, clutching the goat by its horns. The goat is bawling and kicking in a futile attempt to escape.

### Small Giant

SIZ 25, Move 4, Major

Wound 25

DEX 8, Damage 8d6, Unconscious 13

STR 20, Heal Rate 5, Knock Down 25

CON 25, Hit Points 50, Armor 15

APP 5

Modifier to Valorous: 0

Glory to Kill: 100

**Attacks:** Big Log 18. Thrown Boulder 12, damage 5d6. Grapple 15 does 3d6 damage.

The giant sees the knights and tosses the goat aside. If the knights do not attack right away, the giant picks up a boulder and throws it at one of the knights. The targeted knight can dodge with his Riding skill.

If the knights attack, the giant it snaps a tree off and uses it as a weapon.

**Secrets:** If the knights are all killed or badly wounded or if they run away without slaying the giant, then the adventure is over for them. They must make their way back to the earl and report what has occurred, whereupon he will



send out a stronger party with a leader to slay the giant.

If the characters are victorious, then the old man can be heard from the hillside behind them, laughing and cheering them. He congratulates them for their courage and prowess. As he approaches, a wavering cloud of fog and smoke surrounds him for a moment, and the knights can see that it is actually Merlin the Magician. If knights have been incapacitated, then Merlin will use magic to heal them.

He says, "You will do. Come with me." And he strides off into the woods.

If the knights question him in any way he says, "Silence, please. I need guards against monsters, not inquisitors." After a walk, allow an Awareness roll. If the roll succeeds, the knights see that the forest ahead is shining rather strangely. It is a patch of faerie forest.

"Leave your horses here, with your squires," Merlin orders. He makes a couple of magical gestures and he strides off, holding his staff before him and not looking back. The knights may accompany him on foot. If anyone tries to ride, or if any squires accompany, then the scene before them wavers. They have one chance to obey Merlin. If they continue to disobey, the knight and his squires are immediately lost in the woods and out of the adventure.

Merlin halts. Knights attempt Awareness. If they succeed, they see whence the threat comes. If not, Merlin points with his staff and says, "There! Protect me now, good knights, for the sake of your king and your lives!"

Out of the brush rides a creature that looks like a man with two swords riding on a horse, but both the man and horse are the same color, which is a slimy dark green. The steed is impossibly nimble amidst the trees, allowing it to

ride where knights would never be able. It looks toward the knights, then bellows once and charges at them.

If they care to turn toward Merlin, they see that he is striding off toward a small empty barge on the lakeside, not even looking back. If the knights say anything to him, he looks at them and snaps, "Do your job now, knights!"

As the creature charges, it sprouts extra arms out of its body and even the horse's body. It snaps off large branches as weapons. It has one arm for each knight, and everyone will have to fight it at once.

The knights might notice that the creature is trying to get past them, at Merlin. Their job is to prevent that.

The creature is very powerful, and no matter what amount of damage is inflicted upon it, the rider never seems shaken enough to require a DEX roll to stay on. It leaves a trail of water behind it, and water gushes from its wounds as it fights. It fights until it is dead, whereupon the knights can see that the appearance is deceiving, and it is not a person on a steed, but actually a single creature. Once slain, it slowly melts away, leaving only a pile of disgusting green slime behind like the algae on a pond. Afterward, when the business is all over, Merlin can explain, if asked, that the fearsome creature is a nukalevee.

#### **Nukalevee**

**SIZ 25, Move 4, Major Wound 25 DEX 8, Damage 8d6, Unconscious 13**

**STR 20, Heal Rate 5, Knock Down 25 CON 25, Hit Points 50, Armor 5 APP 5**

**Modifier to Valorous: 0**

**Glory to Kill: 100**

**Attacks: 2 or more swords, plus limbs as clubs, all at 14. It attacks all opponents per round, or if just one foe, twice.**

If they characters do not stop it, the monster rushes past them. They are slower than it, since they are on foot, but they might see it reach the pool and rush out, running only knee-deep over the water. It will attack Merlin, who raises his staff to fight it. The nukalevee will grapple him, and they will both go underwater with a great thrashing and splashing, and then disappear. The empty boat drifts. They have failed. Night will fall, and nothing will be visible.

If they kill the nukalevee, though, the knights become aware (if it has not occurred before) that Merlin has left them behind. They can follow his trail if they wish.

They see him standing in a small boat in the midst of a small lake, atop of which swirls a low fog moved by silent breezes. An arm reaches up out of the water, clutching a beautiful sword that gleams in the light. Merlin's low murmurs can be heard across the water as he takes it reverently in both hands. The arm disappears underwater, Merlin stands, and the boat moves solemnly to the shore.

Merlin steps ashore, the boat moves away into the mist. Merlin puts the blade carefully under his robes.

"Well done, knights," he says. "Britain is in your debt. Let us go now." He sets off on a vigorous walk through the woods again, to where the horses and squires await.

Afterward the knights ought to report this to the earl, who is at first surprised that they had met Merlin, then marvels at what has occurred. He inquires for details, but the knights can only report what they know. The earl praises them highly, orders a feast, and gives them a place toward the front of the room.

**Glory: 50 points for helping Merlin. Divide the Glory for the monsters among the combatants.**

# What is a “Professional Adventurer”?

by Chris Hockabout



The Professional  
Adventurer's Guide  
PGG0003; \$21.99  
ISBN 0-97290-522-7  
Page 14

The modern manifestation of the professional adventurer has a long and glorious tradition that dates back to the Golden Age of Zir'An—the handful of centuries that predated the arrival of the Fane. It was an era of great heroes and heroines: a colorful catalogue of gallivanting swordsmen, magi, and ladies-at-arms whose adventures uncovered powerful secrets, thwarted great dangers, and helped shape the cultures that prospered during their time.

In the Modern Era, people are just as interested in the exploits of today's adventurer as they are in the mythological tales of the Golden Age. The success of recent adventure periodicals *Caution to the Wind* and *Hark! Adventure!* points to the public's growing appetite for fabulous tales of derring-do. In a world where hazards hide around every corner, miraculous or calamitous circumstance will always shape individuals into adventurers.

Yet, for many, the adventuring life was not one they chose. Instead, they were wrenched from their everyday lives by Fate's hand to be set on a path of great deeds and greater peril. No one thought of it as a *career*. Many still don't, but many organizations and

governments are happy to pay handsomely for an adventurer's deeds, skills, and stories.

## Fortune Hunters

Plunging into the unknown in search of their fortune, adventurers have a long history of daring trap-laden depths and monster-haunted passageways. The organizations that provide care for “adventurer orphans” can attest to the many who lose their lives seeking the treasures of the past. But who among us can't recount the names of at least two famous adventurers who made headlines after returning from some distant ruin with a wagonload of ancient artifacts. These victories not only made adventurers rich, but earn them places next to such luminaries as Ballinor's Renate Allagand and her seven blades of Kuon or Varl Karthegur, who recovered the infamous Triune Scepter. This lure of fame and fortune draws many, but for every Varl Karthegur, there are hundreds of forgotten names, hundreds of ambitious fortune seekers whose bodies now lay unclaimed in the pits of remote ruins.

## Mercenary Scholars

So much of our history remains unknown. So much of our present hangs in the

balance because of the secrets of the past, and it's a race against time for modern scholars to discover those secrets in order to avert a coming disaster. Every institute of learning is willing to bankroll expeditions to remote corners of the world in search of this lost arcane. Some scholars, unwilling to put others' lives at risk, have taken up the adventurers' call themselves. Edyssian historians seek pre-Endwar lore caches beneath the mountains of the Pellanine. Vandalusan archeologists sneak into the tyrannical Dominion to retrieve Memorium Stones from the deadly ruin of Ushonun-Dei. Ianu Vossan information traders fervently hunt for the secrets of the past so their Empire of the Seas remains a dominant world power. All risk their lives in the pursuit of knowledge.

## Adventure Journalists

The public's hunger for tales of adventure is well known, and in an age of mass communication, the names and deeds of great adventurers carry far and wide. *Caution to the Wind*, *Hark! Adventure!*, and even the renowned *Madura Journal of the World* all publish the stories of the modern adventurer, dispatching



khaki-clad journos to the four corners of the Known Lands in search of the stories of those who regularly seek danger in foreign lands. But lately the observer has become the observed as a new breed of journalist hears the call of adventure. Now the journos themselves brave the unknown, uncovering lost relics and forgotten ruins and returning to write all about their exploits.

### *Journeyman Heroes*

But who are the unsung heroes? Who are the purely altruistic few seeking not fame or fortune but only a chance to do good? They avoid the eager journalists with their questions and their flowery confabulations. They care little for the ruins of the past and the treasures they contain. In a world fraught with danger, where everyday people are made to suffer from the evils that stalk this land, they step forward to strike down the darkness that can rise up to consume the innocent and unwary. But they are gone again before a grateful public can do more than offer the simple rewards these Journeyman Heroes need to keep them on the move. They are a testament to all that is honorable and noble, harking back to the heroes of our lost Golden Age.

### *Heed the Call to Adventure!*

The path of the adventurer is not one taken lightly, yet neither is it one that can be denied once heard. When you hear that call—be you treasure-hunter, scholar, reporter, do-gooder, what-have-you—do as Fate bids and strike out at once in pursuit of it.

## *Your Guide to Our Guide*

by Marcus Flores

The **Professional Adventurer's Guide** is not only a sourcebook for players and the Hands of Fate, but a good portion is written as an in-world catalog that adventurers would purchase to keep current on new equipment, magics, martial arts, and the people who provide said items and services.

### *Chapter One*

Chapter One "Into the World" delves into a true adventure's environment, discussing:

- **The Wilds**—Just a veer left or right off the beaten path can lead one into the bug-infested jungles of Mikesh, the foreboding forests of Western Vallunei, or the unforgiving deserts of Ba-Dur.

- **The City**—Thrill-seekers adore teeming metropolises like Edyss or the Kingdom Proper of Vallunei, and even deceptively sleepy towns like Ballinor, Bhuket, or Arivonne (where terrorists and conspiracies can still find a home). With a poisoned knife in the back just waiting in the seedy bars and alleys of Cyroon or the Merchant Isles, one would do well to read the travel guide.

- **The Depths**—There are long-buried ruins under Klesht, the Periphery, and Darkfall where treasures (and unnatural *things*) wait for the brash and the brave.

- **The Skies**—Rumors run rampant of sky-raiders living among the clouds, and many a drifting airship has proved these tales true. The chapter also features laws of the land and sky, as well as organized crime and places of interest.

### *Chapter Two*

Chapter Two, the "Vandalusan Outreach University," features new magic information. The Outreach program displays several newly discovered lesser and greater runes for mages to study. The mysterious cardinals of Shadow magic will not be neglected either. The Aphonic Whisper spell, allowing one to speak with the dearly departed is just one new spell the Shadowmages of Vandalusa have unlocked.

### *Chapter Three*

Chapter Three is the "Miscellany Catalog." No self-respecting adventurer would be caught dead without this particular

area of the **Guide**. Featured are new armor, weapons, vehicles, mounts, day-to-day items of fashion and function, and even poisons and other dangerous substances. Many adventures and histories surround the new Items of Power, sought after not only by professional adventurers but collectors all throughout Zir'An. All interested parties are sure to offer quite a handsome bounty for these gifts...

### *Chapter Four*

Chapter Four, the "Rumbler's Self Defense Guide" is an extensive catalog of new armed and unarmed battle arts, combat finesse effects, and more martial arts from all over Zir'An. A great and rather large man once said, "When you're up against the wall and the magic's gone, your sword's broke, and your armor destroyed, that's when the real fight begins!" This man is the famous fighter Silban, the proprietor of the famed fighting arena Silban's Alley. He's also the chief organizer for the Rumbler circuit throughout the world, and his story is featured in this chapter.

### *Chapter Five*

The "Services to Hire" section is laid-out to look like a classified listing with details on business opportunities and hirelings offering their services as bodyguards, butlers, consultants, traveling biographers, and companions. Players and Hands of Fate can add spice to their adventuring career by taking advantage of these specialists. A fully detailed map of the import/export of commodities (both legal and otherwise) is provided here as well.

### *Chapter Six*

Finally comes the "Who's Who of Zir'An," because an adventurer is sometimes only as effective as who he knows. The chapter talks about the major movers and shakers of the world (such as the rakish Maga Dodvah, the first organized casino entrepreneurs) and the smaller fish whose connections it takes to get an adventurer ready to take on the world. Along with the various connections, the Hands of Fate and the players can access more equipment and new connections-specific Valdreyr.

# START YOUR DRAGON-FUELED ENGINES!

## GEAR UP FOR RACER KNIGHTS OF FALCONUS

BY STEWART WIECK



Racer Knights  
of Falconus  
Foil Packs: \$2.99  
Retail Display: \$104.65  
See Order Form for  
Stock # & ISBN  
Page 14

Across the Many Lands, no figure is as lauded as the Racer Knight, fearless driver of the machines called Racers. A generation ago, Racers were instruments of war and destruction until the mysterious Overlords imposed a truce and ordered that disputes be settled in the arena. Since then, Racer Knights have become champions, gladiators, and star athletes.

But Racer Knights are not made in a day—it takes long and arduous training to control a Racer, much less master it. The best and the brightest youths from across the Lands begin their training in the hopes of earning the coveted rank of Ace. And the best place to earn that rank is at the great Racer Academy called Falconus.

### DESTRUCTIBLE CARD GAME?

Racer Knights is a constructible card game... literally! Each **Racer Knights of Falconus** game pack includes all the pieces and rules you need to build a three-dimensional Racer and play the game (your opponent(s) will need a pack as well). Racers consist of a chassis, engine, tires, and a weapon—everything else is optional, though you better consider some armor! You'll also have a driver card representing one of the students of Falconus. Or, if you're lucky, one of the school's instructors.

With at least two Racers at the ready, the race—and the deconstruction—begins! The object of the game is to earn glory points by both making progress along the racetrack you and

your opponent(s) design, and destroying the Racers of other Knights. Once the racecourse is completed or only one Racer is left rolling, glory points are tallied and a winner is determined.

During the race, you have to make strategic decisions. Do you dash for the next pylon on the racecourse, wait a second and ram another Racer, or use one of your many weapons, like Solar Spear or Mage Cannon? Good decisions and a little good luck will see your Racer Knight along the path of greatest glory.

### THE GREAT PEOPLES

Six great peoples inhabit the civilized part of the Many Lands. They all have representatives among the students and teachers of Falconus.

#### Alfar

Alfar are almost two species in one, since their society is split between Sun Alfar and Moon Alfar.

Otherworldly and delicate, Sun Alfar are warm and compassionate. They race with courage and wisdom, not brute force. They learn crystal lore and practice healing, light, and extra-sensory perception sorceries.

Moon Alfar are cruel and calculating. They are quick to judge and then take advantage of others should it benefit or even amuse them. Moon Alfar also master crystal lore, but they prefer sorceries of shadow, darkness, and cold. Their skin colors range from dark blue to indigo to obsidian.

#### Geos

Of the four elemental species, the Geos are the most down-to-earth—they're literally made from stone itself. Human-shaped

but standing four to five feet tall, these beings are gruff and grouchy, and many would just as soon be left alone. They have a protective streak in them, however, and will stand up for their friends. In fact, every Geo has a heart of gold.

#### Gremlins

The gremlins are the smallest of the People, with furry bodies and a squirrel-like appearance. Some gremlins even have small folds of skin that allow them to glide for a short distance. They seem cute and harmless, but as tinkers and visionary inventors, they can be crafty tricksters.

#### Humans

Humans are almost always at the top of their class at Falconus because they learn quickly and enjoy using their knowledge. Other species tend to excel at one subject, but humans are good (if not great) at many subjects.

#### Ogres

The ogres are the largest and most powerful of the races at Falconus. They appear as well-muscled, seven- to nine-foot-tall humanoids, with icy blue skin that's often covered in the soot and coal their people quarry. Many ogres also wear outlandish hairstyles to express themselves.

#### Serpids

The Serpids are snake-men. Their heads are triangular, like a snake's, and are perched atop long and flexible necks. They have scaled skin in a wide variety of colors and patterns. The Serpids are a proud species, cool and aloof from the other Great Peoples. They are merciless in their Racers, and many resort to dirty tricks long before a race even begins.





## Mastering Iron Heroes™

### Discover How the System Really Works!

The Iron heroes variant player's handbook is packed with high adventure, exciting battles, and cinematic action. In a game like this, a GM needs a book of his own to keep up with players.

From advice and complete scenarios to supplemental rules and more, this book has everything an Iron heroes GM could want.

### AGM's Guide for Iron heroes

- A complete guide to the IronHeroes variant rules and their underlying design—an owner's manual that gives a GM all the design tools he needs to run a successful heroic-combat campaign
- In-depth rules discussion and commentary teaches you not only how to use the rules, but how to change them—a must-have for gamers interested in rules design
- Includes two complete scenarios to serve as models for GMs to use to create their own adventures

*Sword & Sorcery books are published under the Open Game License and are 100% compatible with v3.5 rules and the d20 System.*

ISBN: 1-58846-797-X Stock #: WW16155

Retail Price: \$19.99 US Page Count: 96 (softcover)

Author: Mike Mearls

Cover Artist: Jeremy Jarvis



## A Game of Thrones™ Roleplaying Game (Standard Edition)

### The Bestseller Comes Alive

The knights and nobles, politics and poisons, creatures of darkness and powers of blood of "A Song of Ice and Fire," George R. R. Martin's masterful epic fantasy series, are yours.

### An OGL Roleplaying Game and Reference Guide for A Game of Thrones

- This complete OGL rulebook explores the setting of the best-selling fantasy series as never before, from the fabled continent of Westeros to the exotic Free Cities to the expansive plains of the Dothraki Sea.
- Includes dozens of customized character and prestige classes, enhanced by new social-maneuvering rules.
- Presents a wealth of material about the dynamic and mysterious lands of the Seven Kingdoms, and detailed insight on integrating the setting into your campaign.

*Sword & Sorcery books are published under the Open Game License and are 100% compatible with v3.5 rules and the d20 System.*

ISBN: 1-58846-942-5 Stock #: WW08345

Retail Price: \$49.99 US Page Count: 496 (full-color hardcover)

Authors: Elissa Carey, Jonathon Cassie, Simone Cooper, Chris Desmarais, Jason Durall, Debbie Gallagher, Sam Johnson, David Lyons, Wil Upchurch, Jeremy Zimmerman

Developer: Jesse Scoble

Cover Artist: Thomas Denmark



## More Magic & Mayhem™

### Magic Twists as Gears Turn

Tinkers craft rifles, bombs, and clockwork poultry to decimate their enemies, as heroes hardwire new weapons, research arcane secrets, and call forth mighty creatures to smash their foes.

Based on the best-selling *World of*

*Warcraft*® computer game, **More Magic & Mayhem** contains a wealth of new spells, feats, classes, magic items, and technology.

### A setting book for the World of Warcraft® Roleplaying Game

- A book of new spells, abilities, magic items, and technological devices.
- New and updated core and prestige classes, including the runemaster, witch doctor, and argent dawn crusader.
- Material is adapted from Blizzard Entertainment's best-selling *Warcraft* computer game franchise, with over 10 million copies sold.

• **More Magic & Mayhem** is the first sourcebook for the new **World of Warcraft Roleplaying Game**.

*Sword & Sorcery books are published under the Open Game License and are 100% compatible with v3.5 rules and the d20 System.*

ISBN: 1-58846-945-X

Stock #: 17211

Retail Price: \$29.99 US Page Count: 192 hardcover

Authors: Rob Baxter, Scott Bennie, Joseph Carriker, Bob Fitch, Mur Lafferty, Bruce Graw, and Andrew Rowe

Developer: Luke Johnson

Artists: SSS staff



## ss and arthaus november releases



### Professional Adventurer's Guide™

#### Adventurers Wanted!

Often find yourself in dangerous situations? Feel an irresistible urge to risk life and limb? Then you could be one of the Chosen! No self-respecting Adventurer

would be without the highly qualified self-help **Professional Adventurer's Guide.**

#### A Player's Compendium for The Secret of Zir'An™

- Designed to look like a catalog from the world of Zir'An, and includes many new skill packages, Valdreyr, Connections, Finesse Effects, Martial Arts, Runemagic and Shadowmagic effects, and advice on keeping Chosen alive and well.
- Includes rules for characters' between-Adventure downtime actions, such as creating Items of Power, homes, investments, and businesses.
- The extensive Gear Catalog lists new armor, weapons, vehicles, services, and equipment.
- Includes secrets built into the book for players to decode.

ISBN: 0-97290-522-7

Stock #: PGG0003

Retail Price: \$21.99 US Page Count: 112 (softcover)

Authors: Chris Hockabout, Martin Hunter Caplan, Marcus Flores, Aram Gutowski

Cover Artist: Cory Allemeier



### Etherscope™

#### An age of industry, intrigue, and adventure

In 1876, Harold Wallace discovered Etherspace and changed the world. Now it's 1984. Punk scope-riders fight evil industrialists while occult investigators war against Etherspace demons. Mysterious System Agents lurk in the shadows

as treasure hunters raid Atlantean ruins for lost secrets. Jack in, scope up, and hold on!

#### An OGL Roleplaying Game of Cyberpunk Victoriana

- Provides a complete guide to an alternative world combining two powerful genres (Cyberpunk and Victoriana). Includes all necessary rules to play.
- Includes extensive rules for cyberpunk technologies (cyberware, netrunning, matrix-style martial arts), new and subtle magic systems, and bizarre creatures.
- A vast and varied world to explore allowing many styles of play, including gritty urban, scope-punk, Victorian-style adventure, and high-tech military campaigns.

*Sword & Sorcery books are published under the Open Game License and are 100% compatible with v.3.5 rules and the d20 System.*

ISBN: 1-58846-944-1

Stock #: WW17620

Retail Price: \$34.99 US Page Count: 240 (hardcover)

Creators: Nigel McClelland and Ben Redmond

Authors: Ben Redmond, Nigel McClelland, Christopher J. Allen, Chris Durham and Mark Charke

Developer: Luke Johnson

Cover Design: Sean Glenn



### Racer Knights of Falconus™

#### Speed and Valor Bring Victory

Enter the arena to race for glory! Choose your Knight from the five species attending Falconus Academy and build your Racer from a variety of engines, weapons, and more. Win the race or just

blast your competitors into scrap.

#### A constructible card game from Arthaus Publishing

- Each pack includes enough pieces for one complete Racer, a rules sheet, and two dice—everything to start playing and building.
- Collect and trade to gain access to all the Knights and Racer parts available—build Racers with elements from all five species and seek out rare elite Knights, weapons, and more!

#### Foils Packs:

ISBN: 1-58846-562-4

Stock #: WW22001

Retail Price: \$2.99 US

Contents: 4 plastic cards (makes 1 Racer), 1 cardstock Knight card, rules sheet, 2 dice

#### Retail Display:

ISBN: 1-58846-561-1

Stock #: WW22000

Retail Price: \$104.65 US

Contents: 35 foil packs, display box, organized play kit (includes 1 plastic chase card, 8 cardstock Knight chase cards, OP rules sheet)

Designer: Mike Tinney  
Developer: Arthaus Games  
Cover Artist: UDON



## ss and arthaus december releases



### Pendragon™ (Fifth Edition)

#### For the Glory of Camelot!

Britain is in ruins as lords and chieftains fight for supremacy. From this chaos will rise Arthur and a golden age of chivalry and wonder—and a dark time of betrayal and bloodshed. Take the role of a knight

at court and make a name for yourself. Can you save Camelot? Will you make your own legend?

#### An Epic Roleplaying Game in King Arthur's Britain

- A new edition of the classic roleplaying game, undertaken by Hall of Fame game designer Greg Stafford.
- A complete roleplaying game of Arthurian adventure and glory—players portray knights who grow in power and reputation. Play sessions occur between winter seasons of character "downtime" meaning a campaign can span the entirety of the Arthurian era.
- Provides details on five distinct periods within the Arthurian era—from before Arthur's birth to the fall of Camelot—allowing for many different campaigns and true epics. Players will tell the stories of three generations of characters—assuming their knights survive the brutal realities of feudal life.
- Maintains the much-loved game mechanic, with its emphasis on passion traits and detailed life events.

ISBN: 1-58846-947-6

Stock #: WW17800

Retail Price: \$34.99 US Page Count: 240 (hardcover)

Authors: Greg Stafford, et al.

Developer: Greg Stafford & Stewart Wieck



### Lands of Mystery™

#### Uncover Warcraft®'s Secrets

Battle across the unexplored continent of Kalimdor. Unearth dead civilizations in chilling Northrend. Hunt evils in the jungles of the Echo Isles. A world of adventure awaits!

#### A Sourcebook for World of Warcraft®: The Role-Playing Game

- Explores the regions of Kalimdor, Northrend, the Echo Isles, Undermine, and other uncharted regions in Azeroth, from inhabitants to geography to key individuals.
- New prestige classes (including the South Seas buccaneer), new feats, new monsters, and new magic items appeal to all Warcraft players.
- Three adventures set in the lands of mystery make this a great game master resource.
- Designed with extensive input from the creative minds behind Blizzard's best-selling World of Warcraft computer game and chock full of lore for fans of the online game.

*Sword & Sorcery books are published under the Open Game License and are 100% compatible with v.3.5 rules and the d20 System.*

ISBN: 1-58846-784-8

Stock #: WW17206

Retail Price: \$29.99 US Page Count: 192 (hardcover)

Developer: Luke Johnson

Cover Artist: Blizzard Entertainment





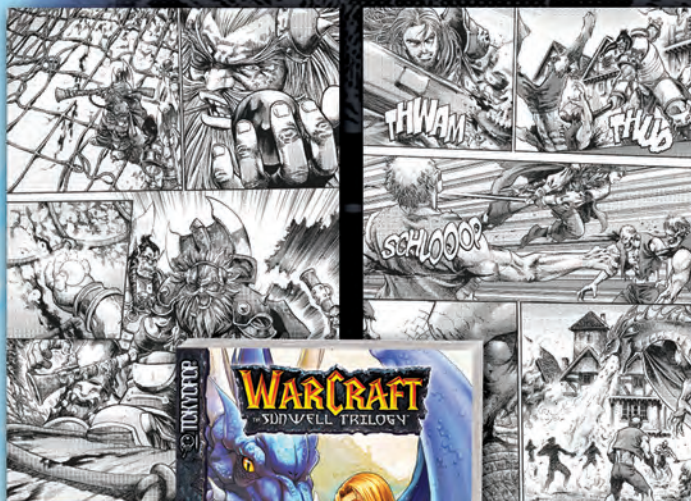


YOUR FAVORITE  
GAME JUST  
BECAME A MANGA

# WARCRAFT

## SUNWELL TRILOGY

RICHARD A. KNAAK JAE-HWAN KIM



[www.blizzard.com](http://www.blizzard.com)

LEADING THE MANGA  
REVOLUTION



[www.TOKYOPOP.com](http://www.TOKYOPOP.com)

Waldenbooks®  
BRENTANO'S

BARNES & NOBLE  
BOOKSELLERS  
[www.bn.com](http://www.bn.com)

BORDERS.  
BOOKS MUSIC MOVIES CAFE

BOOKS-A-MILLION  
shop online at [booksonline.com](http://booksonline.com)

MEDIA PLAY  
Your Entertainment Superstore

SUNCOAST  
The store for movie lovers

COMIC SHOP LOCATOR SERVICE  
888-COMIC-BOOK • [csls.diamondcomics.com](http://csls.diamondcomics.com)

© 2005 Blizzard Entertainment, Inc. All right reserved. The Sunwell Trilogy is a trademark, and Warcraft is a trademark and/or registered trademark of Blizzard Entertainment, Inc., in the US and / or other countries. All other trademarks referenced herein are properties of their respective owners.

TOKYOPOP®



## b a c k l i s t



## Supercharge Your Campaign

Sword & Sorcery Studios brings you the best in d20 System and OGL products. Core products exist free of established campaign settings and serve to enhance any fantasy campaign.

### Core Products

#### Advanced Player's Guide

(WW16721; ISBN 1-58846-961-1; \$34.99 US)  
This companion volume to the *Player's Handbook* and other d20 System core rulebooks provides new rules options, new and expanded classes, new skills, new combat and magic systems and more—all the tools you need to take your campaign to the next level!

#### Relics & Rituals: Excalibur

(WW16711; ISBN 1-58846-956-5; \$34.99 US)  
Forge your own legend of Camelot in this genre sourcebook, blending the trappings of Arthurian myth with the familiar ruleset of the d20 System. New spells, magic items, prestige classes and more.

#### Relics & Rituals: Olympus

(WW16712; ISBN 1-58846-974-3; \$34.99 US)  
The Time of Legends infuses the d20 System with the power of Greek myth. Use the spells, prestige classes, magic items and more in this genre sourcebook to build a fantasy campaign set in the mythic side of the Bronze Age, or to add an infusion of godly vigor to an existing d20 campaign.

### Other Products

— **Ultimate Fantasy Dice**  
(WW5521; ISBN 1-58846-017-7; \$6.99 US)



## A World of Adventure

Journey to Scarn, a world shattered by an apocalyptic war between gods and titans. Now, two centuries later, civilization reasserts itself and bold adventurers emerge from fortified cities to brave the monster-infested wilderness. It is a time of heroism and intrigue. It is a time of adventure.

### Core Products

#### Creature Collection (Revised)

(WW8302; ISBN 1-58846-247-1; \$34.99 US)  
From the horrible wrack dragon to the tiny battle imp, the over 200 creatures in this book are ready to be introduced to any campaign (whether Scarred Lands or no), each having been painstakingly updated to mesh perfectly with v.3.5 rules.

#### Campaign Setting: Ghelspad

(WW8325; ISBN 1-58846-184-X; \$24.95 US)  
Playground of titans, battlefield of gods, land of empires and magic: Ghelspad is a vivid and exciting setting for your fantasy campaign. This volume provides GameMasters with a fully developed setting ready-made for adventure.

#### Relics & Rituals

(WW8310; ISBN 1-58846-159-9; \$24.95 US)  
Ready to outfit your campaign with a host of new magic items and divine and arcane spells? From trinkets to artifacts, from curious contries to devastating rituals, this sourcebook on magic has something new for every fantasy player and campaign.

### Other Products

#### Hardback Handbooks

- **Campaign Setting: Termana**  
(WW8341; ISBN 1-58846-142-4; \$29.95 US)
- **Creature Collection II: Dark Menagerie**  
(WW8301; ISBN 1-58846-160-2; \$24.95 US)
- **Creature Collection III: Savage Bestiary**  
(WW8303; ISBN 1-58846-138-6; \$29.95 US)
- **Divine and the Defeated:**  
**The Gods & Titans of the Scarred Lands, The**  
(WW8311; ISBN 1-58846-165-3; \$24.95 US)
- **Relics & Rituals II: Lost Lore**  
(WW8314; ISBN 1-58846-182-3; \$25.95 US)
- **Strange Lands: Lost Tribes of the Scarred Lands**  
(WW8338; ISBN 1-58846-778-3; \$34.99 US)

#### Player's Guides

- **Player's Guide to Clerics and Druids**  
(WW8308; ISBN 1-58846-148-3; \$23.95 US)
- **Player's Guide to Fighters and Barbarians**  
(WW8307; ISBN 1-58846-149-1; \$23.95 US)
- **Player's Guide to Monks and Paladins**  
(WW8305; ISBN 1-58846-094-0; \$23.95 US)
- **Player's Guide to Rangers and Rogues**  
(WW8309; ISBN 1-58846-147-5; \$23.95 US)
- **Player's Guide to Wizards, Bards and Sorcerers**  
(WW8306; ISBN 1-58846-110-6; \$23.95 US)

#### Game Supplements

- **Blood Bayou**  
(WW8328; ISBN 1-58846-145-9; \$18.95 US)
- **Blood Sea: The Crimson Abyss**  
(WW8329; ISBN 1-58846-950-6; \$23.99 US)
- **Burok Torn: City Under Siege**  
(WW8326; ISBN 1-58846-187-4; \$17.95 US)
- **Calastia: Throne of the Black Dragon**  
(WW8324; ISBN 1-58846-181-5; \$17.95 US)
- **Echoes of the Past: The Slarecian Legacy**  
(WW8336; ISBN 1-58846-955-7; \$23.99 US)
- **Edge of Infinity: The Scarred Planes**  
(WW8319; ISBN 1-58846-962-X; \$23.99 US)
- **Faithful and the Forsaken, The**  
(WW8317; ISBN 1-58846-137-8; \$19.95 US)
- **Gazetteer: Ghelspad**  
(WW8320; ISBN 1-58846-161-0; \$8.95 US)
- **Gazetteer: Termana**  
(WW8340; ISBN 1-58846-186-6; \$10.95 US)
- **Hollowfaust: City of the Necromancers**  
(WW8322; ISBN 1-58846-163-7; \$19.95 US)
- **Hornsaw: Forest of Blood, The**  
(WW8323; ISBN 1-58846-166-1; \$17.95 US)
- **Mithril: City of the Golem**  
(WW8321; ISBN 1-58846-162-9; \$17.95 US)
- **Penumbral Pentagon, The**  
(WW8316; ISBN 1-58846-185-8; \$18.95 US)
- **Secrets & Societies**  
(WW8315; ISBN 1-58846-183-1; \$13.95 US)
- **Serpent Amphora Cycle I:**  
**Serpent in the Fold**  
(WW8332; ISBN 1-58846-120-3; \$10.95 US)
- **Serpent Amphora Cycle II:**  
**The Serpent & the Scepter**  
(WW8333; ISBN 1-58846-118-1; \$10.95 US)
- **Serpent Amphora Cycle III:**  
**Serpent Citadel**  
(WW8334; ISBN 1-58846-144-0; \$10.95 US)
- **Shelzar: City of Sins**  
(WW8327; ISBN 1-58846-146-7; \$21.95 US)



- **Vigil Watch:**  
**Secrets of the Asaathi**  
(WW8335; ISBN 1-58846-143-2; \$21.95 US)
- **Vigil Watch:**  
**Warrens of the Ratmen**  
(WW8330; ISBN 1-58846-164-5; \$13.95 US)
- **Wilderness and Wasteland**  
(WW8331; ISBN 1-58846-121-1; \$12.95 US)
- **Wise and the Wicked, The**  
(WW8312; ISBN 1-58846-167-X; \$17.95 US)

#### Scarred Lands Fiction

- **Champions of the Scarred Lands** (anthology)  
(WW11660; ISBN 1-58846-808-9; \$6.50 US)
- **Scarred Lands: Forsaken**  
(Dead God Trilogy, Book 1)  
(WW11661; ISBN 1-58846-809-7; \$6.50 US)
- **Scarred Lands: Forsworn**  
(Dead God Trilogy, Book 2)  
(WW11662; ISBN 1-58846-810-0; \$6.50 US)
- **Scarred Lands: Forbidden**  
(Dead God Trilogy, Book 3)  
(WW11663; ISBN 1-58846-811-9; \$6.50 US)



## Three Eras, One World

The award-winning Trinity Universe comes to the d20 System. Each core book is a complete d20 System campaign setting, filled with detailed information on that particular era and all the rules needed to play in it. Each book includes new core and prestige classes, unique powers for daring adventurers, super-powered novae or intrepid psions, and much, much more.

### Core Products

#### Adventure!

(d20 System edition)  
(WW16705; ISBN 1-58846-957-3; \$34.99 US)

A new era begins in the 1920s—an era of wonder, when men are forthright and women are courageous. An era of globe trotting exploration and mad science. An era in which excitement is found from the skyscraper penthouses of New York City to the sweltering jungles of the Congo!

#### Aberrant

(d20 System edition)  
(WW16706; ISBN 1-58846-965-4; \$34.99 US)

In the dawn of the 21st century, select humans erupt with incredible powers previously seen only in comics and movies. These rare "novae" are all too real, however, and their abilities and personalities will change the world forever.

#### Trinity

(d20 System edition)  
(WW16707; ISBN 1-58846-971-9; \$34.99 US)

In the 22nd century, humanity has ventured to the stars. Alien races, fractious colonies, ruthless corporation and aberrant mutations vie for power, while a new breed of humans—armed with potent psychic powers—stands to make the future its own.

### Storyteller System Products

#### Adventure!

— **Adventure!**  
(Storyteller edition)  
(WW9350; ISBN 1-56504-608-0; \$25.95 US)



**Aberrant**

- **Aberrant**  
(Storyteller edition)  
(WW8500; ISBN 1-56504-626-9; \$24.95 US)
- **Aberrant: Church of Michael Archangel**  
(WW8543; ISBN 1-56504-691-9; \$4.95 US)
- **Aberrant: The Directive**  
(WW8521; ISBN 1-56504-685-4; \$14.95 US)
- **Aberrant: Elites**  
(WW8506; ISBN 1-56504-692-7; \$14.95 US)
- **Aberrant: Fear and Loathing**  
(WW8541; ISBN 1-56504-689-7; \$4.95 US)
- **Aberrant Players Guide**  
(WW8505; ISBN 1-56504-687-0; \$25.95 US)
- **Aberrant: Project Utopia**  
(WW8504; ISBN 1-56504-631-5; \$19.95 US)
- **Aberrant: Reign of Evil.com**  
(WW8542; ISBN 1-56504-690-0; \$4.95 US)
- **Aberrant Storytellers Screen**  
(WW8501; ISBN 1-56504-627-7; \$14.95 US)
- **Aberrant: XWF**  
(WW8540; ISBN 1-56504-688-9; \$4.95 US)
- **Aberrant: Year One**  
(WW8502; ISBN 1-56504-629-3; \$14.95 US)
- **Aberrant Worldwide Phase I**  
(WW8530; ISBN 1-56504-684-6; \$21.95 US)
- **Aberrant Worldwide Phase II**  
(WW8510; ISBN 1-56504-686-2; \$21.95 US)
- **Exposé: Aberrants**  
(WW8503; ISBN 1-56504-630-7; \$4.95 US)

**Trinity**

- **Trinity**  
(Storyteller edition)  
(WW9099; ISBN 1-56504-622-6; \$14.95 US)
- **Alien Encounter 1:**  
**Invasion**  
(WW9104; ISBN 1-56504-620-X; \$17.95 US)
- **Alien Encounter 2:**  
**Deception**  
(WW9105; ISBN 1-56504-621-8; \$17.95 US)
- **Darkness Revealed 1:**  
**Descent into Darkness**  
(WW9101; ISBN 1-56504-751-6; \$15.95 US)
- **Darkness Revealed 2:**  
**Passage Through Shadow**  
(WW9102; ISBN 1-56504-752-4; \$15.95 US)
- **Darkness Revealed 3:**  
**Ascent into Light**  
(WW9103; ISBN 1-56504-753-2; \$15.95 US)
- **Trinity: America Offline**  
(WW9003; ISBN 1-56504-762-1; \$17.95 US)
- **Trinity: Luna Rising**  
(WW9002; ISBN 1-56504-760-5; \$17.95 US)
- **Trinity: Shattered Europe**  
(WW9004; ISBN 1-56504-761-3; \$19.95 US)
- **Trinity: Stellar Frontier**  
(WW9005; ISBN 1-56504-763-X; \$19.95 US)
- **Trinity Field Report: Alien Races**  
(WW9202; ISBN 1-56504-772-9; \$4.95 US)
- **Trinity Field Report: Extrasolar Colonies**  
(WW9201; ISBN 1-56504-771-0; \$4.95 US)
- **Trinity Field Report: Media**  
(WW9204; ISBN 1-56504-605-6; \$4.95 US)
- **Trinity Technology Manual**  
(WW9200; ISBN 1-56504-770-2; \$15.95 US)

**It's Your World Now**

Discover the vast details and find new epic adventures in the world of the *EverQuest II* online computer game with the **EverQuest II Roleplaying Game**. Packed with exclusive details on the world of Norrath, the **EQIIrpg** reveals critical information for online players and allows pen-and-paper gamers to play their own adventures. **EQIIrpg** is published under the Open Game License, and features a streamlined system that is 100% compatible with revised 3rd Edition fantasy roleplaying rules.

**Core Products****EverQuest II RPG Player's Guide**

(WW16550; ISBN 1-58846-999-9; \$34.99 US)  
Uncover the secrets of the new era Norrath, the setting for *EverQuest II* online in this all new, complete player's guide. Includes 16 races, 28 character classes, and much more.

**EverQuest II RPG Spell Guide**

(WW16551; ISBN 1-58846-998-0; \$34.99 US)  
Magic is omnipresent in the world of Norrath and 18 character classes in the **EverQuest II Role-playing Game** have distinct magic traditions and powers. There are so many spells and powers that they require their own volume, one containing over 1000 spells! The most complete guide to magic in *EverQuest* — online or anywhere else.

**Other Products****The EverQuest I RPG Line**

- **EverQuest® RPG Player's Handbook**  
(WW16500; ISBN 1-58846-125-4; \$29.95 US)
- **EverQuest® RPG Game Master's Guide**  
(WW16502; ISBN 1-58846-127-0; \$29.95 US)
- **Al'Kabor's Arcana**  
(WW16503; ISBN 1-58846-130-0; \$29.95 US)
- **Befallen**  
(WW16520; ISBN 1-58846-129-7; \$10.95 US)
- **Heroes of Norrath**  
(WW16504; ISBN 1-58846-963-8; \$22.99 US)
- **Luclin**  
(WW16512; ISBN 1-58846-066-5; \$29.95 US)
- **Monsters of Luclin**  
(WW16514; ISBN 1-58846-064-9; \$21.95 US)
- **Monsters of Norrath**  
(WW16501; ISBN 1-58846-126-2; \$29.95 US)
- **Plane of Hate**  
(WW16524; ISBN 1-58846-976-X; \$24.99 US)
- **Realms of Norrath: Dagnor's Cauldron**  
(WW16515; ISBN 1-58846-953-0; \$24.99 US)
- **Realms of Norrath: Everfrost Peaks**  
(WW16511; ISBN 1-58846-131-9; \$26.95 US)
- **Realms of Norrath: Forests of Faydark**  
(WW16513; ISBN 1-58846-133-5; \$23.95 US)
- **Realms of Norrath: Freepoint**  
(WW16510; ISBN 1-58846-128-9; \$23.95 US)
- **Solusek's Eye**  
(WW16522; ISBN 1-58846-062-2; \$19.95 US)
- **Temple of Solusek Ro Screen & Book, The**  
(WW16521; ISBN 1-58846-132-7; \$12.95 US)

**This War Is Yours to Fight**

Millions of fans around the world have enjoyed the #1-selling *Warcraft* computer game series. Now, this hugely successful series becomes a fully interactive print roleplaying game world. Each supplement provides unprecedented detail on the *Warcraft* world as well as new and exciting d20 System innovations.

**Core Products****World of Warcraft: The Roleplaying Game**

(WW17210; ISBN 1-58846-781-3; \$39.99 US)  
The new OGL-driven standalone core rulebook brings *Warcraft* roleplaying to the next level. Complete with all the classes and races available in online play and unique spins on magic, community building and other innovations. Available in May 2005.

**Manual of Monsters**

(WW17201; ISBN 1-58846-070-3; \$29.95 US)  
From the merciless Burning Legion to the five draconic broods, from the undead Scourge to the savage centaur, the world of Azeroth is rife with malevolent creatures. **Manual of Monsters** features over 200 monsters from the hugely popular series of *Warcraft* computer games.

**Magic & Mayhem**

(WW17203; ISBN 1-58846-954-9; \$29.99 US)  
Sorcerers and wizards truck with demons while tinkers and engineers build mighty engines of battle in this sourcebook. **Magic & Mayhem** offers a wealth of spells, magic items, feats and technology that expands upon the *Warcraft* setting, as well as any d20 System campaign.

**Other Products**

- **Alliance & Horde Compendium**  
(WW17202; ISBN 1-58846-063-0; \$21.95 US)
- **Lands of Conflict**  
(WW17204; ISBN 1-58846-960-3; \$29.99 US)
- **Shadows & Light**  
(WW17205; ISBN 1-58846-973-5; \$24.99 US)

**Enter the Realms of Dread**

The classic fantasy horror series returns. A night of eternal terror. A world ruled by fear and horror. Vampires who rule the night. Shapeshifters who prowl the forests. Eldritch ghouls and undead skeletons who prey upon a fearful populace. If ever a world needed heroes, it is the world of Ravenloft.

**Core Products****Ravenloft Player's Handbook**

(WW15005; ISBN 1-58846-091-6; \$34.95 US)  
Fully updated for v.3.5 rules, this handbook provides both rules and setting material, including character creation rules, new spells, new information on spell use and realm magic ratings, guidelines to the realms of the Land of Dread, and even a new group of prestige classes created specifically for Ravenloft.

## b a c k l i s t

**Ravenloft Dungeon Master's Guide**

(WW15004; ISBN 1-58846-084-3; \$34.95 US)

This v.3.5-compatible guide contains a wealth of vital information for Ravenloft DMs. It offers ways to reshape the classes in the *D&D Dungeon Master's Guide*, provides tips on creating a properly horrifying atmosphere for players, discusses ways to use Ravenloft in crossover games, contains delicious new magic items, prestige classes with alterations — and much more!

**Denizens of Dread**

(WW15006; ISBN 1-58846-951-4; \$34.99 US)

The world of Ravenloft holds terrors that stalk the night and prowl the realms even in daylight. From the doomed creatures that subsist on the blood of the living to canny shapeshifters and hideous constructs, this manual details the many monsters of Ravenloft.

**Other Products****Game Supplements**

- **Champions of Darkness**  
(WW15003; ISBN 1-58846-081-9; \$21.95 US)
- **Dark Tales and Disturbing Legends**  
(WW15032; 1-58846-787-2; \$24.99 US)
- **Heroes of Light**  
(WW15030; ISBN 1-58846-082-7; \$21.95 US)
- **Legacy of Blood: The Great Families**  
(WW15031; ISBN 1-58846-089-4; \$22.99 US)
- **Masque of the Red Death**  
(WW15007; ISBN 1-58846-979-4; \$34.99 US)
- **Ravenloft Gazetteer, Volume I**  
(WW15020; ISBN 1-58846-080-0; \$24.95 US)
- **Ravenloft Gazetteer, Volume II**  
(WW15021; ISBN 1-58846-083-5; \$24.95 US)
- **Ravenloft Gazetteer, Volume III**  
(WW15022; ISBN 1-58846-086-X; \$24.95 US)
- **Ravenloft Gazetteer, Volume IV**  
(WW15023; ISBN 1-58846-087-8; \$25.95 US)
- **Ravenloft Gazetteer, Volume V**  
(WW15024; ISBN 1-58846-964-6; \$24.99 US)
- **Secrets of the Dread Realms and Dungeon Master's Screen**  
(WW15001; ISBN 1-58846-076-2; \$14.95 US)
- **Van Richten's Arsenal, Volume I**  
(WW15010; ISBN 1-58846-079-7; \$24.95 US)
- **Van Richten's Guide to the Shadow Fey**  
(WW15012; ISBN 1-58846-088-6; \$22.99 US)
- **Van Richten's Guide to the Walking Dead**  
(WW15011; ISBN 1-58846-085-1; \$22.95 US)

**Play Aid**

- **Ravenloft Tarokka Deck**  
(WW15049; ISBN 1-58846-090-8; \$21.95 US)

**After the Final Wars**

The classic post-apocalyptic RPG returns, re-envisioned for the 21st century. A new world rises from the ashes of the Final Wars. Mutants born of radiation struggles against intelligent machines and humans remade from the genes up. Pockets of civilization stand against wastelands of barbarity. The Gamma World is yours to conquer. Requires the use of the *d20 Modern Roleplaying Game* or the *Dungeon & Dragons Player's Handbook*, published by Wizards of the Coast.

**Core Product****Gamma World Player's Handbook**

(WW17250; ISBN 1-58846-069-X; \$34.95 US)

This core campaign setting presents a new edition of the classic sci-fi adventure game, energized for the new millennium! Play humans, mutants and new races created in the chaos of the Final Wars, out not just to survive but to thrive in the midst of adventure, danger and mystery.

**Other Products**

- **Beyond the Horizon**  
(WW17255; ISBN 1-58846-977-8; \$24.99 US)
- **Cryptic Alliances & Unknown Enemies**  
(WW17254; ISBN 1-58846-966-2; \$29.99 US)
- **Gamma World Game Master's Guide**  
(WW17251; ISBN 1-58846-068-1; \$29.99 US)
- **Machines & Mutants**  
(WW17252; ISBN 1-58846-067-3; \$34.95 US)
- **Out of the Vaults**  
(WW17253; ISBN 1-58846-022-3; \$21.95 US)

**Medieval Fantasy Meets Mechs**

Sword & Sorcery, Goodman Games and Super Unicorn join forces to bring you the first comprehensive d20 System treatment of fantasy mechs with the *DragonMech* campaign setting. The earth shudders with the footfalls of massive mechs, powered by steam, magic or even the labor of a thousand slaves. Humans, dwarves, elves and orcs pilot these lethal machines, striking back against monstrous forces that seek to decimate their world — and fighting one another for dominance in this new era!

**Core Products****DragonMech**

(WW17600; ISBN 1-58846-988-3; \$34.99 US)

This core campaign setting is a stand-alone game world, but it is designed to integrate seamlessly with any ongoing campaign. *DragonMech* features extensive rules for fantasy mechs powered by machinery, magic, and manual labor, integrated with a host of new classes, feats, skills, and items designed for a mech-based fantasy campaign.

**DragonMech Mech Manual**

(WW17602; ISBN 1-58846-989-1; \$21.99 US)

This "monster manual of mechs" gives players new options and GMs new enemies. There are more than 50 new mechs complete with deck plans, plus loads of new steampunk gear and mech-based character options. In non-*DragonMech* fantasy worlds, the mechs can be used as deadly constructs or animated golems.

**Other Products**

- **The Second Age of Walkers**  
(WW17603; ISBN 1-58846-782-1; \$29.99 US)
- **The Shardsfall Quest**  
(WW17601; ISBN 1-58846-997-2; \$15.99 US)
- **Steam Warriors**  
(WW17604; ISBN 1-58846-786-4; \$21.99 US)
- **The Last City**  
(WW17605; ISBN 1-58846-771-6; \$21.99 US)

**The Best from the Best**

Third Edition codesigner Monte Cook founded Malhavoc Press to continue to support the game he loves and create products to share with fans. His imprint publishes high-quality d20 System and OGL products from some of the best designers in the industry, including Monte himself, Bruce R. Cordell, Mike Mearls, Skip Williams and many more.

**Core Products****Monte Cook's Arcana Evolved**

(WW16146; ISBN 1-58846-780-5; \$49.99 US)

This new variant player's handbook from 3rd Edition codesigner Monte Cook takes everything that tens of thousands loved about *Arcana Unearthed*, presents it in a deluxe full-color format, then adds a vast amount of all-new material! This book integrates and revises the contents of *Monte Cook's Arcana Unearthed*, *The Diamond Throne*, and *Arcana Unearthed Screen and Player's Guide*. Discover new PC races like the dragonlike dracha, classes like the ritual warrior, evolved versions of all races, new champion and totem warrior types, and dozens of new spells, spell templates, feats, manifestations, equipment, and more. Full color hardcover.

**Monte Cook Presents: Iron Heroes**

(WW16154; ISBN 1-58846-796-1; \$37.99 US)

*Iron Heroes* is a variant player's handbook in the tradition of *Monte Cook's Arcana Unearthed*. This exciting new game of heroic combat action is for skilled heroes who have no need for magic swords or arcane trinkets. Armed with their cunning, talent and unmatched bravery, they wade sword-first into a savage world of high adventure. This hardcover provides 10 all-new core classes, an expanded feat system, new combat options, character traits, a new magic paradigm, and much more.

**Other Products****Monte Cook's Arcana Evolved**

- **Beyond Countless Doorways**  
(WW16108; ISBN 1-58846-975-1; \$34.99 US)
- **Children of the Rune**  
(anthology)  
(WW16145; ISBN 1-58846-864-X; \$6.99 US)
- **The Diamond Throne**  
(WW16141; ISBN 1-58846-067-6; \$18.95 US)
- **The Dragons' Return**  
(anthology)  
(WW16147; ISBN 1-58846-883-6; \$6.99 US)
- **Legacy of the Dragons**  
(WW16143; ISBN 1-58846-958-1; \$23.99 US)
- **Monte Cook's Arcana Unearthed DM's Screen and Player's Guide**  
(WW16142; ISBN 1-58846-059-2; \$15.95 US)
- **Mystic Secrets: The World of Lore and Rune**  
(WW16144; ISBN 1-58846-985-9; \$15.99 US)
- **Ruins of Intrigue**  
(WW16148; 1-58846-783-X; \$19.99 US)
- **Transcendence: Arcana Evolved Player's Companion**  
(WW16149; 1-58846-788-0; \$19.99 US)





# backlist

## Year's Best

- **Monte Cook Presents:  
The Year's Best d20 (2004)**  
(WW16133; 1-58846-798-8; \$19.99 US)

## Game Supplements

- **Anger of Angels**  
(WW16131; ISBN 1-58846-060-6; \$21.95 US)
- **Banewarrens, The**  
(WW16111; ISBN 1-58846-103-3; \$17.95 US)
- **Book of Hallowed Might (v.3.5)**  
(WW16107; ISBN 1-58846-987-5; \$13.99 US)
- **Book of Hallowed Might II: Portents and Visions**  
(WW16106; ISBN 1-58846-967-0; \$13.99 US)
- **Book of Iron Might**  
(WW16109; ISBN 1-58846-980-8; \$13.99 US)
- **Book of Roguish Luck**  
(WW16112; 1-58846-785-6; \$19.99 US)
- **Chaositech**  
(WW16104; ISBN 1-58846-056-8; \$19.99 US)
- **Complete Book of Eldritch Might, The**  
(WW16105; 1-58846-952-2; \$34.99 US)
- **Cry Havoc**  
(WW16122; ISBN 1-58846-023-1; \$21.95 US)
- **Demon God's Fane**  
(WW16110; ISBN 1-58846-101-7; \$9.95 US)
- **Hyperconscious: Explorations in Psionics**  
(WW16152; ISBN 1-58846-995-6; \$23.99 US)
- **If Thoughts Could Kill**  
(WW16150; ISBN 1-58846-106-8; \$9.95 US)
- **Mindscapes**  
(WW16151; ISBN 1-58846-109-2; \$18.95 US)
- **Requiem for a God**  
(WW16120; ISBN 1-58846-104-1; \$12.95 US)
- **Skreyn's Register: The Bonds of Magic**  
(WW16130; ISBN 1-58846-107-6; \$12.95 US)
- **When the Sky Falls**  
(WW16121; ISBN 1-58846-061-4; \$13.95 US)



## Third Edition Rules, First Edition Feel

Do you remember the good old days of fantasy roleplaying? **Necromancer Games** does, and they are committed to producing high-quality products under the d20 System for use with revised 3rd Edition rules but with a "classic" First Edition feel. Fun, accessible adventures. Sprawling dungeons and selfish dragons. It's all here for your gaming pleasure.

## Core Products

**The Wilderlands of High Fantasy (boxed set)**  
(WW8394; ISBN 1-58846-948-4; \$69.99 US)  
A Judges Guild classic! This set contains 18 highly detailed maps overlaid with five-mile hexes. Every city, village, ruin, lair, island, citadel, castle, and geographic feature is described in detail in the two included map books. Also includes detailed DM information as well as encounter tables and random ruin-generation tables. No setting ever produced includes this much detail!

## Gary Gygas's Necropolis

(WW8390; ISBN 1-58846-116-5; \$29.95 US)  
Both a vast campaign scenario and a complete campaign sourcebook, **Necropolis** sweeps the characters into an epic adventure across the magical desert kingdom of Khemit. It features new classes and prestige classes, new spells, more than 60 monsters unique to the desert lands, and over 50 new gods and new cleric domains.

## City-State of the Invincible Overlord

(WW8393; ISBN 1-58846-990-5; \$34.99 US)  
The best-selling adventure classic returns, updated for today's players. Return to the City-State in all its glory. This hardcover edition includes all the material from the original, plus the Wraith Overlord scenario that brings players into the city-state's underbelly. Years of adventure await.

## Other Products

- **Aberrations**  
(WW8379; ISBN 1-58846-095-9; \$13.95 US)
- **Ancient Kingdoms:  
Mesopotamia**  
(WW8365; ISBN 1-58846-994-8; \$23.99 US)
- **Bonegarden**  
(WW8384; ISBN 1-58846-993-X; \$21.99 US)
- **Book of Taverns**  
(WW8374; ISBN 1-58846-072-X; \$19.95 US)
- **Caverns of Thracia**  
(WW8392; ISBN 1-58846-991-3; \$23.95 US)
- **Chaos Rising**  
(WW8375; ISBN 1-58846-099-1; \$13.95 US)
- **Crucible of Freya**  
(WW8350; ISBN 1-58846-485-1; \$7.99 US)
- **Dead Man's Chest**  
(WW8368; ISBN 1-58846-763-5; \$29.99 US)
- **Demons and Devils**  
(WW8354; ISBN 1-58846-153-X; \$8.95 US)
- **Eldritch Sorcery**  
(WW8396; ISBN 1-58846-766-X; \$26.99 US)
- **Glades of Death**  
(WW8367; ISBN 1-58846-796-0; \$29.99 US)
- **Grey Citadel**  
(WW8376; ISBN 1-58846-098-3; \$13.95 US)
- **Hall of the Rainbow Mage, The**  
(WW8372; ISBN 1-58846-113-0; \$15.95 US)
- **Lamentation of Thieves, A**  
(WW8383; ISBN 1-58846-093-2; \$18.95 US)
- **Maze of Zayene 1: Prisoners of the Maze**  
(WW8380; ISBN 1-58846-189-0; \$11.95 US)
- **Maze of Zayene 2: Dimensions of Flight**  
(WW8381; ISBN 1-58846-190-4; \$11.95 US)
- **Maze of Zayene 3: Tower Chaos**  
(WW8382; ISBN 1-58846-117-3; \$11.95 US)
- **Morricks Mansion**  
(WW8378; ISBN 1-58846-097-5; \$13.95 US)
- **Raise the Dead**  
(WW8377; ISBN 1-58846-096-7; \$15.95 US)
- **Rappan Athuk: The Dungeon of Graves  
The Upper Levels**  
(WW8360; ISBN 1-58846-164-4; \$9.99 US)
- **Rappan Athuk: The Dungeon of Graves 2  
The Middle Levels**  
(WW8361; ISBN 1-58846-157-2; \$11.95 US)

- **Siege of Durgam's Folly, The**  
(WW8370; ISBN 1-58846-188-2; \$10.95 US)
- **Tomb of Abysthor**  
(WW8351; ISBN 1-58846-150-1; \$15.95 US)
- **Tome of Horrors II**  
(WW8388; ISBN 1-58846-992-1; \$34.99 US)
- **Trouble at Durbenford**  
(WW8385; ISBN 1-58846-?; \$34.99 US)
- **What Evil Lurks**  
(WW8371; ISBN 1-58846-193-9; \$10.95 US)
- **Vault of Larrin Karr, The**  
(WW8373; ISBN 1-58846-140-8; \$15.95 US)
- **Wilderlands Player's Guide**  
(WW8391; ISBN 1-58846-092-4; \$23.95 US)
- **The Worst of Grimtooth's Traps**  
(WW8386; ISBN 1-58846-139-4; \$34.99 US)



## A Warband Awaits

**Fiery Dragon** has produced a popular series of full-color fantasy counters, allowing fantasy Game Masters to field vast armies of monsters and fiends to set against their PCs.

## Core Product

**Counter Collection Digital**  
(WW16020; ISBN 1-58846-779-1; \$29.99 US)

Now players and Game Masters can create, customize and print their own counter selections, choosing whatever they need from over 1,000 high-resolution images collected on one CD-ROM! You can print as many counters as you need at any size they require, making this the ultimate accessory for strategic tabletop fantasy gaming.



## Sing the Song of Ice and Fire

Countless readers have followed "A Song of Ice and Fire," George R. R. Martin's masterful epic fantasy series. Now, the knights and nobles, politics and poisons, creatures of darkness and powers of blood of Westeros and beyond are yours to discover—and make your own.

## Core Products

**A Game of Thrones Roleplaying Game  
(Standard Edition)**

(WW08345; ISBN 1-58846-942-5; \$49.99)  
This full color OGL rulebook explores the setting of the best-selling fantasy series as never before and includes dozens of customized character classes and prestige classes that capture the spirit of the setting, enhanced by the new social maneuvering rules of Influence and Reputation.

**A Game of Thrones Roleplaying Game  
(Deluxe Edition)**

(WW08346; ISBN 1-58846-941-7; \$99.99)  
This full color deluxe edition includes everything from the standard edition, along with an extensive appendix presenting the Tri-Stat mechanic, and exclusive interview with George R.R. Martin, and more.

## b a c k l i s t



### Be a Playa

Join the world's second-oldest profession: pimping! Mack some ho's and put them to work. Make the biggest roll and be declared the Mack-Daddy. Just watch out for other pimps as they try to put a beatdown on you and your ho's. A ho in the hospital don't earn you no dough. **Pimp** is a hilarious, stand-alone card game for two to four mature players (well, old enough to vote, but not necessarily mature). 100 cards plus rule sheet.

- **Pimp: The Backhanding**  
(WW5140; ISBN 1-58846-624-8; \$14.99 US)
- **Pimp: The Backhanding Four-Deck Display**  
(WW5141; ISBN 1-58846-623-X; \$59.96 US)



### A New World of Adventure

Arthaus and Paragon Games bring you an all-new game of fantasy and adventure. **The Secret of Zir'An** blends magic, technology and a flair for high-octane action into a heady mix sure to please manga and pulp fans alike. Zir'An introduces the Finesse System, a new game mechanic that puts the emphasis on wild stunts and quick action.

### Core Products

**The Secret of Zir'An Core Gamebook**  
(PGG0001; ISBN 0-97290-520-0; \$39.99 US)

Your complete guide to adventuring and telling stories in the world of Zir'An. Features all the mechanics of the Finesse System, multiple magic systems and a wide assortment of tolls for players and the Hand of Fate (game-master) alike.

**The Hand of Fate**  
(PGG0002; ISBN 0-97290-521-9; \$21.99 US)

The King's Men. The Builders. The Partnerships. What are these shadowy organizations and what are their goals? Can the Children of Paran, legendary Items of Power birthed by the Goddess of War herself, actually exist? What are the mysteries of the Ushonu? Why did the Fane emerge from the laner? What terrible pact have Mirkule and the Voivodh struck? All this and more is for the Hand of Fate to know... and players to find out!

### Other Products

- **Secret of Zir'An Fate Screen**  
(PGG0005; ISBN 0-97290-524-3; \$5.99 US)
- **The Hand of Fate**  
(PGG0002; ISBN 0-97290-521-9; \$21.99)



### The Once and Future King

Become a knight and seek out glory. Protecting the boy who would be king or ride alongside Arthur Pendragon himself. Questing for the grail or fight to preserve the glory of fading Camelot. Epic chivalry awaits!

### Core Product

**Pendragon (Fifth Edition)**  
(WW17800; ISBN 1-58846-947-6; \$34.99 US)  
Master game designer Greg Stafford returns to Arthur's Britain to bring you a completely updated edition of **Pendragon**. This complete rulebook contains everything you need to play a generation-spanning campaign of epic chivalry.

### Other Products

- **Beyond the Wall**  
(GK2717; ISBN 1-56882-026-7; \$19.95)
- **Saxons!**  
(GK2722; ISBN 1-92899-906-9; \$24.95 US)
- **Tales of Chivalry and Romance**  
(GK2720; ISBN 1-92899-902-6; \$13.95 US)
- **Tales of Magic and Miracles**  
(GK2721; ISBN 1-92899-904-4; \$13.95)
- **Tales of Mystic Tournaments**  
(GK2723; ISBN 1-92899-910-7; \$20.95 US)
- **Tales of Spectre Kings**  
(GK2726; ISBN 1-92899-922-0; \$20.95 US)