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WINTER 2006
VOLUME 4.1

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JANUARY
TO MARCH

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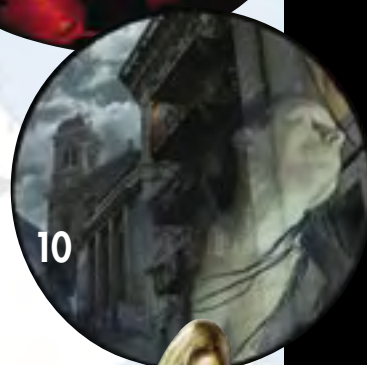
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by J.S. Rossbach



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your regular dose...

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Accolades for the WoD

Last summer, the **World of Darkness Rulebook** and **Vampire: The Requiem** received a bevy of awards from the gaming community. Everyone at White Wolf worked very hard on these books, and we'd like to thank all the judges, fans, and others who voted in these various awards.

World of Darkness Rulebook

- Origins Award: Gamer's Choice for Best Roleplaying Game
- EN World RPG Award: Best Game (silver)
- EN World RPG Award: Best Writing (silver)
- EN World RPG Award: Best Rules (honorable mention)

Vampire: The Requiem

- InQuest Gamer Fan Award: Best Roleplaying Game
- EN World RPG Award: Best Supplement (gold)
- EN World RPG Award: Best Interior Art (silver)
- Origins Award: Best Roleplaying Game Supplement (nominee)

Other WoD Awards

Beyond those two key books, other World of Darkness products were also recognized during this award season. The last book in the original WoD—**World of Darkness: Time of Judgment**—received the Inquest Gamer Fan Award as Best RPG Supplement. Meanwhile, **Danse de la Mort**, the free eight-part mini-chronicle for **Vampire: The Requiem**, received a silver EN World RPG Award as Best Free Product or Web Enhancement (along with an honorable mention for Best Adventure). Those same awards also nominated **Werewolf: The Forsaken** in the Best Production Values category and gave it an honorable mention for Best Supplement.

CALENDAR OF EVENTS

Where are we going to be this winter? 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) for more specific programs we're offering at each event, but otherwise, here's where we'll be and when:

February

Southwest Regional Event
February 9-12, 2006 San Francisco, CA

April

East Central Regional Event
April 12-16th,
Louisville, KY

Also this Quarter

Not everything can get full coverage in the space provided here. Still, we don't want to let anything slip through the cracks, so also be on the lookout this quarter for these great products:

World of Darkness: Armory (February)

The ability to cause harm in the World of Darkness doesn't belong solely to the fiends of the night. Humanity is quite capable of innovating its own forms of violence, and this book (usable with any World of Darkness game, including **Vampire**, **Werewolf**, and **Mage**) depicts a variety of those weapons, from an improvised skillet to the latest in sniper technologies.

(WW55102; 1-58846-486-5 \$29.99)

Legacies: The Sublime (January)

Mages aspire to greatness, and none more so than those who craft their souls with the techniques of the sublime—legacies that invoke awe and terror. These mages stand apart from the Awakened community, either as paragons of an ideal most mages can never attain, as harbingers of human evolution, or as defilers of the Tapestry. This book presents 13 new legacies for players to choose from, extensive advice for players and Storytellers on creating their own legacies, and two all new "technostic" legacies, for mages who mix magic and technology.

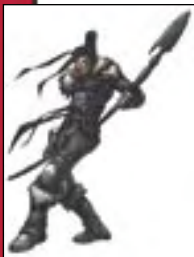
(WW40100; 1-58846-425-3; \$26.99)



EXALTED

Epic Fantasy Reimagined

A Look at How **Exalted** Has Matured With Age
by John Chambers, **Exalted** developer



Exalted Second Edition
WW80000, \$39.99
ISBN 1-58846-684-1
page 15

Hi, I'm John Chambers—longtime **exalted** editor, recently turned **exalted** developer. It's still late 2005 in publishing time, and as you have probably heard, there's a new edition of **exalted** coming down the pike. Now, some of you are probably saying, "But there was nothing wrong with **exalted**. Why must you ruin everything I love!" while others are saying, "Finally. I hope this edition will get rid of **x**, 'cause that has always just chapped my damn ass." So, I'm here to lay those fears to rest... and give birth to totally new fears.

The Reasoning Behind the New Edition

When the original **exalted** game was released in 2001, it was a bit of a rushed product. I know hard-core **exalted** fans are wondering how a product that ended up being released a year later than advertised could end up "rushed." Let's just say there were some staff turnovers during the run-up to the project, the result of which was that the game's eventual developer, Geoffrey Grabowski, being handed the reins only a few months before the game's initially scheduled release.

Now, God bless him, Geoff worked like a madman on the initial release, completely retooling the game from its original form. Although many of the initial concepts remained from the original **exalted** design, it was Geoff who expanded upon them and brought his own unique artistic sensibility to bear on the project. If there is something you think of as both cool and peculiar to the **exalted** setting, there's about a 90% chance it came from Geoff. The man ended up writing (or rewriting) some 150,000 words of the core book. To put that into perspective, the total manuscript of one of last year's **exalted** novels comes to only 90,000 words.

Now, from one standpoint, that's awesome. Very seldom does one man's vision get so directly translated to a game. (Trust me, even though I wrote this article, it's entirely possible its merits will end up being voted on in committee and the whole thing retooled to better engage you, the

fans. Editor's note—John's original title "Exalted 2: Electric Boogaloo" was indeed replaced and subsequently sent to the old jokes home. We did provide a limo to take the allusion there, though, in memory of its 21 years of faithful service.) On the other side of things, however, that's a lot of writing to do in basically no time, so Geoff didn't have the time he'd have liked to smooth out the game's rough edges.

Now, fast forward four years, and **exalted** has this awesome setting and feel that's only been expanded upon and enriched by the input of a team of very talented and incredibly creative people—always with Geoff overseeing them to make sure no one contradicted his creative vision for the game. Unfortunately, all the care and thought that went into all of the game's subsequent releases had to build off a mechanical rules engine, if you will, with which Geoff was never really satisfied.

So, he decided that engine needed to be fixed. Yet he was ready to move on new challenges by that time, so on his recommendation, White Wolf tapped me to take over the line following the second edition's release. The new edition would be Geoff's last hurrah on the **exalted** line, as well as my trial by fire to see if I had what it takes to be a full-time developer.

Technical Difficulties

Now, that he had decided to retool the game, Geoff focused on finding what about the game could use improvement. Almost without exception, the setting worked: Creation, the Underworld, Yu-Shan, Malfeas, the Wyld—all cool. The vast majority of time and effort, then, could go into improving the game's underlying mechanics. But which ones?

First off, there were two pairs of abilities in the first edition that were more than a little redundant: Brawl and Martial Arts, and Endurance and Resistance. So, Brawl and Endurance were cut, with their relevant charms being moved into the two surviving abilities. (The Brawl charms formed the core of the entirely new Solar Hero style of martial arts.) But cutting two abilities wrecked

EXALTED

the elegant five caste abilities per solar caste structure, so we brought in two new Abilities to compensate. The war Ability now replaces brawl for the dawn caste, and integrity replaces endurance for the zenith.

war is used in mass combat to simulate a character's knowledge of battlefield strategy, small-unit tactics, and how one fights in front-line combat. In conditions of mass combat, war acts as a cap on the other dawn caste abilities. For example, a solar exalt archer with dexterity 3, archery 4, and war 2 would have a dice pool of six dice (dexterity 3 + war 2 + 1 for the bow's accuracy) rather than eight dice (dexterity 3 + archery 4 + 1 for the bow's accuracy) when firing her long bow in mass combat. In addition, charms for the war Ability focus on the training of men for (and the command of men in) combat. The following charms serve as examples of this design strategy. One is a former performance charm that was moved under the war Ability because of its focus. The other is an original charm created specifically for the Ability.

General of the All-Seeing Sun

cost: 1m; **mins:** war 5, essence 4; **type:** reflexive

keywords: combo-ok

duration: instant

prerequisite charms: fury inciting presence

The solar exalted do not abandon their forces. This charm informs the lawgiver of the position and status of all units within (essence \times 10) miles containing a commander, hero, relay, or sorcerer loyal to the solar or to a cause for which the solar is fighting. This includes solo units, but not solo extras. The character determines only the strategic position of each unit—where units are located relative to one another and to major landmarks such as mountains, cities, and rivers. The status information that the solar learns is the unit's fatigue, order, and current magnitude. The solar acquires this information as an instinct, but he can convert it mentally into a battle map if appropriate for the character. The storyteller is the final authority on whether a solar without established loyalties is fighting for a given cause.

This charm gives the lawgiver awareness of all the major landmarks within one mile of any loyal units.

integrity, meanwhile, was conceived as the mental equivalent of resistance, giving characters a chance to resist coercion and supernatural mind control. As an all-new Ability, it features many cool new charms to help solars resist the perils of second edition's more defined social combat. An example follows.

Legendary Warrior Curriculum

cost: —; **mins:** war 5, essence 4; **type:** permanent

keywords: obvious

duration: one week

prerequisite charms: tiger warrior training technique

solar exalted imbue their warriors with something of their own nature. This charm enhances the exalt's ability to train warriors. This charm allows him to use tiger warrior training technique to train others in any of the following:

- **military abilities** he possesses at 4 or more. In addition to the abilities already available through tiger warrior training technique, military abilities include thrown, war, integrity, resistance, survival, relevant craft, medicine, athletics, awareness, stealth, ride, and sail.

- **willpower.** The exalt can train willpower to a maximum of 7.

- **bonus dice.** The solar can devote one week's training to rare and special techniques. Doing so gives trained characters two bonus dice or one bonus success for a specific activity defined by the solar during training. This benefit must have military relevance, it does not apply to exalted targets, and it is not cumulative. (characters must abandon their previous training and lose the previous bonus to benefit from this charm a subsequent time.) This bonus can apply to rolls for any ability and is considered an artificial two-die specialty that stacks with (at most) one die of other specialties. Examples include a one-success bonus in silent communication, a two-die bonus in fighting when outnumbered, and a two-die bonus for nocturnal fighting. Non-extras must pay four bonus points or eight experience points for this benefit, and they go into experience debt as usual if they cannot pay. The storyteller is the final authority on whether a special technique has military relevance.

EXALTED

Temptation-Resisting Stance

cost: 6m; **mins:** integrity 2, essence 1; **type:** reflexive (stage 2)

keywords: combo-ok, stackable, social

duration: one scene

prerequisite charms: any integrity excellency

In foul nests of demons whose ways of corruption assault the human mind; amidst the courts of raksha gluttonous for human souls; in nexus, surrounded by a thousand temptations—though the whole world seeks to drag him down, the solar is unmoved. This charm increases the character's Dodge mental defense value by his Temperance for the remainder of the scene. storytellers can allow the exalt to use his conviction, compassion, or valor score instead of Temperance if the character has appropriate motivation.

Another area found to need tweaking was combat. The idea was bandied about to use the storytelling system found in white wolf's new **world of darkness**, but the general consensus was that **exalted** was a cinematic game and that the gritty, real-world model combat system of **vampire**, **werewolf**, and **mage** would be an ill fit to the setting. so, we looked for ways to make **exalted**'s extant system even better.

one of the problems geoff and i had with the old system was its speed. even when a solar hero was fighting a group of three-health-level extras, combat still dragged when the number of combatants grew too high. And this phenomenon was only compounded when supernatural combatants with a bazillion health levels were thrown into the mix. so, an effort was made to streamline the combat process. three major changes were implemented in order to accomplish this. first, the initiative and combat order process was retooled. now initiative is determined by a (wits + awareness) roll (called a join battle action), and combat order thereafter is determined by weapon speed. there are no more combat turns. combat order after the initial determination of when a character first acts rolls forward in "ticks," with each tick equaling one second. when a character goes next is determined by his weapon speed.

The second innovation was the addition of a static defense value (dv for short) to the game. in any combat, a character's Dodge dv or parry dv is subtracted from the successes of any attack made against the character. in

addition, if a character's dv is higher than the dice pool of an incoming attack and the attacker is an extra, no roll is even made. The attack is automatically cancelled.

The third change was the inclusion of mass combat rules in the core book. Though a version had appeared as the mail and steel rules in the **exalted players guide**, it was only an optional system. This time around, however, we're showing it off as the important game feature we now know it is. It's just in the solar exalted nature to raise large groups of followers, and it is just as natural for those who profit by keeping the world as is to oppose the threat solars pose to the status quo. combat between large groups within the context of the game is nearly inevitable—hence the mass combat system's inclusion in the core rules. An added advantage is that mass combat can sometimes force its context on characters whether they want it to or not, so a storyteller dealing with a large force of men fighting his players' characters can move the battle into mass combat in order to speed it up.

In addition to physical combat, an effort was made to better mechanically qualify important social interactions, especially where supernatural methods of influence were exerted. The outcome of this effort was the development of a system of social combat based closely on the standard combat rules. now, resisting supernatural influence is more than just spending temporary willpower until your character runs out and then having him listen to the raksha diplomat and devour his family. now there is a method, built around the new integrity ability and featuring a mental dv mirror to the standard dv, for your character to defend against such coercion.

A final area of focus in this edition's upgrades was in the area of charms. The solar exalted represent the pinnacle of exalted power and glory. As a result, their charms are the most versatile and mighty... at least in theory. The original core book often suffered from being the game line's initial release, and one of the areas in which it suffered most was its charms. By the time the subsequent **exalted** hardcovers were released, we had a better understanding of how the charms would work and balance, and a better unification of theme had developed among those charm sets. Don't misunderstand me, there are some really cool charms in the original core rulebook—it's just that some abilities kind of got short shrift in their initial charm sets. Archery and melee always worked, while abilities such as ride and sail kind of lacked kick-ass charms. From the examples below, you can see how we rectified this in the new edition.

EXALTED

Worthy Mount Technique

cost: —; **mins:** Ride 3, Essence 3; **type:** permanent

keywords: None

duration: instant

prerequisite charms: Any Ride Excellency

The solar heroes are as one with their mounts. This charm lets the character use his reflexive charms to assist a loyal animal he is riding rather than himself. Doing so counts as the character using that charm, but adds one mote to its invocation cost. Because this counts as the character using the charm, it must abide by all of the normal limitations on charm invocation. For example, the character cannot use a martial arts excellency to enhance an attack and use reflex sidestep technique to help his mount dodge in the same action without a combo. He could, however, use either of these charms to help both himself and the horse in a single action. If the character has a self-invoking charm, such as surprise anticipation method, then it invokes to protect his mount as well. If the mount faces unexpected mortal danger, the character reflexively spends two motes to enhance the mount's awareness and allow it to shy.

Shipwreck-Surviving Stamina

cost: 4m; **mins:** sail 5, Essence 3; **type:** reflexive (stage 10)

keywords: combo-ok, obvious, stackable, touch

duration: indefinite

prerequisite charms: Hull-preserving technique

The character invokes this charm in response to an attack that would shatter or sink her vessel. This charm holds the ship together—it survives as long as the character remains on board and keeps the essence committed. If the ship takes even one level of damage, it will fall apart, although the character may use this charm again (maintaining multiple commitments) or other charms to defend it.

Another tweaking of charms that affects more than just the solar *exalted* is the definition of three excellencies for each ability. The excellencies are three generalized charms that augment each ability. The first excellency is known as essence overwhelming. It allows a character to spend motes of essence to buy additional dice for an action. The second excellency is known as essence triumphant. It allows one to spend motes of essence directly for successes in an action. Finally, the third excellency is known as essence resurgent. It allows one to spend motes of essence in order to reroll a failed action. These charms replace similar charms that existed for certain abilities in first edition, and they offer their benefit to each ability in the second edition.

Visual Appeal

Back in 2001 when the original *exalted* game was released, anime, manga, and Asian cinema had yet to make it big in the US. That's not to say there were no fans—lord knows, Geoff, Brian Glass, and myself were already huge fans. It's just that when one wandered into a Barnes and Noble, there wasn't a whole section devoted to manga; everything from cartoon network to Saturday morning programming wasn't yet inundated by anime.

But it was starting to come together. *Pokemon* ruled kids shows, and *Crouching Tiger, Hidden Dragon* was in theaters as the first edition of *exalted* went to press. So, an eleventh-hour decision was made to go for a complete manga style in the core rulebook. Bear in mind, there was already a standard fantasy painted cover for *exalted* in the office, not to mention a lot of interior art. But Rich Thomas, the head of White Wolf's production department, had the foresight to see where the newfound popularity of these media was headed, and he made the call at the last minute to go with what is now *exalted*'s signature look.

The second edition is taking this decision one step further with the game's visuals. First off, it's going to be a full-color release from cover to cover, something we haven't done in almost a decade with a White Wolf roleplaying game. Second, rather than going with the intro fiction and chapter opening fiction bits that were standard to first edition, the second edition features an eight-page manga opener, with a two-page manga for each interior chapter, and a four-page manga epilogue to close the book—further marrying the game to its root inspirations. And the artists lined up for these pieces are amazing: Kevin Lau, Melissa Uran, Chris Stevens, Noi Sackda, Joshua Timbrook and Andie Tong.

Dénouement

So, in a nutshell, those are both the reasons for and the improvements to the new edition. I think you'll enjoy the new core game even more than the original, and there's even more good stuff coming up as the new releases roll out in the second edition's wake. Now is a really good time to be or become an *exalted* fan. Stay tuned for the straight skinny on upcoming *exalted* products.

exalted 2nd edition, a 400-page, full-color core rulebook, is available in february.

VAMPIRE THE REQUIEM

THE CARNIVAL

A PREVIEW EXCERPT FROM *BLOODLINES: THE LEGENDARY*

BY CHRISTOPHER KOBAR



Bloodlines:
The Legendary
WW25103; \$24.99
ISBN 1-58846-260-9
page 14

Look at me and know what it truly means to be cursed! what is it you feel? revulsion? horror? pity? no matter, for you cannot turn away, can you?

STEP RIGHT UP!

of all those once born of woman, the kindred, those who have shed the coil of mortality in exchange for an eternity of damnation, are the monsters. They are unliving souls doomed to shadow and a feast of blood. yet even among monsters, some inevitably stand out as distinctly horrific. here behind this curtain are the twisted of fiends known as the carnival. gaze upon these fascinating horrors you can't look away from, but be warned: they're not for the faint of heart...

one bloodline so embodies the twisted curse that all vampires suffer that their very presence is a vile reminder of just how inhuman the kindred really are. These freaks are renowned for their grotesquery, each singularly deformed to the extreme, putting to shame their mortal sideshow counterparts. so accursed is their vitae that it literally twists and reshapes the corporeal shell of every new member, forever warping them into forms that mimic the most egregious congenital defects suffered by the kine.

for all the additional pain and inconvenience they must endure, the freaks possess an uncanny strength. Though largely shunned by the greater kindred community, the freaks share a tremendous bond with others of their ilk. few coteries are as tight-knit as theirs, and with that intimacy comes power. The carnival might not partake in the highly visible movements of the danse macabre, but wherever one is found, it is always more than a mere sideshow. The freaks' ability to turn their seeming physical limitations into an unexpected advantage provides these monsters a unique edge, allowing them to enter places no other kindred or kine could penetrate and just as effectively escape from places and situations that

would be impossible for others. those unfortunate enough to witness a freak putting on the show—the bloodline's signature discipline—are in for an unpleasant surprise. wise kindred avoid the carnival if they hear that it has come to town.

parent clan: daeva

bloodline disciplines: celerity, majesty, the show, vigor

appearance: physical deformities are the defining characteristic of the carnival. what a freak looked like prior to joining the bloodline is irrelevant after her vitae has been transformed into that of her new family, though exactly how the individual's body will change is anyone's guess. each change is unique and no factor seems to play a determinate role in the hideous transformation. The only certainty is that the freak is severely deformed, with some being so altered that they are virtual invalids. it is easy to see just how hellish the requiem of a freak can be.

background: contrary to popular belief, most of the carnival is made up of individuals who were not deformed horrors in life, or at least not outwardly. freaks understand full well what it means to be an outcast, and few have a wish to visit the curse of undeath upon those already bearing that difficult hardship. rather, they tend to select childer from among those mortals whose inner nature is already far more warped than their outward appearance would suggest.

some feel that the embrace is a just punishment for such cretins, and they enjoy watching their new-found progeny struggle with the harsh vicissitudes that the requiem brings. others recognize in their marks just how uniquely suited they are for unlife among the damned. unlike many celebrated mortal freaks, those who join the carnival are rarely models of morality and compassion. The painful and often crippling changes wrought by the vitae of the bloodline upon the new freak's body works its way into the psyche with similar force. very few have the fortitude to hang on to their humanity when they are savaged by the curse of the carnival in addition to the breadth of difficulties they already face as vampires.

Vampire

THE REQUIEM

organization: The carnival is not just a bloodline, but a full-fledged society akin to the invictus or the carthians. True, it is admittedly too small in both number and reach to claim to be a covenant, but for all other intents and purposes, it functions as one. Its members share a number of customs and practices along with a body of lore unknown to outsiders. They have their own pecking order and their own brand of justice tailor-made for the carnival. Most important, they stick together. Few if any other kindred suffer as these misshapen creatures do, and that suffering binds them together in a way that even blood cannot. Each carnival—the term refers to the bloodline as a whole as well as to an individual coterie—is led by a single *freak*, whose responsibility it is to ensure the entire group's safety from sunlight, mortal discovery, and kindred harassment. In return for this leadership, this *freak* receives a payment from each member of the carnival who wishes to put on her own show. This privilege, as it is called, usually consists of a vitae tithe, which allows the carnival's leader to spend his time guaranteeing the safety of the carnival, rather than spending it looking for sustenance. *Freaks* who have spent at least a year with the carnival usually enter into this agreement, while those who've spent less time have to wait until they have a little more experience under their belt first. The carnival also attracts a few benighted kindred unrelated to the bloodline proper who wish to join its twisted ranks as well as a number of kine who handle all the sundry tasks necessary to the safety of the carnival as well as the success of the show.

The bloodline's roots are in eastern Europe, but its greatest numbers are in north America. It was here that the circus and carnival found their greatest popularity, and it's here that the carnival continues to exploit this historical fact. Although few ordinary carnivals and sideshows remain in business tonight, the carnival continues to serve the very powerful unspoken need of the kine to witness oddities, blasphemies, and outright horrors of humanity in a (seemingly) safe environment. Whether as a traveling show that quietly advertises ahead of its arrival in order to drum up the crowd, or as a semi-permanent spectacle that holds regular shows for a steady stream of the curious, the carnival finds no lack of an audience.

concepts: The Alligator Lady, The Astonishing Mer-
man, The Frog Man of Borneo, The Girl with No Face, The
Human Skeleton, The Irish Leprechaun, The Missing Link,
The Rubber Skinned Woman, The Two-headed Man, The
Vampire Worm of Old Spain.

THE SHOW

The *freaks* know their bodies, frightening though they might be to others. In fact, these kindred have become so familiar with their deformities that they have literally become addicted to that which makes them different. Like a woman who gets her first piercing on a lark and a year later has two dozen all over her flesh, the *freaks* are obsessed with making themselves even more grotesque, exploring the limits of their forms and delighting in the extremes they discover. While this certainly proves personally satisfying to the *freaks*, it also enables them to put on an ever more spectacular show. By displaying themselves in the most shocking fashion, they are able to captivate an audience—be it a small crowd or a single onlooker. The more fascinating their performance is, the less viewers find themselves able to tear themselves away from the show. Once captivated, they are easy targets for the *freak*, no matter what she might have in mind.

• GEEK TRICK

The classic sideshow geek's spectacle involves doing something painful, disgusting, or otherwise personally discomfiting—driving a nail into one's face, swallowing billiard balls and vomiting them back up, chewing glass. *Freaks* who master this basic level of the show have no problem subjecting themselves to the indignities or pain such geek tricks can involve.

cost: 1 vitae

dice pool: stamina + intimidation + The show

action: instant

For each success on the invocation roll, the character can spend a single turn ignoring any pain that affects him (effectively negating wound penalties or penalties associated with damage, such as those that might affect *crúac* or Theban sorcery rituals). This doesn't affect the actual occurrence of the injury at all, though. Wounds still open or the nail remains embedded in the *freak's* face. Naturally, geek trick doesn't actually heal wounds or affect dice-pool penalties after its duration, though the *freak* may choose to invoke the power again.

Bloodlines: The Legendary, a 128-page hardcover character book for *Vampire: The Requiem*, is available in January.

Vampire

THE REQUIEM

In The Telling

A peek into the requiem chronicler's guide

by vampire: the requiem developer will hindmarch



Requiem
Chronicler's Guide
WW25302, \$26.99
ISBN 1-58846-261-7
page 16

with video games, you sometimes hear talk of the “replay factor.” How is the game the second time through? or the third? How many times can you play a game before it gets old? part of the beauty of a storytelling game, of course, is that the replay factor is limited only by your time and your willingness to play the game in different ways. which is to say, the replay factor of **vampire: the requiem** is practically infinite.

But it doesn't always feel that way. The trick to tapping into the immortality of a storytelling game is to try new things. play out chronicles that are different from those you've already played. we'll show you how.

The **requiem chronicler's guide** shows you how to create chronicles that are still distinctly **vampire**, but in a new way. you'll see how to make the subject of a chronicle vitally important to the gameplay, by altering the game mechanics to drive home the chronicle's unique style and themes. you can even alter the core **vampire** paradigm as you explore new chronicle styles. Justin Achilli, for example, examines **vampire** without clans in one of the book's articles.

while storyteller tricks for narration, scene-setting, and so forth will certainly play a part here, this isn't a touchy-feely book of fluff. This isn't a self-help book, it's a do-it-yourself guide. It isn't psychology so much as carpentry. It's not ink blots and pills as much as hammers and nails.

The **requiem chronicler's guide** is an almost magazine-style book, with short articles that can be read in any order. This is a book you dip into, not a book you march through. what I want is for storytellers to open this thing up whenever they're about to start a new chronicle. They'll come to it in search of inspiration and to make sure that they've answered all the questions they should be asking themselves when they first set out to create a chronicle.

some articles from the book:

here are just a few of the how-to articles that you'll find in the **requiem chronicler's guide**:

- Hunter's Hunted: vampires as prey
- Transcendence: vampires who want out
- Alone with the Beast: one storyteller, one player
- Little Tyrants: sin and blood without remorse
- Nox familia: vampire families
- The few: The only vampires in the city

Here's a sample from the outline we gave to the authors, so you can get an idea of what we were aiming for:

“Remember that context is key. you're not telling people the right way to play **vampire**. you're demonstrating that every chronicle is different and showing storytellers how to use that variety to their advantage. you're showing how a storyteller can and should exert control over the chronicle—and how, when, and why she should back off. you're showing how to identify what's important in the chronicle, and how to keep the chronicle focused on what's important.”

Here's an excerpt from the aforementioned article by Justin Achilli about playing **vampire** without clans:

we fought for hours. days, even.

“we need another clan!”

“But six is an even number. It just feels wrong.”

“players want more options.”

“But what archetype haven't we covered with the five clans we've already established?”

“It just feels like we should try to turn over a few more stones.”

“we've already proposed a few outside ideas, but we never really like them when we examine them more thoroughly.”

Around the rough and rugged rock, the ragged rascals ran. when we had finished running, we had five clans set aside. They fit conceptually. They were iconic. They lent themselves to a good spread of shared disciplines, and they all had their own unique powers as well.

you can't argue the contrary, though: clans among vampires are a distinctly white wolf phenomenon. They carry baggage; they suggest certain setting contrivances even if the storyteller wants to diverge from the comfortable assumptions of setting.

*maybe you want a more literary **vampire** experience. maybe you want certain familiar elements, but other aspects of the **vampire** world turned on its ear. maybe you're sick of lazy players defining themselves in terms of clan. whatever your motivation, let's talk about excising clans from the **vampire** experience...*

After that, you get guidelines on how to handle the embrace, parentage, disciplines, and vampire weaknesses in a **vampire: the requiem** chronicle without clans. with the **requiem chronicler's guide**, everything about **vampire** is new yet again.

the requiem chronicler's guide, a 160-page hardcover storyteller's book for vampire: the requiem, is available in march.

Heresy, Sediton, and of course, Blasphemy

A Look at Blasphemies, Purloined Just in Time from White Wolf.

leaked by Ethan Skemp, Werewolf: The Forsaken developer



EXCERPTED FROM INTERNAL COMMUNIQUE; PLEASE
SHARE ONLY WITH QUALIFIED PERSONNEL:

This is not, as the project title might suggest, a “big book of eeeevil.” That’s trite, and we all know it. Good for us. Rather, **blasphemies** is something of a toolkit for fucking with players’ heads. variant belief systems. creepy cults. strange lodges. And yes, the bale hounds.

blasphemies is part antagonist sourcebook, part setting construction kit, and (like every game supplement worth its salt) mostly packed with story hooks. if you want to get technical, its main theme is how belief can be twisted into something particularly strange and threatening. Note that i don’t say “evil”—though some of this stuff should qualify—but threatening. weird. Alien. sometimes horrific. The scale should vary, of course, from the very subtle horror of human behavior in a story like “The Lottery” to the outright appalling ideas espoused by an azlu cult.

i say this is a book for fucking with players’ heads, but i don’t want to see it written in such a tone that it sounds like we’re chortling with the reader over how bad he can screw them. be elegant and mature here, not malicious. don’t revel in the evil, but rather portray the faintly sweet scent of decay. i really want this to be reminiscent of conspiratorial tales of horror that gradually build to a climax, not cacklingsplatter-flick fare. this is a book made for **werewolf**, certainly, and there should be the tension of something that will almost certainly end in bloodshed—but optimally, this book should feel like the part where we subtly build to that savage climax...

ADDITIONAL EXCERPTS FOLLOW

chapter one: heresies (10K)

we kick off the book by talking about variant belief systems that diverge from the core forsaken dogma. discuss briefly what a game gains by entertaining other options, and the different ways in which those options can be put to use. there’s a difference between “here’s a scary myth that’s meant to strike doubt into the players” and “here’s a story that reflects how werewolves might see things an ocean away.” spend just a bit of time exploring the different reasons these things might be incorporated in a chronicle.

then, one of the things i’d like to see done with this chapter is to provide some full-formed alternative creation myths—stories about how werewolves *really* came into being, for instance, stuff that re-interprets or even flat-out contradicts the legend of pangaea and father wolf...

chapter two: brotherhoods (35K)

...here i want to see an emphasis on the sort of cults, brotherhoods and secret societies inspired by the sort of players on the **werewolf** field. specifically, this should be about groups formed around spirits, the riddan, hosts, and werewolves themselves.

chapter three: lodges (20K)

...i’d like to see a couple of nasty cultural lodges here. you know how **bloodlines** included a rakshasa-based indian bloodline and a bunch of mesoamerican guys reminiscent of aztec blood rituals? let’s show that, when **werewolf** is viewed through the lens of other cultures’ nastier myths and legends and is adapted to fit, the results aren’t near so nice or pretty.

chapter four: the bale hounds (35K)

this is a tricky batch to write. the hounds are dangerously cruel and uncaring individuals. they’re evil, but not for the sake of being evil. rather, they are evil in the way that we understand real human beings can be evil—just plain willing to do horrible things to other people (or werewolves).

so why would a werewolf choose to do something like this? how impressive must the deal be? get into the general mindset of a bale hound. talk about the differences between a servant of wrath and a servant of sloth. (and just *how* is a servant of sloth scary?)

harmony needs to be addressed. bale hounds can sink to pretty low harmony, and that makes them dangerous to themselves as well as others. how do they avoid becoming *zi’ir*?...

...i’d like to see multiple options for presenting the bale hounds. they should be presented in enough detail and confidence that storytellers can pick one and run with it as written. tell the reader that he can decide for himself which to use, and tell him only once; no need to repeat it or go on for a paragraph about which to use.

SUFFICIENT EVIDENCE GATHERED. DISPATCH STRIKE TEAM TO 1554 LITTON DRIVE IMMEDIATELY.



Blasphemies
WW30303; \$26.99
ISBN 1-58846-332-X
page 15

blasphemies, a 144-page, hardcover chronicle book, is available in february.

MAGE THE AWAKENING

SECRECY AND SACRIFICE

A LOOK THROUGH THE EYES OF THE *GUARDIANS OF THE VEIL*

by **mage: The Awakening** developer, Bill Bridges



Guardians of the Veil
WW40305, \$31.99
ISBN 1-58846-426-1
page 16

The guardians of the veil describe their order to potential recruits in various ways. One might play up the subtlety, the lies, and the deceit, explaining the pure joy (or personal challenge) of knowing secrets and keeping them. Others choose to draw a young mage in with the lure of popular conception: a guardian of the veil is James Bond with magic instead of gadgets—or, better, magical gadgets. One thinking of eliciting excitement could highlight the danger of being, effectively, an operative in foreign lands no matter where one goes, always seeking targets for a tactical strike from “high command.” But the fruit that attracts the most flies is the sweetest: the guardians protect magic, forever working to defend the diminishing influence of the supernatural realms on the fallen world. It is this thought of preventing the world from becoming the monotonous place the mage believe it once was that draws many of the order’s students.

Once behind the veils, a guardian is almost forced to look upon the world through a new filter. He sees the world clearly for the first time as a delicate pointillism masterpiece that looks whole from afar, but resolves into disparate, conflicting truths when inspected closely. Each secret he learns, sparingly given though they might be, skews his view further until he can no longer remember the truths he once held to be self-evident. They are too unpalatable for him to have ever believed them.

Every step a guardian takes draws him deeper behind the veils, distancing him from the world of sleepers even more than did the original satori that awoke him. Awakening separated him from the sleeping world; being a guardian separates him from the rest of the magical world. The prejudice is a barrier that keeps him apart from other magi, but it doesn’t act alone. Every secret entrusted to him strengthens that barrier. The secrecy causes the mage to grow heavy with distrust—of himself and of others. Each person the guardian meets is another person who cannot be told. Every person is one who might be seeking to steal what must not be shared. Who knows better than a spy that no one can be trusted?

A Glimpse Through the Veils

Look around. You may be reading this in the privacy of your own home. Where are the windows?

Someone could be watching you from the apartment, house, or park across the street. In fact, somebody probably is. Your phone might not be tapped, but it’s safer to assume it is. Did you buy this book with a credit card? Or with a check?

There are a lot of people in the street. Any one of them could be watching you. Or maybe it’s a miserable night and there’s only one soul braving the frigid weather. He’s probably watching you. The girl who’s on the bus every time you take it might be watching you, but she might also be a decoy. The ones that are really watching are less obvious.

It gets worse. A mage doesn’t need to be across the street to watch you, and he doesn’t need to touch your phone to hear your conversations. All he needs is a name. Or an eyelash, or drop of blood. Or an audio recording. Or the strap you held on the subway. That’s all he needs to know exactly where you are and what you’re doing, assuming he’s smart and you’re not.

He might just be watching because he wants to keep track of you, the same way you’re probably watching someone like him. But there’s a chance he’s there on behalf of a larger conspiracy—the conspiracy—that wants to eliminate you and everyone like you and leave nothing but a timid slave of a world behind. Or, he could just be one of your own checking up on you to keep safe. But do you want to take that chance?

It’s the feeling when you walk into a room and everybody suddenly hushes. Do they know something, or do they think you know something? You do know something, don’t you? Maybe they’re waiting for you to trip up, or testing to see if you’ll lie.

It’s when you go to school, to work, to the club, wherever you go to be with your peers, and you know that none of them want anything to do with you. They hate you and don’t bother to hide it, because everyone whose opinion matters hates you, too. They only smile when they need something, and then they don’t bother to fake it very well. Part of them knows they’d miss you if you were gone, but it’s not because they secretly like you. It’s because they’re afraid of the alternative but refuse to admit it.

A guardian is paranoid. A guardian is a pariah. Because if you relax or if they accept you, everyone loses.

Guardians of the Veil, a 224-page hardcover chronicle book for Mage: The Awakening, is available in March.

The Madness of the Mind's Eye

On Playtesting and Developing **Mind's Eye Theatre** and **The Requiem**
by Alex Teodorescu-Badia

The global chronicles of the camarilla are white wolf's official games, representing white wolf's modern-horror setting as closely as possible across hundreds of games and all main continents. yet sheer numbers alone don't make for a great game. for LARP play, the opposite can be true if the mechanics don't hold up to continuous use and abuse. it's one thing to be a single storyteller running a game for a couple of people around a table; it's another thing entirely to run games in a coordinated storyteller hierarchy for more than 5,000 players. when ensuring an equal and consistent quality of play across games, regions, nations, and continents, that becomes a challenge—especially when you can have up to 1,000 players at a single game, as the camarilla does every year at the international camarilla convention. rules and mechanics that work well for 20 players might turn out to be brittle and unworkable under the onslaught of 100 or even 1,000 characters. therefore, as white wolf's new **mind's eye theatre** developer, my task has been to create smoothly scalable rules that ensure the consistent quality of play fans expect from the official world of darkness chronicle.

to make the mechanics hold up to daily use over years of play, we started by having members around the world form playtesting teams, each with a lead who coordinated test sessions and contributed feedback. over the course of more than a year, dozens of playtest groups around the world subjected the various edits of the **met** mechanics to scenarios meant to show how their implementation would shape the game world (and the wotd paradigm in LARP), as well as to reveal any lingering weaknesses.

Almost immediately, problems crept up that were either rarely observed in tabletop play or which nobody had really foreseen. for instance, although cross-genre interaction is comparatively rare, it turned out that the supposedly physically superior werewolves were often overpowered by vampires in direct combat. The mechanics also rewarded an unpleasant type “first strike” behavior. (that is, given a number of dot combinations, an attacker who got the jump on his target could almost guarantee an instant incapacitation.) even exceptional successes, though conceptually fantastic, turned out to

be debilitating in live-action play. Throughout much of the development process, simplifying the system for smooth live-action game-play became our playtesters' mantra. nobody likes standing around, fiddling with numbers, wondering how powers work or why nobody knows what's going on. tabletop play allows everyone to have copies of their books open to importable charts or descriptions of their favorite powers. but opening a rulebook in the middle of LARP play interrupts the live-action dynamic.

during those first few months of the **requiem** chronicle, the camarilla used a modified version of the tabletop mechanics. yet scenes that should have been fairly simple turned into hours of ordeals, working with combat modifiers or similar complications. the exact opposite was true of some scenes that should have been epic encounters showcasing the clashes of true immortals: after a few raking blows or well-aimed shots, it was all over. clearly, a simplification of the rules had to start by streamlining those parts of the system that, ultimately, added little to live-action play.

the simplification of fighting styles and combat maneuvers and a carefully balanced weapons table that abstracted many statistics were the most obvious steps, together with a wholesale removal of exceptional successes and dramatic failures. through more than a year of playtesting increasingly refined versions of the mechanics, the camarilla helped provide a LARP system that can now stand the test of time. above all, the ideal LARP mechanics get out of the way of roleplaying. you should never have to stop in-character interaction and the dynamic of your roleplaying to dig out a character sheet or rules reference. that principle has guided us, and we're very proud of the results.

looking ahead, our next challenges as playtesters and the developer are to integrate **mind's eye theatre: the forsaken** with the existing mechanics, and to later enable **mind's eye theatre: the awakening** to fulfill its role within the paradigm. each must emphasize the strengths of their individual genre within the world of darkness, and while making sure they do so won't be easy, our success with **mind's eye theatre** and **the requiem** makes us believe we can handle it.

Alex teodorescu-badia is the master storyteller of the camarilla and the developer of mind's eye theatre.

WHITE WOLF RELEASES



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About the Author: Nancy A. Collins is author of *Sunglasses After Dark™*, *Darkest Heart™* and *Dead Roses for a Blue Lady™* in the acclaimed Sonja Blue series. She is a past recipient of the Bram Stoker and British Fantasy Icarus Awards. In *Wild Blood*, she brings her unique take on the supernatural to the werewolf myth.

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Branded Merchandise for Exalted®

- **White Wolf®** continues to support Exalted with this attractive new dice set. Each set comes with 10 dice that capture the look of the game.
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WHITE WOLF RELEASES



The Requiem Chronicler's Guide™

A Thousand Requiems

Every vampire's Requiem is a distinct tale, sung in a different style. Some Kindred play parts in intricate operas performed over centuries of deathless passion. Some scream through short, brutal set lists in a handful of bloody nights.

A Chronicle Book for Vampire: The Requiem™

- Presents more than 20 exciting, frightening and dramatic ways to play **Vampire**, whether you're new to the game or looking to revitalize your chronicles.
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- Includes a guide to creating enemies and antagonists based on the players' characters—players can even design their own arch-nemesis!
- Evocative example templates provide dramatic story seeds—even whole chronicles!—for Storytellers without the time to devise their own.
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ISBN: 1-58846-261-7

Stock #: WW25302

Retail Price: \$26.99 US

Page Count: 160 (hardcover)

Authors: Justin Achilli, David Chart, Ray Fawkes, Robin D. Laws, Clinton R. Nixon, Ian Price, Brand Robins, Jesse Scoble, Jared Sorensen, Greg Stolze, Jeff Tidball

Developer: Will Hindmarch

Cover Artist: Aleksí Bríclot



Guardians of the Veil™

The Law of the Mask

The Guardians of the Veil are the secret police of the Awakened, watching for any evidence of magical malpractice. The Guardians believe that the Abyssal taint of miscast spells risks the very universe. To remain pure, magic must be kept secret—and the Guardians are the ones to make sure it stays that way.

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- The history, culture and society of the spies of old Atlantis.
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ISBN: 1-58846-426-1

Stock #: WW40305

Retail Price: \$31.99 US Page Count: 224 (hardcover)

Authors: Rick Chillot, Sam Inabinet, Rick Jones, Peter Schaeffer, Malcolm Sheppard, John Snead

Developer: Bill Bridges

Cover Artist: Aleksí Bríclot





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.

World of Darkness: Chicago

(WW55200; ISBN 1-58846-479-2; \$39.99 US)

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 windswept streets, who is the spider and who is the fly?

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

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— Invictus

(WW25121; ISBN 1-58846-259-5; \$31.99 US)

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(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)

Board Game

— Prince of the City

(WW5212; 1-56504-274-3; \$39.99 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 Storyteller's 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.

Lodges: The Faithful

(WW30101; ISBN 1-58846-330-3; \$26.99 US)

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.

Other Products

Sourcebooks

— Blood of the Wolf

(WW30301; ISBN 1-58846-329-X; \$26.99 US)

— 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 Storyteller's 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.



Boston Unveiled

(WW40200; ISBN 1-58846-419-9; \$26.99 US)

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.

Other Products

Sourcebooks

— Sanctum & Sigil

(WW40201; ISBN 1-58846-420-2; \$26.99 US)

Mage Merchandise

— Mage: The Awakening Character Pad

(WW40701; 1-58846-585-3; \$9.99 US)

— Mage: The Awakening Storyteller's 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)

— Mage: The Awakening Mousepad

(WW40703; \$12.99 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 Second Edition

(WW80000; 1-58846-684-1; \$39.99 US)

This second edition of the Exalted rulebook covers the Solar Exalted, once the rulers of Creation, now reincarnated as a new breed of divine heroes. Contains all core game mechanics (newly revised) and the powers of the Solars.

Other Exalted Products

Character Books

- **Exalted: The Abyssals**
(WW8813; 1-58846-665-5; \$29.95 US)
- **Exalted: The Dragon-Blooded**
(WW8811; 1-58846-656-6; \$25.95 US)
- **Exalted: The Lunars**
(WW8812; 1-58846-657-4; \$25.95 US)
- **Exalted: The Fair Folk**
(WW8815; 1-58846-678-7; \$29.99 US)
- **Exalted: The Sidereals**
(WW8814; 1-58846-669-8; \$29.95 US)
- **Exalted: The Autochthonians**
(WW8816; 1-58846-681-7; \$34.99 US)
- **Exalted Players Guide**
(WW8804; 1-58846-673-6; \$29.99 US)
- **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

- **Bastions of the North**
(WW8807; ISBN 1-58846-686-8; \$24.99 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)
- **Cult of the Illuminated**
(WW8829; ISBN 1-58846-682-5; \$21.99 US)
- **Games of Divinity**
(WW8823; 1-58846-659-0; \$17.95 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)
- **The Carnelian Flame (New Series #6)**
(WW10070; ISBN 1-58846-882-8; \$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 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)



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)

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(WW2832; ISBN 1-58846-206-4; \$25.95 US)

— Wind from the East: The Mongols

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— 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)



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

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

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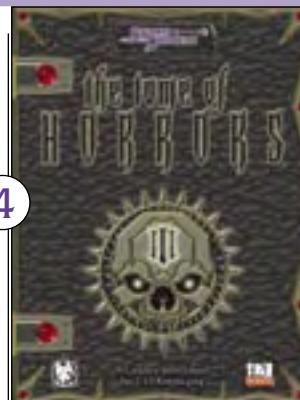
This Quarter...

4 Necromancer Games

Thrönging horrors & Epic Vistas

Bill Webb introduces us to the chalkydri in **Tome of Horrors III** and shows us around the city of **Bard's Gate**.

4



6 World of Warcraft

Dig into the Alliance

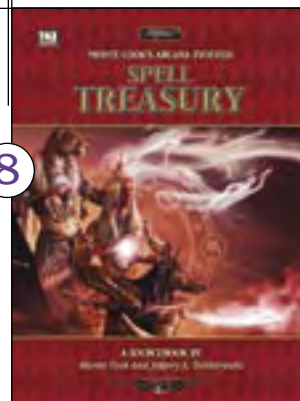
Luke Johnson pontificates on the **Alliance Player's Guide** and previews the Wildhammer Dwarf race.

8 Malhavoc Press

Good News for Spellcasters!

Monte Cook reminds us how much his new game revolutionized RPG spellcasting with his look at the **Arcana Evolved Spell Treasury**.

8



11 Ptolus

The Most Deluxe

Monte Cook presents the **Ptolus** project, the hefty culmination of years of hard work.

12 Racer Knights

Components Checklist

Whether you've just gotten into **Racer Knights** or you're already an Ace, if you don't know what parts you're missing, we're here to set you straight.

12



Your Regular Dose...

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

10 Spotlight On... Iron Heroes Bestiary monster The Iron Devil

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14 Products for March

15 Backlist

The Inside Scoop

News and Notes from Sword & Sorcery Studios and Arthaus Publishing



Racer Knights: Renegades of Falconus

The Next Expansion for Racer Knights

The terrible, bloody wars came to end for all the people of Crusaria when the Overlords emerged after centuries of seclusion. The deadliest struggle, now known only as the Great War, shook Crusaria to its core, and it's believed the Overlords thought the entire planet to be endangered. Faced with the Overlords' overwhelming might, the people of Crusaria withdrew to their own corners of the world.

This still left some of the people in close proximity. On the continent of Valoron, the alfar, gremlins, human, ogres, and serpid found it difficult to live so near enemies they could not subject to the military might of their war machines. Years of unrest followed, but many of the people of Valoron eventually found an outlet in the new battles of the Racers. They signed the Pact that founded great Academies such as that of Armand Falconus.

Yet despite the threat posed by the Overlords and the enlightened attitude of their brethren, not all alfar, gremlins, human, ogres, and serpid could set aside their ancestral hatred. Groups of these races spread across Valoron have found a different cause: They have become Renegades. These Renegades refuse to join any of the other people of Valoron, and now they wage their battles against those of their own kind who they deem traitors for joining with others in the Academies.

Battling outside the arenas so as not to draw the attention and ire of Overlords, the Renegades are notorious for the treachery and dirty tactics they use before, during, and after their jousts. While knights of the academies have done questionable things to gain their ranks, seldom do their antics descend to the level of the Renegades. The first set to follow the initial release of **Racer Knights** is a stand-alone expansion that features some of the alfar, gremlins, humans, ogres, and serpid who have become skilled knights outside the walls of the great academies. Available in March, this set includes new parts and Knights for every race. Be part of the action and help defend or attack the Renegades as they face off against the Falconus Academy!

(See p. 14 for ordering information.)

New Year's Resolutions

We asked some of our publishing partners to look ahead and share some of their New Year's Resolutions for 2006. We promised them that if they didn't, we'd take their resolutions for 2005 and chart how well they kept up last year. Not surprisingly, they had quite a bit to say.

Monte Cook—Malhavoc Press

- 1.) To avoid back injury, I resolve never to lift more than two copies of the 640-page **Ptolus** book at once.
- 2.) I resolve to stop pestering everyone I know to watch the new *Battlestar Galactica* and *Lost* shows on TV. (But they're really good shows. You should be watching.)
- 3.) I resolve to stop telling my editor: "I have just ONE more thing for you to add to **Ptolus**."
- 4.) I resolve not to give up my job as a writer to become a big Hollywood star, despite my cameo role in the film *The Gamers: Dorkness Rising*.
- 5.) I resolve to paint some of the thousands of unpainted miniatures cluttering up the house.

Luke Johnson—World of Warcraft: The RPG & Etherscope

- 1.) Do something new and different with the **World of Warcraft** line—something that'll make people say, "Whoa..." in a Keanu Reeves accent.
- 2.) Finish the "Dark Tower" series.
- 3.) Hide my name on every single page of every **World of Warcraft** book this year.
- 4.) Drool. (At least once.)

Joseph Goodman—Goodman Games

- 1.) Get that monkey out of my attic.
- 2.) Produce an OGL RPG called "G," titled as "G OGL," then register GOGI.com (legitimately), go public, and rake in the profits.
- 3.) Try to start a game company that isn't named after a mammal or dead RPG character. Oh wait, I already did that. Then how'd I end up in this rag?!
- 4a.) Change the name of my company to "Steve Goodman Games" and see what Steve Jackson does.
- 4b.) If he doesn't do anything, change it further to "Steve Goodman-Jackson Games" and say I got married.

Introducing Luke Johnson A Portrait of the Developer as a Young Man

Good day! I'm Luke Johnson. (Come visit me sometime at www.lukejohnson.com!) That's me in that weird picture over there. (I suggest you envision its mouth moving and speaking as you read this article.) I live in Salt Lake City, Utah. And before you ask, no, I'm not Mormon. I am unmarried. In addition to my writing and game design, I'm also a professional comedian, performer (mostly comedy improvisation), and public speaker. (The lovely picture on this page is an actor's headshot.) I have a Bachelor's Degree in Psychology, which some claim helps me in my work. I am undecided.

My Story

I've been creating my whole life—ever since I was old enough to dictate stories to my mom so she could write them down. The first stories I created involved a character named Chipmunk Chatter and included morals like, "Don't steal people's pumpkins." My mom still has some of those stories, I believe.

I continued writing throughout elementary school, high school, and college. When I was in fourth or fifth grade,

though, a friend introduced me to the then-current *Dungeons & Dragons* game (not to be confused with *Advanced Dungeons & Dragons*—in this game you could play elven elves and dwarven dwarves). I never looked back.

In the spring of 2002, I submitted to *Dungeon* magazine a *Dungeons & Dragons* adventure called "Bloodlines," which I'd written for my own group. *Dungeon* accepted it. (It appears in issue #94.) They also paid me generously for the article. Afterward, I thought, "Hey, that was cool. I wonder who else will pay me to write game stuff?"

I then submitted a cover letter, résumé, and writing samples to every roleplaying game company I could find on the Internet. This was at the beginning of the d20 boom—when Wizards of the Coast released the core *Dungeons & Dragons* rules mechanics for other



The Inside Scoop

Sword & Sorcery at the ENnies

Last August 19th, on the Friday of the annual Gen Con Indy convention, the various members of the Sword & Sorcery family received plentiful recognition at the EN World RPG Awards, better known as the ENnies. In their fifth year, the ENnies celebrate excellence in roleplaying products. The EN World judges award bronze awards to five products in each category (along with one honorable mention), then the public votes for their favorites. The top two vote-getters in each category receive a gold or silver award.

Among the SSS products singled out were:

Beyond Countless Doorways

From Malhavoc Press. Written by Monte Cook, Wolfgang Baur, Colin McComb, and Ray Vallese. Cover artwork by rk post. Cover design by Peter Whitley.

Best Cover Art (gold), **Best Supplement** (silver), **Best Writing** (honorable mention)

City-State of the Invincible Overlord

From Necromancer Games. Cartography by Ed Bourelle. Art Direction by Mike Chaney.

Best Cartography (silver)

Counter Collection Digital

From Fiery Dragon Productions. Art and Design by Claudio Pozas.

Best Electronic Product (silver)

Masque of the Red Death

From Sword & Sorcery. Written by Jackie Cassada, Claire Hoffmann, Carla Hollar, Harold Johnson, Rucht Lilavivat, Nicky Rea, Andrew Scott, and Peter Woodworth. Developed by Jackie Cassada and Nicky Rea.

Best d20 Game (honorable mention)

Monte Cook's Arcana Evolved

From Malhavoc Press. Written by Monte Cook. Interior Art by Toren "McBain" Atkinson, Andy Brase, Mark Brooks, Kari Christiansen. Jason Engle, Patrick Keith, Michael Komarck, Eric Lofgren, Jennifer Meyer, Terese Nielsen, Michael Phillippi, James Ryman, Sam Wood, Kevin Yan, and Kieran Yanner.

Best Interior Art (gold), **Best d20 Game** (gold)

Trouble at Durbenford

From Necromancer Games. Written by Robert J. Schwalb. Developed by Bill Webb.

Best Adventure (bronze)

Necromancer Games

Best Publisher (bronze); **Best Free Product or Web Enhancement** (honorable mention for www.necromancergames.com)

companies to use for free—so there were plenty of companies out there.

My strategy worked. My first project after "Bloodlines" was Troll Lord Games' *The Book of Familiars*; my second was Dreaming Merchant Press's *Tombs!* After that, things just went up. Now I'm a full-time freelance writer, editor, game designer, and game developer. I write for Wizards of the Coast and White Wolf Publishing (the two largest roleplaying game publishers around), and I'm the line developer for the **World of Warcraft: The Roleplaying Game** line.

What Does A Developer Do?

Being the **World of Warcraft: The RPG** developer means that I'm pretty much in charge of the line. I hold the vision for the line's future. I conceptualize the books. I hire the authors. I design the books' overall structure and follow them through to completion. I look at proofs of the books to make sure everything is cool. I write indexes and advertising copy. I liaise with Blizzard Entertainment. I edit the authors' text and make sure it jives with what I'm looking for. I'm involved in all aspects of a **Warcraft** book's production, and we usually have several moving through various stages of production simultaneously. The managing editor, Stewart Wieck, has veto power, but he rarely uses it.

Interests

When I'm not working, I like to read. My favorite authors include Terry Pratchett, Stephen King, Barbara Robinette Moss, and a myriad of others. *Perdido Street Station*, by China Miéville, is probably my favorite book of all time.

I like *Star Trek: The Next Generation*. *Firefly* is also an excellent (if under-appreciated) television show. I like the original *Star Wars* trilogy (who doesn't?) and (good) superhero movies like *X-Men 2* and *Batman Begins*.

I used to play a lot of video games, but the only one I've been playing lately is a *Warcraft III* mod called "Defense of the Ancients" (DotA). I think it's because I can play it in hour-long bursts. My battle.net handle is CptLukebeard, so give me a shout sometime.

I also like cats, Broadway music, and stupid puns.

How I Got into World of Warcraft: The RPG

People occasionally ask me how I got into the **WoW: RPG** line. The answer is rather unlikely.

Several years ago, after *Dungeon* accepted "Bloodlines," I sent cover letters, résumés, and writing samples to every roleplaying game company I could find. I discovered the website for the **EverQuest Roleplaying Game**, but the site did not have any contact information. Not one to let that deter me, I sent my résumé and such to "admin@everquesttrpg.com." To my surprise, someone actually responded. "Your stuff looks good, Luke. Do you play the *Everquest* computer game?"

"Ummmmm... if I said yes, I would be lying."

"Well, then I can't really use you. But I'll send your information on up the pipe. If I like you, they probably will, too."

Well, it turned out that White Wolf, who publishes the **EQrpg**, was also planning on publishing the **Warcraft RPG**. A few months

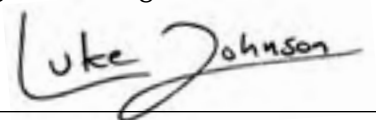
after my contact with the **EverQuest** representative, I got an email inviting me to the **Warcraft RPG** team, and so began a long and fruitful relationship between me, White Wolf, and Blizzard Entertainment.

After several **Warcraft** projects (five or six) and a couple of years, work on **World of Warcraft: The Roleplaying Game** began.

About halfway through this project, Mike Johnstone, then the **Warcraft RPG** developer, stepped down and elected me to take his place. That was a huge deal, because I became the developer for the entire **World of Warcraft RPG** game line.

Design Philosophy

I taught game design at a college called Full Sail in Florida for a year and a half. (I quit to be a full-time writer and game designer.) While I was there, I gave a guest lecture every month in Dave Arneson's "Rules of the Game" class. This lecture was entitled "Principles and Theories of Game Design," so I have some ideas about what makes a game fun. I can't really go into it all in detail here, but I will say that everything comes down to *choice*. Choices are what make a game a game (as opposed to another form of media): The audience is actively involved in the experience. Choices in a game are best when they are *interesting* (I have several criteria to determine whether or not a choice falls into that category). If you have a game with interesting choices, you're on the right track.





Thronging Horrors & Epic Vistas

A look at **Tome of Horrors III** and **Bard's Gate**

by Necromancer Games developer Bill Webb



Tome of Horrors III
WWW8389, \$34.99
ISBN 1-58846-792-9
Page 13

It's hard to believe it's been five years, and Necromancer Games is still going strong. Who would have thought that a couple of non-industry guys working in the basement for the love of gaming would have come so far? The one thing we have learned is to do what we do best—bring the dungeon back to the game! The one universal thing we hear from our fans is that our books aren't the ones left on the bookshelf during play. In usual form, the guys who bring you monsters and adventures strike again with two new releases.

In February—The Horrors Return!

Necromancer Games brings you another volume in the series of monster books that made Monte Cook says, "If a roleplaying game is a gun, then **Tome of Horrors** is a case of hollow point, explosive shells!" **Tome of Horrors III** contains over 200 never-before-seen monsters, from the *devastation swarm* to the *mortuary cyclone* to the *rakewood devourer*. And what would a Necromancer Games product be without the Necromancer signature of new demons and devils, including the nightmarish

ahazu and the vile *aegrodemon*, and other outsiders such as the *angelic chalkydri*? This last angelic-looking creature resembles a muscular humanoid with coppery skin and coppery eyes. It has four large feathery wings of white and carries a longsword swathed in fire—all the better to confuse, amaze, and terrify your players!



More Monsters for Your Game!

Completely compatible with v.3.5 rules, **Tome of Horrors III** is also 100% Open Game Content, which makes it useful for any purpose. This large collection of monsters makes a great addition to any d20 campaign, and it was written with the express intent to provide usable,

detailed, and unknown monsters from the Keeper of the Dark Realms himself, Scott Greene. This book contains over 200 monsters—each of which is designed with Necromancer's "First Edition feel" and ready to appear in any d20 campaign. Necromancer Games products are well known for "old school, First Edition" attitude, but with up-to-date v.3.5 rules. Grab this one quick! The first volume in this series has long since sold out, and the second virtually disappeared from our warehouse in one month!

And Now, Looking Ahead!

Also coming in March is the long-awaited city-setting book, **Bard's Gate**. Bard's Gate is the main city referenced in dozens of Necromancer Games products, and it's finally being released in a tome of its own. This book finally details the city described in *The Crucible of Freya*, *Rappan Athuk*, *The Tomb of Abysthor*, and other Necromancer products dating back to 2000! This is the original, extracted from the mind of Clark Peterson, and scribed into a fantastic sourcebook by Casey Christofferson and Scott Greene.



In the far north lies this ancient city of Bard's Gate. Located on a strategic trade route, it is famed far and wide as a bastion of art and learning that welcomes bards, performers, writers, artists, and creators of all sorts. Yet this citadel of enlightenment is also threatened by the dark forces of gnolls and orcs from the wilderness, as well as cults of evil gods from within. As is all too often the case, the very freedom that draws artists and musicians from across the continent to this haven in the wilderness also allows evil to flourish in secret.

You will observe that a number of shops or NPCs have secrets. Lasker the pie maker is a foul murderer, for example, and Pol-do the maker of inks and dyes is also a forger. Don't immediately reveal these secrets. Allow your players to innocently eat some of Lasker's pies and maybe even befriend him. Will they spring to his defense when, years later, they find a link to him as the murderer that is plaguing the city? Or perhaps you can have your player's mages purchase ink from Pol-do. Imagine their surprise, many sessions later, when the merchant they bribe to lead them to someone to forge a document takes them to Pol-do—the man they have innocently dismissed and passively trusted for years!

This book contains a description of Bard's Gate, including its laws, politics, temples, cults, organizations, shops, locations, and many personalities. This book does not attempt to detail every street, alley, inn, shop, and NPC in Bard's Gate (we're not masochists), but it provides a majority of the bones and a good

bit of the meat. It gives you what you need but leaves the rest to be fleshed out by you and your players, in order to make Bard's Gate your own.

We took this course for a number of reasons. First, we wanted this city supplement to be detailed yet manageable. A book that describes every element down to the last detail would be cumbersome and would make it difficult for you to really get your head around the city. We wanted to give you the *flavor* of Bard's Gate. Second, we wanted to make it flexible. We left room for you to drop your favorite inns and shops into Bard's Gate. If we detailed every location, there would be no room for your creativity. Third, we wanted to make the city expandable so you could tie products from other companies or other campaigns into Bard's Gate. Fourth, we didn't want to waste time on the common stuff. We presume that the many unnumbered locations are so common as to not need detail—the proverbial butchers, bakers, and candlestick-makers, as well as simple taverns, fishmongers, or craftsmen. Lastly, we wanted Bard's Gate to grow through development over the internet. If you go to the Necromancer Games website (www.necromancergames.com) or the fan site, you can find shops and NPCs posted by fans or created periodically by the writers here at Necromancer Games, making Bard's Gate an ever-changing and ever-growing city.

So why, then, did we detail the locations we did? Simple: We detailed locations that we deemed essential to understanding or using Bard's Gate

(city watch, barracks, the keep, etc). We detailed shops with unique or interesting wares, we detailed places with unusual NPCs that could provide story hooks, and we detailed locations that would be of particular interest to adventurers—even if relatively mundane (stables, taverns, and so on).

Hundreds of NPCs, hundreds of shops, taverns, and other business establishments for a DM to use in his campaign are included, as well as a fold-out map by award-winning cartographer Rob Lee. This book details the bard's College, the temples, and secret police of the city, as well as the less than savory underworld of this famous city. Perhaps even an evil plot or two lies hidden in these pages. After all, the Fortunes Fool tavern does have a gate to the lower temple of *Rappan Athuk*...

Bard's Gate gives you a fully developed fantasy city that you can use in any campaign. A wide range of businesses, churches, homes, shops, taverns, inns, and other locations are described in detail, ready made for your campaign. **Bard's Gate** is also filled with unique NPCs, from the most influential leader and wealthiest merchant to the lowliest pauper. Also included in this product are the adventures "Slip Gallows Abbey" and "The Gnoll Fortress," where Bard's Gate-based PCs can find peril and—if they're lucky—great fortune. Whoever you might be, whether prince or beggar, if you are a seeker of adventure, Bard's Gate welcomes you!

Oh yeah, we've included some pretty cool city encounter tables too... after all, we are still Necromancer Games.



Dig into the Alliance

A Preview and Excerpt from the **Alliance Player's Guide**

by **World of Warcraft®: The Roleplaying Game** developer, Luke Johnson

So I got this email the other day. "Please write an article about the **Alliance Player's Guide**." Well, I haven't even *thought* about the **Alliance Player's Guide**. I'm up to my eyebrows in **More Magic & Mayhem** and up to my knees in **Lands of Mystery**. (Of course I'm not going to tell my editor that...) So, the **Alliance Player's Guide**, huh? I'll get right on that.

(Several days pass...)

Okay. The **Alliance Player's Guide** gives you a wealth of information about the Alliance. No surprises there. The book specifically targets players who run characters who are members of the Alliance, but GMs will certainly appreciate the information about the Alliance's structure and history, as well as the information on the races that make up the Alliance. You'll find descriptions of how each of the Alliance races think and function—what's important to them and what their daily life is like—all of which helps you roleplay these guys, whether you're controlling a PC or an NPC.

Players get even *more* benefit from the **Alliance Player's Guide**, making full use of the feats, classes, and spells focused specifically on the Alliance and its races (though most are usable by anyone). Horde players can take the information in the **APG** and use it to infiltrate, sabotage, and topple the Alliance. "Information is ammunition," according to a card in an old CCG I used to play.

In addition to all this goodness, the **APG** introduces several new races that are members or friends of the Alliance. These folks are not as populous as the gnomes, humans, Ironforge dwarves, or night elves, nor have they made as big an impact on recent history as the other races. They are, however, still valued and skillful individuals, important to the Alliance. The **APG** includes descriptions for half-elves, furbolgs, and Wildhammer dwarves... and they're not all. Here's a sneak peak at the Wildhammer dwarves, which probably

won't change *too* much between now and when the finished version hits your store shelves. Enjoy!

P.S. Swing by our website some day for cool information, free downloads, and lively discussion: <http://www.warcrafttrpg.com/>.

Dwarf, Wildhammer

Description: Wildhammer dwarves are feral and untamed, prone to revelry, shamansim, and daring acts of bravery (or stupidity). They eschew technological gadgets in favor of nature magic and straightforward weapons, including their famous stormhammers. Wildhammer dwarves are famous across Azeroth for their unique relationship with gryphons. They treat these noble creatures as equals rather than mounts or pets. The gryphons respond to their handlers' respect and are steadfast and resolute in return. This close relationship produces the most famous Wildhammer dwarves: the gryphon riders, heroes of the Second and Third Wars.

Wildhammer dwarves are fearless warriors and unswerving opponents of evil. They take to the skies astride gryphons to combat vile creatures such as harpies and drakes, and unnatural contraptions like goblin zeppelins. They are distant, even distrustful, toward members of other races; they're content to deal almost exclusively with gryphons and nature spirits. Yet despite their insular nature, Wildhammer dwarves do not hesitate to come to the aid of their allies when the need arises.

The fanatical archaeological fervor that seizes the Ironforge dwarves does not fall upon the Wildhammers. Perhaps they are descended from these mysterious Titans, but what does that matter? Wildhammer dwarves live in the present and do not dwell on the past. Their rejection of their titan ancestry denies them the power that their Ironforge brethren discover, but the Wildhammers make up for it with

bravery, determination, and wildness.

Appearance: Wildhammer dwarves are similar in appearance to their Ironforge kin, though many shave their heads. Exposure to sun and high winds darkens and toughens their skin. Wildhammers string beads into their hair and beards as good luck charms, and they paint tattoos on their bodies in homage of the totems, ideas, and creatures they revere.

Region: The Wildhammer clan hails from Aerie Peak in the Hinterlands of Lordaeron, a region as yet untouched by the Scourge. Here they work to preserve nature and prevent evil from tainting their lands, waging a constant war against the native forest trolls. Though cool to humans and to Ironforge dwarves, many Wildhammers traveled to Kalimdor with Jaina Proudmoore to combat the Horde. Those in Kalimdor avoid Theramore, preferring the open skies. Wildhammers are wanderers and explorers, skirting large cities and concentrating in mountains and other wilderness areas.

Affiliation: Alliance. Wildhammer dwarves are distant with humans and Ironforge dwarves, but have formed a kinship with high elves. Wildhammers and high elves shared much in common in the past, including a love of nature and hatred of evil. Many high elves have grown introverted and brooding of late, which concerns the Wildhammers. The dwarves are appalled at the existence of the blood elves, and they see their high elven allies with new eyes. Wildhammers also get along well with night elves, as the two races share much.

Ironically, the Wildhammers might have more in common with the Horde than with the Alliance, but longtime rivalry and natural distrust prevents meaningful contact. Like other members of the Alliance, Wildhammers fought orcs in generations of warfare and cannot let old rivalries die. They



respect the orcs' fighting prowess but remain suspicious of them. The Wildhammers see potential in the tauren, as this race bears a great reverence of nature, practices elemental magic, and possesses great martial prowess. Wildhammer dwarves are wilder than tauren, but the possibility exists that the two races could become great friends.

Wildhammer dwarves do not like goblins. The little creatures are materialistic and technology-driven, and they recklessly clear-cut entire forests. Wildhammers take pride in zeppelin hunting.

Faith: Wildhammer dwarves have close ties to nature. Many are druids, and some are shamans. A few Wildhammers revere the Holy Light, but the faith demands too much organization and philosophy for their comfort.

Names: Wildhammers follow many of the same naming conventions as their Ironforge brethren, taking names that reflect noble ancestors of their past. Wildhammer surnames recall great accomplishments of their family members and clans.

• **Male Names:** Kazdun, Hagrim, Dondar, Soldrin.

• **Female Names:** Kella, Lorim, Ar-ya, Senica.

• **Surnames:** Beastclaw, Greatbeard, Thundertamer, Windseer.

Wildhammer Dwarf Racial Traits

• **+2 Stamina, -2 Charisma.** Like their cousins, Wildhammer dwarves are a tough bunch, but are blunt and cold to others.

• **Medium:** As Medium creatures, Wildhammer dwarves have no special bonuses or penalties due to their size.

• **Wildhammer dwarf base land speed is 20 feet.** Armor and heavy loads reduce this rate normally, unlike Ironforge dwarves.

• **Low-Light Vision:** Wildhammer dwarves can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

• **Stability:** Like their Ironforge brethren, Wildhammer dwarves are exceptionally stable on their feet, gaining a +4 bonus on checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

• **Weapon Familiarity:** Wildhammer Dwarves may treat dwarven waraxes, dwarven battle hammers, and dwarven tossing hammers as martial weapons rather than exotic weapons.

• **+2 racial bonus on saving throws against poison.** Like Ironforge dwarves, Wildhammers are hardy and resistant to toxins.

• **+1 racial bonus on attack rolls with hammers of all types.**

• **+2 racial bonus on Ride checks and Handle Animal checks.** These skills are also class skills for all Wildhammer dwarf characters.

• **+4 racial bonus on saves against fear effects.** Wildhammer dwarves are known for almost foolhardy courage.

• **Automatic Languages:** Common and Dwarven.

• **Bonus Languages:** Gnome, Orcish, and Thalassian.

• **Favored Class:** Barbarian. A multiclass Wildhammer dwarf's barbarian

class does not count when determining whether he suffers an XP penalty (see **WoW RPG**, Chapter 3: Classes, "Multiclass Characters," XP for Multiclass Characters).

Wildhammer Dwarf Levels

Wildhammer dwarves can take up to three levels in "Wildhammer dwarf" at any time. Racial levels indicate the individual becoming more in touch with his ancestors and with nature, and learning the secrets of Wildhammer heritage and fighting style.

Hit Die: d8.

Skill Points at 1st Character Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

"Class" Skills: Climb (Str), Craft (Int), Concentration (Sta), Handle Animal (Cha), Knowledge (nature) (Int), Listen (Spt), Ride (Agy), Search (Int), Sense Motive (Spt), Survival (Spt), Stealth (Agy), Spot (Spt). See **WoW RPG**, Chapter 5: Skills for skill descriptions.

Weapon and Armor Proficiency: Wildhammer dwarves with levels only in Wildhammer dwarf (no actual class levels) are proficient in the use of all simple weapons and light armor.

Recklessness (Ex): Wildhammer dwarves are renowned for great bravery. When a Wildhammer dwarf charges a foe, he gains a +4 bonus on his attack roll. At 3rd level, he takes no penalty to his AC when he charges.

Bonus Weapon Proficiency: At each level, the Wildhammer dwarf chooses one weapon from the following list: dwarven waraxe, dwarven battle hammer, and dwarven tossing hammer. He is proficient with the weapon.

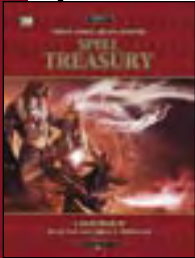
The Wildhammer Dwarf

Ironforge Dwarf Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	+1 Agility, +2 racial bonus on attacks against trolls, recklessness, bonus weapon proficiency
2nd	+1	+2	+0	+1	+2 Strength, +4 dodge bonus to AC against giants, bonus weapon proficiency
3rd	+2	+3	+1	+1	+3 racial bonus on saving throws against spells and spell-like effects, improved recklessness, bonus weapon proficiency

GOOD NEWS FOR SPELLCASTERS!

Arcana Evolved Spell Treasury Triples Casters' Repertoires

by Gaming-Industry Luminary, Monte Cook



Arcana Evolved
Spell Treasury
WW16132, \$34.99
ISBN 1-58846-940-9
Page 14

Without a doubt, the magic system is the most popular aspect of **Monte Cook's Arcana Evolved** variant player's handbook. Mages have an amazing amount of flexibility using those rules, with the ability to heighten or diminish the effects of any spell, weave together their spell slots, cast laden spells, and so on. This means that every spell in the game actually represents a number of different effects—each spell is really at least three (if not more) spells at the same time.

Since the game's release, however, many players have said they wished there were more spells for their casters to choose from. Never let it be said that we don't listen to our customers! With the release of the **Arcana Evolved Spell Treasury**, casters will have hundreds of new spells for **Arcana Evolved**. These spells have been converted from the core rules System Reference Document (SRD), the various **Eldritch Might** books, and a few other sources. And there are brand-new spells as well.

The Art of Converting Spells

Now, if you know **Arcana Evolved**, you know that taking even the most familiar spell from the *Player's Handbook*—like, say, *magic missile*—means a lot more than

just reprinting the same old SRD text.

First and foremost, the spell needs to be classified. **Arcana Evolved** classifies every spell as a simple spell, a complex spell, or an exotic spell. All casters have access to simple spells, but only certain casters have access to complex spells. One gains exotic spell access only through special feats. This classification grants the game a hidden level of balance—the top-end spells of a given level are complex or exotic, and at the lower end are the simple spells. This way, even though **Arcana Evolved** has a single spell list (no arcane or divine distinctions), all characters aren't casting the same spells. It also introduces a new level of campaign flavor. There are spells that one sees commonly: the simple spells. Even a mere dabbler in magic knows how to cast simple spells. More rare and strange are the complex spells. You have to be a real devotee of magic to know the secrets of casting them. Exotic spells are far fewer in number and much more rare. A caster who knows a given exotic spell might be the only mage in the kingdom with that particular spell. It might be his "signature spell," so to speak.

Secondly, each spell needs a diminished version and a

heightened version. Spell descriptions in **Arcana Evolved** have prescribed diminished and heightened effects to tell you what happens if you cast the spell using a slot one level lower or one level higher than the spell itself. This distinction effectively makes every spell into three similar but different magical effects. For example, let's say you have a spell that animates a melee weapon to attack for you. It attacks as if you're wielding it. In the diminished version, the weapon suffers a -2 penalty to attack rolls and can take only partial actions. The heightened version allows you to use your spellcasting key ability score modifier rather than your Strength to determine attack bonus and damage. This innovation is probably my favorite part of **Arcana Evolved**, because it adds a great deal of flavor to each spell and allows casters a lot more choices. You don't have to take a feat to use these diminished or heightened versions. If you've got the spell readied, you've automatically got all three versions readied.

And, of course, we must examine all standard d20 spells for magic item creation modifiers as well adding descriptors from the extensive list in **Arcana Evolved** (psionic, faen, plant, positive energy, and so on).

The Quest for Balance

But there's a lot more to spell conversions than just that—most of which comes down to balance. Here's a little secret: Some spells in the core rules are unbalanced. Seriously. I bet you never knew.

No, of course you knew that. Every wizard prepares *mage armor*. Everyone knows that *magic missiles* are better than every other 1st-level attack spell. They're better than many 2nd-level spells. *Invisibility* is the king of 2nd-level spells. You know the drill. You've read it on message boards, and you've talked about it with your friends.

So why didn't we fix all that in the design of Third Edition? Three reasons:

1. It's impossible to make every 1st-level spell exactly the same in power when you're dealing with such diverse topics as attack spells, summoning spells, spells that make the floor slippery, etc.

2. We just plain old made some goofs and oversights.

3. The big reason, however, is that to change the spells so drastically would be to change the game system itself in too drastic a way. Every 1st-level wizard casting *magic missile* is just so... *D&D*.

But with **Arcana Evolved**, I was free of all the baggage associated with this third point. That freedom allowed me to create virtually all new spells and ditch all the problematic ones.

Yet players love a lot of those spells. They want their mage blade to cast a *hypnotic pattern*

spell, and their magister to cast *Mel's acid arrow*.

Well, now they can. But it meant that each one had to be re-balanced with the other spells in the system—and without the baggage I mentioned in that third reason. Spells in **Arcana Evolved** have a smooth progression, with low-level spells being slightly less powerful than they are in the core rules. So, a spell like *magic missile* needs re-balancing; something that always hits for decent damage is likely a 2nd-level exotic spell, for example.

The heightened and diminished effects contain a lot of new results never before available in either the core rules or Arcana Evolved.

A Team Effort

For game designers, magic in **Arcana Evolved** poses a real challenge. And when you're talking about a 240-page book with so many spells, the work can be daunting. In the case of the **Spell Treasury**, I had Jeffery Dobberpuhl to work with me. Jeffery handled the initial conversion of all the SRD spells. He

came up with the heightened and diminished effects and developed a lot of creative ways to convert spells that didn't fit well into **Arcana Evolved** at first blush. For example, many spells in the SRD deal with alignment or have alignment-based effects. There is no alignment in **Arcana Evolved**, but spells from *holy word* to *consecrate* and *desecrate* still have quite interesting effects, even in the context of an alignment-free system.

This means that converting many spells was more than just adding heightened and diminished effects or classifying them as exotic or complex. These spells had to be reworked entirely. Between the two of us, Jeffery and I re-engineered a number of spells from both the core rules and other Malhavoc Press products. A few, such as the aforementioned *holy word*, changed so greatly that they're pretty much brand-new spells. Plus, the heightened and diminished effects contain a lot of new results never before available in either the core rules or **Arcana Evolved**.

Which is to say that the **Spell Treasury** is really something to be excited about. It will enhance all

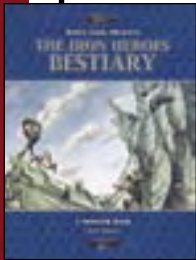
Arcana Evolved or **Arcana Unearthed** games and inject an incredible amount of new flavor (not to mention power). Greenbond characters casting *tree shape* and *warp wood*, and magisters using *quintelemental blast* from the **Complete Book of Eldritch Might** or *mirror image* will change your game—and all for the better.

Spotlight on:

The Iron Devil

A Monstrous Preview from the Iron Heroes Bestiary

by Iron Heroes developer, Mike Mearls



Iron Heroes Bestiary
WW16156, \$19.99
ISBN 1-58846-949-2
Page 13

Need more monsters to challenge your characters? Whether you're playing an **Iron Heroes** campaign or using the standard d20 rules, the **Iron Heroes Bestiary** has the creatures for you, from brutal beasts to canny foes—plus additional villain classes and helpful GM advice on gauging the proper threat for a party. The iron devil, excerpted here, provides a sneak peek at one of the two dozen new creatures in the book.

Iron Devil

Large Outsider

Hit Dice: 8d8+40 (76 hp)

Initiative: -2

Speed: 20 feet

Defense: 21 (-1 size, -2 Dex, +14 natural), touch 7, flat-footed 21

DR: 5/magic

Base Attack/Grapple: +8/+17

Attack: Claw +12 melee (1d6+5)

Full Attack: 4 claws +12 melee (1d6+5)

Space/Reach: 10 feet/10 feet

Special Attacks: Blazing innards, fiery eruption, smoking burst

Special Qualities: Darkvision 60 feet, cold vulnerability, fire immunity, iron beast, radial symmetry, SR 18

Saves: Fort +11, Ref +4, Will +6

Abilities: Str 20, Dex 6, Con 20, Int 6, Wis 11, Cha 9

Skills: Appraise +9, Craft (metals, trinkets/tools)

+9, Intimidate +10, Jump +16, Listen +11, Spot +11

Environment: Any

Organization: Solitary

Challenge Rating: 8

Advancement: 9–14 HD (Large); 15–22 HD (Huge)

An iron devil is feared both for its impenetrable metal skin and its devastating, fiery attacks. Forged in the pits of hell and animated with a vengeful spirit, iron devils exist only to leave fire, fear, and torment in their wake.

An iron devil has a cauldron-shaped central body. Four leering faces are set along the side of its main body. Its four arms and four legs each sprout one pair of faces from between, giving it a radial symmetry. Small holes studding the iron devil's upper body emit goutts of flame and heat at regular intervals. In battle, the iron devil blasts the area around it with fire, roasting its enemies alive. Its strange symmetry lets it leap into the midst of an enemy formation and attack in all directions at once without becoming overwhelmed.

In the depths of hell, iron devils serve in the diabolic workshops that produce the terrible war machines the dukes of hell employ in their endless wars. Iron devils melt iron, steel, and lead with their fiery bursts, then shape the softened metal with their claws. According to legend, an iron devil's corpse can serve as the crucible for a powerful magical weapon, granting the metal melted within the hollowed-out body several strange properties, such as the ability to cleave through demonic flesh.

Combat

Iron devils are brutal and strong, but lacking in intellectual and personal talents. Unlike other devils, iron devils have little patience for elaborate tactics or plans. Instead, they throw themselves into the fray with a vicious abandon. Their short,

raw tempers usually push them to assault the last attacker who wounded them.

Blazing Innards (Ex): The iron devil's interior body stores a fiery liquid similar to molten iron. If the devil suffers more than 10 points of damage from a single piercing or slashing attack, the attacker suffers 1d6 points of fire damage as this liquid metal spurts from the wound.

Fiery Eruption (Ex): As a free action once every five rounds, the iron devil can cause fiery energy to erupt from its upper body and flow around it, much like a cauldron boiling over. All creatures within a 30-foot radius of the devil suffer 8d6 points of fire damage (Reflex save, DC 18, for half); this save DC is Constitution based.

Smoking Burst (Ex): Once per minute as a free action, the iron devil can emit a great, choking cloud of smoke. The dense area of smoke surrounds its body in a 60-foot radius. Living creatures cannot breathe in the smoke—they must hold their breaths or suffocate. The smoke provides concealment against adjacent opponents and complete concealment against opponents who are any farther away.

Iron Beast (Ex): As a strange fusion of outsider and construct, the iron devil gains immunity to poisons, disease, and paralysis. It needs not sleep or breathe but remains vulnerable to critical hits (though bear in mind its blazing innards special attack).

Radial Symmetry (Ex): The iron devil's four faces and four arms allow it to maintain spatial awareness of attackers from multiple directions at once. It cannot be flanked.

Look for the **Iron Heroes Bestiary**, a 96-page monster book from Malhavoc Press, in stores in January.

The Most Deluxe

Years of Work Culminates in the Ptolus Project

Monte Cook, co-creator of Third Edition of *Dungeons & Dragons* (the basis of the d20 System), also penned the *Dungeon Master's Guide* and many other books for TSR/Wizards of the Coast. He launched Malhavoc Press in May 2001 with the publication of the best-selling **Book of Eldritch Might**, which won three EN World d20 System Awards for excellence. He's also brought you smash-hit variant player's handbooks **Arcana Unearthed**, **Arcana Evolved**, and **Iron Heroes**. Hallmarks of Malhavoc Press and Monte's game design include a mastery of the d20 System rules that only one of the game's original designers can offer.

Now, he announces the **Ptolus** project, based on the world's longest-running Third Edition campaign. Ptolus is the name of a detailed fantasy city that lies in the shadow of a sinister three-thousand-foot Spire and is built upon the resting-place of the worst evil in the history of the world. Heroes and dungeon-delvers visit the city from far-off realms to test their mettle against the unknown dangers that lurk below. The world of **Ptolus** was born in 1997, and Monte has been running games there ever since, including the first-ever Third Edition playtest. The finished book is not only the result of years of gameplay and experience, but it's a whole new look at how to present such material. Every chapter is crammed full of source material, encounters, NPCs, and rules—all easy to access and reference.

That's what makes the **Ptolus** project so cool, but what makes it so deluxe?

First of all, this hardcover book sports an embossed cover illustrated by Chesley-Award-winning artist Todd Lockwood, who helped shape the look of Third Edition *D&D*. What's more, its lavish 672-page, full-color interior features over 130 pages of new artwork and maps. (That's more than anyone's ever seen before in a roleplaying product.) If that's not enough, you can also expect a dazzling double-sided poster map showing the city in all its glory—and the dread halls of the Spire that overshadows it—as well as loose note and handout sheets and a handful of bound-in and punch-out bookmarks for ease of reference.

Unsurpassed Usability

One of the best things about this book, though, is how easy it is to use. Having come together as a playtest and design document for the author of the *Dungeon Master's Guide*, it features extensive indexing and cross-referencing throughout. It also includes a section on "Dungeoncraft" to make play even easier and more fun for the DM.

The book also comes complete with a CD-ROM of bonus materials, including: "The Night of Dissolution," an all-new 96-page Ptolus-based adventure pitting characters against the forces of Chaos; free PDF copies of **The Banewarrens** and **Chaositech**, two previous Malhavoc releases set in Ptolus; and a 32-page **Player's Guide to Ptolus**, easy-to-print copies of the book's most important handouts.

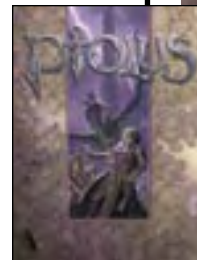
The **Ptolus** project is suitable for characters of all levels in any

fantasy campaign. For fans of Malhavoc's PDF releases, the massive project will be published in its entirety in thematic segments starting in May from <www.DriveThruRPG.com>. Either product format is designed to provide groups with a full year's worth of gaming enjoyment, taking characters from 1st to 20th level in adventures in, under, and above the city.

Tie-Ins!

Coming soon, a six-issue Ptolus comic book series is planned in conjunction with the **Ptolus** project's release. Penned by Monte, the series is due to debut in May 2006 from DBPro—makers of George R. R. Martin's *The Hedge Knight* comic and Robert Jordan's *The Wheel of Time: New Spring*. Other official tie-ins include a Ptolus gaming accessory pack from Fiery Dragon Productions, an electronic map accessory series from Skeleton Key Games, and Monte's ongoing fiction column, "Saga of the Blade," in *Game Trade Magazine*.

Fans can also expect significant coverage of the project at the Ptolus website <www.Ptolus.com>, including Monte's Design Diary, previews, art galleries, timelines, characters, interviews, and more. Fans who pre-order the **Ptolus** project early enough also gain membership access to the Delver's Guild website, which features exclusive new **Ptolus** content direct from Monte every week until the project's release. These articles are bonus features not found in the book or in any other website or publication.



Ptolus
WW16114; \$119.99
ISBN 1-58846-789-9
Available in August

The Ptolus project, a 672-page, full-color, hardcover campaign sourcebook, is available in August.



Racer Knights Checklist

Every Component from Racer Knights of Falconus

Alfar

#	Name	Type	Rarity
1A/1B	Sunburst	Chassis	Common
3A/3B	Moon Wing	Chassis	Uncommon
5A/5B	Dancing Eclipse	Chassis	Rare
31	Jewel Tires	Tires	Common
32	Gem-Studded Radials	Tires	Uncommon
33	Tuned Crystals	Tires	Rare
46	Sapphire-Powered Coils	Engine	Rare
47	Gem-Tuned Mooncoil	Engine	Uncommon
48	Cored Gem Supercoil	Engine	Common
61	Sunspot	Weapon	Common
62	The Halo	Weapon	Ultra-Rare
63	Sunbeam	Weapon	Rare
64	Solar Spear	Weapon	Uncommon
84	Tinted Armor, Front	Shield	Common
85	Tinted Armor, Side	Shield	Common
86	Tinted Armor, Rear	Shield	Common
105	Rainbow Armor, Front	Shield	Common
106	Rainbow Armor, Side	Shield	Common
107	Rainbow Armor, Rear	Shield	Common
114	Darc Starshard	Knight	Rare
115	Vermilion	Knight	Uncommon
116	Neve Darkthorne	Knight	Uncommon
117	Countess Corona	Knight	Ultra-Rare

Gremlins

#	Name	Type	Rarity
7A/7B	Rocket Cart	Chassis	Common
9A/9B	Battle Bucket	Chassis	Uncommon
11A/11B	Armored Kettle	Chassis	Rare
34	Cog Wheels	Tires	Common
35	Wee Rockets	Tires	Uncommon
36	Great Gears	Tires	Rare
49	Little Faithful	Engine	Uncommon
50	Little Cranky	Engine	Common
51	Little Zippy	Engine	Rare
65	Tazer Terror	Weapon	Ultra-Rare
66	Burnmaker	Weapon	Common
67	Thunder Cannon	Weapon	Uncommon
68	Monkey Wrencher	Weapon	Rare
81	ArBestUs, Front	Shield	Common
82	ArBestUs, Side	Shield	Common
83	ArBestUs, Rear	Shield	Common
93	Heavy Plating, Front	Shield	Common
94	Heavy Plating, Side	Shield	Common

95	Heavy Plating, Rear	Shield	Common
99	Bubble Wrap, Front	Shield	Common
100	Bubble Wrap, Side	Shield	Common
101	Bubble Wrap, Rear	Shield	Common
119	Zeemo	Knight	Uncommon
120	Xever	Knight	Rare
121	Nindaloo	Knight	Uncommon
122	Fannie Gremster	Knight	Ultra-Rare

Humans

#	Name	Type	Rarity
13A/13B	Spell Blade	Chassis	Common
15A/15B	Hero's Fury	Chassis	Uncommon
17A/17B	Arcane Charger	Chassis	Rare
37	Mage Wheels	Tires	Uncommon
38	Silvered Wheels	Tires	Rare
39	Stallion Treads	Tires	Common
52	Arcanus V	Engine	Common
53	Stallion's Fury	Engine	Rare
54	Arcanus Maximus	Engine	Uncommon
69	Power Lance	Weapon	Common
70	Mage Cannons	Weapon	Rare
71	Spellslinger V	Weapon	Uncommon
72	Spellslinger X	Weapon	Ultra-Rare
87	Lightning Shield, Front	Shield	Common
88	Lightning Shield, Side	Shield	Common
89	Lightning Shield, Rear	Shield	Common
102	Mage Shield, Front	Shield	Common
103	Mage Shield, Side	Shield	Common
104	Mage Shield, Rear	Shield	Common
123	Maria Flamesinger	Knight	Rare
124	Balor Trueblade	Knight	Uncommon
125	Kyle Strongback	Knight	Ultra-Rare
126	Tobias Stormcaller	Knight	Common
127	Lord Armand Falconus	Knight	Tourney

Ogres

#	Name	Type	Rarity
19A/19B	War Hog	Chassis	Common
21A/21B	Fear Maker	Chassis	Uncommon
23A/23B	The Beast	Chassis	Rare
40	Dog Wheels	Tires	Uncommon
41	High Rollers	Tires	Rare
42	Crocodile Treads	Tires	Common
55	Blood Engine	Engine	Common
56	Coal King	Engine	Uncommon

57	Raging Bull	Engine	Rare
73	Static Charger	Weapon	Common
74	Sledge Thrower	Weapon	Ultra-Rare
75	Spring Blade	Weapon	Rare
76	Ogre-Iron Harpoon Gun	Weapon	Uncommon
96	Fur-Covered Spikes, Front	Shield	Common
97	Fur-Covered Spikes, Side	Shield	Common
98	Fur-Covered Spikes, Rear	Shield	Common
108	Thick Plating, Front	Shield	Common
109	Thick Plating, Side	Shield	Common
110	Thick Plating, Rear	Shield	Common
128	Reggie Chewbone	Knight	Common
129	Red Ruti	Knight	Rare
130	Behemoth	Knight	Uncommon
131	Helena Thundermaid	Knight	Ultra-Rare

Serpids

#	Name	Type	Rarity
25A/25B	Dragon's Might	Chassis	Common
27A/27B	Dragon's Rage	Chassis	Uncommon
29A/29B	Dragon's Wrath	Chassis	Rare
43	Sand Tracks	Tires	Common
44	Dune Crawlers	Tires	Rare
45	Serpent Tracks	Tires	Uncommon
58	Snake Charger	Engine	Common
59	Dragonheart	Engine	Rare
60	Fossile Burner	Engine	Uncommon
77	Dragon's Breath	Weapon	Common
78	Ancient Fire	Weapon	Uncommon
79	Dragon's Crystal	Weapon	Rare
80	Dragon Juice	Weapon	Ultra-Rare
90	Serpent Scales, Front	Shield	Common
91	Serpent Scales, Side	Shield	Common
92	Serpent Scales, Rear	Shield	Common
111	Dragon Scales, Front	Shield	Common
112	Dragon Scales, Rear	Shield	Common
113	Dragon Scales, Side	Shield	Common
132	Crotalus	Knight	Rare
133	Celeste	Knight	Uncommon
134	Akillith	Knight	Common
135	Serus Wyrmspawn	Knight	Ultra-Rare

Others

#	Name	Type	Rarity
118	Grout Stonefist	Geos Knight	Uncommon
142	Overlord Tires	Overlord Tires	Tourney
143	Overcannons	Overlord Weapon	Tourney

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Iron Heroes Bestiary™
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ISBN: 1-58846-949-2 Stock #: WW16156
Retail Price: \$19.99 US Page Count: 96 (softcover)
Author: Mike Mearls
Cover Artist: Jeremy Jarvis




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Developer: Clark Peterson and Bill Webb

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* EN World d20 System Award, 2005 "Best d20 Game"

ISBN: 1-58846-940-9 Stock #: WW16132

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

Authors: Jeffery Dobberpuhl and Monte Cook

Developer: Monte Cook

Cover Artist: Michael Komarck



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Retail Price: \$2.99 US

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

Retail Display:

ISBN: 1-58846-548-9

Stock #: WW22010

Retail Price: \$104.65 US

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

Designers: Stewart Wieck and Mike Tinney

Developer: Arthaus Games

Artist: UDON





b a c k l i s t



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Core Products

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DragonMech Mech Manual

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



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(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 Gygax's Necropolis

(WW8390; ISBN 1-58846-116-5; \$29.95 US)
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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.

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b a c k l i s t



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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

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Racer Knights is the hot new constructible card game from ArtHaus, designed for players ages 10 and up. In it, you build awesome Racers tricked-out with magic and fantastic technology and face off against opponents in thrilling jousts for glory. Speed to victory or take your rivals out with powerful weapons. Customize your Racer with the best parts to make yourself a champ!

Core Product

Racer Knights of Falconus
(Retail Display:
WW22000; ISBN 1-58846-561-1; \$104.65 US)

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Enter the arena to race for glory! Choose your Racer Knight from the five species attending Falconus Academy—the elegant alfar, the mad gremlins, the brutish ogres, the human wizards, and the cunning serpids. Build your Racer from a wide variety of engines, weapons, and more. Seize the win by completing the race first, or pummel your competitors so you're the last Racer Knight on the track. And the crowd goes wild!



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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!

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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.

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(GK2726; ISBN 1-92899-922-0; \$20.95 US)