

Talking Up Our Products

With the weekly influx of new roleplaying titles, it's almost impossible to keep track of every product in every RPG line in the adventure games industry. To help you organize our titles and to aid customers in finding information about their favorite products, we've designed a set of point-of-purchase dividers. These hard-plastic cards are much like the category dividers often used in music stores, but they're specially designed as a marketing tool for hobby stores. Each card features the name of one of our RPG lines printed prominently at the top, and goes on to give basic information on the mechanics and setting of the game, special features that distinguish it from other RPGs, and the most popular and useful supplements available. The dividers promote the sale of backlist items as well as new products, since they help customers identify the titles they need most and remind buyers to keep them in stock.

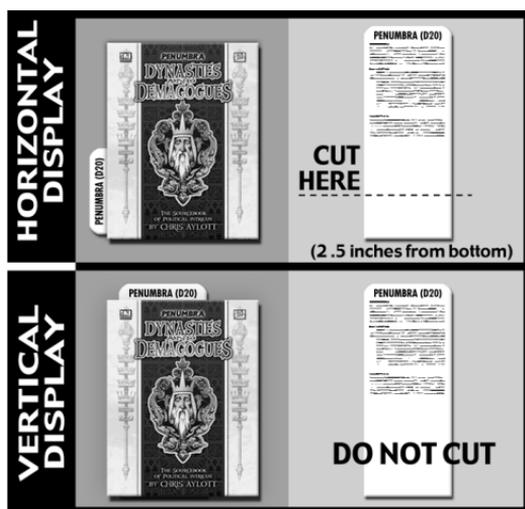
Our dividers can be placed in many ways. These are just a few of the ideas we've come up with:

- A divider can be placed inside the front cover or behind the newest release in a line if the book is displayed full-face on a tilted backboard or book prop. Since the cards are 11½ inches tall, the line's title will be visible within or in back of the book. When a customer picks the RPG up to page through it, the informational text is uncovered. The card also works as a restocking reminder when the book sells.
- If you use waterfall racking or magazine racks to display your RPG titles, dividers can easily slip in back of the books to separate lines or mark new releases. Again, the titles at the top of the cards remain visible and a missing book means it's time to restock.
- Dividers can also be inserted between the books housed in a standard bookshelf display, in drawer storage systems, or in bins. This is an ideal way to separate lines, and the cards' hard plastic material means that the shelf talkers are sure to stand up to punishment. Notice that the informational text on each card stops about 2½ inches shy of the bottom edge. This is intentional; we designed the dividers so that retailers can use a scissors or straight razor to trim each card to fit the width of a standard RPG book, leaving an extra ½ inch for the line title to stick out.
- Yet another use was suggested by a retailer who likes to put the sell text provided by manufacturers into a binder as a kind of catalog for his customers. Trim the cards 2 inches from the bottom, then use a hole punch to puncture the lower edge so that the dividers can be inserted horizontally into the binder clasps. The cards then become informational section dividers. This works especially well with 5-ring binders, since the dividers can be staggered easily.

Enjoy, and let us know if you come up with other uses!

ATLAS GAMES

PO Box 131233
Roseville, MN 55113
(651) 638-0077
info@atlas-games.com



AGE OF MORTALS (d20)

Overview

*Age of Mortals: **Dragonlance** Campaign Setting Companion*

by Margaret Weis, Jamie Chambers, and Christopher Coyle

(Stock No. SVP4001)

The **Dragonlance**® campaign world combines epic fantasy with the conventions of the world's most popular roleplaying game, loved by novel readers and gamers alike for almost twenty years.

The Fifth Age of Krynn, also called the Age of Mortals, takes **Dragonlance** into the future. The events of all of the Fifth Age novels are reflected in *Age of Mortals*,™ allowing characters and campaigns that include the earliest years after the Chaos War through the conclusion of the best-selling *War of Souls* trilogy by Margaret Weis and Tracy Hickman. *Age of Mortals* makes an ideal companion to the **Dragonlance Campaign Setting** published by Wizards of the Coast.

Key Features

- **Ideal for Players and DMs:** *Age of Mortals* introduces new races, classes, prestige classes, and feats for players who want to participate in a Fifth Age campaign. DMs will enjoy the many detailed locations, NPCs, monsters, and magic items that will make adventures truly reflect the deadly era of the Age of Mortals.
- **Fun for Novel Readers:** While written to be a comprehensive gaming resource, *Age of Mortals* is also an enjoyable companion for fans of the **Dragonlance** novels set in the Fifth Age. A detailed timeline covers the major events of the novels and characters are given descriptive biographies and full-color art.
- **Experienced Designers:** Margaret Weis co-wrote *Age of Mortals* and oversaw the development of its content. The best-selling author led the same team that created the **Dragonlance Campaign Setting** from Wizards of the Coast.
- **3.5 Compatible:** All d20 System® **Dragonlance** products are fully compliant with the revised edition of the Third Edition rules.

Dragonlance Picks

1. **Dragonlance Dungeon Master's Screen** (Stock No. SVP4901)
2. *Key of Destiny: **Dragonlance** Age of Mortals Campaign, Volume I* (Stock No. SVP4201)
3. *Bestiary of Krynn* (Stock No. SVP4801)

ALL FLESH MUST BE EATEN

Overview

All Flesh Must Be Eaten Revised Edition

original concept by Christopher Shy and George Vasilakos

(Stock No. EDN8020)

All Flesh Must Be Eaten[™] (AFMBE) is the premier roleplaying game of zombie survival horror. The world is overrun with the walking dead and your characters must do all they can to avoid a brain feast. *AFMBE* is not setting specific — it provides the tools for playing in any zombie horror setting (called Deadworlds).

Key Features

- **Flexibility:** Designed to provide players with maximum flexibility to create and experience walking dead stories.
- **Characters:** Players can take the roles of relatively ordinary people trying to survive until dawn (Norms), more heroic characters taking the fight to the undead (Survivors), or those gifted with limited supernatural powers (the Inspired).
- **Unisystem:** Uses the Unisystem game mechanics and is fully compatible with the many other Unisystem titles and supplements, including *Buffy the Vampire Slayer*,[™] *Angel*,[™] *Army of Darkness*,[™] *CJ Carella's WitchCraft*,[™] *Armageddon*,[™] and *Terra Primate*.[™]
- **Open Game Content:** Includes a 16-page appendix providing guidelines for using mechanics from the world's most popular roleplaying game.
- **Zombie Creation:** Not all zombies are created equal and *AFMBE* recognizes that with a detailed zombie creation system. They don't all moan "Braiiiins" and suffer from head shots.
- **Deadworlds:** The rise of zombies has been explained in a multitude of ways. *AFMBE* provides 13 separate Deadworlds complete with background, sample characters, plotlines, and zombie stats. Pick and choose, combine some, or use them as templates to design your own.

All Flesh Must Be Eaten Picks

1. *The Zombie Master Screen* (Stock No. EDN8001)
2. *One of the Living: Player's Handbook* (Stock No. EDN8007)
3. *Enter the Zombie* (Stock No. EDN8002)
4. *Pulp Zombies* (Stock No. EDN8003)
5. *Fistful o' Zombies* (Stock No. EDN8004)
6. *The Book of All Flesh* fiction anthology (Stock No. EDN8700)
7. *The Book of More Flesh* fiction anthology (Stock No. EDN8701)
8. *The Book of Final Flesh* fiction anthology (Stock No. EDN8702)

ARCANIS (d20)

Overview

Codex Arcanis

original concept by Henry Lopez

(Stock No. PCI1101)

Arcanis: the World of Shattered Empires[™] is Paradigm Concepts' trademark campaign setting and home to *Living Arcanis*,[™] the RPGA's largest member-run campaign, played by thousands of players every week. For more information on *Living Arcanis*, visit www.livingarcanis.com

Key Features

- *Arcanis* is home to *Living Arcanis*, the RPGA's most popular campaign and the fastest-growing campaign of its type.
- *Arcanis* brings its own OGL framework. Favorite titles from favorite publishers are converted for legal play in the *Living Arcanis* RPGA campaign.
- *Arcanis* is a world marked by strife and intrigue. The campaign is set apart by its emphasis on roleplaying and tough moral choices. Actions have consequences and heroes are defined more by the strength of conviction than by strength of arms.

Arcanis Picks

1. *Forged in Magic* (Stock No. PCI1102)
2. *Eldest Sons* (Stock No. PCI1104)
3. *Ssethragore* (Stock No. PCI1107)
4. *Legacy of Damnation* (Stock No. PCI1108)
5. *Spear of the Lohjin* (Stock No. PCI1001)
6. *Blood Reign of Nishanpur* (Stock No. PCI1002)
7. *Bloody Sands of Sicaris* (Stock No. PCI1004)
8. *Carnival of Swords* (Stock No. PCI1005)
9. *City of Secrets* (Stock No. PCI1006)

Non-Paradigm Arcanis Picks

1. *Freeport: City of Adventure* (Stock No. GRR1007)
2. *Assassin's Handbook* (Stock No. GRR1301)
3. *Shaman's Handbook* (Stock No. GRR1013)
4. *Nyambe: African Adventures* (Stock No. ATG3700)
5. *Broadsides!* (Stock No. LII1500)

ARS MAGICA

Overview

Ars Magica Fourth Edition

by Jonathan Tweet and Mark Rein•Hagen

(Stock No. ATG0204)

Ars Magica[™] is “The Art of Magic.” Players take the roles of great wizards whose home is Mythic Europe[™] — a place where the power of magic is real, where medieval figures and locations exist beside creatures of folktale and myth. Adventures revolve around the covenant, a community of wizards gathered together for mutual protection and benefit.

Key Features

- **Magic System:** *Ars Magica*'s powerful yet flexible magic system is widely regarded as the best in all of gaming. Formulaic spells may be learned in advance, or players can make up spells on the spot with spontaneous magic. Detailed rules for magical research and laboratories are featured.
- **Storytelling Emphasis:** This award-winning game pioneered the storytelling style of roleplaying that's so popular today.
- **Troupe-Style Play:** *Ars Magica* introduced the option of “troupe-style play,” a format in which the role of the “storyguide” rotates among the players.
- **Character Options:** Each player has two characters — one magus (a wizard) and one companion (an extraordinary non-wizard character; perhaps a knight errant, a wandering troubadour, or an abbess with prophetic visions of the future). In addition, a cast of grogs (bodyguards, servants, and other minor roles) is held in common by all the players.
- **Epic Scope:** Activities between adventures (such as magical research) are measured in seasons, so an *Ars Magica* saga unfolds over decades of game time. The magi may become some of the most powerful beings in the world and face challenges on a similar scale, from mighty dragons to subtle demons to invading armies like the Mongols.
- **Try it Free:** Download the complete *Ars Magica* Fourth Edition rulebook and an introductory scenario from www.atlas-games.com!

Ars Magica Picks

1. *The Wizard's Grimoire* Revised Edition (Stock No. ATG0258)
2. *Houses of Hermes* (Stock No. ATG1120)
3. *Hedge Magic* (Stock No. ATG0252)
4. *Ordo Nobilis: Mythic Europe's Nobility* (Stock No. ATG0263)
5. *The Medieval Bestiary* Revised Edition (Stock No. ATG0266)

BIG EYES, SMALL MOUTH

Overview

BESM: Big Eyes, Small Mouth Second Edition Revised

by David L. Pulver and Mark C. MacKinnon

(Stock No. GUA02-201)

The industry-leading multi-genre Japanese anime and manga RPG is now available in a more-compact Revised Second Edition format! *Big Eyes, Small Mouth*[™] is inspired by the dynamic settings and stories found in a wide range of anime shows, allowing players to create characters from any genre or sub-genre. Comedy or horror, fantasy or science-fiction, mecha action or passionate romance . . . if you can image it, you can play it! The game features the popular and easy-to-learn Tri-Stat System rule mechanics, and includes expanded sections on magic, mecha, supernatural abilities, skills, and much more.

Key Features

- **Multi-Genre System:** *BESM* is the ideal system for any anime or manga game imaginable, created to capture the entire range of possibilities.
- **Rules Light:** Throw away that calculator! You won't need it for this game, since the character creation rules and game mechanics are both intuitive and easy to understand.
- **Affordable:** The entire core rules are available in a single volume for one low price.
- **Licensed Anime Support:** In addition to standard supplements, *BESM* is supported with comprehensive game guides to some of the most popular anime shows, including *Trigun*,[™] *Hellsing*,[™] *Slayers*,[™] *Serial Experiments lain*,[™] *Revolutionary Girl Utena*,[™] and more!
- **Critically Acclaimed:** *BESM* has received three Origins Award nominations — Best Role-Playing Game (First Edition), Best Role-Playing Game (Second Edition), and Best Graphic Design of a Role-Playing Game (Second Edition).

BESM Picks

1. *BESM Fantasy Bestiary* (Stock No. GUA02-109)
2. *Uresia: Grave of Heaven* (Stock No. GUA02-110)
3. *BESM Dungeon* (Stock No. GUA02-108)
4. *Cold Hands, Dark Hearts* (Stock No. GUA02-111)
5. *Cute and Fuzzy Cockfighting Seizure Monsters* (Stock No. GUA02-104)
6. *Centauri Knights* (Stock No. GUA02-103)

BESM d20/d20 MECHA

Overview

BESM: Big Eyes, Small Mouth d20

by Mark C. MacKinnon

(Stock No. GUA02-600)

The two-time Origins Award-nominated multi-genre Japanese anime and manga RPG is now available for the d20 System!® *BESM™ d20* is inspired by the dynamic settings and stories found in a wide range of anime shows, allowing players to create characters from any genre or sub-genre. Comedy or horror, fantasy or science-fiction, mecha action or passionate romance . . . if you can image it, you can play it. *BESM d20* also includes: fifteen new character classes (including giant robot, magical girl, mecha pilot, pet monster trainer, and more), new skills, new feats, an exhaustive point-based attribute list, and a detailed cost assignment for the core Third Edition fantasy races and classes. Everything you've always wanted from your fantasy RPG — and more!

d20 Mecha

by David L. Pulver

(Stock No. GUA02-601)

d20 Mecha™ provides a detailed point-based creation system for the d20 System for all things mecha: giant transforming robots, sleek power armour, star-spanning space cruisers, speedy hot rods and motorbikes, military assault vehicles, combat jet fighters, mechanical monsters, and much more. Additionally, *d20 Mecha* explores the common anime mecha conventions, with game rules covering prestige classes, character options, combat manoeuvres, hit locations, and campaign suggestions. An essential supplement for *BESM d20* or any other d20 System game.

Key Features

- **Take Control:** *BESM d20* and *d20 Mecha* provide you with point-based character creation mechanics that support unlimited flexibility and ease of use.
- **Add to Any d20 System Game:** Use the innovative game rules and character options to supplement and improve any d20 System game.
- **OGC Support:** Both *BESM d20* and *d20 Mecha* give back generously to the industry by actively sharing Open Game Content through the creation of a comprehensive System Reference Document (SRD) — available as free downloads from our website (www.guardiansorder.com).
- **Anime and Beyond:** *BESM d20* and *d20 Mecha* are built for anime games — but are powerful enough to handle anything!

BESM d20/d20 Mecha Picks

1. *Character Folio* (Stock No. GUA02-603)
2. *Centauri Knights d20* (Stock No. GUA02-602)

BUFFY THE VAMPIRE SLAYER

Overview

Buffy the Vampire Slayer

by CJ Carella

(Stock No. EDN6000)

Buffy the Vampire Slayer[™] roleplaying game (*BtVS* RPG) brings the highly popular TV series to your gaming table. Faithful enough to game Buffy and the Scooby gang in Sunnydale, and comprehensive enough to create your own Buffyverse adventures and characters, the *BtVS* RPG looks and reads as good as it plays.

Key Features

- **Critical Acclaim:** Nominated for three 2002 Origins Awards: Game of the Year, Best Graphic Design, and Best Roleplaying Game; winner of the Best Licensed Product, Best RPG-Related Short Fiction, and Best Graphic Design categories, and runner up in the Best RPG category of the Pen and Paper Fan Awards; finalist for Ken Hite's Out of the Box Award, Best New RPG of 2002.
- **Fans and Gamers:** Designed for gamers and *Buffy* fans, newbies and veterans, readers and players. The user-friendly text is chock full of quotes and is often laugh-out-loud funny; the full-color graphics are very easy on the eyes.
- **Buffy and Beyond:** Provides full stats and playing suggestions for Buffy, Willow, Xander, Giles, and many more; presents a dozen pre-created archetypes; details full character generation so players can add their own legends to the Buffyverse.
- **Cinematic Unisystem:** Uses a streamlined and cinematic version of the Unisystem game mechanic, which is fully compatible with *All Flesh Must Be Eaten*,[™] *Angel*,[™] *Armageddon*,[™] and other Unisystem games. The game features Drama Points — rules-bending, story-enhancing puppies that mirror the wild and wacky action so prevalent on the TV show.
- **Major Mojo:** Includes a simple yet comprehensive magic system, highlighted by sorcery — the spice that makes Willow so witchy.
- **Session Building:** Serves up blow-by-blow instructions for creating game Episodes, Seasons, and Series; includes a ready-to-run adventure to get you slaying fast and easy. Best of all, the Buffyspeak guide helps add sparkle to your game dialogue.

Buffy the Vampire Slayer Picks

1. *The Director's Screen* (Stock No. EDN6001)
2. *The Slayer's Handbook* (Stock No. EDN6002)
3. *The Monster Smackdown* (Stock No. EDN6003)
4. *The Magic Box* (Stock No. EDN6005)
5. *Welcome to Sunnydale* (Stock No. EDN6004)

CALL OF CTHULHU

Overview

Call of Cthulhu

by Sandy Petersen & Lynn Willis

(Stock No. CHA2386)

The Great Old Ones ruled the earth aeons before the rise of man. Remains of their cyclopean cities can still be found on remote islands of the Pacific, buried amid the shifting sands of vast deserts, and in the frozen wastes of the polar extremes.

Originally they came to this world from the stars, now they sleep — some deep within the earth and others beneath the sea. When The Stars Are Right they will rise, and once again walk this earth.

Key Features

- **Literary Roots:** *Call of Cthulhu*® is a roleplaying game based upon the works of H.P. Lovecraft. Players take on the roles of ordinary people confronted by the terrifying forces of the Cthulhu Mythos.
- **Basic Roleplaying System:** *Call of Cthulhu* uses Chaosium's Basic Roleplaying System and is amazingly simple to learn. It features the innovative Sanity check system that is a defining feature of the game.
- **Fully Supported:** Over 225,000 copies of *Call of Cthulhu* have been sold since its release in 1981. Over 90 supplements have been printed to date. Also available are Chaosium's award-winning line of *Call of Cthulhu* fiction, Wizards of the Coast's d20 System® version of *Call of Cthulhu*, Pagan Publishing's licensed supplements including *Delta Green*, Fantasy Flight's *Nocturnum* campaign setting, and RAFM's line of *Call of Cthulhu* miniatures
- **Award-Winning Game:** *Call of Cthulhu* has won over 40 gaming awards, including "Best RPG of All Time" by readers of the *Arcane* magazine. In 1996, *Call of Cthulhu* was the second RPG to be inducted into the Academy of Adventure Gaming Arts and Design Hall of Fame.
- **Classic Roleplaying:** *Call of Cthulhu* is recognized as a true classic. This game continues to delight players after 22 years.

Call of Cthulhu Picks

1. *The 1920s Investigator's Companion* (Stock No. CHA2370)
2. *The Keeper's Companion Vol. 1* (Stock No. CHA2388)
3. *The Keeper's Companion Vol. 2* (Stock No. CHA2395)
4. *The Encyclopedia Cthulhiana* (Stock No. CHA6022)
5. *The Keeper's Screen* (Stock No. CHA2387)
6. *H.P. Lovecraft's Arkham* (Stock No. CHA8803)

CALL OF CTHULHU (d20)

Overview

Call of Cthulhu d20 Roleplaying Game

by Monte Cook & John Tynes

based on Chaosium's classic *Call of Cthulhu* RPG by Sandy Petersen & Lynn Willis (Stock No. WOC88644)

Ancient knowledge and dark secrets await those brave or foolish enough to delve into the depths of the unknown. Discover terrifying, malevolent creatures that defy the darkest recesses of the imagination. Confront horrifying truths long hidden away from the minds of the sane.

Key Features

- **Self-Contained:** Though inspired by the works of H.P. Lovecraft and the *Call of Cthulhu*® RPG by Chaosium, Inc., the *Call of Cthulhu* d20 roleplaying game is a self-contained d20 System® RPG that requires no other books to play.
- **Fully Supported:** Also available are Chaosium's *Call of Cthulhu* fiction series, *The Encyclopedia Cthulhiana* (Stock No. CHA6022), the classic *Call of Cthulhu* RPG and supplements, and the *Call of Cthulhu* d20 books.

Call of Cthulhu d20 Picks

1. *The d20 Call of Cthulhu Gamemasters Pack* (Stock No. CHA8801)
Includes a GM screen, complete adventure, official errata, and conversion rules for the classic *Call of Cthulhu* RPG published by Chaosium.
2. *H.P. Lovecraft's Dunwich* (Stock No. CHA8802)
Begins with "The Dunwich Horror," Lovecraft's masterful tale of life in the town and its surrounds. Includes extensive information about the town: pertinent buildings, useful people, and important locations are described in detail. A 17" x 22" map depicts the area for miles around. Two scenarios are included.
3. *H.P. Lovecraft's Arkham* (Stock No. CHA8803)
Contains extensive background information about this haunted New England town. Written to be used by serious investigators as a base from which to further explore the mysteries of the Cthulhu Mythos. Pertinent buildings, useful people, and important locations are described in depth. A 17" x 22" players' map of Arkham is included, as well as an issue of the *Arkham Advertiser*. Four thrilling adventures complete the package.
4. *H.P. Lovecraft's Kingsport* (Stock No. CHA8804)
Describes this fabled Massachusetts town in meticulous detail — its important personalities, buildings, history, and its weird people and places. Also features a fold-out players' map of the town, and three adventures with player aids.

CITYBOOKS

Overview

Citybooks and other sourcebooks in the *Catalyst*[™] line — “a catalyst for your imagination”[™] — are presented without game mechanics of any kind. Events, their causes and effects, NPC personalities, and everything else vital to good gaming are fully described. Game Masters need only supply the appropriate game statistics to the people, places, and devices described to adapt them easily into their games.

Key Features

- **Fully Supported:** In addition to numerous *Citybooks*, the *Catalyst* line offers *Grimtooth's Traps*, *Maps* books, and *Lejentia Campaign* books.
- **Providing the Details:** *Citybooks* describe various places that one might find in a fantasy or medieval city. They each include maps, descriptions, scenario suggestions, and character descriptions.
- **Expanding Your World:** The locations in a *Citybook* are not parts of a specific city — they are individual places of business to help you populate your own city.
- **Quality Writing:** *Citybooks* draw on renowned authors in the industry, including Dennis McKiernon, Dave Arneson, Paul Jaquays, and Michael Stackpole.

Citybooks Picks

1. *Citybook I: Butcher, Baker, Candlestick Maker* (Stock No. FBI8511)
25 detailed businesses, many colorful NPCs, and over 70 supplemental adventures for city-based scenarios. This book won an Origins Award for Best Roleplaying Adventure in 1982.
2. *Citybook II: Port O' Call* (Stock No. FBI8512)
22 businesses and services for seaport cities. Over 60 scenarios.
3. *Citybook III: Deadly Nightside* (Stock No. FBI8513)
18 businesses and establishments in the part of town where you're most likely to be caught dead. 36 scenarios and over 60 NPC personalities.
4. *Citybook IV: On the Road* (Stock No. FBI8514)
13 travel-related businesses and over 72 NPCs and scenarios. Includes an index of books I through IV.
5. *Citybook V: Sideshow* (Stock No. FBI8515)
19 non-human city-based establishments in the city's exotic quarter.
6. *Citybook VI: Up Town* (Stock No. FBI8516)
17 richly filled establishments and additional chance encounters, all catering to the tastes of the city's rich and famous.
7. *Citybook VII: King's River Bridge* (Stock No. FBI8517)
Cross over the great stone bridge and visit 25 locations including “The Cornerstone Ghost,” “Sweeney's Pie Shop,” and “The River Raptors.” Includes over 70 NPCs.

CLASSIC BATTLETECH

Overview

Classic BattleTech Fourth Edition Box Set

(Stock No. FPR10980)

Strap yourself into the ultimate suit of armor: the BattleMech.® Thirty feet tall and weighing up to a hundred tons, this humanoid engine of destruction is a walking arsenal with enough firepower to level a city block. The *Classic BattleTech*® game system takes you into the world of the 31st Century, where war has become a way of life. In command of the most powerful machine on the battlefield, your MechWarrior® fights to take a planet or lose an empire.

Key Features

- **History:** *Classic BattleTech* has been in print for over 15 years. With hundreds of game supplements and fiction novels based on the game world, *CBT* is one of the most developed and popular worlds in gaming.
- **Game Mechanics:** The *Classic BattleTech* game is in its fourth edition. The rules and game play have been revised and updated to take advantage of all the new rules introduced over the last several years.
- **Pedigree:** Some of the biggest names in the industry are attached to *Classic BattleTech*. Jordan Weisman, L. Ross Babcock, Sam Lewis, Randall Bills, Mike Stackpole, Lester Smith, Chris "Bones" Trossen, and dozens of the best authors in the industry have contributed to the expansive history of *Classic BattleTech*.
- **Updates:** New product is released every month, expanding the rules and playability of *Classic BattleTech*.
- **Support:** New *Classic BattleTech* material, unavailable anywhere else, can be found in *Games Unplugged*, the Official Magazine of *Classic BattleTech*.

Classic BattleTech Picks

1. *BattleTech Tech Readout:3067* (Stock No. FPR10970)
2. *FedCom Civil War* (Stock No. FPR10974)
3. *Field Manual:Periphery* (Stock No. FPR10982)
4. *Classic BattleTech Master Rules* (Stock No. FPR10984)
5. *Technical Readout:3025* (Stock No. FPR10985)
6. *Technical Readout:3060* (Stock No. FPR10987)
7. *Classic BattleTech RPG Companion* (Stock No. FPR10975)
8. *Field Manual:Update* (Stock No. FPR10976)
9. *AeroTech 2* (Stock No. FAS1718)

Copyright © 2003 WizKids LLC. All rights Reserved.

Classic BattleTech, BattleTech, 'Mech, AeroTech, BattleMech and MechWarrior are registered trademarks and/or trademarks of WizKids, LLC in the United States and/or other countries. Published under license by FanPro LLC.

COMPANION BOOKS (d20)

Overview

Companion Books[™] are distinguished by their multi-tiered content. Each possesses a generic setting, an analogous adventure, new d20 System[®] mechanics, and a fold-out map.

Key Features

- **Setting:** Though each volume is placed in the World of Erde or the Inner World of Inzae, *Companion Books* are not setting specific. The descriptions, adventure backdrop, and d20 material are generic, allowing for the whole mechanism to be placed in any homebrew, living, or purchased setting.
- **Adventure:** The adventure within a *Companion Book* can serve the DM as a solid playable adventure or, if they prefer, as a backdrop for the game. The DM can use the adventure as it is written or use elements of the adventure in crafting his own game.
- **Source:** The source material offers the gamer something new for his d20 game. Each book outlines a new core class, a new source of magic, etc., and any accompanying rules and mythology. TLG is committed to creating solid d20 material and supplying the gamer with all he needs to use the new rules, but shies away from creating wholly generic spells, feats, and skills, concentrating instead on mechanics related to the game you want to play.
- **Map:** Each *Companion Book* comes complete with a 16" x 22" fold-out double-sided map. The maps range from the artistic to the highly technical, but each map reflects the content of the book. Some *Companion Books* have full-color maps.

Companion Books Picks

1. *The Heart of Glass* (Stock No. TLG1801)
2. *By Shadow of Night* (Stock No. TLG1204)
3. *Winter Runes* (Stock No. TLG1602)
4. *Halls of Wood, Halls of Stone* (Stock No. TLG1652)

CORIOLIS (d20)

Overview

Coriolis[™] is Atlas Games' line of dual-system RPG supplements. *Coriolis* is designed to be cross-compatible with two game systems: one of Atlas Games' popular roleplaying games and the d20 System.[®] *Coriolis* releases for *Feng Shui*,[™] *Unknown Armies*,[™] *Ars Magica*,[™] *Rune*,[™] and *Over the Edge*[™] give our game's rules running alongside the parallel d20 System rules with which players might be more familiar.

Coriolis is designed to introduce new players to existing Atlas Games RPGs and the resources they offer; to cross-pollinate the d20 System with some of the gaming innovations introduced by the classic roleplaying games published by Atlas Games, and to support those original games.

Key Features

- **Crunchy Goodness:** *Coriolis* is full of new rules material for both the d20 System and Atlas Games RPGs. *Coriolis* gives you your money's worth, no matter which system you're using.
- **"Look at Me" Stats:** The specific rules for each game system are clearly delineated in the formatting of *Coriolis* supplements, making it easy to pay attention to only the mechanics you need.
- **Atmosphere:** *Coriolis* strives to stay true to the tone and atmosphere of Atlas Games' proprietary lines. *Feng Shui* releases have plenty of attitude and kung fu butt-kicking action, for example, while *Unknown Armies* adventures walk the edge of postmodern horror. This makes *Coriolis* a great way to introduce hesitant d20 System players to your favorite Atlas Games RPG.
- **No Conversions:** *Coriolis* doesn't set out to formulate wholesale conversions of other game systems into d20 System rules. Instead, it presents separate rules for the same scenario, which means using the two different game systems in a *Coriolis* adventure can be like playing two different adventures.

Coriolis Picks

1. *Burning Shaolin* Feng Shui/d20 (Stock No. ATG3400)
2. *Ascension of the Magdalene* Unknown Armies/d20 (Stock No. ATG3401)
3. *The Black Monks of Glastonbury* Ars Magica/d20 (Stock No. ATG3402)
4. *Last Hero in Scandinavia* Rune/d20 (Stock No. ATG3403)

COUNTER COLLECTIONS

Overview

Counter Packs™ and *Counter Collections*™ contain full-color cardstock images by Claudio Pozas to facilitate exciting and detailed table-top gaming. These counters can be used to supplement metal or plastic miniatures, representing everything from cars, vans, animals, monsters, and general opponents, to specific heroes and villains in your game world.

Key Features

- **Facilitate Tactical Play:** Now you can know exactly where your characters are standing in a room, the distance between foes, or the amount of cover and concealment. Since they're designed on the d20 System® standard of one inch equals five feet, Fiery Dragon's *Counters* make it easy to calculate attack ranges and judge Attacks of Opportunity.
- **Detailed in Full Color:** Though often only a one-inch square, each counter conveys personality, history, and character. These details can represent existing statistics and features, or can be used as a springboard to generate new ideas and twists to the familiar.
- **Multiple Genres Represented:** Fiery Dragon's *Counters* cover multiple game genres, from familiar fantasy creatures (dragons, elves, and dwarves) to occult horror (vampires, dead gods, and nightmare monsters) to modern action (soldiers, scientists, and secret agents).
- **d20 Rules Additions:** In addition to the counters, each *Counter Pack* and *Counter Collection* comes with new rules, magic items, monsters, classes, or adventures ready to be dropped into any campaign.
- **More Bang for Your Buck:** Each *Counter Pack* or *Counter Collection* comes with literally hundreds of creatures, characters, monsters, and mysteries, able to represent the most diverse adventuring party or a unified army of orcs!

Counter Collection Picks

1. *Counter Collection I: The Usual Suspects* (Stock No. WWP16040)
2. *Counter Collection III: MODERN* (Stock No. FDP4005)
3. *Counter Collection IV: World of The Diamond Throne* (Stock No. FDP4007)
4. *Counter Pack: Dragons!* (Stock No. FDP4006)
5. *Counter Pack I: Demons & Devils* (Stock No. FDP4000)
6. *Counter Pack II: Tribes, Clans & Cults* (Stock No. FDP4001)
7. *Counter Pack III: Dwellers in Dungeons & Darkness* (Stock No. FDP4002)
8. *Counter Pack IV: Eldritch Horrors & Occult Investigators* (Stock No. FDP4003)

d20 MODERN™ ROLEPLAYING GAME

Overview

d20 Modern Roleplaying Game

by Bill Slavicsek, Jeff Grubb, and Rich Redman

A complete **d20** roleplaying game that handles any contemporary fantasy theme.

The **d20 Modern™ Roleplaying Game** is the sole core rulebook for all modern roleplaying game settings using the **d20 System®** — the basic rules system for the **Dungeons & Dragons®** roleplaying game. Experience the thrills of every blockbuster action movie, every heart-pounding first-person shooter, and every explosive, high-octane escapade you can dream up. You can discover everything you need to build the ultimate modern-world campaign filled with cinematic adventure, and create the dynamic heroes needed to face the harrowing dangers that await your characters with the **d20 Modern Roleplaying Game**.

Key Features

- **Self-Contained:** This core rulebook contains everything needed to run an entire campaign, as well as four campaign models and adventure hooks to add to existing campaigns.
- **Familiar Rules:** Compatible with the **Dungeons & Dragons** and **d20 System** roleplaying games.
- **Fully Supported:** Look for related products from other **d20** publishers.

d20 Modern Picks

1. **Urban Arcana® Campaign Setting**
2. **d20 Menace Manual™**

DARK AGES: VAMPIRE

Overview

Dark Ages: Vampire,™ Storyteller System™

developed by Matthew McFarland

(Stock No. WWP20000)

It is the Year of our Lord 1230. The Long Night has ended and a new dark age dawns. It is an age of priests and princes, of faith and damnation, an age of powerful ancient horrors and terrifying new threats. It is an age of excitement and danger, in which any Cainite with enough will can forge himself a kingdom over the cowering mortal herds and his own damned brethren.

And many will try.

Key Features

- **The Clans of Caine:** 13 major bloodlines of vampires, they are divided into the High Clans, who see themselves as rulers of the night, and the Low Clans, made up of foreign blood and those considered cursed or taboo.
- **The Roads:** Just as mortals turn to the Mother Church for guidance through their difficult lives, so do the Cainites, following their roads of enlightenment through the night.
- **Disciplines:** The secret powers and special abilities of vampires, from the blood-magic of Thaumaturgy to the fleshcrafting of Vicissitude.
- **Storytelling Emphasis:** The overall description of *Dark Ages: Vampire* is “Dark Medieval,” which labels its historical period as well as its atmosphere. The game focuses on a span of time roughly from the end of the 12th to the middle of the 13th century. This was a time of great change and upheaval in mortal history; so too was it a time of great chance for the Children of Caine.

Dark Ages: Vampire Picks

1. *Dark Ages Europe* (Stock No. WWP20020)
2. *Dark Ages: Mage* (Stock No. WWP20002)
3. *Dark Ages: Werewolf* (Stock No. WWP20005)
4. *Dark Ages: Inquisitor* (Stock No. WWP20004)
5. *Dark Ages: Right of Princes* (Stock No. WWP20045)

DEMON: THE FALLEN

Overview

Demon: the Fallen,™ Storyteller System™

developed by Michael Lee

(Stock No. WWP8200)

They have lain in darkness for untold ages, condemned to an eternity of torment for rebelling against God for the sake of mankind. Forsaken by Heaven and forgotten by man, the fallen succumbed to the nightmarish emptiness of the Abyss. Love turned to hate. Wisdom gave way to madness. Angels became demons dreaming of the world's demise.

The end is at hand, but the fate of humanity is by no means sealed. The fallen have one final chance to turn things around, to regain paradise once more or perhaps even storm the ramparts of Heaven itself. Or they can surrender to their darkest passions and build a kingdom of nightmares more terrible than any punishment God could inflict on mankind. The choice is theirs.

Key Features

- **Demonic Houses:** The seven Celestial Houses created by God defined the duties and the powers of each angel within them, refining their individual natures and shaping their identity within a rigidly structured hierarchy. When the rebel angels broke from their brethren, their identity as members of a specific House remained as strong as ever, and in short order, the fallen re-established the hierarchy that had been lost, restoring the sense of focus and function that the angels craved. Forcing the fallen to reject any ties to their House, no matter how desperate the situation, was simply inconceivable.
- **Factions:** Faustians, Cryptics, Luciferans, Raveners, and Reconcilers each hold their own outlook on humanity and the future of the fallen, and attitude towards their own kind.
- **Demonic Lore:** A Celestial House's lore is nothing less than the collected secrets of the universe, evocations that encompass the foundations of reality and govern the forces that keep it in motion. Characters have the ability to command the elements, make the earth tremor, twist time, and give life to the dead.

Demon: the Fallen Picks

1. *City of Angels* (Stock No. WWP8211)
2. *Storyteller's Companion* (Stock No. WWP8201)
3. *Fear to Tread* (Stock No. WWP8270)
4. *Demon Players Guide* (Stock no. WWP8202)
5. *Houses of the Fallen* (Stock No. WWP8203)

R . A . S A L V A T O R E ' S DEMON WARS (d20)

Overview

Demon Wars™ Campaign Setting

by R.A. Salvatore, Geno Salvatore, Bryan Salvatore, James M. Ward, and Thomas Reid
(Stock No. FAF2700)

Before the Dactyl awoke, the world of Corona was at peace. Its people went about their business in serenity, and worries of goblin raids or powrie attacks were seemingly a myth from days of yore. But when the Demon Dactyl awoke, it unleashed a darkness unlike anything seen before.

The Demon Wars Saga™ is one that spans the entire history of the world of Corona and pits the all the world's peoples against the evil represented by the Demon Dactyl and its minions. Whether you join Elbryan and Jilseponie Wyndon in their battle against the Dactyl, or go back even further to join in the struggle shown in the *CrossGen Comic*™, this sourcebook will get you into the thick of the action!

Key Features

- **A Classic Story:** At its core, the story of *The Demon Wars Saga* is one of good vs. evil. This is your chance to take part in an epic struggle to free the world of Corona from the grips of the evil Dactyl and its armies of dread and chaos. You can join with the heroes of *The Demon Wars Saga*, Elbryan and Jilseponie, or venture forth on your own to battle the goblins, the powries, or even the darkness gripping the Abellican Order. There's more than enough adventure. The question is, do you have what it takes to survive?
- **A Very Different World:** Corona may be a world gripped by a classic struggle, but it's not your typical fantasy setting. Spells aren't bandied about by almost every adventurer, and magical beasts don't roam the lands like ducks in a shooting gallery. This world is gripped by a struggle between ideals, where magic is rare and controlled by the Abellican Order, whose brothers tirelessly track down those who wield that magic without its approval – even to battle the armies of the Dactyl.
- **The Authors You Love:** A number of talented writers have collaborated to bring *The Demon Wars Saga* to you as a roleplaying game, including R.A. Salvatore and his sons, Bryan and Geno. Thomas M. Reid, a long-time friend and collaborator with R.A. Salvatore, also fleshes out the world of Corona and gives it a life of its own.

Demon World Picks

1. *Demon Wars Player's Guide* (Stock No. FAF2701)
2. *Demon Wars Gazetteer* (Stock No. FAF2703)
3. *Demon Wars Enchanted Locations* (Stock No. FAF2702)

R.A. Salvatore's *Demon Wars* ©2003 R.A. Salvatore. All rights reserved.
Published under license by Fast Forward Entertainment, Inc.

DRAGON MAGAZINE (D&D, d20)

Overview

Dragon® is the official all-Dungeons & Dragons® magazine, with more than 27 years as a defining icon of the gaming industry.

Key Features

- **New Game Material:** *Dragon* readers count on a better game with new spells, feats, monsters, and great advice in every issue.
- **Useful Columns:** Innovative new ideas in “Campaign Components,” alongside time-tested resources from “Arcane Lore” and “The Bestiary.”
- **Campaign Insights:** Invaluable tips on world and character building and game design.
- **Solid Rules:** Expert, in-depth rules knowledge.
- **For GMs and Players:** Roleplaying advice that applies to characters and NPCs alike.

Paizo Picks

1. **Dungeon**® Magazine/**Polyhedron**® Magazine (D&D®/d20®)
2. **Undeclared**™ (Hobby Games)
3. **Star Wars Insider**™ (SciFi/Fantasy)

Dragon Magazine:

There's no better monthly source for official
Dungeons & Dragons material.

Learn more about *Dragon* at www.paizo.com/dragon

DUNGEON & POLYHEDRON (D&D, d20) MAGAZINES

Overview

Dungeon® Magazine is your exclusive source for new, official D&D® adventures.

Polyhedron® Magazine presents definitive d20 System® resources and news in the same issue.

Dungeon Key Features

- **Scalable Modules:** Official **Dungeon & Dragons**® modules of varying levels, scalable to suit your campaign needs.
- **Maps of Mystery:** Full-page maps of cities, dungeons, and other unique locales.
- **Critical Threats:** NPC villains and maps of elaborate single rooms, along with a complete description of each. You'll find suggestions for integrating them into your game, too.
- **Fantasy Art:** Spectacular illustrations by your favorite fantasy artists.
- **Double Your Dollar:** *Polyhedron Magazine* on the flip side!

Polyhedron Key Features

- **Mini-Games:** Complete d20 System Mini-Games that give you all the tools you need to explore non-standard genres or campaign settings.
- **Revisit the Classics:** Updated looks at classic gaming favorites like **Spelljammer**™ and **Gamma World**.™
- **RPG News:** Comprehensive RPGA Network coverage, interviews, and d20 industry news.
- **Worth a Look:** Cartoons, comics, and some of the coolest art in the industry.
- **More for Your Money:** *Dungeon Magazine* on the flip side!

Paizo Picks

1. **Dragon**® Magazine (D&D)
2. **Undeclared**™ (Hobby Games)
3. **Star Wars Insider**™ (SciFi/Fantasy)

Learn more about *Dungeon* and *Polyhedron* at www.paizo.com/dungeon

DUNGEONS & DRAGONS® (d20)

CORE RULEBOOKS

Overview

Every good adventurer needs the right equipment!

If you're going to scale a mountain, take some rope. And when you're off to play **D&D**®, bring the *Dungeon Master's*® *Guide v. 3.5* and the *Monster Manual*™ v. 3.5, along with your trusty *Player's Handbook v. 3.5* and dice. With all three core rulebooks, you've got everything you need to fine-tune your character, know your enemies, and get ready for your turn behind the screen.

Key Features

- **PHB:** Within the pages of the *Player's Handbook v. 3.5*, you'll discover all the tools and options you need to create characters worthy of song and legend.
- **DMG:** The *Dungeon Master's Guide v. 3.5* allows you to weave exciting tales of heroism filled with magic and monsters. Within its pages, you'll find the options you need to create detailed worlds and dynamic adventures for your players to experience.
- **MM:** Bring the monsters of **Dungeons & Dragons** to life with *Monster Manual v. 3.5*. This core rulebook provides statistics, descriptions, full-color illustrations, and player character information for the mundane, magical, meek, and mighty monsters of **D&D**.

D&D Core Rulebook Picks

1. *Sword and Fist: A Guidebook to Monks and Fighters*
2. *Defenders of the Faith: A Guidebook to Clerics and Paladins*
3. *Tome and Blood: A Guidebook to Wizards and Sorcerers*
4. *Song and Silence: A Guidebook to Bards and Rogues*
5. *Masters of the Wild: A Guidebook to Barbarians, Druids, and Rangers*

DUNGEONS & DRAGONS[®] (d20) SUPPLEMENTS

Overview

Dungeons & Dragons supplements are products that provide players and DMs with extras and allow you to play above and beyond the limits of the core rulebooks.

Key Features

- ***Psionics Handbook***: Psionics is the ability to harness, shape, and control natural forces that are contained within the Psionicist. The *Psionics Handbook* provides you everything needed to add psionics to your campaign.
- ***Epic Level Handbook***: With complete information for epic-level character building, spellcasting, monsters, skills, feats, and more, the *Epic Level Handbook* ensures that gamers can continue playing almost indefinitely.
- ***MMII: Monster Manual II*** provides descriptions for a vast array of new creatures, with an emphasis on more dangerous monsters to provide gamers with tougher foes to overcome.

D&D Supplement Picks

1. *Savage Species: Playing Monstrous Heroes*
2. *Fiend Folio*
3. *Complete Warrior*
4. *Draconomicon: The Book of Dragons*

EARTHDAWN

Overview

Earthdawn 2nd Edition

(Stock No. LRG0200)

Earthdawn® is a fantasy roleplaying game set in the Age of Legend. For hundreds of years, the Name-Givers — those races gifted with the ability to Name and thus shape the very magic of the world — were forced to live in underground citadels while malevolent creatures from astral space called Horrors ravaged their world. The time of hiding has passed, and now the Name-Givers have returned to reclaim their place in the world.

Key Features

- **Epic Fantasy:** Characters in *Earthdawn* do not simply survive each adventure and become a little more powerful or a little richer. Its characters become Legendary figures, accomplishing deeds so impressive that generation after generation will honor their memory in song and story.
- **High Magic:** All characters are Adepts initiated in the use of magic. Some train to cast spells, others use magic to empower their blade or bow, and others become masters of the city or the wilderness.
- **Horror Elements:** The Horrors have not left the world, and many haunted places and corrupted lands remain. This allows for games of high adventure or dark fantasy, as your group desires.
- **Items of Legend:** Instead of selling or discarding old magic items after characters find new ones, in *Earthdawn* signature items grow in power along with the characters, enhancing their Legends.
- **Metagame Links:** The setting of *Earthdawn* is the Fourth Age of Earth, a time far in the past just after magic has peaked. It is linked to *Shadowrun*™, which is set in the Sixth Age of Earth, a cyberpunk future where magic has returned to the Earth.

Earthdawn Picks

1. *Earthdawn Second Edition Companion* (Stock No. LRG0201)
A sourcebook expanding on magic and characters.
2. *Scourge Unending* (Stock No. LRG0204)
A sourcebook detailing the Horrors and their constructs.
3. *Barsaive in Chaos* (Stock No. LRG0202)
An adventure epic that introduces new character Disciplines and dozens of new kinds of undead creatures.

EVERQUEST

Overview

EverQuest® *Role-Playing Game: Player's Handbook*

developed by Stewart Wieck and Scott Holden-Jones

(Stock No. WWP16500, ISBN 1-58846-125-4)

EverQuest reigns supreme as the world's #1 MMORPG (Massively Multiplayer Online Roleplaying Game). Now the setting and characters of *EverQuest* are yours to control! With Sword & Sorcery Studios' officially licensed *EverQuest Role-Playing Game*, the entire world of Norrath comes to life in your hands. The *Player's Handbook* contains everything you need to create characters and begin experiencing *EverQuest* in an entirely new way. Hundreds of spells, skills, feats, equipment, and more are packed into this full-color, 400-page hardcover volume.

Key Features

- **Character Races:** All 14 of the races that inhabit the lands of Norrath are present, from the barbarians of the frozen north to the trolls in the southern swamps. Each of the 14 races has a highly detailed civilization and culture.
- **Character Classes:** Adventurers in Norrath come from many backgrounds and all walks of life. There are 15 classes from which players may choose, including bards who perform magical songs of power and enchantment; paladins, divine soldiers of light and justice; and magicians who can conjure and summon wondrous items and creatures to their aid.
- **Magic System:** Characters in the world of *EverQuest* have powerful magic at their command. Instead of having to memorize spells as is standard with 3rd Edition rules, spellcasters in *EverQuest* use stored energy known as mana to fuel their castings. With this new and highly flexible system, spells can be cast time and time again, as long as the character has the available energy!
- **Quests:** While it's possible for characters to gain experience simply by going out and slaying monsters, they can also win experience through roleplaying and working to achieve story goals. In *EverQuest*, characters can go on quests, special missions undertaken at the behest of a particular faction in the *EverQuest* world.

EverQuest Picks

1. *EverQuest Game Master's Guide* (Stock No. WWP16502, ISBN 1-58846-127-0)
2. *EverQuest: Monsters of Norrath* (Stock No. WWP16501, ISBN 1-58846-126-2)
3. *Al'Kabor's Arcana* (Stock No. WWP16503, ISBN 1-58846-130-0)
4. *Realms of Norrath: Freeport* (Stock No. WWP16510, ISBN 1-58846-128-9)

EverQuest is a registered trademark of Sony Computer Entertainment America Inc. SOE and the SOE logo are trademarks of Sony Online Entertainment Inc and are used by White Wolf under license.

This content is copyrighted year 2003 by Sony Computer Entertainment America Inc. All rights reserved. Sword and Sorcery, Sword and Sorcery Studios, and White Wolf are trademarks of White Wolf Publishing, Inc. All rights reserved.

EXALTED

Overview

Exalted[™]

developed by Geoff Gabrowski

(Stock No. WWP8800, ISBN 1-56504-623-4)

It is an age of savage adventure. The Realm of the Dragon-Blooded stands astride the ruins of the First Age — an invincible colossus. For millennia, its Scarlet Empress kept her fist clenched around the windpipe of the world. Now, the Empress is no more, and the Realm spirals closer to chaos and civil war with each passing day. Into this time of strife come the Solar Exalted, heroes of a legend reborn into a time of woe.

Key Features

- **The Exalted:** In the Second Age of Man, the world is populated by more than just the Solar Exalted. Players can create characters from anywhere in Creation: the Dragon-Blooded, the Lunars, the Abyssals, the Sidereal, and soon the chaotic Fey that subsist at the edges of the world.
- **Charms:** By channeling Essence through their bodies and animas, the Chosen enhance their abilities to superhuman levels. Using Charms, Exalted can leap vast distances, survive in the harshest conditions, forge weapons of unearthly quality, and absorb without injury sword blows that would kill a mortal!
- **Large Scale:** At its heart, *Exalted* is a game of dark, epic adventure. This genre appeals to people because it's so much larger than life; the good things in *Exalted* are fantastic, and the bad things downright horrific. *Exalted* is a game of epic proportions, and Storytellers can bring that bigger-than-life feeling right down into their game, where it belongs. The world is huge, but Exalted characters are mighty individuals within it!
- **Stunts:** *Exalted* was founded heavily in the larger-than-life dramatic sensibilities of sword-and-sorcery fantasy and anime action. When a player describes actions with stunts involved, the Storyteller may add bonuses to the chances of success. The cooler and more entertaining the description, the larger the bonus!

Exalted Picks

1. *The Book of Three Circles* (Stock No. WWP8802, ISBN 1-58846-651-5)
2. *Creatures of the Wyld* (Stock No. WWP8803, ISBN 1-58846-663-9)
3. *Scavenger Sons* (Stock No. WWP8820, ISBN 1-58846-652-3)
4. *Games of Divinity* (Stock No. WWP8823, ISBN 1-58846-659-0)
5. *Exalted Storytellers Companion* (Stock No. WWP8801, ISBN 1-58846-650-7)

FADING SUNS (d20)

Overview

Fading Suns™ Second Edition

by Bill Bridges and Andrew Greenberg

(Stock No. HDI202, ISBN 1-888906-18-9)

It is the dawn of the sixth millennium and skies are darkening, for the suns themselves are fading. Humans reached the stars long ago, building a Republic of high technology and universal emancipation — and then squandered it, fought over it, and finally lost it. A new Dark Age has descended on humanity, for the greatest of civilizations has fallen and even the stars die. Now, feudal lords rule the Known Worlds, vying for power with fanatic priests and scheming guilds.

Adventurers encounter aliens, psychics, lost worlds, and ancient ruins. They wield blasters, energy shields, cybernetics, and even psychic powers and theurgic magic in their quest to solve the mystery of the dying stars.

Fading Suns Picks

1. *Fading Suns: d20*® Rulebook (Stock No. HDI204, ISBN 1-888906-32-4)
2. *Fading Suns Players Companion* (Stock No. HDI229, ISBN 1-888906-07-3)
3. *Lords & Priests* (Stock No. HDI243, ISBN 1-888906-24-3)
4. *Worlds of the Realm* (Stock No. HDI253, ISBN 1-888906-35-9)
5. *Lord Erbian's Stellar Bestiary* (Stock No. HDI252, ISBN 1-888906-34-0)
6. *Passion Play: Live Action Roleplaying* (Stock No. HBI242, ISBN 1-888906-23-5)
7. *Noble Armada*® Expanded Edition Rulebook starship combat rules (Stock No. HBI512, ISBN 1-888906-63-4)

For Additional Titles ...

Check out our web site for other backstock items and upcoming releases, in this or other Holistic Design Inc. product lines, that you would like this store order for you:

www.holistic-design.com

Got Questions or Comments?

If you have questions or comments about this or any Holistic Design Inc. product, do not hesitate to contact us:

hdi@holistic-design.com

FENG SHUI

Overview

Feng Shui: Action Movie Roleplaying

by Robin D. Laws

(Stock No. ATG4000)

Feng Shui[™] is action movie roleplaying. Players take the roles of secret warriors who must attune themselves to powerful feng shui sites; whoever controls the *chi* force of these sites controls the flow of time and the course of history. The PCs use their exotic kung fu powers, ancient magics, pirated supertech, and plain old-fashioned trigger fingers to prevent these sites from falling into the hands of maniacal tyrants. It's up to them to save the world, or die trying.

Key Features

- **Junctures in Time:** The realm called the "netherworld" connects the factions of four different time periods: eunuch sorcerers rule 69 AD, Chinese martial artists fight in 1850 AD, secretive power groups manipulate the contemporary juncture, and cyber-demonic scientists dominate 2056 AD. Time travel lets the GM mix the tropes of action movies indiscriminately, and change the world's history to suit his whim.
- **Kung Fu Fighting:** *Feng Shui's* fast-paced, player-driven narrative combat system mimics the wildly improbable stunts of action movies. Emphasis is placed on the use of scenery in combat and supernatural abilities called "fu powers."
- **Quick Character Generation:** *Feng Shui* is designed so that players can sit down, look at the various PC archetypes, choose one, and then start playing within an hour or less.
- **More Butt-Kicking Action:** The *Shadowfist*[™] collectable card game from Z-Man Games is set in the action movie world of *Feng Shui*.

Feng Shui Picks

1. *On Location: The Feng Shui GM Screen* (Stock No. ATG4007)
2. *Golden Comeback: The Feng Shui Player's Handbook* (Stock No. ATG4002)
3. *Elevator to the Netherworld: The Inner Kingdom Sourcebook* (Stock No. ATG4003)
4. *Seed of the New Flesh: The Architects of the Flesh Sourcebook* (Stock No. ATG4001)
5. *Seal of the Wheel: The Ascended Sourcebook* (Stock No. ATG4005)
6. *Thorns of the Lotus: The Eaters of the Lotus Sourcebook* (Stock No. ATG4008)
7. *Gorilla Warfare: The Jammers Sourcebook* (Stock No. ATG4009)

FORGOTTEN REALMS® (D&D®)

C A M P A I G N S E T T I N G

Overview

Forgotten Realms Campaign Setting

by Ed Greenwood, Sean K. Reynolds, Skip Williams, and Rob Heinsoo

A complete campaign guide to the **Forgotten Realms** universe.

The **Forgotten Realms Campaign Setting** is the largest and most popular setting in the **D&D®** game. Everything you need to adventure in the **Forgotten Realms** world can be found right here: history, maps, non-player characters, geography, economics, societies, organizations, religions, politics, monsters, magic items, spells—even a start-up adventure. The land of Faerûn is a land of high magic, terrifying monsters, ancient ruins, and hidden wonders.

Key Features

- **New Rules Material:** 320 pages of prestige classes, regional feats, spells, and other information detailing the land of Faerûn.
- **Detailed Locations:** Covers the entire land of Faerûn; from the forbidding forests of the Silver Marches to the teeming cities of the Inner Sea, Faerûn encompasses shining kingdoms, monster-infested wastes, endless caverns, and sinister citadels.
- **Immense Scope:** The **Forgotten Realms Campaign Setting** presents the most comprehensive fantasy world ever described.

Forgotten Realms Picks

1. *Magic of Faerûn*
2. *Lords of Darkness*
3. *Faiths and Pantheons*
4. *Silver Marches*
5. **Forgotten Realms** Dungeon Master's Screen
6. *Races of Faerûn*
7. *Unapproachable East*
8. *City of the Spider Queen*
9. *Underdark*

FUDGE

Overview

Fudge Roleplaying Game

by Steffan O'Sullivan

Published by Grey Ghost Press, Inc. and other publishers

(*Fudge* Expanded Edition Stock No. GGG1010)

Fudge is a customizable roleplaying game, perfect for gamemasters who like to tinker with rules. It provides a solid foundation of basic character creation and action resolution rules, with all other rules being optional! Providing multiple solutions to game system problems, *Fudge* is in essence a game designer's construction kit. The *Fudge* book contains everything a GM needs to customize the rules for any genre and play style, from realistic to "epic" or "legendary" campaigns. *Fudge* excels at cinematically styled adventures, and is equally well suited to humorous or lighthearted game settings.

Key Features

- **Any Setting, Any Character!:** *Fudge* handles every genre, from science fiction "war with the bugs" campaigns, to epic fantasy, to "bunnies" adventures in which the player characters are rabbits!
- **Easy to Play:** With *Fudge*'s word-based system and simple game mechanics to resolve actions, *Fudge* is ideal for playing with kids and with others new to roleplaying games.
- **Flexible:** Experienced gamemasters and players will appreciate the system's flexibility. The GM chooses the rules and character traits that best fit the settings and play styles preferred by the group.
- **Available Free Online!:** Download the *Fudge* core rules free online, at www.fudgerpg.com! Visit the *Fudge* Resources web page for links to lots of free *Fudge* material on the world wide web!

Fudge Picks

1. *Fudge Dice* (Stock No. GGG9020MC or GGG9020MC2)
2. *Terra Incognita: The NAGS Society Handbook* (Stock No. GGG5001)
3. *A Magical Medley* (Stock No. GGG1002)
4. *Another Fine Mess* (Stock No. GGG2001)
5. *The Collectors* from Rogue Publishing (Stock No. ROGP7113)

GREEN RONIN FANTASY (d20)

Overview

Green Ronin has been publishing high-quality d20 System[®] books since day one of Third Edition. Green Ronin's d20 books feature professional design, accurate rules, evocative art, and superior production values.

Key Features

- **Arcana:** The *Arcana*[™] line features sourcebooks related to magic, both arcane and divine. These range from *Arcana: Societies of Magic*, which presents six magical societies for any campaign, to the epic *Book of the Righteous*, which presents a complete pantheon and religion, and over 20 plug-and-play churches.
- **Book of Fiends:** *Book of Fiends*[™] monster books add a plethora of evil outsiders to the roll call of infamy. The third volume of the series, *Hordes of Gehenna*, is coming in the Winter of 2004.
- **Freeport:** *Freeport*[™] is the Origins and ENnie Award-winning fantasy city that mixes swashbuckling pirates with Lovecraftian horror. It can be dropped into any fantasy campaign setting and has been officially adopted into d20 worlds such as *Arcanis*[™], *Gothos*[™], and the *Second World*[™].
- **Master Class:** Each *Master Class*[™] book presents a new core class for the d20 System, along with associated prestige classes, feats, magic items, and more. These range from traditional archetypes like the shaman, to new concepts like the avatar (a servant of the Heavenly Host who summons celestials to smite the unholy).
- **Mythic Vistas:** *Mythic Vistas*[™] Green Ronin's newest line, presents a variety of exciting campaign settings. Some of these, like *Testament: Roleplaying in the Biblical Era*, are based on real-world history and mythology, while others, like *Mindshadows* (the very first psionic setting for d20), are fantasy.
- **Races of Renown:** *Races of Renown*[™] is the companion series to *Master Class*. See the OGL Interlink divider for more information.

Green Ronin d20 Fantasy Picks

1. *Arcana* — *The Book of the Righteous* (Stock No. GRR1015)
2. *The Book of Fiends* — *Legions of Hell* (Stock No. GRR1005)
3. *Freeport* — *Freeport: The City of Adventure* (Stock No. GRR1007)
4. *Master Class* — *The Witch's Handbook* (Stock No. GRR1302)
5. *Mythic Vistas* — *Testament: Roleplaying in the Biblical Era* (Stock No. GRR1019)
6. *Races of Renown* — *Bastards & Bloodlines: A Guidebook to Half-Breeds* (Stock No. GRR1104)

HERO SYSTEM

Overview

HERO System 5th Edition

by Steven S. Long

(Stock No. DOJHERO100)

The *HERO System*[™] is a set of roleplaying rules that allows players to create any type of character, power, weapon, ability, spell, gadget, vehicle, or campaign for their game.

Key Features

- **You've Got the Power:** The *HERO System* unleashes *your* creativity, freeing you from the restraints of pre-generated abilities lists, character classes, and weapons. You can create what *you* want, no matter how complicated or unusual. But if you need a list of pre-generated powers or gadgets in a hurry, our supplements provide those for you, too.
- **Perfect for Campaign Creation:** The *HERO System's* flexibility and adaptability lets you design your campaign world and its features exactly as you want them.
- **One Set of Rules:** All you have to do is learn the rules once, and you can apply them to any genre, setting, or game you can think of — you can simulate things perfectly and flavorfully.
- **Proven Quality:** The *HERO System* has been in use by gamers for over 20 years, and has proven itself a durable, consistent, and balanced set of rules. *Hero* fans are one of the largest and most enthusiastic groups in gaming, making it easy to find people to play with.

HERO System Picks

1. *The HERO System Bestiary* (Stock No. DOJHERO102)
2. *The Ultimate Martial Artists* (Stock No. DOJHERO101)
3. *The Ultimate Vehicle* (Stock No. DOJHERO104)

Champions (Superhero Genre) Picks

1. *Champions* (Stock No. DOJHERO200)
2. *Champions Universe* (Stock No. DOJHERO201)
3. *Conquerors, Killers, and Crooks* (Stock No. DOJHERO202)

Star Hero (Science Fiction Genre) Picks

1. *Star Hero* (Stock No. DOJHERO300)
2. *Terran Empire* (Stock No. DOJHERO301)
3. *The Spacer's Toolkit* (Stock No. DOJHERO302)

Fantasy Hero (Fantasy Genre) Picks

1. *Fantasy Hero* (Stock No. DOJHERO500)
2. *The Fantasy Hero Grimoire* (Stock No. DOJHERO501)
3. *Monsters, Minions, and Marauders* (Stock No. DOJHERO502)

HoL

Overview

HoL 2nd Edition

by Christopher Elliot, Todd Shaughnessy, and Dan Thron

(Stock No. CIL0103)

*HoL*TM is a roleplaying game of dark humor set in the far future. *HoL* is the “Human Occupied Landfill,” or the traditional greeting: “Hey! Ow! Leggo!” No, really. *HoL* is the landfill at the edge of the universe where the Confederation Of Worlds (C.O.W.) rejects are dumped — such degenerates as the Sodomy Bikers, Wastits, librarians and other assorted nightmares ...

... and the players.

... without a single 10' by 10' stone corridor in sight.

SUGGESTED FOR MATURE READERS

Key Features

- **Cult Classic:** The *HoL* series has long had the reputation among gamers of being a must-have RPG.
- **Freehand Art:** All of the interiors are done freehand, making each page an individual piece of art. Visually, *HoL* look likes nothing else in the market.
- **Dark Humor:** Unlike other humorous games, *HoL* is fun to read as well as to play. Just reading the first few pages tells the reader what to expect.
- **For Mature Readers:** *HoL* isn't for all customers. The “Mature Readers” label warns off those who would be offended and lets others know that the products hold nothing back.

HoL Picks

BUTTery wHOLesomeness

by Christopher Elliot, Todd Shaughnessy, and Dan Thron

(Stock No. CIL0104)

BUTTery wHOLesomeness includes one of the most baroque character generation systems ever devised (almost as complicated as the system that rhymes with roll faster, like when you are on fire), a scenic description of the favored vacation spot of *HoL*, the Diaper Swamp, and assorted equipment and weapons guaranteed to cause havoc indiscriminately, irrespective of whomever or whatever may have been the original target. Also included is the infamous LARP Freebase, a game we are telling you right now should never be played. There, our liability has been covered.

MAGE: THE ASCENSION

Overview

Mage: the Ascension™ Revised Edition, Storyteller System™

developed by Bill Bridges

(Stock No. WWP4600)

Reality is a lie invented by a technocratic enemy who has written history to its liking. The truth is magic. The universe can be crafted with a simple working of your will. Mages have taught this truth throughout the ages, but the proponents of technological tyranny have crushed the mystic masters. Join the last stand in the war for reality.

Mage: the Ascension places you in the midst of supernatural intrigues and inner struggles. The more secrets you learn, the more important your wisdom and power become. Mage drags spirituality and metaphysics screaming through the streets of a postmodern nightmare.

Key Features

- **The Traditions:** Choose from the Akashic Brotherhood from the East, the pious Celestial Chorus, the manic Cult of Ecstasy, the shamanic Dreamspeakers, the Euthanatos death-lords, the Gothic Hollow Ones, the Order of Hermes wizards, the mad-scientist Sons of Ether, the Verbena witches, and the Virtual Adept reality-hackers.
- **Magic System:** *Mage: the Ascension* features the most flexible and creative magic system in gaming, covering all aspects of reality from the material to the spiritual, allowing mages to fling lightning bolts from their hands or subtly alter the whims of chance at will.
- **Troupe-Style Play:** Characters can be members of a cabal, a small band of mages that gather together, joined by common experience and united under a banner of shared knowledge.
- **Endless Worlds:** Some mages are able to pierce the Gauntlet — a spiritual divider between infinite existences, called Realms — and can wrest magical secrets from these spirit worlds, to find what was lost and bring it back to their own reality.

Mage: the Ascension Picks

1. *The Infinite Tapestry* (Stock No. WWP4632)
2. *Guide to the Technocracy* (Stock No. WWP4014)
3. *Mage Storytellers Companion* (Stock No. WWP4604)
4. *Guide to the Traditions* (Stock No. WWP4603)
5. *The Fallen Tower: Las Vegas* (Stock No. WWP4631)

MUTANTS & MASTERMINDS

Overview

Mutants & Masterminds

by Steve Kenson

(Stock No. GRR2001)

Mutants & Masterminds[™] is the fast and fun game of superheroic action. The core rulebook gives you scaleable rules that can be used to run any kind of comic book campaign, from street level gritty to Silver Age heroic. *Mutants & Masterminds* receives strong support from Green Ronin and you can count on regular releases with the best art and design in the game industry.

Key Features

- **One d20 Will Do You:** You only need a single d20 die to play *Mutants & Masterminds*. Its resolution system makes combat and power use fast and furious.
- **Easy to Learn:** *Mutants & Masterminds* is published using the Open Game License from Wizards of the Coast. If you've played the most popular fantasy RPG of all time, you won't have any trouble picking up *Mutants & Masterminds*.
- **The Power Is Yours:** The core of *Mutants & Masterminds* is a character creation system that can make any superhero you can imagine. With more than 100 powers, power stunts, and feats, you can make the character that you want to play with ease (and without a calculator!).
- **Full-Color Artwork:** *Mutants & Masterminds* is the only superhero RPG to present its entire line in full color. What's more, the game line is illustrated by top talent from the comic industry, like Dan Brereton (*The Nocturnals*[™], *JLA: Seven Caskets*[™]), Cully Hamner (*X-Men*[™], *The Authority*[™]), and Sean Chen (*Iron Man*[™], *Wolverine*[™]).
- **Critically Acclaimed:** *Mutants & Masterminds* won four Pen & Paper Awards (Best RPG, Best Cover Art, Best Interior Art, Best Graphic Design) and has been nominated for three Origins Awards (Game of the Year, Best New RPG, and Best Graphic Presentation of a Book Product).

Mutants & Masterminds Picks

1. *Freedom City* sourcebook (Stock No. GRR2002)
2. *Mutants & Masterminds GM Screen* (Stock No. GRR2003)
3. *Time of Crisis* adventure (Stock No. GRR2004)
4. *Crooks!* villain directory (Stock No. GRR2005)
5. *The Nocturnals: A Midnight Companion* licensed sourcebook (Stock No. GRR2006)

NYAMBE (d20)

Overview

Nyambe: African Adventures

by Chris Dolunt

(Stock No. ATG3700)

Nyambe[™] is a campaign setting for the d20 System[®] that brings together high fantasy and African myth, legend, and history in a hardcover sourcebook of epic proportions. *Nyambe* depicts an entire fantasy realm inspired by real-world Africa, where PCs find adventure in a land of exotic creatures and wide expanses.

Key Features

- **Compatible With Your World:** As an isolated continent, *Nyambe* is designed for easy integration into existing fantasy worlds with minimal effort, or it can serve as a game world in itself. *Nyambe* is also a *Living Arcanis*[™] realm, and is linked to the *Redhurst Academy of Magic*[™] setting.
- **Glorious Color:** The 16-page full-color introduction works as an overview of the setting for players and GMs alike.
- **Cultures, Races, and Classes:** The sourcebook describes twelve distinct human cultures, as well as Nyamban variations of the familiar races and classes of the d20 System. Fierce gamba fighters, n'anga clerics devoted to the orisha spirits, mad mchawi wizards, and dragon-blooded sei sorcerers are only a few character possibilities.
- **Adventure Ideas:** *Nyambe* fleshes out 16 distinct nations, giving conflicts and intrigues for each. In the "Secrets of Nyambe" section, three different sets of secret information are given as possible resolutions for each adventure hook, letting the GM determine his own hidden truths.
- **New d20 Material:** The "Monsters of Nyambe" chapter details and illustrates over 70 new creatures appropriate to the *Nyambe* setting. The sourcebook also covers skills, feats, magical and mundane weapons, armor, and shields, equipment, diseases, poisons, deities, domains, spells, and magic items specially designed for *Nyambe*. Players and GMs alike will find uses for these crunchy bits in any setting.
- **Origins Award Nominee:** *Nyambe* was nominated for the 2003 Origins Award for Best RPG Supplement.

Nyambe Picks

1. *Dire Spirits* introductory adventure (Stock No. ATG3701)
2. *Ancestral Vault: The Equipment & Magic Items Sourcebook* (Stock No. ATG3702)

OATHBOUND (d20)

Overview

Oathbound: Domains of the Forge

by Greg Dent, Jim Butler, and Todd Morash

(Stock No. BAS1005)

The *Oathbound*[®] world is a capstone setting, meaning that it works as an add-on to any existing fantasy campaign setting or as a universe unto itself. The heroes are brought into the world by one of the seven mysterious beings known as the Black Flock. Player characters visit the world for a brief stay, extended visit, or a lifetime of opportunity and challenge. The choice is yours.

Key Features

- **All These Worlds:** Works within any fantasy campaign multiverse; players don't have to quit their existing worlds to play in the *Oathbound* setting.
- **Prestige Races:** These allows players to choose 'mutations' and apply them to their heroes, granting the abilities of flight, darkvision, natural armor, and countless other enhancements.
- **Epic Story Line:** Heroes seek to uncover the truth behind the imprisonment of a long-forgotten god, and the reasons for the entrapment of the world's rulers.
- **PC Races:** Twelve new races perfect for heroic play. From the catlike frey to the powerful silver, the *Oathbound* campaign provides a wealth of new play possibilities for players and DMs alike.
- **Prestige Classes:** Six new prestige classes, each designed to enhance the *Oathbound* experience.

Oathbound Picks

1. *Oathbound: Plains of Penance* (Stock No. BAS1008)
2. *Oathbound: Wrack & Ruin* (Stock No. BAS1011)
3. *Oathbound: Arena* (Stock No. BAS1014)
4. *Oathbound: Forged* novel (Stock No. BAS9000)

**For more information visit:
www.bastionpress.com**

OGL INTERLINK (d20)

Overview

OGL Interlink[™] is a joint venture between Green Ronin Publishing and Paradigm Concepts. The idea is simple. Rather than let each company's series of d20 System[®] race books duplicate effort and compete head to head, Green Ronin and Paradigm Concepts have opted to work together to produce complementary titles. All *OGL Interlink* titles stand alone, but they also work well together.

All *OGL Interlink* titles come from Green Ronin's *Races of Renown*[™] series and Paradigm Concept's *Races of Legend*[™] series. Each book gives an in-depth look at the race in question, including new prestige classes, feats, magic items, spells, and cultural details.

Key Features

- **Two Books Are Better Than One:** Each *OGL Interlink* book complements another. For example, Green Ronin's *Hammer & Helm: A Guidebook to Dwarves* ties into Paradigm Concept's *Lords of the Peaks: The Essential Guide to Giants*.
- **Matching Covers:** Each pair of *OGL Interlink* titles has cover art by the same artist. Oftentimes, the two covers make one large tableaux when displayed side by side. For example, if you place Green Ronin's *Wrath & Rage: A Guidebook to Orcs and Half-Orcs* next to Paradigm's *Eldest Sons: The Essential Guide to Elves*, you'll see a battle scene between elves and orcs by artist Mark Evans.
- **Complementary Titles:** You'll never see Green Ronin and Paradigm release competing race books at the same time. *OGL Interlink* titles are timed to avoid such things.

OGL Interlink Picks

1. *Hammer & Helm: A Guidebook to Dwarves* (Stock No. GRR1101)
Lords of the Peaks: The Essential Guide to Giants (Stock No. PCI1105)
2. *Wrath & Rage: A Guidebook to Orcs & Half-Orcs* (Stock No. GRR1102)
Eldest Sons: The Essential Guide to Elves (Stock No. PCI1104)
3. *Plot & Poison: A Guidebook to Drow* (Stock No. GRR1103)
Unveiled Masters: The Essential Guide to Mind Flayers (Stock No. PCI1106)

OVER THE EDGE

Overview

Over the Edge Second Edition

by Jonathan Tweet with Robin D. Laws

(Stock No. ATG2002)

Over the Edge[™] is the roleplaying game of surreal danger. Player characters are inhabitants of the mysterious Mediterranean island called Al Amarja,[™] home to all that is sinister and bizarre. They may encounter devious secret agents, subtle alien invasions, ancient conspiracies, the secret of human nature, drooling psychopaths, weird science, or host of other decadent, evil, twisted, mind-boggling, blood-curdling, soul-rending, ego-shattering, world-turning experiences.

Key Features

- **Free-Form Character Generation:** Characters are defined by four descriptive traits that do away with skill lists, random rolls, and artificial limitations.
- **A Playground for Your Imagination:** The seminal imagery of Al Amarja — surrealism, conspiracies, aliens, modern occultism — has entered the mainstream in a variety of movies, television series, and novels since the game's release.
- **Focus on the Story:** Elegant, exceedingly easy mechanics let you spend more time developing characters and plots, rather than crunching numbers. The GM's chapters include numerous story ideas and plenty of advice for running better game sessions.
- **A Helping Hand:** The three beginning adventures included in the rulebook introduce the GM and players to Al Amarja.
- **More Surreal Weirdness:** The *On the Edge*[™] collectable card game from Atlas Games is set in the bizarre world of *Over the Edge*.

Over the Edge Picks

1. *Players' Survival Guide: The OTE Players' Rulebook* (Stock No. ATG2010)
2. *Cloaks: The Sourcebook of Over the Edge Secret Agents* (Stock No. ATG2303)
3. *Weather the Cuckoo Likes: The Sourcebook of the Cut-Ups Project* (Stock No. ATG2301)
4. *Wildest Dreams: The Sourcebook of Nightmare* (Stock No. ATG2300)
5. *At Your Service* locations sourcebook (Stock No. ATG2304)
6. *Forgotten Lives: Six Over the Edge Adventures* (Stock No. ATG2151)
7. *Friend of Foe?: Characters of the Edge* (Stock No. ATG2302)

PENUMBRA (d20)

Overview

Penumbra[™] is Atlas Games' premiere line of d20 System[®] adventures and game supplements. There is no single campaign world unifying *Penumbra* products. Rather, *Penumbra* embraces the concept of modularity, presenting independent elements that can be adopted or discarded as the GM sees fit, since they're never setting-dependent. You can use material straight out of a *Penumbra* sourcebook at a moment's notice, or make it a foundation for realms of your own design.

Key Features

- **Early Bird:** Atlas Games took the lead in d20 System publishing with the release of *Three Days to Kill* by John Tynes, the very first Open Game License product available for sale, in August 2000.
- **Compatible With Your World:** *Penumbra* game supplements are designed for easy integration into existing fantasy worlds with minimal effort.
- **Resources Galore:** *Penumbra* makes a point of including a healthy helping of new d20 System rules, monsters, magic items, spells, and more in each release, conveniently indexed for quick reference. We work hard to make sure *Penumbra* game material is innovative, balanced, and ready to insert into your game world.
- **Player Friendly:** Each *Penumbra* release includes information for players as well as GMs, enhancing your game sessions with roleplaying material that will captivate every player's imagination.
- **Clear OGC:** *Penumbra* products clearly delineate Open Game Content in the formatting of the sourcebook, so it's always easy to identify rules material that you can lift for your own use.

Penumbra Picks

1. *Three Days to Kill* adventure (Stock No. ATG3200)
2. *The Penumbra Fantasy Bestiary* (Stock No. ATG3218)
3. *Dynasties and Demagogues: The Sourcebook of Political Intrigue* (Stock No. ATG3220)
4. *Occult Lore: A Sourcebook of Magical Knowledge* (Stock No. ATG3214)
5. *Backdrops: Ready-to-Use Locations for Any Fantasy Campaign* (Stock No. ATG3210)
6. *Seven Strongholds: A d20 Sourcebook of Fortresses & Fortifications* (Stock No. ATG3212)
7. *Seven Cities: Seven Communities for Your d20 Fantasy Campaign* (Stock No. ATG3213)
8. *Sacred Ground: A Sourcebook of Holy Sites* (Stock No. ATG3221)
9. *En Route* and *En Route II* encounter sourcebooks (Stock No. ATG3207 and ATG3222)
10. *Touched by the Gods: A Sourcebook of Cults and Cabals* (Stock No. ATG3204)

PLAY WITH HISTORY (d20)

Overview

Play With History™ d20 System® sourcebooks are the ultimate guides to the ancient world, both real and mythical. Run campaigns in the Norse lands, raiding and trading across the known world and beyond, and even after death serving the gods in the fight against Ragnarok. Or enter the world of the Celts, remembered 2,000 years later by many still mourning their culture's passing. *Play With History* sourcebooks bring the culture, history, and excitement of the ancient past into your campaign world.

Key Features

- **Absolute Reality:** Knowledgeable authors, including a Fulbright scholar, assure that you have access to the best possible information on the ancient world.
- **New Classes:** *Play With History* sourcebooks let you add the fili, the Celtic bard who can wound or even kill with words, or an historically accurate druid to your campaign.
- **Ancient Magic:** Magic systems based on actual historical practice give every game the feeling of authenticity. Entire campaigns can take place in the trance world of Viking seidr magic, for example.
- **Myth and Legend:** While 3rd Edition roleplaying draws heavily on fantasy versions of history and myth, *Play With History* sourcebooks bring the real thing to your game world. For instance, all the nine worlds of the Norse mythos are outlined here, from Midgard to Svartalfheim.
- **Cultural Detail:** The day-to-day lives of the ancients come to life in *Play With History* sourcebooks. A Celtic setting must have complete rules on alcohol consumption and its effects, after all.
- **Critically Acclaimed:** *Celtic Age* was a 2002 Origins Award nominee for Best RPG Supplement.

Play With History Picks

1. *Viking Age* (Stock No. APL0929)
2. *Celtic Age* (Stock No. APL0918)
3. *Doom of Odin* (Stock No. APL0908)
4. *Little People* (Stock No. APL0919)

RAVENLOFT (D&D)

Overview

Ravenloft® Third Edition, *Dungeons & Dragons*® Campaign Setting
by Andrew Cermak, John W. Mangrum, and Andrew Wyatt
(Stock No. WWP15000, ISBN 1-58846-075-4)

Explore a world only hinted at in nightmares. Vampires stalk the night without fear of retribution. Shapeshifters rule their subjects with iron claw and blooded fang. The walking dead prey upon the living for their own mysterious ends. These are the realms of *Ravenloft*, where terror reigns supreme. Only the bravest of heroes dare risk eternal night to bring hope to the fearful populace.

Sword & Sorcery Studios' officially licensed *Ravenloft* campaign setting updates the classic game world for the d20 System.® This hardcover book has a wealth of vital information on everything from basic character classes, skills, feats, and spells, to the many lands, people, and monsters hidden within the Mists.

Key Features

- **Gothic Adventure:** *Ravenloft* freely mixes adventurous action with subtle horror. Whether a suspenseful vampire hunt or a traditional dungeon crawl, the setting is perfect for those interested in adventures ranging from moody mysteries to dark horror to fast-paced adventure.
- **New Skills, Feats, and Spells:** Gothic tales often feature characters whose abilities link them — perhaps unwillingly — to supernatural forces. The Realm of Dread introduces changes to existing character abilities, and adds a brand new skill and 13 new feats. Also, spells are tailored to specifically suit campaigns set in the Land of Mists.
- **Fear, Horror, and Madness Saves:** Heroes in *Ravenloft* may face slaving monsters that can slay with a touch; they may be haunted by the memory of horrendous cruelties; or they may be exposed to alien forces that can wrench their minds apart. To emulate these terrors — and provide a system for overcoming them — *Ravenloft* introduces Fear, Horror, and Madness saves. This roleplaying tool helps the GM establish the power of terror and helps players to roleplay the hysteria that often clouds the minds of characters in classic tales of horror.

Ravenloft Picks

1. *Denizens of Darkness* (Stock No. WWP15002, ISBN 1-58846-077-0)
2. *Ravenloft Dungeon Master's Guide* (Stock No. WWP15004, ISBN 1-58846-084-3)
3. *Ravenloft Gazetteer I, II, III* (Stock No. WWP15020, WWP15021, WWP15022)
4. *Van Richten's Guide to the Walking Dead* (Stock No. WWP15011, ISBN 1-58846-085-1)
5. *Secrets of the Dread Realms & DM's Screen* (Stock No. WWP15001, ISBN 1-58846-076-2)

Wizards of the Coast, *Dungeons & Dragons*, *D&D* and *Ravenloft* are registered trademarks of Wizards of the Coast, Inc. and are used by White Wolf under license. The d20 logo and "d20 System" are registered trademarks of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. and are used with permission. This content is copyrighted year 2003 by Wizards of the Coast. All rights reserved. Sword and Sorcery, Sword and Sorcery Studios, and White Wolf are trademarks of White Wolf Publishing, Inc. All rights reserved.

REAL-LIFE ROLEPLAYING (d20)

Overview

Real-Life Roleplaying® is Holistic Design's line of real-world, contemporary roleplaying settings for the d20 System.®

Real-Life Roleplaying Picks

Afghanistan: d20 (Stock No. HDI801, ISBN 1-888906-89-8)

A stand-alone game supplement providing rules, background, equipment, settings, and scenarios that give players a chance to roleplay in the war against terrorism. Organize Northern Alliance operatives, track down terrorists, and bring al Qaeda operatives to justice.

Somalia: d20 (Stock No. HDI802, ISBN 1-888906-91-X)

Provides rules, background, settings, and scenarios that give players a chance to roleplay in the environment that spawned the hit movie of daring rescue and Blackhawk helicopters.

Colombia: d20 (Stock No. HDI803, ISBN 1-888906-92-8)

Provides rules, background, settings, and scenarios that give players a chance to roleplay in Colombia, a nation wracked by violence. Guerillas vie with paramilitaries, fighting over profits from the lucrative drug war and outrunning the government's attempts to restore stability.

For Additional Titles ...

Check out our web site for other backstock items and upcoming releases, in this or other Holistic Design Inc. product lines, that you would like this store order for you:

www.holistic-design.com

Got Questions or Comments?

If you have questions or comments about this or any Holistic Design Inc. product, do not hesitate to contact us:

hdi@holistic-design.com

ROLEMASTER

Overview

Rolemaster Fantasy Role Playing

by Iron Crown Enterprises

(Stock No. ICE5800)

Rolemaster Fantasy Role Playing[™] is based on the classic Rolemaster system — a player favorite since 1982. *Rolemaster Fantasy Role Playing* is a fully expandable and customizable rules system. The *RMFRP* product line includes a variety of books designed to expand and enrich your fantasy role playing campaign. Select from over a dozen books detailing everything from elemental magic, specific rules and tips for Gamemasters, character creation, and weapons, to the creatures and monsters that inhabit your fantasy campaign world.

Key Features

- **Character Options:** When it comes to designing characters, no system gives you more control over your character design than *Rolemaster*. Say goodbye to arbitrary limits and “you can’t do that!” because with *Rolemaster* you can. The *RMFRP* core book includes 9 professions, five races, and flexible, customizable character development. Many more are included in *Character Law* and elsewhere.
- **Magic System:** Three realms of magic and hundreds of spells for characters to choose. Rolemaster has a dramatic and flexible magic system with limitless potential.
- **Dramatic Combat:** The most exciting RPG combat available with a range of dramatic and realistic critical hits and fumbles.

Rolemaster Picks:

1. *Arms Law* (Stock No. ICE5810)
2. *The Armory* (Stock No. ICE5813)
3. *Of Essence* (Stock No. ICE5804)
4. *Of Channelling* (Stock No. ICE5803)
5. *Of Mentalism* (Stock No. ICE5805)
6. *Charater Law* (Stock No. ICE5806)
7. *Fire & Ice* (Stock No. ICE5812)

RUNE

Overview

Rune

by Robin D. Laws

(Stock No. ATG3600)

Rune[™] is the game of bonecrunching Viking mayhem. Players take the roles of young Viking warriors pursuing epic adventure and glory in a land of Scandinavian myth, smashing anything that gets in their way. From the icy depths of Niflheim to the whispering evil of Svartalfheim, only the gods, or perhaps the apocalypse of Ragnarok itself, could hope to deter their ravaging course.

Key Features

- **Kill! Kill! Kill!:** Hack-and-slash comes into its own in *Rune*, where killing foes and taking their stuff is the central focus. Location-oriented combat scenes make detailed maps a necessity.
- **Competitive Roleplaying:** Players earn victory points during their exploits, and a winner is named at the end of the campaign . . . that's right, you can win this roleplaying game!
- **Group GMing Experience:** *Rune*'s method of rotating the role of "runner" between players lightens the load on the GM. Players each design skirmishes that the GM inserts into the larger plot of the adventure.
- **Point-Based Encounters:** Encounters are constructed using a point-allocation system, so that every encounter balances traps and monsters with boons and treasure for the characters.
- **Tried and True Mechanics:** The *Rune* roleplaying system is based on a streamlined version of Atlas Games' *Ars Magica*[™] rules, making it an easy entry point into Mythic Europe[™] or a way to spice up combat for your covenant.
- **More Bonecrunching Mayhem:** The *Rune* RPG is set in the bloodthirsty world of the *Rune* computer game from Human Head Studios, and features stunning concept art from the computer game.

Rune Picks

1. *Enter the Viking: Thirteen Earthshattering Encounters* (Stock No. ATG3611)
2. *Crouching Wizard, Smashing Hammer: A Bonecrunching Sequence of Plot Encounters* (Stock No. ATG3610)
3. *Last Hero in Scandinavia Rune/d20 System*[®] campaign (Stock No. ATG3403)

SHADOWRUN

Overview

Shadowrun™ Third Edition
developed by Mike Mulvihill
(Stock No. FPR10660)

The year is 2060. Magic is as real as the mean streets of the mega-sprawls. Corporations call the shots while nailing each other through covert operatives in cutthroat competition. Flesh and machines have merged — the street samurai wields smartguns and impossibly fast reflexes, the decker plugs his own brain into the worldwide computer network, the rigger links his mind to his vehicle and takes hairpin turns at fantastic speeds. And you're a part of this wired world, where corporate skyscrapers glitter over the dark shadows they cast. You live in those shadows. You're a shadowrunner.

Key Features

- **Magic and Machine:** *Shadowrun*'s setting mixes the fantasy and cyberpunk genres, introducing magic into a high-tech world. You may be human or troll, dwarf or elf. You may throw fireballs, pull out your trusty Uzi, or slice through computer security with a program as deadly as a stiletto.
- **Self-Contained:** *Shadowrun* Third Edition is a complete rulebook for gamemasters and players. It contains all the rules needed to create characters and ongoing adventures set in the *Shadowrun* universe.
- **New and Improved:** The Third Edition updates, revises, expands, and clarifies the rules from previous *Shadowrun* rulebooks. It's compatible with previous versions of *Shadowrun* and with previously published *Shadowrun* source material.
- **Multiple Award Winner:** *Shadowrun* is the winner of the 1992 Origins Award for Best Roleplaying Rules, and for Best Graphic Presentation of a Roleplaying Game, Adventure, or Supplement.

Shadowrun Picks

1. *Shadowrun Quickstart Rules* (Stock No. FAS7003)
2. *Shadowrun Companion* (Stock No. FPR10656)
3. *Shadowrun GM Screen* (Stock No. FAS7002)
4. *Magic In The Shadows* (Stock No. FPR10658)
5. *Rigger 3* (Stock No. FPR10662)
6. *State of the Art: 2063* (Stock No. FPR10664)

SILVER AGE SENTINELS (d20)

Overview

Silver Age Sentinels Tri-Stat Edition (Stock No. GUA13-002)

Silver Age Sentinels d20 System Edition (Stock No. GUA13-201)

by Stephen Kenson, Mark C. MacKinnon, Jeff Mackintosh, and Jesse Scoble

“Liberty. Justice. Security. Peace. These are the four pillars of a better world; a land of hope, freedom, and truth, where life is not a burden to endure but a joy to experience. There are threats you cannot conquer, tragedies you cannot avoid, and sins you cannot punish. We are here to help. We will support you when you stumble, keep watch when you sleep, and help you achieve the unreachable. We will show you how to touch Paradise. We are The Guard, and you are safe on our watch.”

— The Sentinel

Silver Age Sentinels[™] is the ultimate role-playing game system for the superhero genre and beyond! The game invokes the themes and ideals of the Silver Age of comics placed in a modern context. Both editions of the main rulebook contain everything you need to play the entire range of superhuman power levels in your adventures — from street vigilantes to spandex-clad heroes to galactic entities! Superhero gaming has never been easier!

Key Features

- **Universal System:** Both editions can handle any superhero style, theme, or subgenre with a point-based effects-based game system.
- **Rules Light:** Throw away that calculator! You won't need it for this game, since the character creation rules and game mechanics are both intuitive and easy to understand.
- **Complete Package:** An exhaustive rules set plus the highly praised setting of Empire City in one book. No need to buy a separate rule book and setting book.
- **Dual-Stat Supplements:** All supplements contain game stats for both the Tri-Stat System and d20 System[®] — perfectly integrated with minimal space requirements.
- **Critically Acclaimed:** *Silver Age Sentinels* received two 2003 Origins Award nominations — Best Role-Playing Game and Best Game-Related Short Fiction (for “Day on the Job” by Lucien Soulban).

Silver Age Sentinels Picks

1. *Shields of Justice: The Hero's Almanac* (Stock No. GUA13-007)
2. *Criminal Intent: The Villain's Almanac* (Stock No. GUA13-009)
3. *Character Folios* (Stock No. GUA13-003 Tri-Stat; GUA13-202 d20 System)
4. *Roll Call* (Stock No. GUA13-004)
5. *Game Master's Screen* (Stock No. GUA13-005)
6. *Emergency Response* (Stock No. GUA13-006)

STAR WARS INSIDER

Overview

Immerse yourself in the **Star Wars**® galaxy with **Insider**™ magazine. Look to **Insider** for **Star Wars** news and features you won't find anyplace else.

Key Features

- **Inside Info:** Prequel Update with Rick McCallum, Producer of Episodes I, II, and III, and of the **Star Wars** Special Editions.
- **Secrets Revealed:** Exclusive behind-the-scenes information, including special effects secrets from the wizards at Industrial Light & Magic.
- **Special Access:** Interviews with **Star Wars** actors and actresses from all over the world.
- **The Story Continues:** **Star Wars** fiction from your favorite authors written exclusively for **Insider** readers.
- **Collectibles:** Answers to your collectibles questions plus the latest news on upcoming books, comics, toys, and games from the **Star Wars** universe.
- **Character Background:** Who's Who articles detailing Jedi, bounty hunters, pilots, Imperials, and more **Star Wars** characters.
- **In-Depth Coverage:** Detailed descriptions and diagrams of movie sets, vessels, props, and costumes.

Paizo Picks

1. **Undeclared**™ (Hobby Games)
2. **Dungeon**® Magazine/**Polyhedron**® Magazine (D&D®/d20®)
3. **Dragon**® Magazine (D&D)

To join the Official Star Wars Fan Club go to starwars.paizo.com

SWORD & SORCERY STUDIOS (d20)

Overview

Sword & Sorcery Studios is a premiere publisher of d20 System[®] game material. The tumultuous world of the *Scarred Lands*[™] serves as the default setting. Playground of titans, battlefield of gods, the world of Scarn is a place both wondrous and savage. The peoples of the *Scarred Lands* struggle to recover from the horrors of the Divine War while faced with numerous threats from without and within.

Even if you choose not to set a campaign in the *Scarred Lands*, each Sword & Sorcery title is designed to mesh with any 3rd Edition campaign. Setting material is easily adjusted to suit different settings, and the rules are 100% compatible with the d20 System.

Key Features

- **Creature Collection Series:** Each hardcover *Creature Collection* contains over 200 monsters of a variety of power levels that can be added to any d20 campaign. Also, each monster in *Creature Collection Revised* has been completely updated for revised 3rd Edition rules.
- **Relics & Rituals Series:** Each hardcover in the *Relics & Rituals* series has extensive lists of new magic items and spells for any 3rd Edition game. Unique yet versatile prestige classes add new dimension to your campaign.
- **Player's Guide Series:** This essential sourcebook series describes how to incorporate the core classes into the history and setting background of any 3rd Edition campaign. It also lists new feats, spells, magic items and prestige classes for each class.
- **Scarred Lands Campaign Setting Series:** Each hardcover, from *Ghelspad to Termana* and beyond, provides players and Game Masters with a fully developed setting. Extensive descriptions of lands, peoples, and cultures offer a wealth of roleplaying material. New feats, spells, magic items, and prestige classes expand the scope of any campaign. Softcover supplements are available with additional source material and new rules for games set in the *Scarred Lands*.

Sword & Sorcery Picks

1. *Creature Collection Revised* (Stock No. WWP8302)
2. *Relics & Rituals* (Stock No. WWP8310)
3. *Scarred Lands Campaign Setting: Ghelspad* (Stock No. WWP8325)
4. *Creature Collection II: Dark Menagerie* (Stock No. WWP8301)
5. *Relics & Rituals II: Lost Lore* (Stock No. WWP8314)
6. *Player's Guide* series (Stock No. WWP8305 through WWP8309)
7. *Scarred Lands Campaign Setting: Termana* (Stock No. WWP8341)
8. *Hornsaw: Forest of Blood* (Stock No. WWP8323)

Sword and Sorcery, Sword and Sorcery Studios, *Scarred Lands*, *Creature Collection*, *Relics & Rituals*, White Wolf, and all listed book titles are trademarks of White Wolf Publishing, Inc. All rights reserved.

UNDEFEATED

Overview

UndeclaredTM uncovers what's new in the hobby game industry, and gives players the winning edge with a wealth of tips and strategies in every issue.

Key Features

- **Game News:** What's new and hot in miniatures, trading card games, board games, and other card games, presented in a colorful, graphic form that's useful and fun to read.
- **Winning Tips:** A wealth of information that will give you the advantage in games you can win. **Undeclared** is dedicated to helping you come out on top against serious competition.
- **Proven Strategies:** The best tactics for both the newest games and old favorites, too. Readers discover new games while improving their skills for the games they love.
- **Insightful Articles:** Previews, reviews, strategy, and winning combinations for decks and armies.
- **Freebies:** FREE extras like CD-ROM disks, posters, complete games, and more.

Paizo Picks

1. **Star Wars Insider**TM (SciFi/Fantasy)
2. **Dungeon**[®] Magazine/**Polyhedron**[®] Magazine (D&D[®]/d20[®])
3. **Dragon**[®] Magazine (D&D)

Learn more about **Undeclared** at www.paizo.com/undefeated

UNKNOWN ARMIES

Overview

Unknown Armies Second Edition

by Greg Stolze and John Tynes

(Stock No. ATG6020)

*Unknown Armies*TM is the roleplaying game of modern occult intrigue. Players take the roles of movers and shakers in the occult underground, fighting a battle for the ultimate prize: ascension to a higher plane and a hand in creating the next incarnation of reality.

SUGGESTED FOR MATURE READERS

Key Features

- **Madness Meters:** Players track their characters' psychological health as they encounter stresses to mind and soul. A hardened killer who murders without flinching may be reduced to a gibbering imbecile by supernatural encounters.
- **Obsessive Magic:** Each school of magic is based on a central obsession that drives the adept's power. Build charges by indulging your obsession, but don't break your taboo. The dipsomancer, for example, is powered by drinking alcohol — but loses his charges when he sobers up.
- **Avatars:** Some humans follow the path of the avatar, embodying a fundamental archetype of human nature. If you come to perfectly embody this archetype, you may ascend to godhood, joining the Invisible Clergy. There are only 333 seats, and when the last one is filled the universe ends and is recreated in their image.
- **You Did It:** The world of *Unknown Armies* is one of human making. There are no aliens, no higher beings; from start to finish, it's a universe that is shaped by human will. Characters have the chance to shape it into the world of their dreams — or let it slip into the dark nightmares of human nature.
- **New and Improved:** The second edition is reorganized according to campaign style: at street level the characters are outsiders to the secret world of magic, at global level they're cabalists in the occult underground, and at cosmic level they fight to shape the next incarnation of reality. Players only read what the GM wants them to know. Also included are new schools of magic, new avatars, and much more.

Unknown Armies Picks

1. *One Shots: Five Stand-Alone Scenarios* (Stock No. ATG6001)
2. *Postmodern Magick: The Unnatural Sourcebook* (Stock No. ATG6003)
3. *Statosphere: The Invisible Clergy Sourcebook* (Stock No. ATG6004)
4. *Lawyers, Guns, and Money: The New Inquisition Sourcebook* (Stock No. ATG6002)
5. *Hush Hush: The Sleepers Sourcebook* (Stock No. ATG6005)
6. *Break Today: The Mak Attax Sourcebook* (Stock No. ATG6007)
7. *Weep: Six Scenarios of Woe and Ruin* (Stock No. ATG6006)

VAMPIRE: THE MASQUERADE

Overview

Vampire: the Masquerade™ Revised Edition, Storyteller System™

developed by Justin Achilli

(Stock No. WWP2300, ISBN 1-56504-249-2)

They stalk in the shadows, moving gracefully and unseen among their prey. They are the blood-drinking fiends of whispered legends: Kindred, Cainites, the Damned. Above all, they are vampires. Their eternal struggle, waged since the nights of Jericho and Babylon, plays itself out among the skyscrapers and nightclubs of the modern world. But the vampires' great Masquerade is imperiled, and the night of Gehenna draws ever closer.

Key Features

- **13 Clans:** The Clans include seven from the Camarilla, two from the Sabbat, and four forming the Independents.
- **Disciplines:** Possessed by all vampires, these supernatural powers are granted by the Embrace, separating undead from mortal, providing vast physical and spiritual might.
- **The Masquerade:** The Camarilla existed, first and foremost, to enforce an edict — a Masquerade — by which to hide. They erased all evidence of themselves from humanity and slowly, over many, many years, they became myths to the minds of men. Thus concealed, they have continued to grow in power and guide humanity to their whims.
- **Storytelling Emphasis:** *Vampire* is about the inner struggle between humanity and monstrosity in the face of unfettered power and eternal life. Only fading passions or ideals nurtured in mortal life keep the Kindred from indulging their horrific natures. In short, *Vampire* is about the characters and how they develop — or wither — in the face of tragedy and temptation.

Vampire: the Masquerade Picks

1. *Guide to the Camarilla* (Stock No. WWP2302, ISBN 1-56504-261-1)
2. *Guide to the Sabbat* (Stock No. WWP2303, ISBN 1-56504-263-8)
3. *Guide to the Anarchs* (Stock No. WWP2424, ISBN 1-58846-223-4)
4. *Counsel of Primogen* (Stock No. WWP2429, ISBN 1-58846-237-4)
5. *Vampire Storytellers Handbook* (Stock No. WWP2304, ISBN 1-56504-264-6)

WARCRAFT RPG (D&D)

Overview

Dungeons & Dragons® *Warcraft*® *Roleplaying Game*

by E. Deirdre Brooks with Andrew Bates

(Stock No. WWP17200, ISBN 1-58846-071-1)

Over 6 million fans around the world have enjoyed the #1-selling *Warcraft* RTS (real-time strategy) computer game series. The *Dungeons & Dragons Warcraft Roleplaying Game* translates this hugely successful series into a fully interactive pen-and-paper roleplaying game world. Play members of the Alliance or the Horde as you strive against the demonic Burning Legion and undead Scourge for dominance over the war-torn world of Azeroth.

Published under the Open Game License, the *D&D Warcraft RPG* is 100% compatible with the *Dungeons & Dragons* Revised 3rd Edition rules and the d20 System.®

Key Features

- **New Character Races:** The game setting features 9 character races, including courageous humans, shamanistic orcs, and mysterious night elves. Each race is tailored for the *Warcraft* setting but can easily be used in any campaign.
- **New Character Classes:** The *D&D Warcraft RPG* offers 3 new core classes in the healer, scout, and tinker, and 12 prestige classes (including the blademaster, elven ranger, shaman, and warlock) that capture the unique flavor and excitement of the heroes from the *Warcraft* computer games.
- **Firearms and Steam Technology:** In addition to traditional fantasy adventure, the campaign setting has rules for firearms and steam technology that add a new dimension to any game. There is even a system for inventing new technological devices!
- **Computer Game Compliant:** Each element of the setting and rules was designed with extensive input from the creative minds behind the *Warcraft* RTS series to capture the feel of the computer game world in revised 3rd Edition rules.

Warcraft Picks

1. *Manual of Monsters* (Stock No. WWP17201, ISBN 1-58846-070-3)
2. *Alliance & Horde Compendium* (Stock No. WWP17202, ISBN 1-58846-063-0)

Warcraft and Blizzard Entertainment are trademarks or registered trademarks of Blizzard Entertainment in the U.S. and/or other countries, and are used by White Wolf under license. All rights reserved.

Wizards of the Coast, Dungeons & Dragons, and D&D are registered trademarks of Wizards of the Coast, Inc. and are used by White Wolf under license. The d20 logo and "d20 System" are registered trademarks of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. and are used with permission. All rights reserved.

Sword and Sorcery, Sword and Sorcery Studios and White Wolf are trademarks of White Wolf Publishing, Inc. All rights reserved.

WEREWOLF: THE APOCALYPSE

Overview

Werewolf: the Apocalypse™ Revised Edition, Storyteller System™

developed by Ethan Skemp

(Stock No. WWP3801)

Werewolf: the Apocalypse is about anger over the loss of what the shapeshifting garou hold dearest: Gaia, the earth itself. Corruption from without and within has caused the destruction not only of the garou's environment, but also of their families, friends, and culture, which extends in an unbroken line to the very dawn of life. No matter how righteously the garou hold themselves, no matter how they prey on their destroyers, the corruption spreads.

Now the time for reconciliation is past. This grave insult against Gaia can end in only one way: blood, betrayal ... and rage.

Key Features:

- **12 Tribes:** More than a simple ethnic or idealistic classification, the tribe is a social unit of werewolves bound together by blood, ideals, and spirit. Tribal affiliation brings with it many responsibilities and even unmasked-for rivalries — but it also offers a kinship of purpose. A werewolf's tribe is not a matter of genetics — it is a societal bond made stronger by the patronage of a powerful totem and often by blood ties.
- **Gifts:** The spirit world shares many secrets with the garou. In accordance with an ancient pact, spirits teach these magical abilities. Gifts allow werewolves to focus their spiritual energy to affect the surrounding world. Different tribes, auspices, and even breeds learn different Gifts, each group having their own secrets and unique spiritual connections.
- **Epic Scope:** The garou are warriors doomed to eternal struggle, but created to be such great warriors, they can never simply give up. They must strive for victory, expending their last ounce of strength to strike a blow for Gaia, fighting until their last breath emerges in a death rattle curse against their foes. Theirs is a war to literally save the Earth.

Werewolf: the Apocalypse Picks

1. *The Players Guide to Garou* (Stock No. WWP3806)
2. *Werewolf Storytellers Handbook* (Stock No. WWP3804)
3. *Book of Auspices* (Stock No. WWP3812)
4. *Book of the City* (Stock No. WWP3811)
5. *Tribebooks* (Stock No. WWP3851 through WWP3859)