

APR - SEP

W O R L D O F D A R K N E S S

APRIL

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HOWLING

Welcome to the White Wolf Quarterly

Combining all the best elements of a product catalog and a quarterly special-interest magazine, this publication gives you everything you need to know about what's new and upcoming from White Wolf Publishing, including the most up-to-date release information on the books you've been waiting for. And best of all, it's totally free!

Keep your eyes open for these special features. They're the hottest releases this quarter from our heaviest hitters in the World of Darkness. In the **Dark Ages**, vampires, werewolves, mages, inquisitors and mortal men vie to claim the **Spoils of War**. For **Werewolf: The Apocalypse** we have the **Book of Auspices**, an in-depth look into one of the most enigmatic yet crucial aspects of Garou identity. **Mage: The Ascension** ventures deep into the Umbra with **The Infinite Tapestry**. **Demon: The Fallen** gives us **Saviors & Destroyers** — the chance to face and play exorcists.

And don't miss **Kindred of the Ebony Kingdom** for **Vampire: The Masquerade**. Finally the secrets and mysteries of Africa's Laibon are explored. What are these creatures of the night? Long-lost descendants of Caine, or unique supernatural beings in their own right?

And not to be outdone, **Exalted** offers **The Abyssal**, the core rulebook for playing deathknights in Creation and the Underworld. Who are these mysterious and ominous Exalted and what fate do they hold for the world?

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EXALTED: THE ABYSSALS
BY UDON

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WHY AND WHEREFORES OF THE EBONY KINGDOM

BY JUSTIN ACHILLI, VAMPIRE DEVELOPER

One of the most appealing aspects of storytelling a chronicle is being a part of living legend. While the Western Vampire setting places its characters in a cynical postmodern world, and *Kindred of the East* takes a more cinematic approach to horror, *Kindred of the Ebony Kingdom* allows for characters who are an active part of cultural mythology.

I mean, sure, everyone in the Western world has heard of vampires, but how many people actually believe in them? In Africa, many people do believe in vampires – and the blood-drinkers exist side-by-side with a host of other horrors, as well as with the gods of a pantheon.

No, we don't give an array of gods and their Traits for troupes to slaughter and supplant. We do present the African *Kindred* – the *Laibon* – as very real creatures with a claim to the world the gods had made before them. Several of the legacies (the "clans" of African vampires) claim descent or inspiration from the gods themselves. Some even take the names of gods as tribute to their own greatness. Mythology and cultural legends don't exclude the *Laibon* from their environment – the creatures aren't shunned and hidden from the world as Western *Kindred* are. Rather, African culture accepts "witch doctors," magic, verbal histories and traditions, rituals and a whole host of "night walkers" understood to operate alongside the world of men. While the African people don't welcome vampires with open arms, they do understand that vampires are out there. It's an interesting idea, and one that should make for plenty of interesting stories for you to tell. The *Laibon* have no expressed "Masquerade," but they still need to be aware of where people's tolerance for nocturnal predators ends and their own legend begins.

Even more than just "let's assume it's like Vampire, but

World of Darkness with some real-world legends of African vampires. In some cases, the local mythology works with our vampire concepts very easily. Certain tales told by the Ashanti of the Ivory Coast and southern Ghana mention the *asanbonsam*, a vampire with iron teeth that hangs from trees and snatches up passersby with hook-like appendages. Iron teeth? Hooked appendages? This fits our *Tzimisce* perfectly, and is part of the basis for their transformation into the *Naglopers*.

Other clans aren't so immediately identifiable, and we've warped some perceptions of what they're like to suit the African idiom. In fact, you won't see many indigenous legacies referred to by familiar clan names. You'll recognize the Followers of Set, of course, but from which clan did the *Shango* descend? How do the *Nosferatu* appear in the *Ebony Kingdom*? Who are the "ghost-eaters" and what happened to the *Toreador*?

For those of you who think critically, yes, this means that the *Laibon* are *Cainites*. They're not ghosts returned to mortal bodies like the *Kuei-jin* (though Africa does have legends of such creatures – and these "revenants" make a cameo in the book). They're the vampires you know and are familiar with, interpreted a bit differently. There's a reason for that.

When I first started doing research for *Kindred of the Ebony Kingdom*, I turned up numerous references to a figure known as *Cagn*. *Cagn* is a south-central African and Bushman "creator god." Well, hell, what more reason did I need to transplant the Caine myth to Africa? Other factors also contributed: Some old *World of Darkness* lore turned up regarding the *Lasombra* Antediluvian's



travels among the Masai people of east Africa. A Giovanni subfamily had made minor inroads to Africa. One of the greatest Nosferatu Kingdoms was reputed to be in Africa. Some vampires of a long-forgotten line had taken refuge in the Coptic monasteries of northern Africa centuries ago, and those insidious Followers of Set called the continent home. Oh, and players would have screamed to the high heavens if we made up another "creature type" of heretofore unknown existence prowling around. All the pieces fit, our World of Darkness cosmology could contain it, and we hadn't yet explored Africa — so why not now?

I think you'll have a good time with Kindred of the Ebony Kingdom. The characters are familiar enough to be accessible so that you're not thrown into a completely alien environment as a player, and I think that's important. Storytelling in Africa is something few players have experience with, and I wanted to make sure we tempered the exotic with the familiar in order to give troupes some common ground on which to stand. That being the case, enjoy becoming a walking legend, but remember that the Ebony Kingdom is a dangerous place.

BIND THE NIGHT WALKER: AN EBONY KINGDOM RITUAL

Wise sorcerers familiar with the less pleasant aspects of the supernatural world sometimes know enough to protect themselves from the perils it presents. Such is the case with this ritual, a protective ward that snares creatures of the night in hopes of allowing mortals to deal with them on their own terms. The key ingredient here is the kerrie throwing-stick. Should a Laibon try to enter a dwelling and cross the threshold marked by a kerrie, it holds him fast until the sun rises the next morning. Traditionally, the first person to awake and see him there must be very careful, going to each of the other sleepers and waking them gently without calling their names.

System: The player spends a point of Willpower and makes a Manipulation + Enigmas roll (difficulty 8). If the roll succeeds and the kerrie is placed at some point of ingress to a dwelling, it catches Laibon (and Kindred, and Kuei-jin) who attempt to cross that threshold. The Laibon may take no action involving motion, though she may do things that she would normally be able to do while constrained, such as use certain Disciplines, speak freely, etc. The binding breaks immediately should the Laibon be struck for any amount of damage.

An hour before sunrise, the Laibon's player may make a Wits + Occult roll (difficulty 8). If she achieves more successes than the Juyanga received while invoking the ritual, she may break free from the binding. Otherwise, the binding lasts until sunrise, as noted above.

This power affects only vampires (Laibon, Kuei-jin and Kindred). Other supernatural creatures are unaffected.

The Distinguished Gentleman's Gun Cabinet



Victorian Age
Companion
page 17



Vampire:
The Wounded King
page 20

Well, **Victorian Age: Vampire** is out, and it seems that a lot of you love it. That's great news! When we put the book together, we decided to really push mood over mechanics, as I'm sure those of you who have read the book have seen. In truth, it's not even really a "historical" setting — it's a

setting built upon the foundations of the literary conventions of a historical period. We're so highbrow.

Anyway, in pushing that mood we deliberately made concessions in the core book — we cut the weapons list. It's going to appear in the upcoming **Victorian Age Companion**, but just in

case you need some of those details right now, here they are.

Firearms

Type	Damage	Range	Rounds	Concealment	Cost
Pistol, Light					
Derringer	4	10	2	V	••
Army revolver	5	25	6	C	••
.44 single-action	5	25	6	V	••
Pistol, Heavy					
Colt "Peacemaker"	6	30	6	C	••
Hvy. Army revolver	6	35	6	C	••
Rifle					
Lever-action	7	150	12	N	••
Single-shot bolt action	9	200	1	N	•••
Shotgun					
.12 gauge	9	35	2	L	••
Single lever-action	9	35	1	L	••
Special					
Gatling gun	9	225	50	N	••••

Damage: Dice rolled when an attack succeeds.

Range: The practical range of the weapon; up to twice this distance is possible but counts as a long-range shot (difficulty 8).

Concealment: V = can be hidden in a vest; C = can be hidden in a coat; L = can be hidden under a long coat; N = cannot be hidden.

Cost: The amount of Resources a character needs to acquire the weapon through normal avenues.

WEREWOLF THE APOCALYPSE

Playing Fast and Loose

by ethan skemp,
werewolf developer

so, your group is pretty familiar with most of the world of darkness games. they read the material, think of vampires as cainites, debate the role of consensual reality, and all of that. of course, they're a lot harder to actually surprise *these days, since they know it all — or at least, they think they do.* when setting up your next **werewolf** chronicle, why not experiment with some alternate takes on the other supernaturals of the world of darkness? not only will it make those other beings fit more neatly into the **werewolf** cosmology, but it should really keep your players guessing, at least at first. the following ideas are just some samples. what else can your cunning mind devise?

- vampires are a strange type of fomori, created when a blood bane reanimates a dead body and drives it forth in search of blood. the evil spirit within has access to some of the memories of the corpse's former life, which it uses to best effect. a vampire's bite passes on "taint" that serves as a marker to other blood banes. a person who dies of a vampire's bite is often possessed, rising from the grave after a three-day period of possession. vampiric society centers on cults dedicated to the various maeljin incarnae, although vampires often tend to think of them as "clan founders."

- **book of the wyld** suggests that there are no human gorgons (the wyld's answer to fomori) — but there are human gorgons, and they're called mages! true magic is not magic at all, but the remarkable powers of a wyld-spirit bound in flesh, directed by human imagination. magi must struggle to keep their possessing spirits from exerting too much control (and attracting the weaver's paradox), and have therefore devised many magic systems in order to "disguise" the use of their raw wyld reality-shaping power.

- imbued hunters are granted powers by a type of spirit unknown to werewolves — the urge wyrms of balance! unlike the corrupt urge wyrms of fear and hate and other negative emotions, the urge wyrms of balance are manifestations of the wyrm's impulse to "set things right." each urge wyrm represents a different emotion of the original balance wyrm, and empowers a different creed — the vengeance wyrm empowers avengers, the sacrifice wyrm empowers martyrs, and so on.

the statistics for demons from **demon: the fallen** can be used to represent a new breed of incarnate malfean spirit, or even ancestor-spirits in human bodies gone horribly wrong in some way. wraiths can be animistic echoes of a person's death, not human souls at all. changelings might hint at chimera, totems of dreams. there's no end to the ways in which you can interpret the other inhabitants of the world of darkness, and no reason you shouldn't redefine them to suit your purposes.

just be careful about dragging in **exalted**....



Book of Auspices
page 18



Tribebook:
Silver Fangs
page 20

Infinite Possibilities

The following is just a sample of the creatures that await in *The Infinite Tapestry*, the book of the umbra for MAGE.

BY Bill Bridges, MAGE Developer



The Infinite Tapestry
page 18

Pegasus, Mount of the Muses

The function of the wing is to take what is heavy and raise it up to the region above, where the gods dwell; of all things connected with the body, it has the greatest affinity with the divine.

— plato, phaedrus

pegasus is a spirit-beast born of the blood of the elder muses in their most monstrous aspect, and it regularly carries the muses of media between their upper astral court and the mouseion in the vulgate. while heeding the call of the musal court, the beast sometimes roams freely across astral space and even the spirit wilds, instinctively exploring for the pure joy of it or looking for travelers in need. on occasion it may be sent to the material world to perform an errand for the muses or other high umbrood. being a mere beast, pegasus cannot reveal esoteric knowledge or grant special abilities, and so is unsuitable as a patron or totem (at least for mages, anyway). pegasus may be “tamed” and ridden with five successes on a wits + meditation roll; it may choose to resist, though, throwing off bodied riders with rage or dissuading the bodiless with willpower.

willpower 4, rage 8, gnosis 1, essence 26

charms: heal (when appearing as garuda, pegasus may heal bodily wounds — or willpower lost by the bodiless — by spending three points per bashing wound level or temporary willpower point, or five points per lethal wound level. garuda cannot heal aggravated damage or loss of permanent willpower.) thunderous hooves (pegasus is no stranger to fighting mon-

sters, and can disperse any spirit for seven rage points after defeating it by kicking and trampling. dispersed spirits may not re-form for the remainder of the scene.)

materialized attributes: strength 6, dexterity 5, stamina 8

abilities: alertness 3, brawl 5, dodge 3

materialized health levels: 10

image: normally, pegasus appears as a snowy-white horse with large birdlike wings, but it can take on other forms depending on how it’s encountered. when in the company of a muse, pegasus and the muse can merge into a single spirit-entity with the horse’s body, bird’s wings and the muse’s head. this form is known to the ahl-i-batin and in islamic lore as al-buraq (literally, “lightning”). when appearing to umbral travelers in distress, it takes the form of garuda from hindu mythology, with the body and limbs of a man and the head and wings of an eagle (or sometimes a vulture). sometimes it swoops down to pick up a traveler against her will, delivering her from danger and/or carrying her off to some fated destination (usually a momentous meeting with some umbrood lord...). when transporting an involuntarily passenger, pegasus may have a dark and ominous aspect. its visits to west virginia in the mid-’60s, as recorded by john keel, earned it the name “mothman” from a local newspaper.

boon: bodied umbral travelers without wings of their own may try to employ pegasus as a means of astral flight. the bodiless may choose to do the same since pegasus flies faster than most spirits and instinctively avoids high umbral storm fronts.

BELL, BOOK and CANDLE

BY MIKE LEE, DEMON DEVELOPER

The following is just a taste of what you can expect in **DEMON: SAVIORS and DESTROYERS**.

Bearers of the Word

I hadn't been paying attention to where we'd been going. Now I realized where we were: an abandoned storefront on 9th and Market. Until recently, it had housed a religious bookstore. New tenants had not yet moved in.

"Why are we here, Rabbi?" I asked.

He produced a key and unlocked the metal grate, then the front door. "Here is where you will face the consequences of the choices you have made. Here is where you will do God's work, and together in his name we will free a soul from the evil which has snared it."

He walked briskly, and I followed. We passed through the empty storefront and went directly to a back room. There was a narrow door, and beyond it a staircase. We walked up three flights to the attic, and the Rabbi unlocked another door. They were waiting for us inside. There was Rabbi Kornfeld, perhaps the most respected man in the community after the Rebbe. There was Hershel Silverman, a teacher and scholar whose commentaries I had read since I was 12. There was Rabbi Miller, who I thought was away helping to set up our community in West Virginia.

And there was my cousin Jacob.

They had him in the center of the room, one wrist handcuffed to the thick oaken chair in which he slumped. The room had one big window, covered by a white sheet, and the daylight made a yellow square on the floor with Jacob in the center of it. He looked as thin as a scarecrow and his lips

were pale. I was afraid to meet his eyes, but he didn't look up. He just stared at the floor.

"Rabbi—"

"Don't be afraid, Reuben. The Rebbe has overseen everything."

"The Rebbe—"

"Just as the Rebbe instructed, we moved him here, outside the eruv, so the dybbuk won't be destroyed before releasing the soul of your cousin. We keep his body weak so he cannot call forth terrible strength." The Rabbi kissed the prayer book he held. "We consulted the proper texts. He cannot cross the circles." I hadn't noticed it, but I saw that a series of concentric circles had been painted onto the wooden floor. Between the lines I saw the holy letters: the five heh, the yod-yod, the 12-letter name, the 22-letter name.

"But..." It was hard for me to grasp what was happening. "But is this... I mean, what will the people say?"

"No one can know of this, Reuben," he said solemnly. "We five must carry what happens here to our graves." He waited for me to speak, and when I did not he added: "These are the old ways. Men of faith follow higher laws than the edicts of the temporal world. Do you understand?"

"Do you... do you mean... you've done this before?"

The Rabbi shook his head. "No, Reuben. But our grandfathers, our great-grandfathers, all those who came before us... they knew what to do."



Demon:
Saviors and Destroyers
page 18



Demon:
The Seven Deadlies
(Trilogy of the Fallen,
part 2)
page 19

NO PULSE.
NO RESPIRATION.

NO PEARLY GATES.
NO TUNNEL OF LIGHT.

THIS IS NOT DEATH,
THIS IS NOT LIFE,

THIS IS....

ORPHEUS

Don't look back.

THIS SUMMER.

STORYTELLING BATTLES

BY MATT MCFARLAND,
Dark Ages Developer

since June sees the release of **Dark Ages: spoils of war** (the sister title to **Right of Princes**), I got to thinking about what's included in the book and what the difficulties are in running large-scale battles in the dark medieval world. What I came up with is a few ideas, hints and thoughts for storytellers about how big, bloody melee might be dramatized in a **Dark Ages** game.

- **chaos:** on a battlefield, things are chaotic. Have a look at the battle sequences in *Braveheart* or *Highlander*. If you're one guy on the field, all you know is metal on metal all around you, the smell of blood in the air, people screaming, and quite a lot of blades with your name on them. Unless a character has a power that allows for a bird's-eye view of the battlefield (and such powers do exist; see **Dark Ages: Inquisitor**), he doesn't know how far his army has advanced or any of the real particulars. Keep that feeling of bedlam going — that's a big part of the horror of battle.

- **numbers:** primary sources list some medieval battles at tens of thousands of combatants. Primary sources are often wrong. But what that serves to illustrate is that when two armies meet, regardless of size, the people watching or participating don't have a good idea of how many people are involved. It goes back to chaos, really — there's no way to get detail out of the mess that is battle. As storyteller, you're perfectly justified to talk about the "endless waves of swords and screams" advancing on characters. There might not actually be that many, but knowledge dis-suades fear... and this is a horror game.

- **The supernatural:** suppose that the characters are normal mortals — or

even ghouls — and they wind up in battle. And then suppose that, on the opposing side, one of the combatants is a valdaerman mage. During the battle the mage slams his spear into the ground (creating a thunder-clap that knocks everybody around him back 10 feet), lets out a berserk roar, and changes into a bear.

I don't care what else you've seen on the field of battle. That's going to rattle you.

As storyteller, recognize the potential that other types of supernatural creatures lend to battle. This isn't about crossover, especially since you shouldn't feel compelled to say, "okay, he casts a spell...and...yup, he's a bear. Err, grarr!" The supernatural within a character's experience should be scary and strange, and that outside a character's experience should be downright terrifying. Describe what the characters perceive, not what the players know.

- **music:** music in battle is good, but you've got to be more discriminating about your choices for a **Dark Ages** game than for a modern one. Crystal Method kind of wrecks the mood. A short list: the Lord of the Rings soundtrack, "O Fortuna" from *Carmina Burana* (if your players aren't sick of it), the *Excalibur* soundtrack, and parts of *The Planets* by Holst.

More to come in **spoils of war**. To arms!



Road of Heaven
page 18



Spoils of War
page 19

EXALTED

Abyssals:

A Classical Underworld with Dark Gothic Villains

by *EXALTED* developer, Geoffrey C. Grabowski



The Abyssal
page 17

one of the things I enjoyed most about working on **EXALTED: The Abyssals** was the chance to develop a setting with a strong dichotomy between two primary setting elements.

The book details the underworld of creation, styled after the afterlife of the classical world; it's a gray and shadowy place. The ghosts of ancestors dwell there, surrounded by their grave goods, guarded by legions of funerary statues and ruled by their strange two-faced dual monarchs.

And as in the classics, the dead do not exist only through their stylized underworld existence. Like the ghosts of Homer's *Odyssey*, the dead of **EXALTED** can be called up by blood sacrifices. Ghosts forever crave the prayers and funeral offerings of the living, and crowd close around the altars of their living relatives.

In stark contrast to these beings stand the Abyssal **EXALTED**, also called deathknights. The Abyssals are awesomely powerful servants of darkness created by the deathlords, who are themselves dark godlings born into the underworld at the turning of the age. The deathknights are everything about the underworld that a reader might expect from a modern "gothic" treatment of the undead — they use hordes of zombie servants, they bear black armor, they have flowing crimson robes or they wear the white vestments of death. They are perfect alabaster statues, or they sport the rotten visage of a decomposing corpse.

I liked using both these classical and "gothic" images because they're both highly appropriate to the setting, and it would have been a shame to choose

between the anime-flavored part of the game and the epic, time-honored part. Putting these images of undeath together really helps individualize each underworld group. The ghosts come off as very formal, while the Abyssals drip with the symbolism of their dark masters. The difference extends to the setting as well, not just the art. The ghosts of the ancestors are not at all happy about the black-steel-and-velvet-clad servants of the Abyss who walk among them. And while most Abyssal **EXALTED** fervently support the ancestor cult, many privately regard ghosts as little more than faded memories of what once lived. The underworld is full of rumors of war, as the empires of the dead come to realize the terrible danger posed by the deathlords and their deathknight minions.

From a design perspective, this was a good choice for the setting. The underworld was intended to be as playable an environment as creation, so it was important to build conflicts into the underworld itself. It also means that neither ghosts nor the Abyssal interact with another group that looks and behaves just like they do. From a player perspective, it means **ABYSSALS** is really two books in one: a detailed treatment of deathknights and deathlords, and a detailed treatment of the underworld and the restless dead. Each is necessary for the other to work, and I think the end result is a wonderful blend of classical world and "gothic" imagery.



The art group known as UDON has been very active in the comic book business since it was formed in 2000. They have worked on projects with MARVEL, WILDSTORM, TOPCOW, IMAGE, HARRIS, and various other publishers. Among the 20 plus members in the group, a few have contributed to the art for different white wolf projects, including Omar Dogan, Eric Vedder, Joe Vriens, and Scott Hepburn. These 4 UDON members all came from Sheridan College in Ontario. Omar Dogan began his career with Image comic's DARKMINDS, and then moved into TV animation shows like RESCUE HEROES. He then went back to the comic field joining UDON and has been working on books like IRONMAN, AVENGERS ASSEMBLE and TASKMASTER for Marvel Comics, and most recently XIN for Harris publications. Eric Vedder started his comic artist career working on Marvel's DEADPOOL, after a few years in video game development with Joe Vriens. He then moved onto Marvel's AGENT X and VAMPI for Harris publications, and is now working closely with Joe and Scott Hepburn on the new Marvel title SENTINELS.



WORLD OF DARKNESS fiction

Strong of the Arm Law

Archon Theo Bell Stars in the Clan Brujah Trilogy



Vampire:
Slave Ring
by Tim Dedopulos
On sale in May



Vampire:
The Overseer
by Tim Dedopulos
On sale this summer



Vampire:
The Puppet Masters
by Tim Dedopulos
On sale this fall

In these final nights, the vampires of the camarilla stand behind their traditions as the last bulwark against millennial madness. But for every prince who toes the line, six forget their place and revel in the destruction to come. The sabbat and anarchs press in on every side and the house of cards called the masquerade threatens to collapse. Standing in the way of chaos is the strong arm of the sect, Theo Bell, archon, enforcer and executioner among the undead. He is quick on the draw, potent in the blood, and those who'd challenge the camarilla have reason to fear him.

Theo has his own problems, though. In **vampire: slave ring** (on sale in May) he arrives in the midwest to discover evidence of a new breed of slavery, in which mortal criminals and vampiric degenerates cooperate to collect human specimens to their own particular tastes. Bound by his sense of honor and by obligations reaching back to the Victorian age, Theo begins a hunt that will ultimately shake the foundations of the camarilla itself — and may cost him his freedom.

Tim Dedopulos, author of the acclaimed **hunter: apocrypha**, chronicles Bell's violent journey into the underbelly of modern slavery. When rating Dedopulos' work, reviewer chunk wendig says: "It pegs it, kids — the needle screams upwards and places [him] right at the top of the heap."

Revisiting a Gaslit Age

slave ring also revisits Theo Bell's early nights in Victorian London, where some threads of the trilogy begin, and Theo learns the rules of cold unlife.

"The thing to remember, Theophilus, is that the English have made a virtue of their repression and suspicion. No, not just a virtue; they actually take pleasure in it, as if it were a fine brandy, to be savored at leisure." Don Cerro smirked at Theo from across the gently rocking carriage.

Theo nodded, not knowing whether his sire expected a response or not.

"London is very different to Paris in this. The English loathe intelligence, difference, anything above the ordinary. It reminds them of their own inadequacies, and they become extremely jealous. The French are always delighted to meet someone with a keen intellect, proud even, but the English will hate you for it passionately, so do not be too quick to demonstrate your wit. Let them feel superior about your humble beginnings instead, and they will love you for the opportunity to improve you."

"I won't be patronized by over-privileged dandies," Theo said, face like stone.

Don Cerro arched an eyebrow. "Then I suggest you do your best to ensure that no one speaks to you, for even the mortals there will be under someone's protection." He leaned forward, swaying with the coach, his voice turning earnest. "Seriously, Theo. Do not underestimate these English. They are extremely dangerous, and will knife you in the back as soon as look at you, telling their friends how charming you are even as they do it. They are vicious and devious manipulators, and they hide their spite perfectly, behind exquisite manners."

A Fan Gets (Dark) Medieval!

dark Ages: Lasombra puts vampires to a good cause

Acclaimed author David Niall Wilson knows a good cause when he sees one. Last October he put the Dark Ages clan novel series to use in supporting horror authorship and literacy. As part of a group of online auctions to benefit the Horror Writers Association (HWA) and proLiteracy worldwide, Wilson offered up not only a set of personally autographed books, but the chance to have a custom-made **Dark Ages** character appear in the author's **Dark Ages: Lasombra** (in stores in April).

William J. Hartman, Jr. of East Syracuse, NY bid \$710 and not only won his auction, but made the single greatest contribution in the entire auction series. Look for Hartman's character, the Nosferatu brother Torquato, to play a key role in the fifth novel in the Dark Ages clan novel series. **Lasombra** features a young vampire named Lucita who works to bring order to a ravaged Constantinople, and who navigates the dangers of the war of princes.



Dark Ages:
Lasombra
by David Niall Wilson
On sale in April.



Demon: **Ashes and Angel Wings**
by Greg Stolze
On sale now.

Giving the Devil His Due

The Trilogy of the Fallen

"Greg Stolze's writing has a supercharged V-8 under the hood, a badass biker chick behind the wheel, and a dead body in the trunk. Get in."

— John Tynes, author of *Delta Green: The Rules of Engagement*

Greg Stolze continues his story of fallen angels returned to earth in this May's **Demon: The Seven Deadlies**, the second part of the **Trilogy of the Fallen**. This volume focuses on Gaviel, the slick devil Stolze introduced in the hit anthology **Demon: Lucifer's Shadow**. Gaviel has usurped the body of lapsed Christian Noah Wallace, and faked a return to the flock of his evangelist father, the Reverend Matthew. With a quick smile and just a hint of unholy might, this rebel against the

most high makes a home for himself in the hearts of the faithful and in the lairs of the criminal in St. Louis.

Not everything goes according to plan, though. Avitu, the mad demon from **Demon: Ashes and Angel Wings**, seeks to recruit Gaviel. Avenging angel Usiel also plans to send Gaviel back to hell. And all the while, the spirit of Noah Wallace clamors for his body back, and grows a little stronger each day. Even the devil pays his dues eventually.



Demon:
The Seven Deadlies
by Greg Stolze
On sale in May.

MAY 2003

Anarchs



VAMPIRE™ THE ETERNAL STRUGGLE

vampire society favors the privileged elders who claim domain over the world, and dominion over the younger children of calne. now the time has come for revolution! bold and rebellious kindred have formed gangs of anarchs to oppose elder rule, and other old and wise rebels gladly seize the opportunity to rule the anarchs as self-styled barons.

the anarchs are not alone, though. joining them in independence from camarilla and sabbat elders, the bestial cangrel return from self-exile to continue their war against the antediluvians who would bring gehenna upon the world.

anarchs is the latest expansion for vampire: the eternal struggle. three different pre-constructed starter decks make learning to play easy, and booster packs with over 120 unique cards allow you to expand your game.



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The Camarilla is our official fan club that revolves around our World of Darkness venues, and when we say this group is huge, we really mean it. With over 5,000 members, the fan club spans 10 countries on five continents. Some of the countries that grace our membership rosters include the United Kingdom, Italy, Brazil and Australia.

The really great part about this club is that its members don't just play the game. The club is committed to member involvement, and it hosts tons of social activities to allow members to flex their creative muscles. It publishes members' writings and art, sponsors convention events and encourages everyone to give back to the community by participating in charity works throughout the year.

The Camarilla uses a chapter structure to allow its members to tailor their participation in the club in the ways they enjoy most. Local, regional or national—any of these levels can provide not only a great game but also an exciting environment to participate in the many activities the club provides. The game has over 5,000 members contributing to several international venues. Because the Camarilla encourages creativity and socializing, many members' fictional personas have rich backgrounds that tie in with others across the world.

As you can see, The Camarilla has a variety of opportunities to offer. So how do you join? Go to www.white-wolf.com/camarilla, or email us at camarilla@white-wolf.com.

Join up, and prepare yourself for an experience like none other in roleplaying today!

Vampire Elder Kindred Network

Another phenomenal group we have is our Vampire Elder Kindred Network—the official **Vampire: The Eternal Struggle** players' organization dedicated to the continued health of **V:TES**.

The network (or VEKN) endeavors to help **V:TES** grow in popularity by seeking out and wooing new players, as well as supporting the existing loyal fans.

The VEKN is the organization responsible for sanctioning and regulating official **V:TES** tournaments, recording **V:TES** players' ratings (and rankings), and sponsoring the creation of monthly Clan Newsletters.

For more information, come to our website and check out the numerous offerings for fans of **V:TES** at www.white-wolf.com/vtes.

Wolf Pack Demo Teams

Finally our Wolf Pack demo teams provide a wonderful means of getting involved in all of the games that White Wolf has to offer. Your goal as a White Wolf demo team is to recruit new players for any and all of White Wolf's roleplaying worlds by showing how much fun playing our games can be. Official demos can be performed at local retail stores, conventions or other events. Every demo team has its own flavor and personality, just as each member does.

Of course we don't expect you to work for free! Qualified demo teams who run official demos will receive compensation for their time in the form of free stuff! White Wolf teams will also receive advance release information and dirty secrets of White Wolf, and they might be selected to playtest new games.

Interested in signing up? Go to www.white-wolf.com/retail/demo for application information.

WANT
TO
GET
INVOLVED?
HERE'S
HOW!

Camarilla Fan Club
www.white-wolf.com/camarilla

email: camarilla@white-wolf.com

Vampire: Elder Kindred Network
www.white-wolf.com/vtes

Wolf Pack Demo Team
www.white-wolf.com/retail/demo

WHAT THE RETAIL PAGE HAS IN STORE FOR YOUR STORE

Our retail web page is a hub of information for you, the retailer, to make it easier to do what you do best. Sell games!

Our release schedule section of the website begins the process of helping you accomplish your sales goals by keeping you current on the latest releases out of White Wolf and Sword & Sorcery Studios. As a bonus to you, we've also included sales sheets that have not only a description of the product but sales points to help you show the product in store!

Another way to keep up to date on new releases is to subscribe to our [retailer announcement list](#). This low-traffic announcement list can keep you updated about changes in our programs, new products and new promotions in one easy email.

The "[Programs Available](#)" link is useful for retailers, as it allows you to show off White Wolf products in your retail location.

Our [Wolf Packs](#) are our roving bands of demo teams that can run games for your store to emphasize White Wolf products in your area. No Wolf Pack near you? Start up one up in your store—it's easy and it's free!

The "[Princes](#)" of the Vampire Elder Kindred Network are your best link to the world of **Vampire: The Eternal Struggle**. The Princes can run everything from demonstrations to sanctioned tournaments that could lead your players to the continental championship! If there isn't a Prince in your area already, it is easy to get one. Simply fill out the form from the web page and send it on in. That's all it takes.

Need more catalogs for your store? Are your walls looking a little bare these days? The [Promotional Material Requests](#) section can help you out. This link is a direct connection to request anything you need for your store, from posters to quick-starts to book marks and much

more. We'll ship it directly to you to get up on your walls or in your customer's bags as soon as possible.

The [Retail Store Finder](#) is not just a tool for the consumer, it's a tool for you the retailer as well. Get your store noticed on this list and get the word out that you exist. The white wolf website has over 40,000 hits per day of people not only interested in our products but also looking for a place to purchase and play our games. Are you on the retail store finder? If not sign up today!

Another way to distinguish yourself is to participate in our [Havens Network](#). This program supports our over-6,000-member-and-growing [Camarilla Fan Club](#). By offering product discounts to our members, you will get exclusive listing in the members-only section of the fan club website in a preferred retailer network of stores that offer benefits to our members. Your store will also be listed exclusively in the fan club magazine.

Do you have a customer looking for that one supplement to finish his collection, yet you cannot seem to find it? Our [Out of Print List](#) can help you on that quest. This page that is updated regularly has every out of print White Wolf title in existence. Stop wasting time on the phone or hunting through catalogs. With a click of button, you can know immediately if it's still available.

Victorian Age Companion™

Gaslights and Gentlemen

The Victorian era witnessed the birth of the vampire, raising him from a marauding fiend of the night to a figure of Gothic eminence. The era's secrets, however, still lurk in darkness like terrors shrouded by London's fog. Further mysteries await in the night, ready (and waiting...) for the Kindred to unearth them.



The Empire and the Barbarous Lands

The *Victorian Age Companion* picks up where *Victorian Age: Vampire*™ leaves off, detailing further aspects of Victorian life and unlife. Unveiling such concepts as bloodlines, Kindred interests in mortal trends and the technology of the times, the *Victorian Age Companion* provides a wealth of historical information that adds a degree of Gothic detail to any *Victorian Vampire*® chronicle.

ISBN: 1-58846-238-2 Stock #: WW2472
Retail Price: \$24.95 U.S. Page Count: 160
Authors: Ann Sullivan Braidwood, Mark Cenczyk,
Genevieve Cogman, Daniel L. Quackenbush,
Mikko Rautalahti and W. Van Meter
Developer: Bruce Baugh



Exalted: The Abyssal™

Born in the Shadowlands

Black disciples of the Deathlords, the Abyssal Exalted are the mailed fist of the dead. And yet they are also human, and many are tormented by the curse of their unholy power. Some walk among men as harbingers of the Deathlords, while others rebel against their destiny and ride as forlorn heroes of the living. Are the Abyssal Exalted the ultimate weapon of Oblivion or its ultimate nemesis?



Born to Destroy

The third in the series of hardbacks that makes the other types of Exalted available for play, *Exalted: The Abyssal* includes extensive detail on the underworld and the Deathlords — and the Abyssal Exalted as players' characters. Inside is everything needed to portray these servants of darkness, from their black curse to rules for their powerful necromancy.

ISBN: 1-58846-665-5 Stock #: WW8813
Retail Price: \$29.95 U.S. Page Count: 224
Authors: Richard E. Danksy, Michael Kessler,
Michael Goodwin, Bryan Armor, Jim Kiley, Ellen P.
Kiley, Dawn Elliot and Scott Taylor
Developer: Geoffrey C. Grabowski



Dark Ages: Lasombra™ (Dark Ages Clan Novel #5)

The Fate of the Second Rome

The situation in Constantinople has degenerated into sheer chaos, as vampires of every stripe prey on the ruined metropolis.

Lucita, the young envoy of Clan Lasombra, is caught in the middle and cut off from her elders in Europe. Alone, she faces the impossible task of making the city her own, lest she become another victim in the War of Princes.



About the Author

David Niall Wilson is an acclaimed horror writer and a past president of the Horror Writers Association (HWA). He is the author of the Grails Covenant Trilogy.

ISBN: 1-58846-820-8 Stock #: WW11208
Retail Price: \$6.99 U.S. Page Count: 288
Author: David Niall Wilson
Editor: Philippe Boule
Cover Artist: John Bolton



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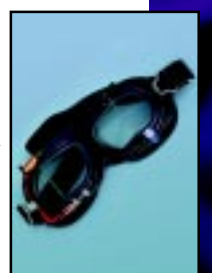
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Kindred of the Ebony Kingdom™

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Western Kindred hold no water here. Out of the Kingdom of the secretive Laibon come the monstrous Guruhi, the atavistic Naglopers and the wise Akunanse — and untold other horrors.

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ISBN: 1-58846-239-0 Stock #: WW2441
Retail Price: \$29.95 U.S. Page Count: 224
Authors: Dale Donovan, James Lowder,
Ari Marmell, et. al.
Developer: Justin Achilli



Book of Auspices™

The Five Faces of Luna

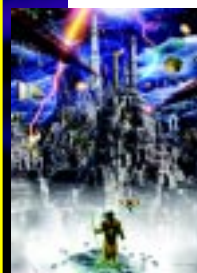
The trickster, the shaman, the judge, the bard, the warrior. Each werewolf follows one of the five auspices, according to the blessings of the moon. A werewolf has a great obligation to follow the ways of his birth-moon —

and it isn't all in vain, for if he is true to his moon, he can reap great rewards.

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ISBN: 1-58846-315-X Stock #: WW3812
Retail Price: \$19.95 U.S. Page Count: 128
Authors: Matt McFarland, Deena McKinney
and Julian Mensch
Developer: Ethan Skemp
Artists: Steve Prescott and Ron Spencer



The Infinite Tapestry™

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Once, mages boldly trod the many paths to the Otherworlds, creating new realities at whim. Those roads are now closed. The Avatar Storm not only hazards the Gauntlet between

worlds, it scours whole realms. The maps the Traditions once devised to navigate these perilous realms are useless; whole new realities now exist beyond the barrier. Even the Masters are missing, their wisdom lost to the latest generation of Awakened.

Forging Paths Anew

A new era of exploration dawns as Tradition mages once more seek to pierce the Gauntlet and wrest magical secrets from the spirit worlds, to find what was lost and bring it back to their own reality, to once more awaken a bitter, apathetic world to magic. To do so, however, they must travel to the source and survive its chaotic, unstable spiritcape.

ISBN: 1-58846-409-1 Stock #: WW4632
Retail Price: \$24.95 U.S. Page Count: 192
Authors: Brian Campbell, Stephen Michael DiPesa, Sam Inabinet, and Matt McFarland
Developer: Bill Bridges
Artists: Lawrence Snelly, Alex Sheikman,
Leif Jones, Langdon Foss



Hunter: The Infernal™

The End Is Nigh

They say angels once rebelled against God and were cast out of Heaven. Hunters don't know if the scripture gets it right, but they do know one thing: Darkness has fallen and it's Hell on Earth. Things that can be called no

less than demons walk among us, tempting the righteous, corrupting the innocent and orchestrating the end of the world. Can they be stopped before the Devil gets his due?

Repent! Repent!

Hunter: The Infernal explores the blasphemous realm of demons as hunters desperately seek out devils' strengths, fears and weaknesses. But the templars have discovered hunters, too, and are willing to strike a bargain. Can hunters possibly drive the host of hell from the face of the Earth? If they can't, there will be hell to pay.

ISBN: 1-58846-710-4 Stock #: WW8137
Retail Price: \$17.95 U.S. Page Count: 112
Authors: Rick Chillot, Steve Kenson, Mike Lee
and Adam Tinworth
Developer: Ken Cliffe
Cover Artist: Alex Maleev



Demon: Saviors and Destroyers™

A Prayer for the Faithful

Demons walk the earth. They hide in the hearts of the tormented and the depraved, hungry for the faith of mankind. In an age of cynicism

and science, they believe themselves forgotten, free to work their wiles without fear of reprisal. But there are those who recognize the signs of the infernal in the world, men and women who see the spirits of the Abyss for what they truly are and realize what must be done. For the sake of the world, they confront the fallen and return them to the Pit of Hell, no matter the cost.

A Curse upon the Damned

Demon: Saviors and Destroyers details the origins and desperate struggles of the world's demon hunters, men and women who place their lives — and souls — on the line to pull the Earth back from the brink of ruin.

ISBN: 1-58846-754-6 Stock #: 8220
Retail Price: \$16.95 U.S. Page Count: 96
Authors: William Brinkman, Micah Chandler,
Rick Chillot and Chuck Wendig
Developer: Mike Lee
Cover Artist: John VanFleet



Road of Heaven™

Chosen or Cursed?

God cursed Caine, but also laid His mark upon our Dark Father. We Cainites bear that mark even still. Many undead ignore our responsibility to the All-Mighty, but some of us do God's work here on Earth, night after night, until He sees fit to release us. We are agents of divine justice, mercy and retribution. We are the Faithful.

Devils or Angels?

In the third of the Road Books for *Dark Ages: Vampire*™, we examine the Crusaders, priests, monks and penitents of the clans of Caine. *Road of Heaven* contains the history and secrets of the Faithful, along with information on their role in the 'War of Princes'. God works in mysterious ways, indeed.

ISBN: 1-58846-285-4 Stock #: WW20032
Retail Price: \$16.95 U.S. Page Count: 96
Author: C. A. Suleiman
Developer: Matthew McFarland
Cover Artist: John Bolton



MAY

world of darkness releases

Demon: The Seven Deadlies™ (Trilogy of the Fallen™, Book 2)

Love the Sin, Hate the Sinner

Gaviel, a smooth-talking demon who made his way out of hell, finds himself playing the part of Noah Wallace, son and heir apparent to a televangelist mission with more greed than ethics. A perfect cover for a devil on the make! But when Gaviel runs afoul of other freed demons and the schemes of the mysterious Earthbound, he may have to forego his comfortable new life and return to the war.

About the Author

Greg Stolze is the author of countless roleplaying products, both for White Wolf and other top publishers. His fiction has appeared in *Adventure!*™ and *Demon: Lucifer's Shadow*™.

ISBN: 1-58846-806-2 Stock #: WW10091
Retail Price: \$6.99 U.S. Page Count: 288

Author: Greg Stolze Editor: Philippe Boulle
Cover Artist: Steve Ellis



Vampire: Slave Ring™ (Clan Brujah Trilogy™, Book 1)

In Chains of Blood

In the Final Nights™, Theo Bell is the take-no-prisoners enforcer of the Camarilla, a vampire leading the battle against the Sabbat and the rot within the Camarilla itself. In his breathing days, he was a slave and rebel in the Antebellum South. Now, memories of those days, and his early nights as a neonate in Victorian London, haunt his existence.

About the Author

Tim Dedopulos is the author of numerous storytelling game books, *Tribe Novel: Glass Walkers*™ and the acclaimed *Hunter: Apocrypha*™.

ISBN: 1-58846-814-3 Stock #: WW11120
Retail Price: \$6.99 U.S. Page Count: 288

Author: Tim Dedopulos
Editor: Philippe Boulle



Demon: The Fallen™ Mousepad

They Walk Among Us

The fallen walk the Earth. Do they seek redemption or stoke the fires of rebellion once again? Keep track of them with your *Demon: The Fallen* mousepad. They're never farther away than your computer.

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world of darkness releases

Dark Ages: Spoils of War™

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The Victor Writes History

Dark Ages: Spoils of War is the sister title to *Right of Princes*™ and contains information on how to raise an army, attack and overtake a foe's holdings, and beat an enemy through stealth, diplomacy and assassination. It contains information on both the historical and supernatural applications of war in the Dark Medieval, and how players can turn these weapons to their characters' advantage.

ISBN: 1-58846-286-2 Stock #: WW20046
Retail Price: \$19.95 U.S. Page Count: 128

Authors: Chris Hartford, Ari Marmell,
Lisa J. Steele and Chuck Wendig
Developer: Matthew McFarland



Dark Ages: Ravens™ (Dark Ages Clan Novel #6)

Alone Before the Inquisition

The young vampire Zoe has lost everything. The city she knew has been sacked and she has fled. Her trusted sire has fallen to the torches of the Inquisition. Her faith has been eaten by the Followers of Set. Now, all she wants is revenge on her fellows and on the world as a whole. Can Anatole, the mad priest among Cainites, save her soul? Or will he just damn her all the more?

About the Author

Sarah Roark is the author of many roleplaying products and her short fiction has appeared in *Veil of Night*™ and *Demon: Lucifer's Shadow*™. *Dark Ages: Ravens* is her first novel.

ISBN: 1-58846-823-2 Stock #: WW11210
Retail Price: \$6.99 U.S. Page Count: 288

Author: Sarah Roark
Editor: Philippe Boulle
Cover Artist: John Bolton



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Harbingers or Heroes?

Black disciples of the Deathlords, the Abyssal Exalted are the mailed fist of the dead. Tormented by their unholy power, they must decide between becoming the ultimate weapon of Oblivion or its ultimate nemesis.

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For players looking to enhance their characters' status or reputation, **Succubus Club: Dead Man's Party** is an invaluable resource. Covering all the stages of planning a social affair from concept to implementation (and aftermath...), this title is invaluable for players who want to participate in the grandiose social structure of the undead. This book contains information useful to Kindred of all clans, sects, ages and generations.

ISBN: 1-58846-240-4 Stock #: WW2409

Retail Price: \$16.95 U.S. Page Count: 96

Authors: Rick Chillot, Christopher Kobar and Jon Wilkie

Developer: Justin Achilli



Tribebook: Silver Fangs™ (Revised Edition)

The Wolf-Kings

Even before humans knew what kings and princes were, they were the lords of the Garou. They commanded the respect of

their warriors, and led each charge against the Great Enemy. Now it is the End Times, and much of the strength has gone out of them — but to the end, they will fight to be worthy of their kingship. They are nobles among werewolves — the Silver Fangs.

Uneasy Lies the Head

The Revised Tribebook series comes to the lords of the Garou Nation, the Silver Fangs — and much has changed. Will the Silver Fangs succumb to the growing illness that eats at the roots of the tribe, and fall from grace? Or will they cut out the rot and lead the final charge on newly strong legs? Find out within....

ISBN: 1-58846-316-8 Stock #: WW3860

Retail Price: \$17.95 U.S. Page Count: 104

Author: Bill Bridges

Developer: Ethan Skemp

Artists: Steve Prescott and Alex Shiekman



Ruins of Rathess™

Ruins of the Dragon Kings

They team with terrible predatory lizards, poisonous plants and hobgoblins. Yet men come to the ruins of Rathess, the last, great city of the Dragon-Kings, to hunt among its tumbled towers

for trinkets of power. This is the fallen capital of a race of god-lizards that were old when man was young. To those who can uncover its secrets, Rathess is a fortress and a treasure trove. To those who cannot, it is a tomb.

Relics of the Time before Man

Ruins of Rathess contains information about the crumbling capital of the Dragon Kings, and the hazards that travelers to that forbidden city face. It is both an adventure reference for Storytellers and a setting resource for players. Rathess is a deadly place, its menace offset only by the vast rewards that await those who survive it. Can even the Exalted dare these jungle ruins?

ISBN: 1-58846-666-3 Stock #: WW8824

Retail Price: \$16.95 U.S. Page Count: 96

Authors: James Maliszewski and John Sneed

Developer: Geoffrey C. Grabowski



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A Methuselah's Hunger, An Empire's Despair

Regina Blake and Victoria Ash return to London to find its night society in chaos. Mithras, the city's ancient and powerful Kindred prince has come unhinged and hungers for the blood of his own kind. The Tremere of England move to depose the mad prince, and his aids and take power for themselves. Can one woman restore order before the streets run red with blood? Does she even want to?

About the Author

Philippe Boule is the one-time developer of **Dark Ages: Vampire™** and **Kindred of the East™**. He is also the author of **Vampire: A Morbid Initiation™** and **Tribe Novel: Red Talons™**.

ISBN: 1-58846-830-5 Stock #: WW11192

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Come Inside

Welcome to the Sword & Sorcery Insider

Combining all the best elements of a product catalog and a quarterly special-interest magazine, the Insider is your source for articles and insights on your favorite Sword & Sorcery Studios games, as well as news on upcoming releases.

Not only that — it's totally free!

The table of contents, below, shows what you can expect for each of our special features for this spring, as well as where to find the new release listings. You'll notice something new on page 7 — the Sword & Sorcery Q&A. We'll use this feature periodically to address those nagging questions you've had about your favorite (or not-so-favorite) Sword & Sorcery book.

How do you get a question in the Q&A? Just go to www.swordandmagic.com/qna and fire an email our way.

This Just In:

We've done some shuffling to our 2003 release schedule. As you may recall, Wizards of the Coast announced on December 6, 2002 that revised editions of its core 3rd Edition books will release this July.

We want to be as compatible as possible with 3rd Edition rules, so we're holding certain books originally planned for release in the first half of 2003. These titles — **Creature Collection Revised**; **Player's Guide to Wizards, Bards, and Sorcerers**; **Player's Guide to Fighters and Barbarians**; **Ravenloft Dungeon Master's Guide**; and **Dungeons & Dragons Warcraft Roleplaying Game** — will be updated to mesh with the revised 3rd Edition rules. But don't worry; they'll be available just as soon as Wizards of the Coast's revised core books hit the shelves in July.

Even so, you don't need to wait till then for some great new releases — check out what we have in store this spring!

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cover art



Realms of Norrath: Everfrost Peaks

by Michael Phillippi

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1/4 HD Kobolds and the Paradigm of Entertainment

Musings on the similarities and distinctions between the online and pen-and-paper versions of EverQuest.

by Stewart Wieck, **EverQuest: Role-Playing Game** co-developer

Back when we first announced that Sword & Sorcery Studios would release a pen-and-paper roleplaying (PNPRPG) version of the massively-multiplayer online roleplaying game (MMORPG) *EverQuest*, some of my online adventuring pals immediately started swamping me with questions. This continued through the release of the **EverQuest RPG Player's Handbook** as the word spread and more people sent a host of inquiries my way.

Questions like "How will you handle re-spawns?" or "Will monsters drop the same loot?" clearly come from an MMORPG-centric way of thinking about roleplaying. Co-developer Stephan Wieck and I found ourselves addressing them at a very early stage of game design — which was strange, because we hadn't foreseen addressing them at all!

At the time, most of these seemed to me to be the most ridiculous kinds of game-play questions. After all, it makes no sense to duplicate a number of online game-play conventions in a paper version. Take "zoning," for instance. This is when your character reaches the limits of a certain geographical area in the online world (be it the entrance to a dungeon or where a certain "forest" ends and a specific "mountains" begin) and your computer loads the real-time information about the new area you're entering. Anything in the zone behind you, such as monsters in pursuit, cannot follow you through to the new area. In fact, such foes "forget" about you completely! Not only does this give you the option of escaping a battle, but you can also re-set

an encounter so that you can try again. You don't have that luxury in the comparatively "real" world of PNPRPG. Monsters don't forget about you in a pen-and-paper game, nor do they stop pursuing you just because you ran out of their dark temple and back to the dank jungle outside.

Another aspect of online play allows unique or "named" monsters to be killed repeatedly. Once killed, they later re-appear (or "respawn") at a set location and often after a set amount of time. This is a game-play requirement so that thousands of gamers may have the experience of battling this "named" and interesting foe. In contrast, once a dragon lord or an orc chief or a specific blood-thirsty animal is slain in a PNPRPG, it's dead. It won't re-appear 20 minutes later so that your pal can hack off its hide for a set of magical leather armor that duplicates your character's own.

I thought the questions were silly at first. In the same way that some people think actors who portray bad guys are themselves evil people, many MMORPG players don't try to look outside the online box. But it became



clear that this spotlights the issue of “realism” in games.

As a game designer, I found such differences intriguing. Not just in the straightforward strengths and weaknesses that exist in different game platforms, but in examining more intangible paradigms of thought. What kinds of systems of rules and values can become meaningful to participants? How analytically will participants examine the definitions of their setting? To what degree will a player suspend disbelief in adopting a fabrication?

What signaled a disconnect between game philosophies at first might actually highlight how such connections may occur in the future.

As I said, Steve and I looked at issues like “spawning” and “zoning” and ultimately dismissed them. We were creating a roleplaying game, not simply replicating the MMORPG experience for the tabletop. After all, such questions grew from a manner of game-play that an MMORPG requires for the sake of fairness and replay value, but that



the “realism” afforded in a PNP RPG renders obsolete.

In pen-and-paper roleplaying, your actions have a “real” and distinct effect on the game world. This is why we tell you in **EverQuest RPG**, “It’s Your World Now.”

Still, the prevalence of questions along these lines and the degree to which people have accepted the internally-defined realism of the MMORPG itself could lead to changes — not only in future game design but to the terminology and basis for a whole host of created fictions, from computer games to motion pictures. Online gaming — and *EverQuest* in particular, as it’s by far the most popular MMORPG — may be in the process of establishing the

ground rules for entertainment in decades to come.

In fact, although we dismissed some aspects of the MMORPG experience, other elements did insinuate themselves into the PNP RPG game. At the outset of game design, I never imagined that we would allow for 30 HD kobolds. The kobolds I remember from 1st Edition days way back in the 1980s were a measly 1/4 HD! Where did 30 HD kobolds come from?! Gamers might wonder why these 30 HD creatures don’t rule Norrath. If you think about it, you’ll see that’s all part of the “realism” of PNP RPG. After all, by the same token, in a fantasy world of 20th+ level heroic player characters incapable of being harmed by humanoid rabble, why do tribes of 1 HD monsters exist to threaten civilization at all? If you can have it that way, then you can allow for monstrous kobolds. The realism of pen-and-paper roleplaying assumes that the high-level heroes and the 30 HD kobolds are busy fighting each other.

See what you’ve already grown to accept?



Evil^{out} of Legend

Visit Miragul's Menagerie, a brand-new dungeon for **EverQuest: Role-Playing Game** not found in the MMORPG!

by Stewart Wieck,
EverQuest: Role-Playing Game co-developer



Realms of
Norrath:
Everfrost Peaks

The essay on the previous page discusses some of the design decisions involved in the creation of the **EQp**. While there were system difficulties at times, working in the world of Norrath afforded us a wealth of story opportunities as well.

One of the stories that demanded our attention is of Miragul, the wizard said to be responsible for the very creation of the necromantic arts. In the online game, you may face Miragul in the tunnels of Everfrost, a great frozen waste surrounding the barbarian city of Halas. In the **EQp**, however, you may enter *Miragul's Menagerie*, a level 25+ dungeon!

Presented here is a portion of author Richard Stratton's introduction to this brand new dungeon.

When we, the People of the North, were freshly sundered from those now called humans and Erudites, when Halas was a child among the cities of Norrath and Qeynos was but a distant rumor, then did Miragul come. He passed through Halas like a fever, bringing a chill to all who set eye upon him, and leaving them forever weaker when he had gone. He spoke to no one, and none confronted him: no Wolf of the North drew his blade, no Shaman of Justice invoked the timid spirits to approach him and no White Rose pursued him when he left.

For this spiritual frailty — unparalleled in the history our people — we suffered, and we suffer still. That taint of cowardice is as inherent to us as stature and wode. Each of us bears this defilement of our heritage, and so none speak this tale but as an assurance against pride, and because it is our history, though we abhor it.

So Miragul came to Everfrost, and he looked upon us with eyes like circling carion birds. What he sought from us none knew. He visited many villages once and Halas nine times, always silent, always observing. Then Miragul disappeared, and we felt at peace, for we did not yet know what shame our moment of cowardice would bring us.

Generations passed, and our concerns faded like summer snow. Even the spirits relaxed their vigil, and so our first warnings of Miragul's shroud

— unsettling visions and dreams — went unheeded for too long. Finally, the plight of distant fishermen woke us from our reverie. Those who lived on the Iceflow River found their nets teeming with sickened, emaciated fish smelling of rot. Soon, the crystalline waters turned rank and lifeless. The folk of one village grew ill and quickly wasted away into death. The plague spread, but it was no natural plague. The spirits panicked, for Miragul had created a black hole, a slowly expanding zone of dark energies that meant death for man and spirit alike. This panic led to an expedition by Northmen and spirit guardians. A dozen of each, brave and powerful, ventured into the black hole, which shredded their souls and flesh as with a thousand knives.

The black hole expanded, forcing a great migration out of the Frigid Plains. Miragul's shroud reduced those who stayed behind to piles of bones and moldering flesh. For some, a worse fate befell them, as the negative energy animated their bones and transformed them into mindless, murdering skeletons, some of which still wander Everfrost to this day.

None doubt that Miragul's shroud would have engulfed the world if left unchecked. The spirits decreed that only a mortal hero exalted by the powers of the spirit world could prevent total annihilation. That hero was Thalger, a powerful shaman devoted

to serving the spirits and bringing them closer to the barbarian people. The spirits aided him in the creation of a magical weapon, crafted specifically to contend against the abomination of Miragul. Thalger called it the Spear of Fate, for it held the fate of Norrath in its blade.

The Spear of Fate channeled a power of void capable of tearing a hole into the fabric of existence. With strength and precision enhanced by the blessings of the spirit world, Thalger plunged the Spear of Fate into the mantle of darkness, creating at that point a rift between the planes. Absolute nothingness shattered Miragul's black hole, its negative energy countered by absolute void. Sadly, Thalger, too, was lost, but his legacy is the world, and his name is our greatest legend. It is said that the Spear of Fate survived, but if the spirits know of its location, it is a secret they share only among themselves.

Miragul did not die with his abomination nor seek vengeance for its destruction. Generations passed and, supposedly, so did Miragul, but none who have ventured beneath the ice and into his cavernous hideaway returned alive. His evil remains within, and so we watch and we wait. Never through cowardice or lack of vigilance shall we fail our people again.

That is the Oath of All Halls, and it remains unbroken to this day.



The Serpent Amphora Cycle

by Joseph D. Carriker,
Scarred Lands Developer

IN THIS FIRST EPIC ADVENTURE TRILOGY FOR THE SCARRED LANDS, STALWART ADVENTURERS
MUST STOP THE CHILDREN OF MORMO FROM SUCCEEDING IN A HORRIFIC PLAN!

From the very first release of **Creature Collection** back in 2000, the Scarred Lands has been a game world packed to the rim with rich detail. We've built upon that richness with each book that followed, giving players countless hooks upon which to hang characters and entire campaigns.

Of course, it is practically inevitable that a game setting would support a metaplot of some kind. The Scarred Lands is no different. The problem is that a metaplot can often make the players feel like their characters can only stand around while NPCs do all the interesting stuff.

Rather than simply have these goings-on be something that occurs "off-stage" from the group, we wanted to create a series of adventures that put the PCs smack in the middle of the action. Indeed, their choices can literally determine the future of the Scarred Lands — for good or ill....

It's a dramatic tale built on an epic scope. And with the release of the final chapter of the Scarred Lands' first series of adventures, we felt it was worth revisiting the entire run.

It all began with **The Serpent Amphora**, a free downloadable

adventure off of the Sword & Sorcery Studios website (www.swordsorcery.com). In this adventure, the player characters come into the possession of a strange artifact of incredible importance in the Scarred Lands setting — a vessel crafted by the gods to hold the essence of the titan of serpents, Mormo. Those creatures that still revere the titaness Mormo want it, for they feel (perhaps rightly so) that it is the key to returning her to life.

The Serpent Amphora (for 1st and 2nd level characters) is used as something of a prelude to the entirety of the Serpent Amphora Cycle. The Cycle proper begins with **The Serpent in the Fold**, an adventure designed for 3rd and 4th level characters. This adventure starts in the nation of Vesh, home of the Vigilants, and takes the player characters all over northeastern Ghelspad. The PCs battle the forces of Mormo at every turn, and return to Vesh just in time to prevent catastrophe at the hands of a traitor.

The next part of the cycle, **The Serpent & the Scepter**, takes PCs of 5th and 6th level into the nation of Lageni — where the worship of Chardun, the god that crafted the Amphora, is strong. If they hope

to stop the Children of Mormo, the adventurers must find important secrets in the tomb of an old priest-wizard of Chardun. However, the witches of the Dar al Annot aren't far behind them.

The Serpent Amphora Cycle reaches its dramatic conclusion with **The Serpent Citadel**, designed for characters of 7th and 8th level. It involves a journey into the very heart of the Dar al Annot's twisted Hornsaw citadel, where the PCs face the greatest challenge of their lives. Victory is by no means assured, and the end of the Cycle may irrevocably change the Scarred Lands forever.

Throughout the entire Serpent Amphora Cycle, we wanted the player characters to take center stage, to be the catalyst for a major event in the Scarred Lands.

So if you're looking for an adventure that promises hours of roleplaying excitement — with characters, spells, and source material that you can use again and again even after the campaign itself reaches the climax — delve into the mystery and danger of the Serpent Amphora.

The Serpent Citadel, the final chapter of the Serpent Amphora Cycle, is available this April.



The Serpent Citadel
page 13



Blood Bayou
page 15



Serpent in the Fold



Serpent & the Scepter

New Maps to Adventure!

by Aaron Voss,
Adventure Atlas co-creator

Aaron Voss, veteran
White Wolf Publishing production designer,
talks about the origins of the forthcoming
Adventure Atlas game accessory.



Adventure Atlas:
Stone Keep
page 12

The idea for the **Adventure Atlas** project started last year, after I started an ongoing 3rd Edition campaign. I decided to use some of my resources in White Wolf's production department to make full color maps for each of the encounters for my game. At first, my maps were blockish and little more than different colored rectangles laid upon one another. Still, they had a handy built in one-inch grid — essential for use in 3rd Edition games.

These simple maps got the job done, but then Jeff Holt threw down the gauntlet. You see, besides

being a great GM himself, Jeff is also an excellent artist. The maps for his games are usually hand drawn and quite elaborate. A tangible but unspoken competition soon developed between us as we designed maps for our respective games. Things finally came to a head when Jeff showed up with an elaborate map that was not only full color, but even partially rendered in Photoshop.

We each enjoyed making maps so much that we decided to collaborate on a project. We discussed many ideas — everything from what kinds of maps we should make to what players would use them for. In

the end, we chose to make maps that would be useful for game masters. The maps would detail a variety of evocative fantasy environments, each of which could be plugged easily into any style of game. Perhaps most importantly, we would focus on the visual side, providing great designs and enough description to give GMs plenty of inspiration to create whatever kinds of encounters they wanted.

The Adventure Atlas maps are full color and printed on high quality poster stock. **Stone Keep** details the interior of a small castle. It can be used as a starting point for any number of adventures,

from a dungeon crawl to a PCs' base of operations in an ongoing campaign.

However each Adventure Atlas is used in your campaigns, Jeff and I hope that it makes the playing experience that much more fun and exciting for players and game masters alike.

Adventure Atlas: Stone Keep is available this May from Sword & Sorcery Studios.

(28) CHAPEL

This is the keep's chapel. The altar is made of stone and has a number of candles set upon it. Two small wooden tables flank the altar. A set of stairs, hidden neatly behind the altar, leads down into the crypt.

On the north wall is a large statue of an armored figure with a sword. Near the west wall is an iron spiral staircase that leads up to the choir loft.

The two rows of pews provide enough seating for about 40 people (although they would be cramped). A long carpet runs between the aisles. Aside from providing decoration, the carpet covers a large marble slab that provides access to a hole leading to the crypts in the lower level.

At night, the room is lit by candelabras suspended from the rafters. Whether day or night, the high ceiling (30' up) remains mostly in shadow. On a successful Spot check (DC 18), a viewer could make out a small catwalk extending across some of the beams.

The most striking feature in the room is a set of large stained glass windows that depict an armored saint brandishing his holy sword.





Q & A SWORD & SORCERY

This issue, the gurus of scarred lands and Malhavoc press take time from their busy schedules to answer your questions...



by Joseph D. Carriker

A few questions sneaked in amidst the gushing praise for **Relics & Rituals II: Lost Lore**...

Q: Something seems kinda off with *shocking missile*. Is this really first level?

A: Make these adjustments. First of all, it does 1d8+1/level, to a maximum of 1d8+10 points of damage, not 10d8+10. Additionally, please note that doing just about anything with the arrow other than firing it from a bow counts as discharging it — including dropping it into a quiver. So, this is not a cheap means of getting free magical ammunition. It may, however, be enchanted and then held in the hands until it is needed. These changes will bring it down to the power level of a first level spell.

Q: Does *stone bolt* actually create one bolt per character level? With no limit? That's insane!

A: Ahem. Yeah, it is. That was our bad — *stone bolt* should have the same missile limit and missiles/level advancement that *magic missile* has. That is, you gain one missile at 1st level and one additional missile for every two levels thereafter, to a maximum of five missiles.

MALHAVOC PRESS

by Monte Cook

Here are some recent questions that have come in about the three **Books of Eldritch Might**. Since Malhavoc doesn't like to trouble himself with questions from mere mortals, I thought I'd take a crack at answering them myself...

Q: If variant bard spellsongs in **Book of Eldritch Might II: Songs and Souls of Power** have no somatic components, they shouldn't have any spell failure chance in armor, right?

A: The arcane spell failure applies to the bard when in armor with an armor check greater than -3 for balance reasons. Have you ever tried to sing in heavy armor?

Q: In the **Book of Eldritch Might II**, there is a spell called *acuminate*. Shouldn't that be dismissible? Or can I still use the hand to do other things like cast spells?

A: *Acuminate* should not be dismissible and its use precludes any use of the shape-shifted limb for delicate tasks, such as spellcasting, picking locks, or petting puppies. It's a low-level spell, so it has drawbacks as well as benefits.

Q: In both **The Book of Eldritch Might** and **Book of**

Eldritch Might II, I find references to a spell called *free action* or *freedom of action* but I can't find it anywhere. What's up with that?

A: What's up is that I'm a big idiot. That's the spell's old name. Now it's called *freedom of movement*. Ironically, when we designed 3rd Edition, we changed the name of the spell to avoid confusion, because we were afraid people would think it gave you an extra free action in a round.

Q: In **Book of Eldritch Might III: The Nexus**, can a *doorway to elsewhere* go to a location that moves, like a ship or a flying castle? A large wagon? The same question would apply to the *window to elsewhere* spell as well.

A: Ultimately, it's a DM's call as to whether a *teleport*-type spell can take you to a moving object. Personally, I'd say that a flying castle is certainly a viable location, and a large ship might be okay as well, but a wagon is not a location.

For weekly updates and free game content, visit Monte Cook's website at www.montecook.com.



Relics & Rituals II:
Lost Lore



Book of Eldritch
Might



Book of Eldritch
Might II: Songs
and Souls of Power



Book of
Eldritch Might III:
The Nexus

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Reasons to Embrace Mindscape Psionics

by author Bruce R.
Cordell



Mindscapes:
page 14

In May, **Malhavoc Press** releases an all-new psionics sourcebook called **Mindscapes**. In this class book for psions and psychic warriors, I present a variety of new prestige classes, feats, powers, and creatures — plus an alternate psionic combat system.

Not sure if you're ready to dive into Mindscape psionics?

Mindscapes is for you if...

10. You've ever uttered the words "*Psionic combat* — I fear it," or "Psionic combat @#%! sucks! Isn't there another way to do this?" Yes, grasshopper, now there is.

9. Psionic combat modes called *brain hammer* and *force multiplier* sound like something you'd like to trigger.

8. You think psions were cheated out of bonus feats. I mean, come on, the wizard gets bonus feats — why not the psion? Yes, why not!

7. You would like your psionic character to study the form, substance, and nature of ectoplasm itself in order to fabricate reality through mere will. Hello, *astral zealot*!

6. You want your psionic character to wield time the way other psions wield psychic energy! Who knows where moments go once past? The *chronorebel*, that's who.

5. You want the perfect meld of monkish martial arts goodness combined with a tasty assortment of psionic abilities, all in one easy-to-use prestige class package. Did I mention the part about the *lucid cenobite* prestige class?

4. You wonder whether there's a difference between a divine god and a psionic godmind. Believe me, there's a difference, and the *spiritual* prestige class is the psionic answer to a cleric's piety.

3. You yearn for a psionic prestige class with base Hit Dice of d12. Yearn no longer. It's called the *voce warrior*.

2. You'd like a *subconscious* psionic feat your character can use with certain powers even when he's down for the count.

And the number one reason to embrace *Mindscapes*:

1. You want a d20 product that offers 12 new psionic prestige classes, 20 new psionic feats, 60 new psionic powers, 18 new psionic monsters, an alternate psionic combat system, and even a few new psionic items thrown in for good measure. Is **Mindscapes** psionics for you? I think you know.

Stick with Malhavoc Press for reliable and creative new d20 sourcebooks and rules material.
You can get all the latest updates and free content at www.montecook.com.

Spotlight on: CEREBRAL RAGER

A special prestige class preview from
Malhavoc Press's forthcoming Mindscapes.

by Bruce R. Cordell



Requirements

Alignment: Any nonlawful

Manifesting: Ability to manifest the talent *far punch* and the 1st-level power *biofeedback*

Skills: Concentration 2 ranks, Intimidate 4 ranks, Knowledge (psionics) 7 ranks, Stabilize Self 2 ranks

Special: Ability to rage as a barbarian at least 1/day

Class Skills

Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Intimidate (Cha), Knowledge (any) (Int), Psicraft (Int), Remote View (Int, exclusive skill), Sense Motive (Wis), and Stabilize Self (Con)

Skill Points at Each Level: 4 + Intelligence modifier

Class Features (Abbreviated)

Weapon and Armor Proficiency: No additional weapon or armor proficiency.

Effective Manifester Level: Gain new power points per day and access to discovered powers as if cerebral rager had also gained a level in previous psionic class.

Secret furies shake the mental depths of every living creature. A few learn to harness that secret rage in shackles of pure will. The cerebral rager directs his white-hot anger through specially forged mental pathways. Pumping his emotions to a peak, he bleeds energy directly into his psionic abilities.

The qualifying requirements virtually assure that barbarian/psions or barbarian/psychic warriors take up this prestige class.

Cerebral ragers appear strangely restrained — they bottle up their emotions to fuel their power. Because their rages live inside, they can interact with the world on a seemingly cold, calculating basis as leaders, envoys, or heads of small companies. When they do make an exterior display of their towering anger, it is all the more effective for its rarity. Other cerebral ragers dress and behave boisterously, allowing their nature to slip into their demeanor.

Hit Dice: d6

Cerebral Rage (Ex): +4 to key ability score, +2 morale bonus on Fortitude saves, and -2 penalty on Will saves.

Lesser Killing Look (Sp): Gaze attack inflicts 7d6 points of damage.

Hate (Ex): +1 morale bonus to damage against hated foe.

Glare (Ex): +6 morale bonus on Intimidate checks.

Abhor (Ex): +2 morale bonus to

damage against abhorred foe.

Killing Look (Sp): Gaze attack inflicts 13d6 points of damage.

Despise (Ex): +3 morale bonus to damage against despised foe.

Nimbus of Fury (Sp): Nimbus of raging psionic energy confers benefits of constant cerebral rage; with a power point reserve of 27+, can use killing look every 5 rounds.

The Cerebral Rager

Class Level	Base Attack Bonus	Mode Fort. Save	Ref. Save	Will Save	Check Bonus	Special	Effective Manifester Level
1	+0	+2	+0	+0	+0	Cerebral rage 1/day	—
2	+1	+3	+0	+0	+0	Lesser killing look	+1 level of existing class
3	+2	+3	+1	+1	+1	Hate	+1 level of existing class
4	+3	+4	+1	+1	+1	Cerebral rage 2/day	—
5	+3	+4	+1	+1	+1	Glare	+1 level of existing class
6	+4	+5	+2	+2	+2	Abhor	+1 level of existing class
7	+5	+5	+2	+2	+2	Cerebral rage 3/day	—
8	+6	+6	+2	+2	+2	Killing look	+1 level of existing class
9	+6	+6	+3	+3	+3	Despise	+1 level of existing class
10	+7	+7	+3	+3	+3	Nimbus of fury	—

RAVENLOFT GAZETTEERS: A TOUR OF THE DARKNESS

THE RAVENLOFT® GAZETTEER SERIES TAKES THE
ULTIMATE ROAD TRIP THROUGH THE DREAD REALMS.
by **Ravenloft** Developers Jackie Cassada and Nicky Rea

I have now dedicated a full year of toil to the Doomsday Gazetteer project. By my estimation, this survey will require yet another two years to complete. As such, this anniversary strikes me as a prime opportunity to review my progress to date.

More than six years ago, as the patron of these works well knows, Azalin Rex all but destroyed himself in the cataclysmic Requiem, plunging Darkon into a desperate age. I spent five years following this disaster engaged in an independent study of the Slain City of Necropolis, uncovering countless occult truths about the origins of the Requiem and the nature of our world. My successful research should have more than proved my ability to obtain results in the face of unending peril and dangers that dragged down many folk less capable than myself...

— from the introduction to **Ravenloft Gazetteer, Volume III**

With these words, the intrepid author of the *Doomsday Gazetteer* project launches another trek across the Dread Realms, noting the landscape, people and oddities that make each of the countries of the land of Ravenloft unique and deadly.

The upcoming **Ravenloft Gazetteer, Volume III** continues the popular series of sourcebooks for the Dread Realms that provide expanded information on the territories that comprise the **Ravenloft** universe.

Each **Gazetteer** holds a wealth of detail only touched upon in the **Ravenloft Campaign Setting**, which enables players and DMs to bring their characters and encounters to life. Every book focuses upon a particular part of the Dread Realms, exploring everything from geography to culture, politics to religion... and, of course, the horrors that lurk in the shadows throughout. In addition to acting as a compelling travelogue,

each **Gazetteer** includes sections entitled "Dread Possibilities," which provide optional encounters and story hooks for DMs.

The first-person style that permeates the **Gazetteer** series not only makes each land immediate and personal but also reveals a hidden story that lies just beneath the surface.

Ravenloft Gazetteer, Volume III is the latest in this ongoing series. It presents a close look at three of the Core's most intrigue-laden realms. From the Renaissance-like intrigues of Dementlieu, to the ghost-riddled land of Mordent, to the ambitious machinations of the ruling family of Richemulot, this volume treads new ground... revealing new secrets and ancient evils alike.

So pack your bags, ready your swords and spells and set off on a journey through the Dread Realms. With the trusty **Gazetteers** as your guides, the world of **Ravenloft** awaits.

Ravenloft Gazetteer, Volume III is set for release this April.

Engel

ON ANGELS' WINGS...

Sword & Sorcery Studios brings the intriguing setting of **Engel** to the English language

by Andrew Bates, Sword & Sorcery Studios Managing Editor



Order Book: Michaelites

We're busy producing our various game lines, so we have seldom thought about taking on someone else's creation. But then we saw **Engel**, a new game from our German translating partner, Feder & Schwert. It's so rich with ideas and visuals that we had to produce a version in English.

A new blend of fantasy and science fiction elements forms the game's unique background. In **Engel**, players take on the

role of angels who soar into battle against the Dreamseed, daemonic swarms of the Lord of the Flies. But behind the heroic facade of heavenly warriors, the angels of the Lord struggle to retain their sanity as flashes of memory from indecipherable past haunt them.

Engel uses the popular 3rd Edition fantasy rules, complete with brand new character classes and angelic powers called *potestates*. The German version also has an alternative card-based rules system, which we decided not to reproduce at this time. We've otherwise striven to reproduce every element of

Engel as faithfully in English as it was first created in German.

Making a translation is not without its complications, but the F&S staff has been tremendous help, ensuring that we're as accurate to the original as we can be. Each one we've published so far — from **Engel** itself to the graphic novel **Pandoramicum** to the monster book **Creatures of the Dreamseed** — looks even better than the last, and promises even more exciting stuff to come.

Order Book: Michaelites, the first in a series of sourcebooks on the angelic orders and geographic source material, is scheduled for release this June.



Travel to Exotic Places, Meet Strange Creatures and Kill Them!

THE PHILOSOPHY BEHIND NECROMANCER
GAMES ADVENTURE MODULES.

by Bill Webb and Clark Peterson, Necromancer Games

Once upon a time, there was an idea — an idea formulated by Gary Gygax and Dave Arneson in 1974 in a little paperback book called *Underworld Adventures*. The idea was simple: it is a lot of fun to go into a dungeon and kill evil monsters. Why is the dungeon there? Who knows. Why are there 16 trolls in a cave with a *jug of alchemy*? No one cares why. What do all the monsters eat? We don't know that either (though it's probably adventurers).

But you know what? We don't have to know these things. This isn't an ecology experiment, it's a dungeon — the quintessential setting for pure swords and sorcery adventuring.

Fantasy once involved adventurers traveling to exotic places, delving into rat-infested catacombs to battle monsters for their treasure, then returning to the city to cash in the spoils for wine, women and song. This is the story told by Leiber, by Howard, and by Clark Ashton-Smith. This is the story used by Gary Gygax as the premise for the granddaddy of roleplaying games itself!

In this day and age, great focus is often placed on what kind of tea the elves of the Silver Lake drink or seeing if the players' characters can figure out

the right questions to ask that will foil the conspiracy to depose the king....

Not so in Necromancer Games modules! From the very beginning with titles like **Crucible of Freya** to newer stuff like **Necropolis** and the upcoming **Morrick's Mansion** and **Raise the Dead**, our adventures have a flavor of using your sword to solve the problem, and to Hell with elvish tea!

Necromancer Game's adventure modules pay homage to the original ideas of Leiber and Gygax. There are roleplaying opportunities, but much of our material is dedicated to "roll playing." Roleplaying will always have its place — but so will the thrill you have rolling all those dice when your wizard casts a lightning bolt to annihilate a demon!

Designed for today's gamer who has less time on his hands than previous generations did, Necromancer Games modules present exciting, challenging crawls into the bowels of the Earth, in search of the gold and lost magic that were buried by the long dead evil denizens of an ancient race. After all, (dare I say it?) gentle reader, what else is fantasy roleplaying all about?

Killing monsters is fun. Grabbing up heaps of treasure and returning to the city to blow it all on a raise dead spell for the idiot who failed to check for traps... is fun.

We hope that you find our modules as exciting as those hundreds of players who have ventured into (and not as often out of) them. But just because we love combat doesn't mean Necromancer Games modules are mindless creature hunts. See the sidebar for an excerpt from **Tomb of Abysthor**, a product hailed as the best dungeon module for d20 roleplaying.

Wizards of the Coast has said that the Third Edition Rules are about "getting back to the dungeon." Necromancer Games is about the dungeon getting back at you!

Using a Dungeon

Dungeons are classic settings for heroic swords and sorcery adventuring. Turning your party loose in a dungeon to explore it and cleanse it of evil (and treasure) is a time-honored tradition. Certainly the Stoneheart Mountain Dungeon from the **Tomb of Abysthor** is loaded with evil and treasure sufficient to satisfy the lusts of any bold adventurer.

Dungeons, however, do not need to be tied to "hack and slash" adventuring. Instead, the best use of a dungeon is as a dramatic setting for storytelling. Rather than have your players simply bash in door after door looking for monsters and loot, design a purpose for the party to delve into the dungeon. Give them a quest or a goal to give them direction and a sense of accomplishment. It keeps their dungeon adventuring focused and keeps the tension high — there is a risk of failing to accomplish their mission.

Even among the evil creatures, don't make them all just hostile foes. Include power groups, each with their own agendas, allowing the PCs to ally themselves with one or all of the groups — possibly even playing one off against the other.

Don't just include monsters. Throw in some neutral groups or even some good-aligned groups. That allows for more interaction between the PCs and the denizens of the ruined keep or dungeon.

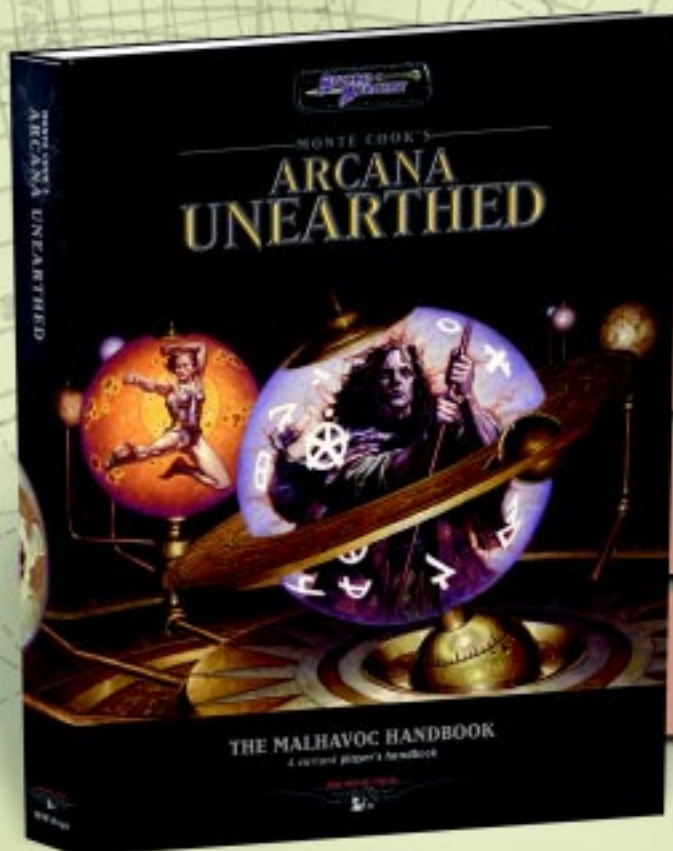
"Roll-playing" and roleplaying don't have to be mutually exclusive!

Look to the classics for inspiration. Read about the adventures of Fafhrd and the Grey Mouser. Read the Conan stories by Robert E. Howard. Refer to the original Gygax modules. Heck, when all else fails, whip out the **Tomb of Horrors**.



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Retail Price: \$10.95 U.S. Page Count: 48
Authors: Ari Marmell and C. A. Suleiman
Developer: Joseph D. Carriker, Jr.
Artists: SSS Staff



Ravenloft Gazetteer III™

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The third installment in the Gazetteer setting sourcebook series provides in-depth information on the domains of Dementlieu, Mordent, Richemulot and Borca. Perfect for single adventures and ongoing campaigns, **Ravenloft Gazetteer III** is useful for both players and DMs.

ISBN: 1-58846-086-X Stock #: 15022
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Authors: Stuart Turner, Peter Woodworth and Andrew Wyatt
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Raise the Dead™

A Friend Has Fallen...

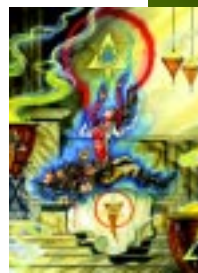
"Adventurers, you seek the divine aid of my goddess," the high priest intones as Terik lays down the body of his fallen comrade. The priest peers into a smoking brazier. "The goddess shall grant you aid. But first there is a task you must perform...."

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Authors: Casey Christofferson, Brenden Simpson and Lance Hawvermale
Developers: Bill Webb and Clark Peterson
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Developers: Stephan Wieck & Stewart Wieck





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Author: Owen K.C. Stephens
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Developer: Andrew Bates



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Author: Mike Mearls
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Author: Casey W. Christofferson
Developers: Bill Webb and Clark Peterson
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Author: Bruce R. Cordell
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Author: SSS Staff
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Authors: Oliver Hoffmann and Oliver Graute
Developers: Oliver Graute and Oliver Hoffmann

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