

# EL VIEJO TERCIO

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**Novedades rol, libros y miniaturas, 24 de junio de 2011**

**Pathfinder Campaign Setting: Undead Revisited.** P.V.P.: 17,00 €

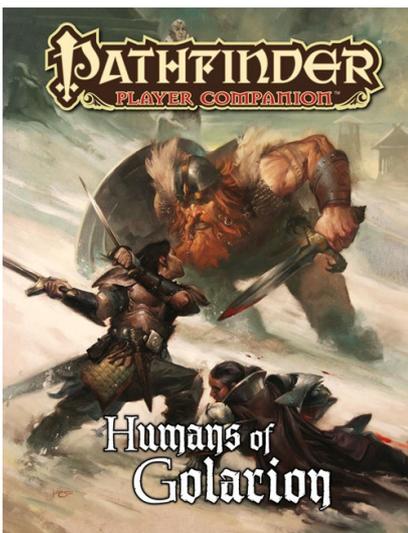
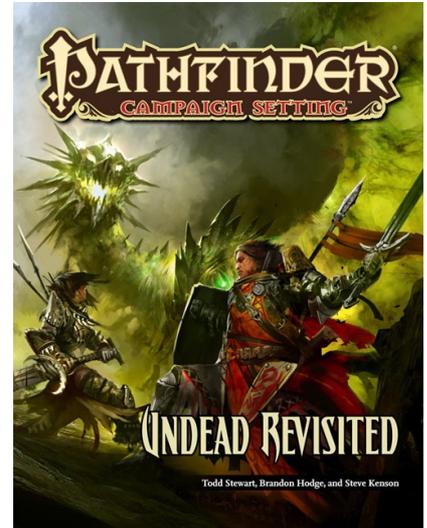
**FORMATO:** LIBRO, ROL (LÍNEA *PATHFINDER*). **EDITOR:** PAIZO

For most people, death is a release, a passage into the just rewards of the afterlife. Yet not everyone who dies rests easy. Legends and campfire tales tell of those individuals too evil to die, or too twisted by pride or occult knowledge to cross over to the other side. These lost souls become the undead, plaguing the dark crypts or silent streets of cities and farm towns alike, feasting on the innocent or spreading their immortal contagion like a plague. Undead Revisited explores 10 different undead monsters—or entire breeds of monsters—from both real-world history and the time-honored traditions of fantasy roleplaying. Each monster entry explores the undead creature's formation and ecology, its interactions with its victims and other undead, tips and tricks regarding its role in a campaign, variant versions for added gaming utility, and more. In addition, each entry comes with a unique sample monster, complete with full statistics for the Pathfinder RPG and ready to be dropped into any game.

Inside this 64-page book, you'll find:

- Liches, the twisted spellcasters who lock away their souls so death may never claim them
- Devourers, who form from the spirits of powerful spellcasters and fiends that venture into the darkness beyond the planes and come back forever tainted
- Raveners, the undead dragons wrapped in the soul energy of those they destroy
- Spectral dead, those formless spirits such as the wailing and betrayed banshees, the insane allips, the furious spectres, and the supremely evil wraiths
- Shadows, those souls too covetous and miserly to relinquish their grasp on life
- Bodaks, the eyeless horrors twisted by sights no one was meant to see
- Graveknights, whose lust for battle knows no end—not even in death
- Nightshades, the planar juggernauts who seek to snuff all life from the cosmos
- Mohrgs, the undead murders who rise after death to stalk the streets
- Wights, with their insatiable hunger for the souls of the living

Undead Revisited is intended for use with the Pathfinder Roleplaying Game and Pathfinder campaign setting, but can easily be used in any fantasy game setting. By Eric Cagle, Brian Cortijo, Brandon Hodge, Steve Kenson, Hal Maclean, Colin McComb, Jason Nelson, Todd Stewart, and Russ Taylor



**Pathfinder Player Companion: Humans of Golarion.** P.V.P.: 9,50 €

**FORMATO:** LIBRO, ROL (LÍNEA *PATHFINDER*). **EDITOR:** PAIZO  
Masters of the Realm

Brave, cunning, and adaptable, humanity dominates the countries of the Inner Sea. Discover the legendary history and secret ambitions of humankind, the most populous race of the Pathfinder campaign setting. With the potential to do anything they set their minds to, humans have become unrivaled heroes, infamous villains, and even deities—and now the course of humanity's future is in your hands. Learn of the varied and distinctive ethnicities of humankind, from rugged Ulfen vikings and scheming Chelish diplomats to noble Garundi travelers and mysterious Tian merchants, and master the unique skills and traditions they use to face the dangers of a world that refuses to be tamed.

Humans of Golarion presents a player-friendly overview of the fantastical human cultures of the Pathfinder campaign setting, along with new rules and information to help players customize characters in both flavor and mechanics.

Inside this book, you'll find:

- Information on the physical traits, philosophies, traditions, histories, and cultures of humans—the most populous race in the Inner Sea
- Insights on each of Golarion's major human ethnicities, designed to help players create

distinctive and exciting characters ready for any adventure

- A detailed map charting the historical migration for the most common human ethnicities in the Inner Sea region
- Revelations about Aroden, the fallen god of humankind
- Notes on the lost empires of humanity, such as Azlant, Thassilon, the Jistka Imperium, Ancient Osirion, and more
- New traits, spells, and weapons for each human culture

This Pathfinder Player Companion is set in the Pathfinder campaign setting and works best with the Pathfinder Roleplaying Game or the 3.5 version of the world's oldest fantasy roleplaying game, but can easily be incorporated into any fantasy world.

**El Viejo Tercio S.L.** Tel./Fax: 91 8060157. [elviejotercio@gmail.com](mailto:elviejotercio@gmail.com) [www.elviejotercio.com](http://www.elviejotercio.com)

Written by James Jacobs, Colin McComb, Sean K Reynolds, Amber Scott, and Larry Wilhelm

Each bimonthly 32-page Pathfinder Companion contains several player-focused articles exploring the volume's theme as well as short articles with innovative new rules for social, magic, religious, and combat-focused characters, as well as traits to better anchor the player to the campaign.

**Pathfinder Module: Academy of Secrets.** P.V.P.: 12,00 €

**FORMATO:** MÓDULO DE AVENTURA, ROL (LÍNEA *PATHFINDER*). **EDITOR:** PAIZO

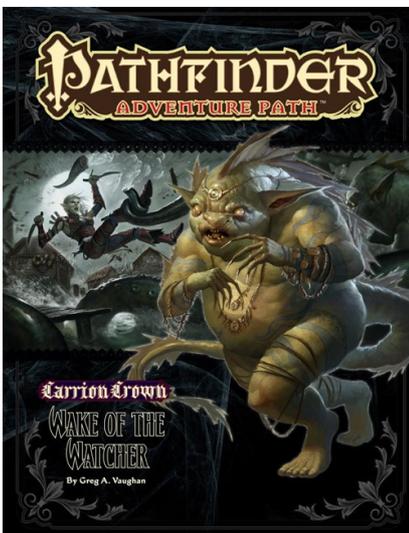
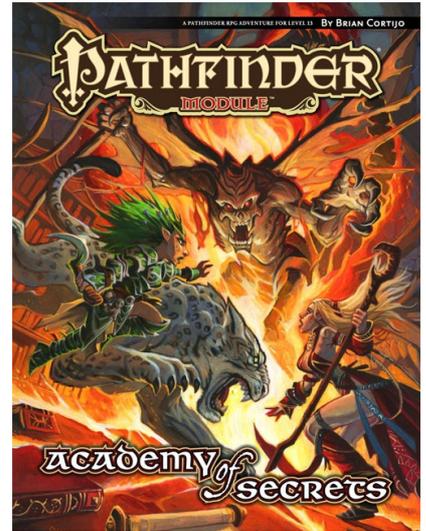
A dungeon adventure for 13th-level characters

Every year the Acadamae—Korvosa's prestigious school of the arcane arts—opens its gates to the city to host the Breaching Festival, where the most skilled infiltrators are invited to enter the magically guarded Hall of Wards or die trying. Testing their luck against the university's strongest defenses, the competitors pull out all the stops as they vie for a chance at a fortune in gold and magical treasure. This year, the school's headmaster has invited the heroes to participate, against the contest's longstanding traditions. While the Breaching Festival has not seen a champion in over a century and a half, this year's festival promises to be the deadliest trial the school has ever known. Should the heroes reign victorious, the secrets they may uncover promise more than gold and glory—they may rock the very foundation of the Acadamae, and even the entire city!

Academy of Secrets is an adventure for 13th-level characters, written for the Pathfinder Roleplaying Game and compatible with the 3.5 edition of the world's oldest RPG. It features a massive magical university, compatible with GameMastery Map Pack: Magic Academy and teeming with sorcerer traps, weird puzzles, diabolical monsters, and countless students and professors trapped in a web of arcane deceit. Also within, you'll find a brand-new monster and details on one of Golarion's most famous schools of magic, as mentioned in Pathfinder Campaign Setting: Guide to Korvosa and the Curse of the Crimson Throne Adventure Path. While Academy of Secrets takes place in the metropolitan city of Korvosa, the magic academy within is suitable for use in any fantasy campaign setting.

Written by Brian Cortijo.

Pathfinder Modules are 32-page, high-quality, full-color, adventures using the Open Game License to work with both the Pathfinder Roleplaying Game and the standard 3.5 fantasy RPG rules set. This Pathfinder Module includes new monsters, treasure, and a fully detailed bonus location that can be used as part of the adventure or in any other game!



**Pathfinder Adventure Path 46.** P.V.P.: 17,00 €

**FORMATO:** LIBRO, ROL (LÍNEA *PATHFINDER*). **EDITOR:** PAIZO

Chapter 4: "Wake of the Watcher" by Greg A. Vaughan

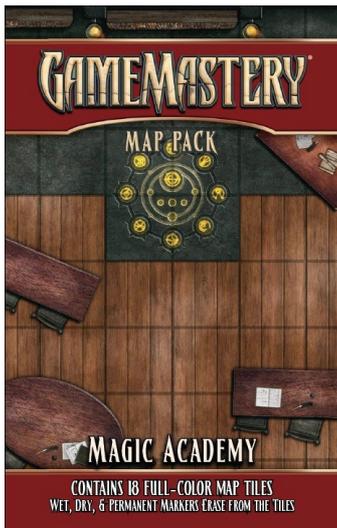
No one goes to Illmarsh. An ugly town, unfriendly to strangers and squatting amid the nastiest stretch of swamp in Ustalav, Illmarsh seems to breed rumor and madness, and those who speak of it always whisper of strange disappearances, misshapen shadows, and sacrifices to things terrible and forgotten. But when the trail of the death cultists known as the Whispering Way leads to Illmarsh, it's up to the PCs to learn the secrets of the sickly village. There they'll find a desperate people, caught in a war between beings from beneath the seas and invaders from the darkest corners of the cosmos. Can the heroes save Illmarsh from its tradition of terror? Or will they be the next victims of the horror from beyond the stars?

This volume of Pathfinder Adventure Path continues the Carrion Crown Adventure Path and includes:

- "Wake of the Watcher," a Pathfinder RPG adventure for 9th-level characters, by Greg A. Vaughan
- Blasphemous secrets of the foul faiths known collectively as the Old Cults and sanity-shattering gods such as Azathoth, Nyarlathotep, and Cthulhu, by James Jacobs

- A giant bestiary filled with eight classic monsters inspired by the writing of H. P. Lovecraft and the tales of the Cthulhu Mythos, by James Jacobs and Greg A. Vaughan
- Laurel Cylphra's discovery that the dead aren't the only dangers in Ardis in a new entry into the Pathfinder's Journal, by F. Wesley Schneider

Each monthly full-color softcover 96-page Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. **Pathfinder Adventure Path** volumes use the Open Game License and work with both the Pathfinder RPG and the standard 3.5 fantasy RPG rules set.



**GameMastery Map Pack: Magic Academy.** P.V.P.: 11,00 €

**FORMATO:** COMPLEMENTO, ROL (LÍNEA *GAME MASTERY*). **EDITOR:** PAIZO  
Class is in Session!

Your characters are about to get an education in the arcane! With Paizo Publishing's latest GameMastery Map Pack, you don't have to spend time drawing every darkened hallway and scroll-strewn classroom in which magical menaces await! This line of gaming accessories provides simple and elegant tools for the busy Game Master. Inside, you'll find 18 captivating 5" × 8" specially coated map tiles, allowing you to use wet-erase and dry-erase markers, then remove ink with ease!

This set includes: Classroom, Dormitory, Archmage's Office, Laboratory, Spell-Dueling Hall.

Game Masters shouldn't waste precious time sketching every time an adventure calls for a center of learning or magical laboratory. With GameMastery Map Pack: Magic Academy, you'll be ready next time you run across sorcerous scoundrels who need to be taught a lesson!

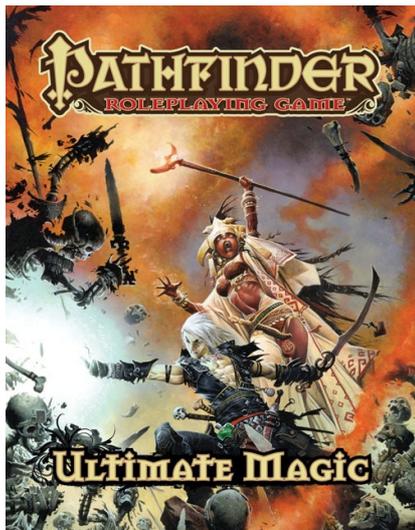
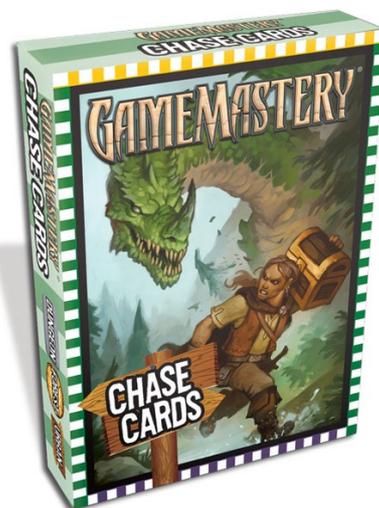
Also check out Pathfinder Module: Academy of Secrets, the tie-in that transforms GameMastery Map Pack: Magic Academy into a complete adventure!

**GameMastery Chase Cards Deck.** P.V.P.: 10,00 €

**FORMATO:** CARTAS, ROL (LÍNEA *PATHFINDER*). **EDITOR:** PAIZO

Whether you're on the run or in hot pursuit, Chase Cards make hectic sprints about more than just movement speeds. This beautifully illustrated deck of 51 full-color cards gives you a new way to run chases and races in your Pathfinder Roleplaying Game adventures. Each card presents an obstacle in one of three classic adventure settings—a bustling city, a tangled forest, or a deadly dungeon—challenging heroes to overcome or fall behind. Get in the race with Chase Cards and don't get left in the dust.

By laying a line of these cards down on your table, you can track each character's progress through a path fraught with perils—along with all of the die rolls needed to avoid or navigate these unexpected dangers. Lay out a desperate pursuit through a crowded city, a dangerous race through hostile wilderness, and a nerve-wracking run through deadly ruins and abandoned buildings—or mix and match the cards to create a chase that moves through multiple regions!



**Pathfinder Roleplaying Game: Ultimate Magic (OGL).** P.V.P.: 34,00 €

**FORMATO:** LIBRO, ROL (LÍNEA *PATHFINDER*). **EDITOR:** PAIZO

Unlock the magical mysteries of the Pathfinder RPG with this exhaustive guide to the art of magic, an invaluable resource for players and Game Masters alike!

This comprehensive 256-page hardcover reference unveils the magical secrets of the Pathfinder rules like never before. Tons of new tricks and techniques for every spellcasting class in the game fill the book, ranging from arcane secrets uncovered by studious wizards to dazzling ki-tricks performed by canny monks to new mutagens for alchemists, new oracle mysteries, specialized channel energy options for clerics, and more.

Ultimate Magic also introduces the latest Pathfinder RPG base class: the magus. Combining arcane spells with practiced martial skill, the magus incorporates elements of the warrior and wizard to walk a path balanced between two deadly efficient extremes. All this plus more than 100 new spells for all spellcasting classes, an innovative new “words of power” spellcasting system, a complete system for 1-on-1 spell duels, and more.

Ultimate Magic includes:

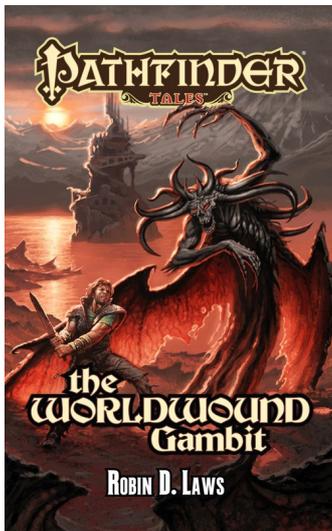
New player character options for all 14 spellcasting Pathfinder RPG base classes, including alchemist discoveries and bombs, specific bard performances, specialized uses for channel energy, expanded druid domains and rules for vermin companions, new

inquisitor archetypes, ki tricks, alternative oracle curses and revelations, new sorcerer bloodlines, additional summoner eidolon abilities and eidolon templates, new witch hexes and patrons, wizardly arcane discoveries, and more!

The Magus, a brand-new 20-level base class that mixes wizardry with martial skill

Extensive overviews of new and existing magic subsystems such as condition-based magic, cooperative casting, magical organizations, unpredictable primal magic, counterspelling, binding outsiders, crafting golems, etc.

- Lots of new familiars
- Premade spellbooks suitable for use at all levels of play
- Tons of new feats specifically designed for magic-using characters
- Brand new “words of power” alternative magic system
- More than 100 brand new spells!
- ...and much, much more!

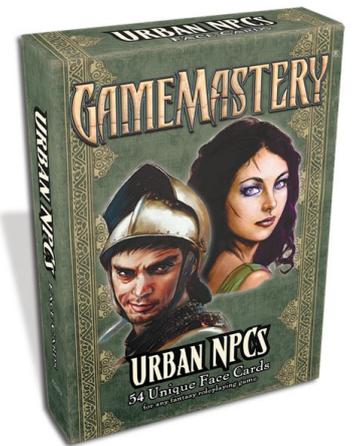


**Pathfinder Tales: The Worldwound Gambit.** P.V.P.: 8,50 €  
**FORMATO:** NOVELA (LÍNEA *PATHFINDER TALES*). **EDITOR:** PAIZO  
 by Robin D. Laws

In the foreboding north, the demonic hordes of the magic-twisted hellscape known as the Worldwound encroach upon the southern kingdoms of Golarion. Their latest escalation embroils a preternaturally handsome and coolly charismatic swindler named Gad, who decides to assemble a team of thieves, cutthroats, and con-men to take the fight into the demon lands and strike directly at the fiendish leader responsible for the latest raids—the demon Yath, the Shimmering Putrescence. Can Gad hold his team together long enough to pull off the ultimate con, or will trouble from within his own organization lead to an untimely end for them all? From gaming legend and popular author Robin D. Laws comes a fantastic new adventure of swords and sorcery, set in the award-winning world of the Pathfinder Roleplaying Game. 432-page mass market paperback.

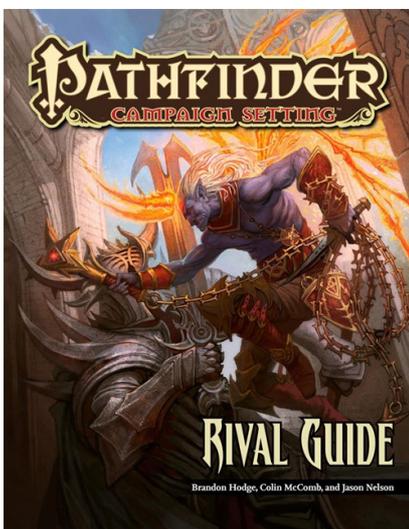
**GameMastery Face Cards: Urban NPCs.** P.V.P.: 10,00 €  
**FORMATO:** CARTAS, ROL (LÍNEA *GAME MASTERY*). **EDITOR:** PAIZO

Be it a sinister sneer, a welcoming glance, or a sly wink, first impressions count in any game. This 54-card set of beautifully illustrated, full-color Face Cards lets you give a new dimension to your game’s NPCs. Each card back includes space to add your own notes for each character. Face Cards are usable with any fantasy roleplaying game.



**GameMastery Flip-Mat: Country Inn.** P.V.P.: 11,75 €  
**FORMATO:** COMPLEMENTO, ROL (LÍNEA *GAME MASTERY*). **EDITOR:** PAIZO

Bandits in the hills? Saddle-sore and ready to trade in your sleeping mat for a comfy bed and a fresh cup of ale? Flip-Mat: Country Inn sets the scene for a relaxing rural break from the road—and makes the perfect locale for an ambush, assassination attempt, brigand raid, or any of countless other battle possibilities! This portable, affordable map measures 24" x 30" unfolded, and 8" x 10" folded. Its coated surface can handle any dry erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, GameMastery Flip-Mats fit perfectly into any Game Master’s arsenal! On tabletops across the world, the Flip-Mat Revolution is changing the way players run their fantasy roleplaying games! Why take the time to sketch out ugly scenery on a smudgy plastic mat when dynamic encounters and easy clean-up is just a Flip away? Cartographer: Jason Engle



**Pathfinder Campaign Setting: Rival Guide (PFRPG).** P.V.P.: 17,00 €  
**FORMATO:** LIBRO, ROL (LÍNEA *PATHFINDER*). **EDITOR:** PAIZO

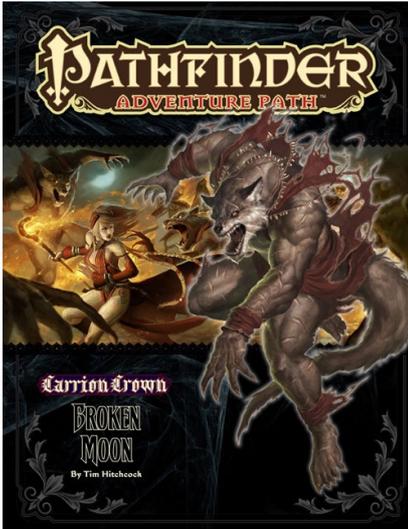
The Rival Guide presents 10 fully detailed rival adventuring groups, complete with specialized spells, equipment, magic items, and unusual minions. These groups cover a wide range of themes, from haunted pirates to drow death cultists, monstrous slavers to nigh-unstoppable arch-villains, and much, much more!

Inside this 64-page book, you’ll find:

- Full stat blocks for 40 different NPCs, ranging from relatively minor foes at CR 2 to world-shaking menaces at CR 19. Use these as rival adventuring parties, or split them up when you need specific NPCs or even last-minute player characters.
- Background information on each group discussing its history and goals, as well as on how to incorporate its members into your game as rivals for your PCs to clash against.
- Several new alchemical items, feats, magic items, poisons, racial traits, and spells, along with a new template for characters haunted by ancient, sinister spirits and a simple template for alchemically invisible creatures.

The Rival Guide is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting, but can easily be incorporated into any fantasy game setting.

by Brian Cortijo, Adam Daigle, Tim Hitchcock, Brandon Hodge, Colin McComb, Jason Nelson, Amber Scott, Neil Spicer, and Todd Stewart.



**Pathfinder Adventure Path #45: Broken Moon (Carrion Crown 3 of 6) (PFRPG).** P.V.P.: 17,00 €

**FORMATO:** LIBRO, ROL (LÍNEA *PATHFINDER*). **EDITOR:** PAIZO

Chapter 3: "Broken Moon" by Tim Hitchcock

Among the shadows of the infamous Shudderwood lurk deadly beasts, savage madmen, and monsters that blur the line between the two. Into this fearful wilderness the heroes follow the path of the Whispering Way's nefarious necromancers. But when the cultists' passage throws the forest's tenuous peace into chaos, the adventurers find the only island of safety amid the savage wilds transformed into the killing grounds of a shapeshifting monster. Can the PCs escape the terror-plagued wilderness and unveil the death cultists' true plot at last? Or will the lycanthropic curse claim them as well?

This volume of Pathfinder Adventure Path continues the Carrion Crown Adventure Path and includes:

- "Broken Moon," a Pathfinder RPG adventure for 7th-level characters, by Tim Hitchcock
- The secrets of the Whispering Way, a notorious cult sworn to the powers of death and undeath, revealed in blasphemous detail, by Adam Daigle
- Insights into the savage lives of werewolves, wererats, and other lycanthropes, by Gareth Hanrahan

• Laurel Cylphra comes face to face with an ancient mystery in the Pathfinder's Journal, by F. Wesley Schneider

• Seven exciting and deadly new monsters, by Tim Hitchcock, Rob McCreary, and Patrick Renie

Each monthly full-color softcover 96-page Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the standard 3.5 fantasy RPG rules set.

**Supplement 11: Animal Encounters.** P.V.P.: 21,25 €

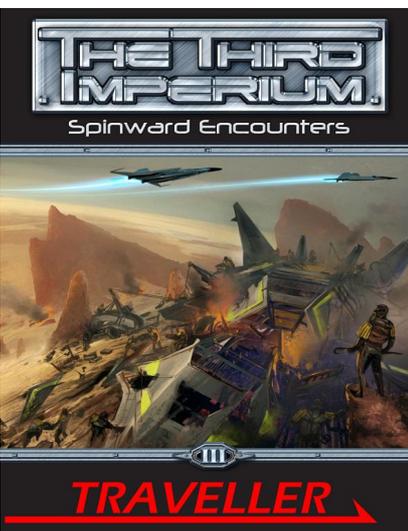
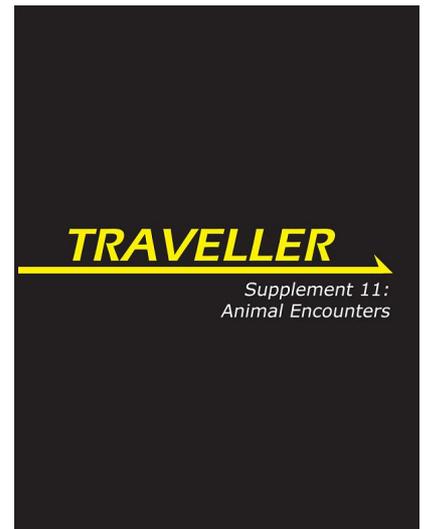
**FORMATO:** LIBRO, ROL (LÍNEA *TRAVELLER*). **EDITOR:** MONGOOSE

128 páginas, rústica. Blanco y negro. Autor: August Hahn

Once players start venturing out from the safety of civilisation and into the wilderness, they will be confronted with all manner of exotic and strange fauna. From deadly predators that will stalk a heavily armed party for weeks before making their lethal ambush, to harmless furballs that make for good pets, Animal Encounters will allow a referee to create new creatures to populate his worlds, each tuned specifically to its environment.

As well as providing a many examples of animals already discovered on distant worlds, Animal Encounters not only provides a complete system for referees to create their own, but also a chapter on very strange animals, such as those that live in super-dense gravity environments, or those that can be found floating in the higher reaches of the atmosphere in a gas giant.

Critters in Traveller will never be the same again!



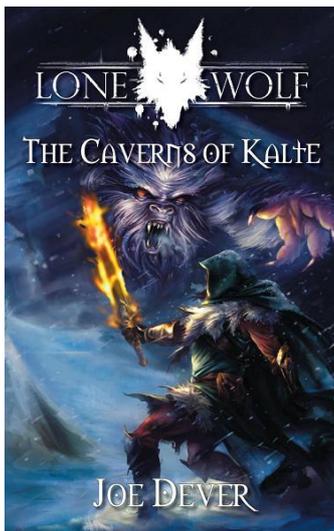
**Spinward Encounters.** P.V.P.: 24,50 €

**FORMATO:** LIBRO, ROL (LÍNEA *TRAVELLER/THIRD IMPERIUM*). **EDITOR:** MONGOOSE

152 páginas, rústica. Blanco y negro. Autor: varios.

Welcome to Spinward Encounters, a series of short adventures and adventure seeds for Traveller. Spinward Encounters is set in the Spinward Marches sector of the Third Imperium, part of the Official Traveller Universe and require only the Traveller rules to play.

With a variety of patrons and 16 full-blown adventures set in Amber Zones throughout the Spinward Marches, this book contains enough to keep your campaign going for many, many months in a variety of the Marches most exciting locations.



**Lone Wolf 3: Caverns of Kalte Collector's Edition.** P.V.P.: 17,00 €

**FORMATO:** LIBROJUEGO SOLITARIO (LÍNEA *LONE WOLF*). **EDITOR:** MONGOOSE

Size: 320 pages, Hardback. Interior Art: Black and white. Author: Joe Dever

You are Lone Wolf – last of the Kai Lords. Shocking news has just reached your homeland that Vonotar the Traitor still lives and now rules over the Ice Barbarians of Kalte. The King has vowed to your people that Vonotar will be brought to justice for his crimes. But it is a promise that only you can fulfil.

In THE CAVERNS OF KALTE, you must brave the terrible dangers of the ice kingdom in your quest to capture your most hated foe. But be warned! It is a challenge that will test your skill and endurance to the very limit.

The LONE WOLF adventures are a unique interactive fantasy series – each episode can be played separately or you can combine them all to create a fantastic role-playing epic.

Using high quality paper and hardbound for durability, this Collector's Edition of the third Lone Wolf gamebook marks the return of the last Kai Lord.

**Hawkwood Osprey Heavy Carrier.** P.V.P.: 22,50 €

**FORMATO:** MINIATURAS (LÍNEA *A CALL TO ARMS: NOBLE ARMADA*). **EDITOR:** MONGOOSE

The largest carrier to be fielded by any Noble House, the Osprey is an impressive sight and is often used to command entire fleet actions. The size of a dreadnought, the Osprey can absorb a punishing amount of damage while its main turret weaponry can smash even a Cruiser apart while its contingent of fighters lend their weight of attack to the rest of the Hawkwood fleet.



*También disponible el resto de la gama completa A Call to Arms Noble Armada (+ próximos lanzamientos en julio).*

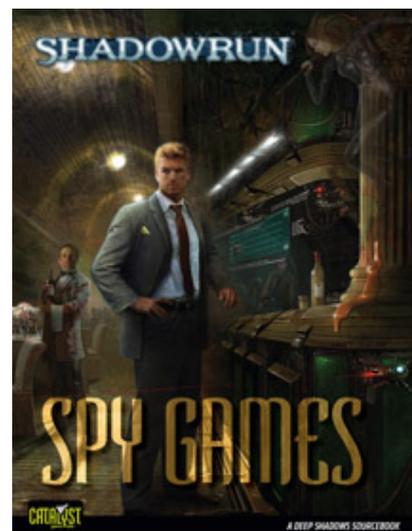
**Spy Games** P.V.P.: 24,50 €

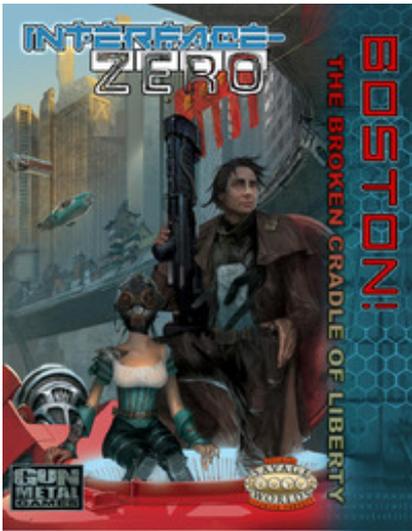
**FORMATO:** LIBRO, ROL (LÍNEA *SHADOWRUN*). **EDITOR:** CATALYST

Listen to the whispers—they're all over town. People have secrets, millions of secrets, and some of them are so explosive they could shift the balance of power in the Treaty City of Denver. Normally, the great dragon Ghostwalker's tight grip would keep the city under control, but some of the whispers moving around town say that Ghostwalker hasn't been himself lately. The powers of Denver are scrambling, the Treaty is about to be renegotiated, and information is the hottest commodity in town.

*Spy Games* brings *Shadowrun* players to the espionage-filled city of Denver, where secrets are bought and sold, and sometimes the price is paid in blood. Accessing these secrets may mean using cutting-edge surveillance gear or powerful magic, or it could mean turning back the clock and breaking out low-tech cloak-and-dagger approaches that the techheads of the world would never expect. *Spy Games* provides the setting information, gear statistics, and game rules players need to dive into Sixth World spycraft.

*Spy Games* is for use with *Shadowrun, Twentieth Anniversary Edition*.





**Boston: Broken Cradle of Liberty.** P.V.P.: 12,75 €

**FORMATO:** LIBRO, ROL (LÍNEA *SAVAGE WORLDS INTERFACE ZERO*).

**EDITOR:** CUBICLE 7

**Not All Cities Are Created Equal...**

One of the hottest Hot Spots of North America, Boston was saved from the encroaching seas by a massive civic undertaking, and declared the capital of Atlantica. Now, in the face of riots and acts of terrorism, the American 'Cradle of Liberty' reels under martial law as dissidents protest unpopular decisions in an effort to stoke the flames of rebellion. With soldiers patrolling the streets and violence a way of life, Boston stands poised to either blossom into something greater or be wiped off the map and into oblivion.

**Sometimes You've Gotta Make 'Em That Way!**

Boston: The Broken Cradle of Liberty has everything you need to take your campaign into the highways and byways of Boston. Whether you're a GM who wants to know what's going on in Beantown, or a player who just wants to hail from the area, you'll have everything you need to know to add Boston to your game. So grab your handy Watchdog and a Molotov Cocktail, tomo, and help decide the direction of the new revolution!

**In This Book You'll Find:**

•Tons of information about Boston, including neighbourhoods, interesting locations and

some of the major players of the city.

•New Edges, Hindrances and Occupations to help give your character that Beantown feel, as well as a whole mess of new gear popular to Boston, courtesy of Malmart.

•Random gang generation tables!

•Two complete Savage Tales, and a half-dozen plot hooks to get your Boston campaign rolling.

This is an expansion for Savage Worlds Interface Zero, and not a stand-alone setting.

Authors: Curtis and Sarah Lyon

ISBN: 978-0-85744-087-7, Softcover book, 8.5" x 11", 60pp, B&W

**Fabled Lands RPG Core Rule Book.** P.V.P.: 24,50 €

**FORMATO:** LIBRO, ROL (LÍNEA *FABLE LANDS*). **EDITOR:** CUBICLE 7

The Fabled Lands Core Rule Book and twelve source books are based on the Gamebooks written in 1995 by Dave Morris and Jamie Thomson and brought back to print in this core rulebook by Shane Garvey and Jamie Wallis.

Harkuna is a world of mystery, intrigue and high adventure. Create campaigns and quests based in your favourite territories from The Fabled Lands: The War-Torn Kingdom of Sokara; the prosperous cities of Golnir (Cities of Gold and Glory), the Purple Ocean (Over the Blood-Dark Sea), north through the Spine of Harkun to The Plains of Howling Darkness, further west to The Court of Hidden Faces in Old Harkuna or east across the ocean to the oriental Lords of the Rising Sun in AkatSuri.

The Role Playing Game has been designed using rules that are based on the original gamebook rules but have been expanded to achieve a party, role play experience. The twelve source books will detail the 6 previously published gamebooks as well as the 6 unpublished ones. Both Dave Morris and Jamie Thomson have had a side-line interest in what has gone into the role playing game to ensure that the original Fabled Lands feel remains intact.

Author: Shane Garvey and Jamie Wallis.

ISBN: 978-0-85744-074-7, 180 pages, Softcover, B&W.



**Doom.** P.V.P.: 15,25 €

**FORMATO:** LIBRO, ROL (LÍNEA *ICONS*). **EDITOR:** CUBICLE 7

The first of the Misfits & Menaces product line for the ICONS rule system presents DOOM, an organization of supernatural horror and unrepentant evil. Founded through the merging of several ancient dark, mystic, secret societies, DOOM looks to the insane-inspiring Lost Ones for favour by working black magic and even blacker goals towards ruling or ending the world, as their designs strike them.

Contents include:

•DOOM's flunkies, the cultist, dagger assassins, sorcerers, and the half-demon Imps.

•DOOM's demonic slaves, the Barzani, and their warlord rulers, the Riders of the Apocalypse, including game statistics for demon hybrids, the basic demon, along with Death, Famine, Pestilence, and War.

•The Doomsayers, DOOM's elite metahuman strike force, including their leader, the undying spell-smith Acolyte, along with the skinless Bone, triple-headed Cerberus, enigmatic Chain, brutish Deadman and his formless partner, Switch, dark Fallen Angel, fiery Hellfire, turncoat Nether, and duplicitous Speed Demon.



- Three new powers: Conjure, Power Boost, and Weaken.
  - Over a dozen new creatures, ranging from demons to Immortals to hellhounds to giant insects controlled by Famine.
- ICONS and associated marks and logos are trademarks of Steve Kenson and Adamant Entertainment, and are used under license.  
 Authors: Steven Trustrum.  
 ISBN: 978-0-85744-078-5, 64 pages, Softcover, B&W

**Vampire Testament of Longinus.** P.V.P.: 11,00 €

**FORMATO:** LIBRO, ROL (LÍNEA *VAMPIRE*). **EDITOR:** WHITE WOLF  
 An Ancient Text Revealed and Re-Examined.

The story of Longinus is not a secret story, although some would hide it. But neither is it an open story. It requires study. It requires respect. To some it is the final source of wisdom, freedom, survival. To others it is an evil book, the source of all oppression. No matter what viewpoint you hold, the fact remains that the Testament of Longinus cannot be ignored.

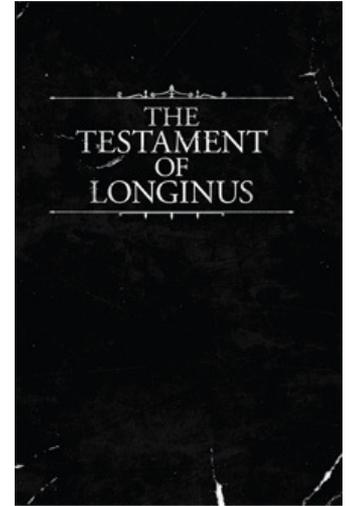
It is our history.

A chronicle book for **Vampire: The Requiem**

- An “artifact” book detailing the tenets of the Longinian faith.
- Can be used as a prop in any **Vampire: The Requiem** or **Mind’s Eye Theatre: The Requiem** game, or can be used by Storytellers and players as a resource from which to draw new role-play and story ideas.
- A “revised edition” that digs deeper into the mysteries surrounding the followers of Longinus, including footnotes and anecdotes from characters within the world of **Vampire: The Requiem**.

**Authors:** Howard Ingham, Genevieve Podleski, Eddy Webb.

**US Page Count:** 90 (softcover).



**Villains and Vigilantes RPG.** P.V.P.: 14,50 €

**FORMATO:** LIBRO, ROL. **EDITOR:** CUBICLE 7

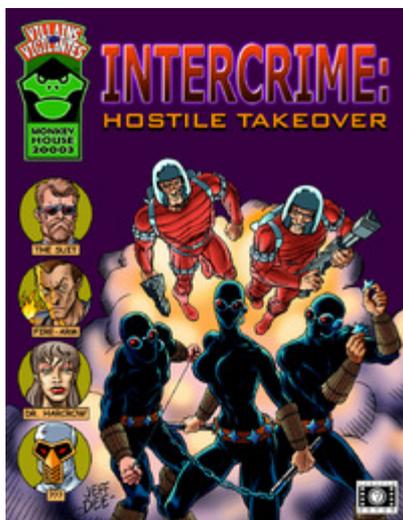
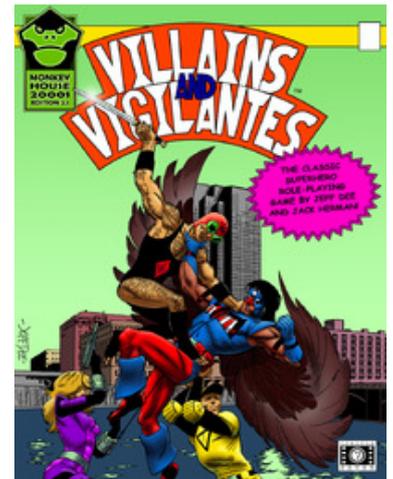
Villains And Vigilantes™ – the world’s FIRST complete superhero RPG – is back! In 1979, Jeff Dee and Jack Herman created the original Villains And Vigilantes™, the game that brought classic comic book style superheroes into the world of role-playing games. It inspired thousands of crossover fans between comics and gaming, and spawned dozens of imitations.

Villains And Vigilantes™ is legendary among role-playing games for its dynamic random super-powered character generation system, its accessible, open and fast-paced rules, and the imaginative, far-ranging campaign universe created by Jeff Dee and Jack Herman.

This latest edition of the game - dubbed version 2.1 - revives the 1982 version with a few corrections and rules additions. It also features brand new illustrations from co-creator Jeff Dee.

Author: Jeff Dee, Jack Herman

ISBN: 978-0-85744-081-5, Size: 60 pages, Soft Cover, Interior Art: B/W



**Intercrime - Hostile Takeover (V&V).** P.V.P.: 8,50 €

**FORMATO:** LIBRO, ROL (LÍNEA VILLAINS AND VIGILANTES). **EDITOR:** CUBICLE 7

Who are the Firebrands, and who supplied them with the flame-spewing rocket suits they use to perform their dastardly crimes?

In this introductory adventure for Villains and Vigilantes™, players are superheroes on the trail of Intercrime - the world-spanning criminal syndicate! This book provides information on Intercrime - the major criminal organization of the V&VTM universe. The first section describes Intercrime's organizational structure, personnel, and operations. The final section is a complete introductory adventure for a team of 4-6 beginning characters, introducing the players to Intercrime and giving them an opportunity to take out a local Intercrime base!

Author: Jeff Dee

ISBN: 978-0-85744-082-2, Size: 32 pages, Soft Cover, Interior Art: B/W

**The Villainomicon (ICONS).** P.V.P.: 24,50 €

**FORMATO:** LIBRO, ROL (LÍNEA **ICONS**). **EDITOR:** CUBICLE 7  
**BRING ON THE BAD GUYS!**

Villains are crucial to superheroes. They don't just provide antagonism - they demonstrate exactly what it is that makes the hero a hero. They highlight the strengths of the character and stand in direct contrast to everything the character represents. The best heroes are often defined by their nemesis.

The first supplement for the ICONS Superpowered Roleplaying game, THE VILLAINOMICON provides Game Masters with a rogues' gallery of dozens of villains ready to use -- but it doesn't stop there. The supplement provides new powers, new specialties, optional rules and dozens of adventure hooks-- making THE VILLAINOMICON more than just a "monster manual" for superhero gaming.

Author: Gareth-Michael Skarka, Walt Ciechanowski, Steve Kenson and Dan Houser.

ISBN: 978-0-85744-026-6, Size: 128 pages, Softcover, 6 5/8 x 10 1/4.

Interior Art: Full Colour



**Peril In Freeport (Pathfinder).** P.V.P.: 17,00 €

**FORMATO:** LIBRO, ROL (LÍNEA **PATHFINDER**). **EDITOR:** CUBICLE 7

**Something evil lurks in the waters off Freeport!**

A tidal wave and the ravings of a shipwrecked halfling lead your heroes to discover a conspiracy to sink ships headed in and out of Freeport, a black market in stolen cargo, a slaver's hideout, a Great Hunt called by the Captain's Council, and a final showdown against a horrific plan to release an abyss-spawned sea monster from its centuries-old prison!

For 6th-8th Level Characters.

Peril In Freeport is a Pathfinder adventure release set in one of the most beloved fantasy cities in gaming: Green Ronin's Freeport, City of Adventure!

Authors: Nate Christen, Gareth-Michael Skarka.

ISBN: 978-0-85744-080-8, Size: 96 pages, softcover, Interior Art: B/W.

**Divers & Sundry (Clockwork & Chivalry).** P.V.P.: 29,75 €

**FORMATO:** LIBRO, ROL (LÍNEA **CLOCKWORK & CHIVALRY**). **EDITOR:** CUBICLE 7

A Miscellany of Many and Varied Things.

Divers & Sundry is a collection of curios for players and game masters of the Clockwork & Chivalry RPG. Whether you're a veteran campaigner or new to the weird and wonderful world of 17th century clockwork and alchemical warfare, there's something in here for you, including:

\*A host of new Professions and Factions.

\*Expanded and detailed information on weapons of the era.

\*An extensive section describing the soldiers of the English Civil War and their foreign counterparts.

\*Scotland as a place for adventure in the Clockwork & Chivalry universe

\*Random NPC, Village and Adventure Seed generators.

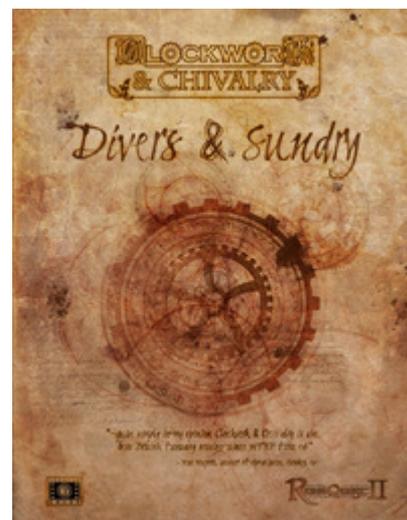
\*A selection of pre-generated characters to get your Clockwork & Chivalry games off to a quick start.

Featuring collected articles from Signs & Portents, now expanded and fully illustrated, along with a host of new material, this is an invaluable companion to the Clockwork & Chivalry setting, and could also be useful to anyone running a 17th century campaign with the RuneQuest II rules. There's even a reprint of the Witchcraft rules from the adventure Thou Shalt Not Suffer, for players wanting to play Witches, Warlocks, Cunning Men or Wise Women.

Requires use of the RuneQuest II Core Rulebook from Mongoose Publishing and the Clockwork & Chivalry Core Worldbook from Cakebread & Walton and Cubicle 7.

Author: Peter Cakebread, Colin Chapman and Ken Walton.

ISBN: 978-0-85744-086-0, Size: 180 Pages; Softcover; 8.5" x 11", Interior Art: B/W.



## Hellfrost Adventure Compendium 1. P.V.P.: 17,00 €

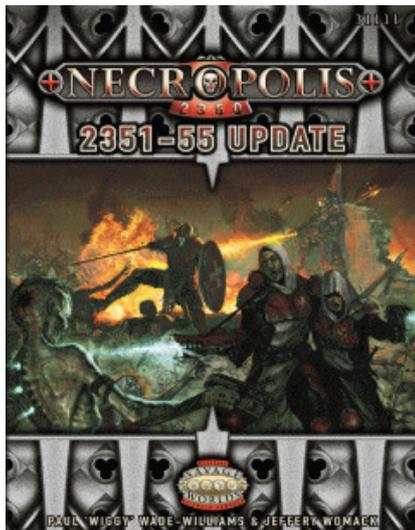
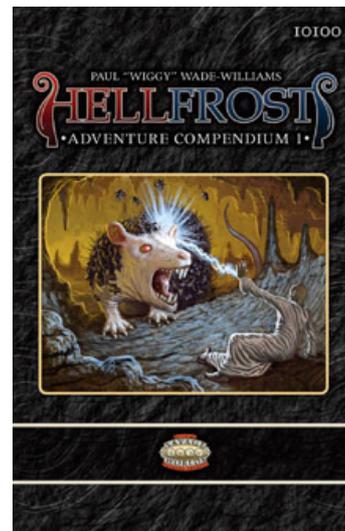
**FORMATO:** LIBRO, ROL (LÍNEA *SAVAGE WORLDS*). **EDITOR:** TRIPLE ACE GAMES

This book contains a collection of four Novice fantasy adventures designed for the popular Hellfrost setting. Each adventure gives detailed information for the GM and includes all the story background, maps and full creature stats for easy play.

Adventures contained in this book are:

- Lair of the Vermin Lord
- The Dark Seed
- Pirates of the Crystalflow
- The Eostre Festival

Hellfrost™ is an epic fantasy setting for the award winning Savage Worlds™ roleplaying game.



## Necropolis 2350: 2351-55 Update. P.V.P.: 21,25 €

**FORMATO:** LIBRO, ROL (LÍNEA *NECROPOLIS 2350*). **EDITOR:** TRIPLE ACE GAMES

Hell Just Got Worse!

The 2351-55 Update is an expansion for the Necropolis 2350 setting and expands the Necropolis timeline beyond the core book. Designed for both players and War Masters, each chapter covers one core aspect of the epic struggle. Much of the new material is designed to be drip-fed into your ongoing campaign, allowing players to witness the ongoing struggle to gain battlefield superiority. The 2351-55 Update contains:

- Three new Sacri Ordines and a new form of specialist Knight.
- New Edges and Hindrances, including Ordo-specific Edges.
- New Church armor, mundane gear, and weapons, including ten new types of grenade and six new forms of artillery warhead.
- Eleven new Church vehicles.
- Setting rules for impaling foes, preset artillery coordinates, a new artillery piece, the devastating Unchained Angel call sign, and more.

- Sections on the Ordines' battle flags, an overview of the various types of Lances, a sample Preceptory, and an expanded glossary.
- A Corporate update with alternate artillery and air support tables, a new Arcane Background, and new vehicles.
- A Rephaim update detailing necromantic cysts, fanes, new necromantic armor, weapons, and gizmos, new spells, and a new special ability for necromancers.
- Thirteen additional heresies and secret projects.
- An overview of the major conflicts between 2351 and 2355.
- Nine Savage Tales.
- An expanded bestiary covering Church, Union, and Rephaim forces.
- Gamma Front—a complete campaign setting.

Author: Paul 'Wiggy' Wade-Williams & Jeffrey Womack

Page Count: 112, Format: Softback Book

## Scion: Yazata Gods of Persia. P.V.P.: 12,75 €

**FORMATO:** LIBRO, ROL (LÍNEA *SCION*). **EDITOR:** WHITE WOLF PUBLISHING

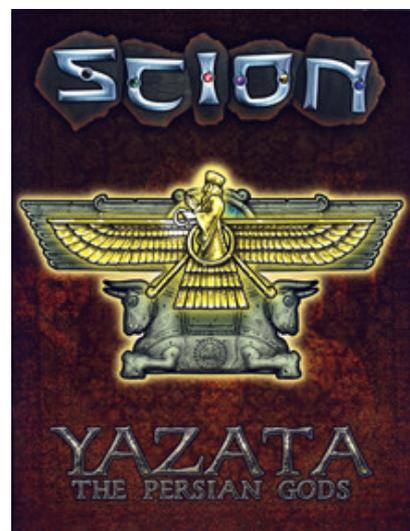
Hell Just Got Worse!

The Gods of Ancient Persia.

The Yazata - the Gods of Persia - have made their presence known. With them come new challenges, and new weapons in the war against the Titans. Whether you are a Hero, a Demigod or a God, these divinities can add a new layer to your cycle.

A pantheon book for Scion

- A new pantheon of Gods inspired by the myths of Persia
- New Boons, Knacks, Birthrights and Purviews, including a new general Purview (Stars)
- A complete Hero-level adventure





**BattleTech HexPack Cities and Roads.** P.V.P.: 22,50 €

**FORMATO:** COMPLEMENTO (LÍNEA *BATTLETECH*). **EDITOR:** CATALYST

You've defeated your opponent across all the terrain that the *BattleTech Introductory Box Set* has to offer and now you want more worlds to conquer. Grab your dice and start rolling, because this product is for you!

*HexPack: Cities and Roads* is a flexible map system aid for the *BattleTech* game system. Designed for use in conjunction with other pre-printed mapsheets (such as those from the Introductory Box Set), the system's flexibility allows for easy modifications to existing mapsheets, increasing the enjoyment of a given scenario as players quickly change the terrain to bring new excitement to each

game they play! A booklet contains two ready-to-play scenarios, which include expanded play options such as clearing woods, buildings and additional weather conditions.

Contents:

One 18" x 22" full-color gameboard-quality mapsheet, with a different map printed on either side.

Four punch-out-and-ready-to-play gameboard-quality HexTile sheets.

Sixteen page booklet.



**BattleTech Technical Readout 3058 Upgrade.** P.V.P.: 24,50 €

**FORMATO:** LIBRO (LÍNEA *BATTLETECH*). **EDITOR:** CATALYST

*BattleTech Technical Readout: 3058 Upgrade* returns to print. A huge list of Clan and Inner Sphere units still in active use in the present *BattleTech* timeline are covered, including a large selection of vehicles upgraded in technology from their first appearance in *Technical Readout: 3039*. Also covered is the first *Technical Readout* appearance of battle armor: all of the original designs that appeared following the Clan invasion receive a full TRO-style write-up. This reprint includes a new cover, and errata worked in throughout.

Selling Points:

- The *BattleTech Technical Readout* is the best selling series of books ever published for *BattleTech*.
- *Technical Readout: 3058 Upgrade* pushes the boundaries of "combined-arms"

combat that *Total Warfare* embraces, with a large selection of 'Mechs, vehicles and battle armor.

**Zeeks Psionics - Interface Zero.** P.V.P.: 12,75 €

**FORMATO:** LIBRO, ROL (LÍNEA *SAVAGE WORLDS INTERFACE ZERO*).

**EDITOR:** CUBICLE 7

Wanna Play Some Mind Games?

When Hernando Vasquez walked into the North American Coalition embassy in Madrid and torched everything just by glaring at it, everybody knew: zeeks are among us. Some people hate 'em; some people love 'em. And make no mistake about it, tomo, that means most people either want to shoot them or use them to their own ends. But then I suppose that just makes life more interesting, ne?

**Have You Got What It Takes?**

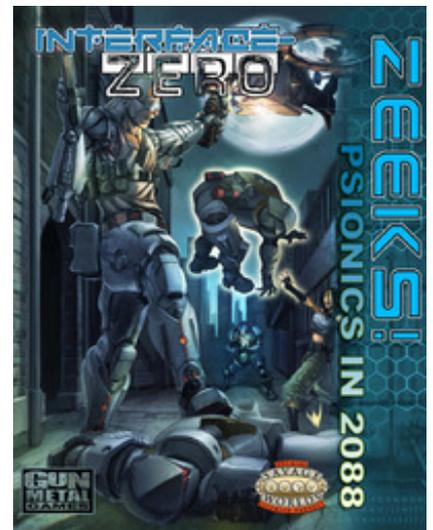
*Zeeks: Psionics In 2088* gives you an opportunity to explore the subculture of zeeks, either as a GM wanting to incorporate them into your game or a player wishing to play a psychic character. Whether you want to have a full-blown campaign focusing on the tumultuous world of psions, or just know what might be lurking back there in the shadows, we've got your back —everything from the Psi-Hunters who stalk zeeks to the fringe cults that worship them.

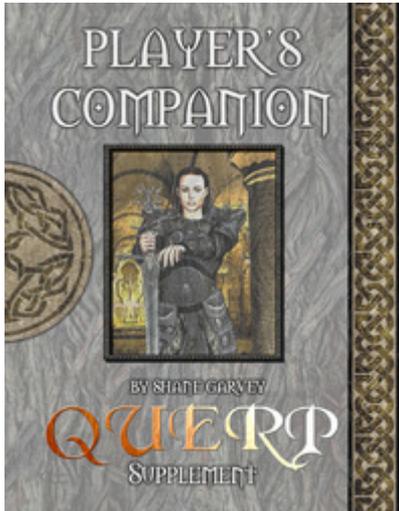
**In this book you'll find:**

- Loads of information about psions and how they fit into the world of *Interface Zero*.
- Rules for creating psionic characters for *Interface Zero*, including new Edges, Hindrances and Powers.
- A new system for *Savage Psionics*, without the Power Points – and still Fast, Furious and Fun!
- More occupations for your characters, as well as new goodies from Malmart.
- Two complete *Savage Tales* and a half-dozen plot hooks to help bring zeeks into your game.
- Stats for new NPC friends and enemies, as well as stats for a few... other things.

This is an expansion for *Savage Worlds Interface Zero*, and not a stand-alone setting. Authors: Curtis and Sarah Lyon.

ISBN: 978-0-85744-072-3, Soft cover book, 8.5" x 11", 44pp, Black and White.





**QUERP Players Companion.** P.V.P.: 16,00 €

**FORMATO:** LIBRO, ROL (LÍNEA *QUERP*). **EDITOR:** CUBICLE 7

The QUERP Player's Companion is the perfect supplement for players who are looking to expand their character beyond the Core Rules. There are over 15 new character types to choose from, such as the Necromancer, Alchemist and Templar. There are also all the rules needed to play a non-human character race rather than just human, This book will allow the players full customization of their characters as well as additions to the existing rules; new spells, special abilities and adventuring gear. QUERP really is the game of Quick Easy Role Play.

Other books in the series include: The QUERP Core Rule Book, The Gamesmaster's Companion, The Bestiary, Greenskins, Greenskins Extra, Prisoners of Zontar (adventure) and Mardigan Keep (adventure).

Author: Shane Garvey

ISBN: 978-0-85744-073-0, 62 page soft cover, Black and White.