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Novedades rol, libros y miniaturas, 9 de noviembre de 2011

PAIZO

Pathfinder RPG: Beginner Box

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

Take your first step into an exciting world of fantasy adventure with the Pathfinder Roleplaying Game Beginner Box! Within you'll find simple rules to create and customize your own hero, as well as a robust system to run your character through challenging adventures and deadly battles against villainous monsters like goblins and dragons!

Will you be a courageous fighter who masters weapons and armor to cut a trail of destruction through your enemies? A wise cleric who calls upon the power of the gods to heal your allies and burn enemies with sacred fire? A witty rogue able to disarm traps and strike with deadly accuracy? A brilliant wizard whose magical powers bring foes to their knees? All the details of your character are yours to control. The only limit is your imagination!



The Pathfinder Roleplaying Game Beginner Box is packed with everything you need to get started with the Pathfinder Roleplaying Game, an imaginative tabletop fantasy adventure game for 2–5 players. Scores of monsters, challenges, and advice give gamers the tools to create their own worlds and adventure, providing countless hours of gaming excitement. With streamlined rules and a focus on action-packed heroic adventure, this deluxe boxed set is the ideal introduction to the world of the Pathfinder Roleplaying Game, and the best starting point for a lifetime of pulse-pounding adventure!

The Pathfinder RPG Beginner Box includes: 64-page Hero's Handbook, detailing character creation, spells, equipment, and general rules for playing the game

96-page Game Master's Guide packed with adventures, monsters, magical treasures, and advice on how to narrate the game and control the challenges faced by the heroes

A complete set of 7 high-impact polyhedral dice

More than 80 full-color pawns depicting tons of heroes, monsters, and even a fearsome black dragon

Four pregenerated character sheets to throw you right into the action

Four blank character sheets to record the statistics and deeds of your custom-made hero

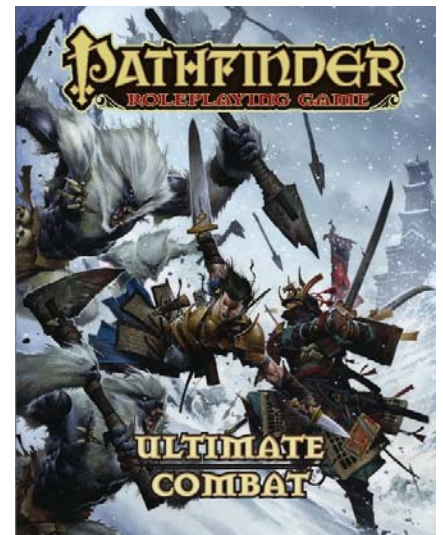
A durable, reusable, double-sided Flip-Mat play surface that works with any kind of marker

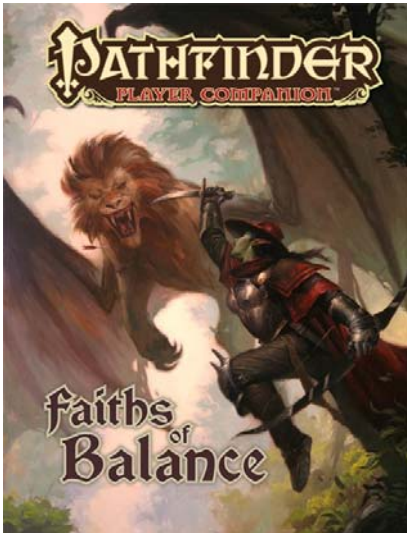
This exciting boxed set contains everything a new gamer needs to get started with the Pathfinder Roleplaying Game, the smash hit RPG system that has taken tabletop gaming by storm. From dice to game pawns to simply stated rules, this box is the ideal entry point to the world of Pathfinder.

Pathfinder RPG: Ultimate Combat.

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

This comprehensive 256-page hardcover reference reveals the martial secrets of the Pathfinder RPG rules like never before! Tons of new tricks and techniques for combat-oriented character classes put a sharp edge on your weapons and a sure step in your tactics, ranging from new barbarian rage powers, new cavalier orders, tons of new rogue talents, and more than 60 new archetypes for nearly every Pathfinder RPG character class, including spellcasters like wizards and clerics. Includes new gunslinger, ninja, and samurai character classes!





Pathfinder Player Companion: Faiths of Balance.

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

Perfect Order, Perfect Chaos

There are those who walk a middle road, the heroes to whom questions of morality come second to some greater goal. It is to these bold individuals that the gods of balance offer their hands. Whether it's the god of cities and civilization or the guardians of the wild places, the goddess of death or the twisted and insane lord of magic, the neutral gods of Golarion are every bit as active as their righteous or evil counterparts. Often misunderstood, their worshipers run the gambit from enlightened scholars to bloodthirsty paragons of battle, all bound together by the same knowledge: that there are distinctions more important than good versus evil.

Faiths of Balance presents a player-friendly overview of the neutral-aligned religions and faiths of the Pathfinder campaign setting, along with new rules and information to help players customize pious characters in both flavor and mechanics.

Inside this book, you'll find:

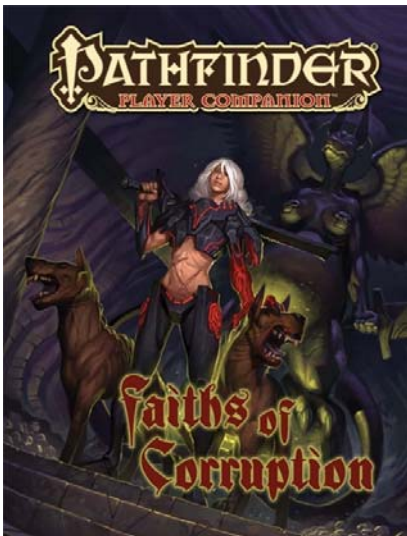
- Information on each of the major neutral gods and his or her corresponding religion, including what's expected of adventurers of various classes, ways for the faithful to identify each other, taboos, devotions and ceremonies, church hierarchies, holy texts,

religious holidays, and more.

- An overview of the ancient Green Faith, to which many druids still hold
- New character traits to help represent and cement a character's background in the church
- New feats for holy warriors
- New god-specific spells for a wide variety of spellcasters
- New magic items designed specifically for members of the faith
- New religious organizations and military orders, plus a paladin code for the chosen warriors of Abadar, god of cities
- Details on minor neutral deities, powerful fey entities, and more!

Written by Colin McComb

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 Player Companion: Faiths of Corruption

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

Touch of Evil

Morality is the shield of the weak. Followers of the evil gods know the truth—that the world is a harsh and uncaring place, and that only strength and cunning matter. From the crafty acolytes of the assassin god Norgorber to the howling hordes of Lamashtu the Demon Queen, the servants of dark gods need not fear the night, for they strive to be the most terrifying thing in it. Some may seek to justify their actions, yet others flock to blood-soaked banners with bitter joy, desiring nothing more than the chance to join in the fiery destruction of all things.

Faiths of Corruption presents a player-friendly overview of the evil-aligned religions and faiths of the Pathfinder campaign setting, along with new rules and information to help players customize pious characters in both flavor and mechanics. Inside this book, you'll find:

Information on each of the major evil gods and his or her corresponding religion, including what's expected of adventurers of various classes, ways for the faithful to identify each other, taboos, devotions and ceremonies, church hierarchies, holy texts, religious holidays, and more.

New character traits to help represent and cement a character's background in the church.

An overview of several secular organizations affiliated with the various evil churches.

Codes of conduct for the fearsome antipaladins of many different gods, designed to help distinguish evil holy warriors of different faiths.

New feats for merciless warriors and vindictive spellcasters.

New spells to help evil casters spread pain and despair.

Details on minor evil deities, demon lords and archdevils, elemental lords, the Four Horsemen, and more!

Written by Colin McComb

Pathfinder Module: The Harrowing.

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

An adventure for 9th-level characters

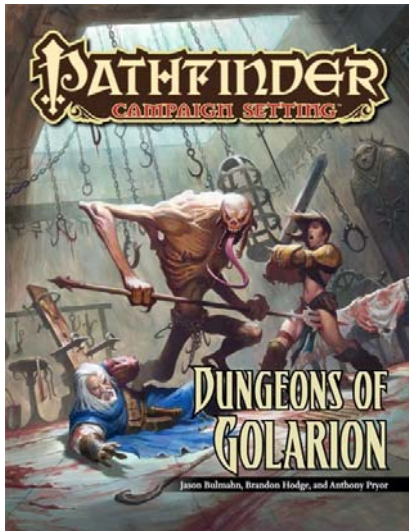
Varisian fortune-tellers from across Golarion use the mystic harrow deck to read fate and predict the future, but few have ever mastered the mysterious harrow to such a degree as Sonnorae, a long-dead bard from the Age of Darkness. Fearing her collection of stories would be lost when she died, she created a demiplane within her own harrow deck to contain them. Over time, these stories took on lives of their own, and melded with the images on the cards themselves. But not all stories have happy endings, and the storykin who inhabit the Harrowed Realm have their own motivations and plots for power or even escape into the real world. When the PCs find themselves drawn into the Harrowed Realm in search of a disappeared scholar, they must use all their wits and steel to navigate the landscape and politics of this strange wonderland and make it home again.

The Harrowing is an adventure for 9th-level characters, written for the Pathfinder Roleplaying Game and compatible with the 3.5 edition of the world's oldest RPG. It features an entire plane of fanciful locations and characters inspired by the popular harrow deck of the Pathfinder campaign setting. In addition, you'll find a brand-new monster and an optional rules subsystem allowing players to bend reality to their wills by using all 54 cards in the optional Pathfinder Campaign Setting Harrow Deck to manipulate the strange demiplane in which they adventure.

Written by Crystal Frasier

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.

ISBN-13: 978-1-60125-355-2



Pathfinder Campaign Setting: Dungeons of Golarion.

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

No other RPG tradition exists than the vast, danger-filled dungeon. Multilevel mazes of trap-filled crypts, monster-haunted caverns, and wealth-laden vaults have lured countless would-be heroes to their dooms, yet paradoxically, the greater the dungeon and the deadlier its secrets, the greater the pull seems to be for the adventurer.

Dungeons of Golarion looks at six different locations spread throughout the Inner Sea region of the Pathfinder campaign setting. A level-by-level breakdown of each megadungeon summarizes the dangers and rewards awaiting discovery. Each dungeon entry is accompanied by stats for unique monsters, sample traps themed for each site, and details on some of the more unusual and interesting treasures awaiting discovery within. Maps providing the layout of sample dungeon levels and cutaway views of entire megadungeon complexes round out this invaluable resource for any Game Master seeking to return to the roots of the game.

This 64-page book contains details on the following megadungeons:

- Candlestone Caverns: An extensive cavern network in rural Andoran that connects to the deadly Darklands below
- Gallowspire: One of the deadliest dungeons in the world—the prison of the lich known

as the Whispering Tyrant

- Hollow Mountain: The mysterious mountain stronghold of ancient Thassilon's Runelord of Wrath
- Pyramid of Kamaria: The deadly tomb of one of Osirion's most notorious and feared pharaohs
- Red Redoubt of Karamoss: A unique siege castle filled with weird technological marvels from the savage land of Numeria
- Zolurket Mines: Abandoned by the dwarves who created it, this mine now serves as the lair of a sinister undead horde

Dungeons of Golarion is intended for use with the Pathfinder Roleplaying Game and Pathfinder campaign setting, but can easily be used in any fantasy game setting.

by Jason Bulmahn, Matthew Goodall, Brandon Hodge, Anthony Pryor, and Mike Shel

ISBN-13: 978-1-60125-304-0

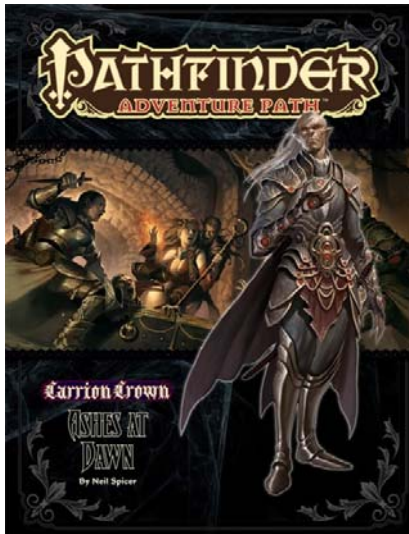
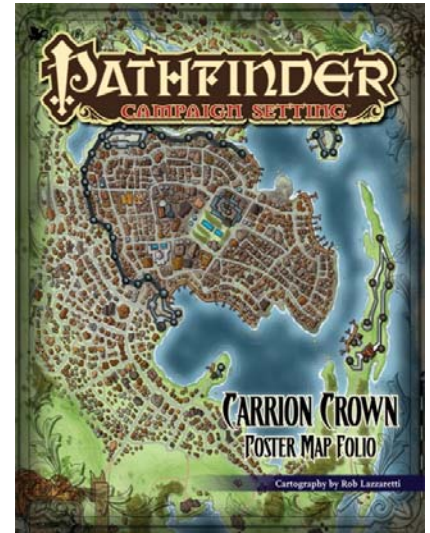
Pathfinder Campaign Setting: Carrion Crown Poster Map Folio.

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

Trail of Terror

Stand against the denizens of the night in the Carrion Crown Adventure Path. In battles against dreaded vampire lords, brutal werewolves, and abominations from beyond space and time, you'll scour the breadth of the mysterious realm of Ustalav. The Carrion Crown Poster Map Folio is your lantern in the dreadful dark, charting your course through the entire campaign.

Within this map folio, you'll find a huge 8-panel poster map of the country of Ustalav, along with four 4-panel poster maps of the gothic cities of Ardis, Caliphas, Karcau, and Lepidstadt, all major locations in Ustalav, the setting for the terrors of the Carrion Crown Adventure Path. Even if you aren't running the Carrion Crown Adventure Path, the maps inside can serve as the sinister surroundings for all manner of mysteries, murders, and macabre machinations in any RPG campaign. The shadows of Ustalav gather—dare you gaze within? Cartography by Rob Lazzaretti



Pathfinder Adventure Path #47: Ashes at Dawn (Carrion Crown 5 of 6).

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

Chapter 5: "Ashes at Dawn" by Neil Spicer

A killer stalks the streets of Caliphas, a murderer whose victims are already dead. Something is preying upon the ancient vampire clans of Ustalav's capital, a mysterious foe who threatens the centuries-old truce tenuously held by generations of both the living and the undead. Into this madness enter the heroes, closing in on the death cultists of the Whispering Way. What role do the deadly necromancers have in the undead murders plaguing Caliphas? What secret grudge exists between the cult and the rulers of the night? And will the heroes be able to save the capital without sacrificing their very souls?

This volume of Pathfinder Adventure Path includes:

- "Ashes at Dawn," a Pathfinder RPG adventure for 11th-level characters, by Neil Spicer
- A gazetteer of fog-haunted Caliphas, the mysterious and deadly capital of Ustalav, by F. Wesley Schneider
- A terrifying look into the blasphemous church of Urgathoa, goddess of gluttony, disease, and the undead, by Sean K Reynolds

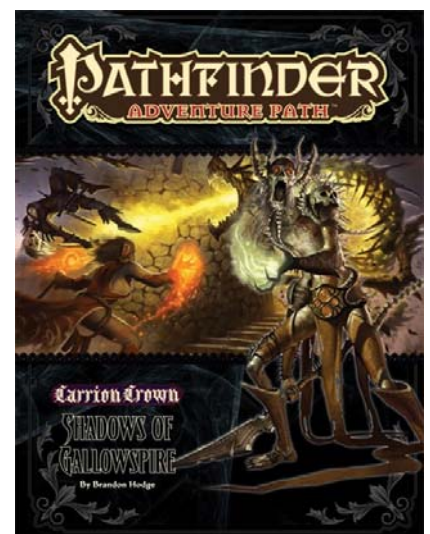
- Laurel Cylphra's attempt to steal a soul stealer in the Pathfinder's Journal, by F. Wesley Schneider
- Six new monsters by Crystal Frasier, Patrick Renie, and Sean K Reynolds

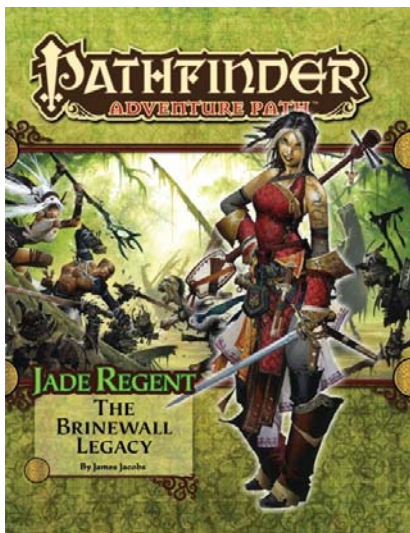
Each monthly full-color softcover 96-page Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License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

Pathfinder Adventure Path 48: Shadows of Gallowspire (Carrion Crown 6 of 6).

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

A mad plot to unleash the greatest necromancer the world has ever known draws to its sinister end. As the murderous cultists of the Whispering Way retreat to their profane sanctuary, the powers of death align to resurrect their fallen champion. Bold adventurers pursue these villains, but can their bravery survive the haunted wasteland of Virlych, the accursed cathedral of Renchurch, and ultimately the towering crypt of Gallowspire? And will their boldness be enough to stop the Whispering Tyrant, the infamous lich-king locked away beneath Ustalav's deadliest ruin, from being reborn upon a defenseless world? The heroes must test their courage against the servants of death itself in this, the climactic final chapter of the Carrion Crown Adventure Path.





Pathfinder Adventure Path 49: The Brinewall Legacy (Jade Regent 1 of 6)

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

Chapter 1: "The Brinewall Legacy" by James Jacobs

When a trove of fireworks falls into the hands of the goblins of Brinestump Marsh, the people of Sandpoint fear an explosive invasion. But there's more afoot in the soggy wilderness than goblin hijinks and dangerous pyrotechnics. An investigation reveals mysteries and menaces aplenty, but also a treasure holding the answer to not just one of Varisia's greatest mysteries, but a conspiracy spanning continents and empires. Can the adventurers piece together a puzzle that links the owner of a sleepy village tavern to the unsolved destruction of a fortress-settlement? And can they withstand the ancient forces and secret destiny that have waited for them for decades?

This volume of *Pathfinder Adventure Path* launches the *Jade Regent Adventure Path* and includes:

"The Brinewall Legacy," a Pathfinder RPG adventure for 1st-level characters, by James Jacobs

An exploration of the hinterlands surrounding the town of Sandpoint, a region that's anything but peaceful, by James Jacobs

A look into the mysteries of the oni, cunning fiends that can assume humanoid forms, by Mike Shel

Murder in a distant land in the *Pathfinder's Journal*, by Dave Gross

Four new monsters by James Jacobs and Tim Nightengale

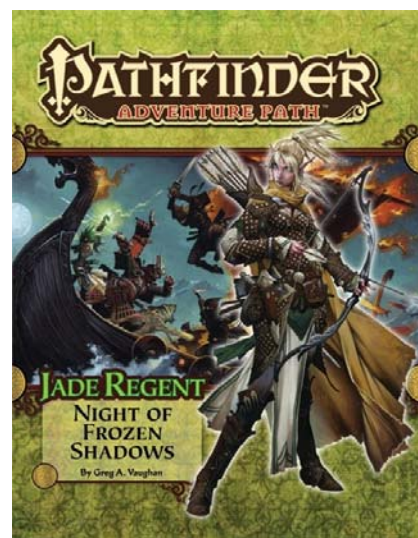
Each monthly full-color softcover 96-page *Pathfinder Adventure Path* volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. *Pathfinder Adventure Path* volumes use the Open Game License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

Pathfinder Adventure Path #50: Night of Frozen Shadows (Jade Regent 2 of 6)

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

by Greg A. Vaughan

The *Jade Regent Adventure Path* continues! The first stage of the expedition from Varisia to distant Minkai begins with a journey into the Lands of the Linnorm Kings, where the heroes must prepare for the coming ordeal in which they must traverse the northern continent known as the Crown of the World. The trade route that links the Linnorm Kingdoms to Tian Xia is fraught with peril, and those who know its dangers are much in demand from merchant houses—in order to secure the all-important guide for this stage of the journey, and in order to recover an ancient weapon that will help the PCs and their allies face the *Jade Regent*, the PCs clash with the mysterious assassin's guild known only as the *Frozen Shadows*—a guild whose assassins strike swift in the dark and rarely leave witnesses to their deeds.



Pathfinder Adventure Path #51: Jade Regent Chapter 3: The Hungry Storm

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

by Jason Nelson

Though few would call the Crown of the World hospitable, the PCs have no choice but to brave this icy frontier if they are to get Ameiko to Minkai. As they battle their way past the fell beasts that inhabit the arctic wasteland, the heroes must unravel the mystery of the supernatural blizzards that have been plaguing the polar icecap, ultimately confronting the dark and otherworldly force behind the treacherous gales. Will the adventurers survive the terrors of the Crown of the World long enough to remedy the curse that haunts it? Or will they succumb to the icy wastes, as have so many before them?

This volume of *Pathfinder Adventure Path* includes:

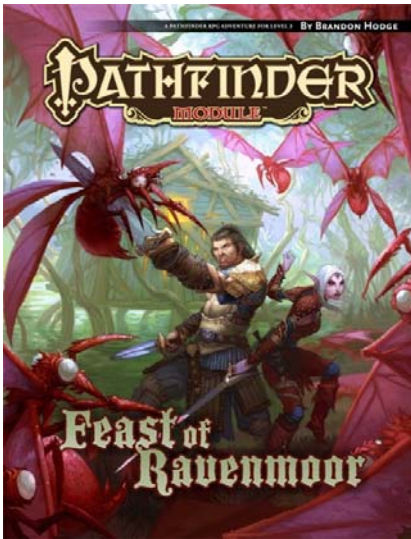
"The Hungry Storm," a Pathfinder RPG adventure for 7th-level characters, by Jason Nelson.

A look at the perils and hazards of the treacherous Crown of the World, by Jason Nelson.

An exploration of Oda's seedier side in the *Pathfinder's Journal*, by Dave Gross.

Four new monsters, by Jesse Benner, Jason Nelson, Patrick Renie, and Tork Shaw.

Each monthly full-color softcover 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 world's oldest fantasy RPG.



Pathfinder Module: Feast of Ravenmoor

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

by Brandon Hodge

A horror/mystery-themed adventure for 3rd-level characters

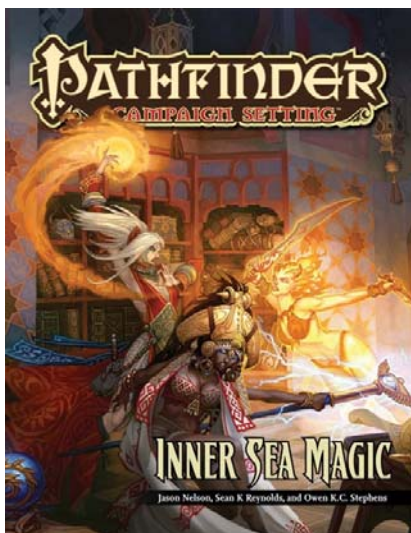
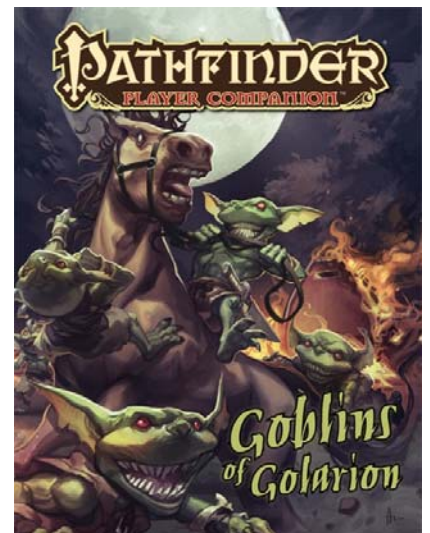
Hidden away in the remote uplands of Varisia, the remote village of Ravenmoor has never been eager to attract visitors. The citizens of Ravenmoor have their own ways, their own traditions, their own methods of celebrating the turn of seasons. But when a tax collector vanishes on a trip into the remote town to collect on several years of taxes that have, apparently, slipped through the cracks, Ravenmoor suddenly becomes a spotlight of attention. What strange surprises await those chosen to investigate the tax collector's disappearances, and does the vanishing have anything to do with Ravenmoor's upcoming seasonal feast? Why are the locals so hesitant to welcome visitors into this mysterious hamlet?

Feast of Ravenmoor is a horror/mystery-themed Pathfinder Module for 3rd-level characters, written for the Pathfinder Roleplaying Game and compatible with the 3.5 edition of the world's oldest RPG. In addition to the adventure, this book features a brand new monster and a regional gazetteer detailing the Ravenmoor hinterlands.

Pathfinder Player Companion: Goblins of Golarion

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

The goblins are on the loose! Unleash the homicidal hijinks of Golarion's most maniacal menaces with this guide to all things goblin. Infamous for their unpredictable attacks, catchy raiding songs, and fear of horses, goblins blend mischief and murderousness like no other monsters. But there's more to goblins than dogslicers and games of killgull. Now you can join in the quirky carnage with everything you need to know about goblins, whether you plan to do battle against their unpredictable tribes, or lead them as a goblin hero!



Pathfinder Campaign Setting: Inner Sea Magic

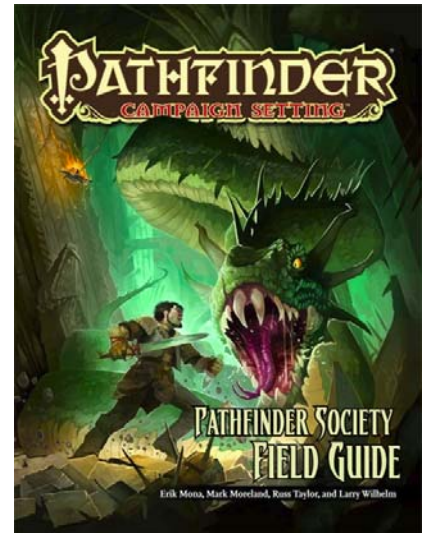
FORMATO: LIBRO, ROL (LÍNEA *PATHFINDER*). **EDITOR:** PAIZO

From the tortured sands of the Mana Wastes, where magic is as likely to tear you apart as it is to not work at all, to the perpetually frozen northern nation of Irrisen where the winter witches rule, magic is a part of life in the Inner Sea region. Whether it is wielded by benevolent clerics to keep their allies fighting the good fight or unleashed by wizards in the form of scorching blasts of fire, magic can be the difference between life or death. Or, as in so many cases, the cause of life or death.

Pathfinder Campaign Setting: Pathfinder Society Field Guide

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

The Pathfinder Society is an eccentric organization of adventurers, explorers, and scholars with agents spread across Golarion and beyond. While members are expected to be fairly self-sufficient, the organization's leadership knows that those equipped with the knowledge and gear to face the challenges of the job are most likely to survive to bring back priceless treasures and to fill the Pathfinder Chronicles with tales of their daring exploits. The Pathfinder Society Field Guide breaks down what it means to be a Pathfinder and gives players and GMs tools to build characters and campaigns around the illustrious organization. In addition, all content within this book is 100% legal for use in the world-spanning Pathfinder Society Organized Play campaign.



Pathfinder Campaign Setting: Land of the Linnorm Kings

Land of Vikings!

In the savage north lies a realm where only those who slay mighty draconic linnorms are fit to rule. Where giants and trolls dwell just beyond the veneer of civilization, lying in wait to attack any who tread too far into the wild. Where the magical influence of the First World of the fey hides just beyond a thin layer of reality. Where barbarians, berserkers, and raiders constitute civilization, and the weak serve the strong. These are the fabled, savage, and noble Lands of the Linnorm Kings.

Lands of the Linnorm Kings presents a comprehensive overview of these mighty kingdoms, a realm of powerful viking kings, capricious fey, and savage beasts.

Inside this book, you will find:

A complete overview of the seven realms of the Linnorm Kingdoms, from the traditional raiders of Broken Bay to the sinister fey of Grungir Forest and the war-torn borderland of Hagreach, complete with histories, notes on current events and society, and a gazetteer of each region.

Detailed maps of seven of the most important cities of the Linnorm Kingdoms, from the streets of White Estrid's Halgrim to the sprawl of Kalsgard, the region's capital.

Numerous adventure sites and events where hopeful adventurers can prove their worth.

Rules for building reputation among the vikings of the land, using weregild to avoid blood feuds, and designing effigies and punishments capable of putting fear into the hearts of your enemies.

A bestiary of new monsters and NPCs from the land, such as the legendary linnorm Fafnheir and the fey animal template or iconic Ulfen raiders and berserker cannibals.

Lands of the Linnorm Kings is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting, but can easily be used in any fantasy game setting.

Written by Matthew Goodall, Jonathan Keith, Colin McComb, and Rob McCreary

GameMastery Flip-Mat: Haunted Dungeon.

FORMATO: COMPLEMENTO, ROL. **EDITOR:** PAIZO

Few locales inspire more horror among fantasy gamers than the dungeon, and *GameMastery Flip-Mat: Haunted Dungeon* provides tons of terror and traps to trouble legions of would-be heroes! With a full dungeon level on each side, this durable accessory can serve as any deadly dungeon in any tabletop fantasy campaign!

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?

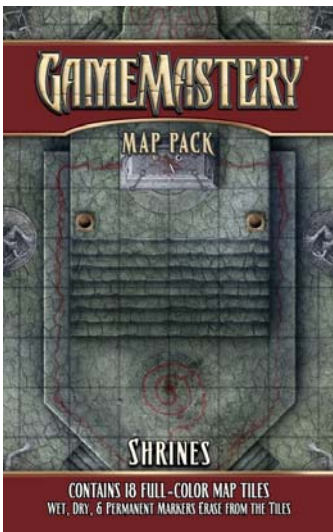
ISBN-13: 978-1-60125-356-9



GameMastery Flip-Mat Monastery

FORMATO: COMPLEMENTO, ROL. **EDITOR:** PAIZO

Some of the world's greatest battles take place in monasteries dedicated to fighting mastery, and GameMastery Flip-Mat: Monastery sets the scene for legendary kung-fu battles! One side features a training courtyard complete with a massive gong while the other reveals a secret underground ninja training facility. This durable accessory can serve as a variety of locales in any tabletop fantasy campaign!



GameMastery Map Pack: Shrines

FORMATO: COMPLEMENTO, ROL. **EDITOR:** PAIZO

No one doubts the power of the gods! Deities of healing, fiendish lords of destruction, spirits of the land, and entities from beyond the stars all receive reverence in their own sanctums and sacred sites. Whether your heroes need healing or are thwarting an enemy cult, no Game Master wants to spend time drawing idols and altars. Fortunately, with Paizo Publishing's latest GameMastery Map Pack, you don't have to! This line of gaming accessories provides simple and elegant tools for the busy Game Master.

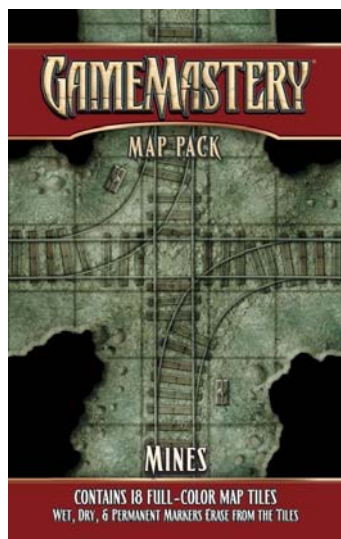
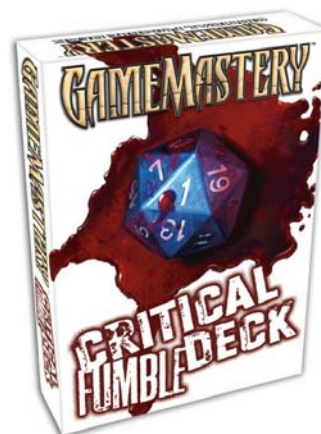
GameMastery Cards: Critical Fumble Deck

FORMATO: COMPLEMENTO, ROL. **EDITOR:** PAIZO

Add a little mayhem to your game.

The Critical Fumble Deck is a sequel to our extremely popular Critical Hit Deck and is designed to balance out the system, allowing both minor and major mishaps to occur during combat. The Critical Fumble Deck consists of 52 full-color standard-sized cards, ready to use out of the box with the enclosed rules.

Note to owners of the previous edition of this product: The only significant changes in the new Pathfinder RPG edition are that two cards now reference Pathfinder RPG page numbers instead of PH pages.



GameMastery Map Pack: Mines

FORMATO: COMPLEMENTO, ROL. **EDITOR:** PAIZO

Strike It Rich!

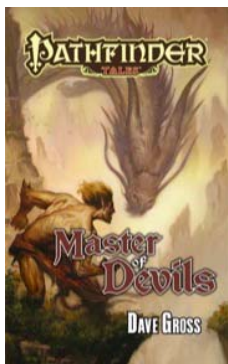
There's gold in them there hills—not to mention poisonous gas, carnivorous fungi, and horrors from the depths of the earth! Whether your heroes are in search of the mother lode or miners who've gotten in over their heads, no Game Master wants to spend time drawing caves and chasms. Fortunately, with Paizo Publishing's latest GameMastery Map Pack, you don't have to! This line of gaming accessories provides simple and elegant tools for the busy Game Master. Inside, you'll find 18 captivating 5" × 8" map tiles that can be combined into a variety of tunnels, mining tracks, and more, including:

- Cave-Ins
- Customizable Mine Track
- Caverns
- Chasm
- Mine Entrances
- Mother Lode

Game Masters shouldn't waste their time sketching maps every time their players head underground. With GameMastery Map Pack: Mines, you'll always be ready whenever adventurers dare the darkened depths!

For use with all tabletop roleplaying and miniatures games and suitable for experienced GMs and novices alike, this product fits perfectly into any Game Master's arsenal.

Wet, dry, and permanent markers erase from the tiles!



Pathfinder Tales: Master of Devils

FORMATO: NOVELA (LÍNEA *PATHFINDER*). **EDITOR:** PAIZO

On a mysterious errand for the Pathfinder Society, Count Varian Jeggare and his hellspawn bodyguard Radovan journey to the distant land of Tian Xia, on the far side of the world. When disaster forces him to take shelter in a warrior monastery, “Brother” Jeggare finds himself competing with the disciples of Dragon Temple as he unravels a royal mystery. Meanwhile, Radovan—trapped in the body of a devil and held hostage by the legendary Quivering Palm attack—must serve a twisted master by defeating the land’s deadliest champions and learning the secret of slaying an immortal foe. Together with an unlikely army of beasts and spirits, the two companions must take the lead in an ancient conflict that will carry them through an exotic land, all the way to the Gates of Heaven and Hell and a final confrontation with the nefarious Master of Devils!

Planet Stories: The Planet Killers

FORMATO: NOVELA. **EDITOR:** PAIZO

by Robert Silverberg

Three classic science fiction novels from Grand Master Robert Silverberg return to print for the first time in more than 40 years! These never-reprinted tales originally appeared in the influential Ace Double novel series, and represent a future multiple Hugo and Nebula Award-winning author bridging the explosive, action-oriented science fiction adventures of the early pulps with more introspective themes of the new wave that swept sci-fi in the 1960s.



MONGOOSE PUBLISHING



Supplement 11: Animal Encounters.

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

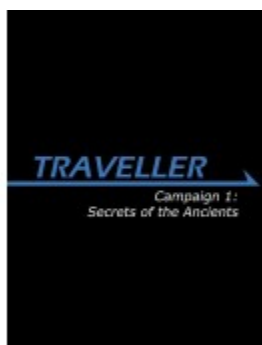
128 páginas, rústica. Blanco y negro. Autor: August Hahn

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 part 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!



Campaign 1: Secrets of the Ancients

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

Category: Campaign

Size: 176 pages, Hardback

Interior Art: Black and white

Author: Gareth Hanrahan

Stock Code: MGP 3873

ISBN: 978-1-907702-62-4

A complete campaign of truly epic proportions, Secrets of the Ancients takes a core theme from the original Traveller, and fully updates it to reveal the powers behind the galaxy in a way you have never seen them before. Never has a Traveller book truly been loaded with such secrets.

Written by Gareth Hanrahan, Secrets of the Ancients will start the players off in a familiar setting within the Spinward Marches, but quickly escalate to take them into times, places and dimensions they barely dreamed of. This is Traveller roleplaying at its very best.



Traveller Compendium 2

Game Line: Traveller
 Category: Supplement
 Size: 200 pages, Hardback
 Interior Art: Black and white
 Author: Various
 Stock Code: MGP 3872
 ISBN: 978-1-907702-61-7

This second volume of the Traveller Compendiums collates all the most popular articles that have appeared in Signs & Portents over the past year, and presents them for the tabletop! Inside you will find new careers, new ships, adventures, patrons, advice on running games, new equipment, and much more!

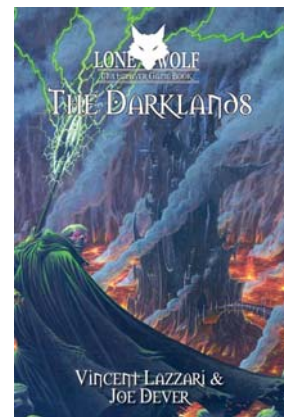
The Darklands

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

Category: Sourcebook
 Size: 128 pages, Softback
 Interior Art: Black and white
 Author: August Hahn
 Stock Code: MGP 1321

Welcome to Darklands, the book about this most terrible country and the vile beings that rule that blasted scar on the face of Magnamund. This text will definitively list the Darklords in all their ebon glory, with their powers, their provinces, and their legions in detail. By the time you have finished reading this tome of terror, you will know the ways of evil on Magnamund much better than you did before. You will know which Darklord rules in the domain of Nightmares, which one revels in the applications of torture, and what horrors churn to be awakened in the underhalls of Helgedad.

To defeat the Darklords and stop the press of evil, great legends will have to arise. Great powers will have to be mastered. More importantly, great heroes must answer the call of battle. Can you be such a champion? Can you resist the lure of evil power and fight for the Light? And ultimately, will you have the courage to venture where the road of heroes must eventually go? Dare you enter the Darklands?



Skyward Steel

Game Line: Stars Without Number
 Category: Supplement
 Size: 60 pages, Softback
 Interior Art: Black and white
 Author: Kevin Crawford
 Stock Code: MGP 6200
 ISBN: 978-1-907702-66-2

The captain standing on the bridge, wreathed in smoke and the cries of the dying. The chief engineer, struggling to force that last precious burst of power from the fusion plant. The Marine sergeant holding fast in the hatchway, death to the alien boarders. The cold-eyed admiral, choosing the slain by the turn of a word and her orders to her bait.

Join the Thousand Lights of the Stellar Navy in this supplement to the Stars Without Number roleplaying game. Take on the roles of the men and women of the Fleet, the sky-bourne protectors of the homeworld and its shield against the outer night. Whether a grizzled rating, dauntless officer, or elite Deep Black espionage operative, Skyward Steel offers both GMs and players the tools to embrace both the duties and the terrible freedom of these guardians among the stars.



Game Line: Legend

Category: Core Rulebook
 Size: 200 pages, Softback
 Interior Art: Black and white
 Author: Lawrence Whitaker and Pete Nash
 Stock Code: MGP 8300
 ISBN: 978-1-907702-67-9

Using the core rules from RuneQuest II, Legend is a new fantasy roleplaying game that serves as the basis for a multitude of settings and worlds. 100% compatible with all previous RuneQuest II books, including Elric of Melniboné, Deus Vult and Wraith Recon, Legend repackages the rules into a new digest-sized format.

El Viejo Tercio S.L. Tel./Fax: 91 8060157. elviejotercio@gmail.com www.elviejotercio.com





Kurgan Kublai Dreadnought

Game Line: A Call to Arms: Noble Armada

Category: Miniatures

Packaging: Box

Stock Code: MGP 3625

The greatest ship of the Caliphate, the Kublai is a monstrous vessel capable of a wide range of operations. As well as performing as a 'bruiser' in fleet engagements, the Kublai also functions as a troop transporter and fighter carrier, making it the only dreadnought that can perform all these functions.

This box contains one Kublai dreadnought.

Li Halan Naga Grand Cruiser

Game Line: A Call to Arms: Noble Armada

Category: Miniatures

Packaging: Blister

Stock Code: MGP 3608

The largest ship in the Li Halan fleet and noticeably more capable than the cruisers of other Houses, the Naga is a powerful ship.

Its hull is covered with weapons, from EM Pulse guns to meson cannon, and with an equal balance of marines and marauders ensure it will never be boarded.

This pack contains one Naga grand cruiser.



Al Malik Wraith Stealth Destroyers

Game Line: A Call to Arms: Noble Armada

Category: Miniatures

Packaging: Blister

Stock Code: MGP 3609

A truly vicious ship, the Wraith is the smallest vessel in the al Malik fleet to mount the devastating torpedoes, as well as banks of rockets.

Using these weapons at range, it is best suited to utilise stealth technology, delivering salvo after punishing salvo, seemingly from nowhere...

This pack contains three Wraith destroyers.



Hazat Shamshir Strike Cruiser

Game Line: A Call to Arms: Noble Armada

Category: Miniatures

Packaging: Blister

Stock Code: MGP 3610

Designed to operate alone or leading a small squadron, the Shamshir is an attempt at self-sufficiency in space - and it works. Sporting massive blasters on twin turrets and lighter blasters on the gun decks, the Shamshir also carries two fighters without reducing its thick armour in any way. This allows Hazat fleets to never be without fighter support, whether the Shamshir carries interceptors, bombers or the fearsome Immortal boarding shuttles.

A truly dangerous ship, there are few roles the Shamshir cannot fulfil successfully.

This pack contains one Shamshir strike cruiser.

Decados Leonardo Monitors

Game Line: A Call to Arms: Noble Armada

Category: Miniatures

Packaging: Blister

Stock Code: MGP 3611

The size of a galliot, the Leonardo packs a tremendous punch, being built around a light meson cannon, enabling Decados nobles to deploy this awesome weapon in very small fleets.

This pack contains four Leonardo monitors



Hawkwood Aurora Stealth Fighter

Game Line: A Call to Arms: Noble Armada

Category: Miniatures

Packaging: Blister

Stock Code: MGP 3612

The most advanced fighter to appear in the fleets of the Noble Houses, the appearance of the Aurora has led to questions about the neutrality of the Empire with regards to House Hawkwood.

Though small, the Aurora carries two micro-torpedoes but due to its near invisibility in open space, is often able to deliver its payload and return to a carrier to re-arm while under much heavier fire than a Kestrel can survive. This pack contains eight Aurora stealth fighters.



Vuldrok Fleet Box Set

Game Line: A Call to Arms/Noble Armada

Category: Miniatures

Stock Code: MGP 3604

The Vuldrok Star-Nation is composed of the fierce warrior peoples of Fingisvold, Frost, Hargard, Raven and Wolf's Lament, and Vuldrok conquerors have founded colonies on Gwynneth, Leminkainen and Antioch. The title of Star-Nation, however, is something of a misnomer, for the Vuldrok are hardly a united power, and the Vuldrok themselves are not one people. Their worlds are a fusion of many peoples and nations, loosely united by language and

culture. Lacking centralised power, the Vuldrok war with each other as much as they raid the rich trade routes of the Known Worlds and Kurgan Caliphate. Their origins are known only dimly, through oral legends...

This box set contains everything a Vuldrok player needs for A Call to Arms: Noble Armada, with a full set of ships ranging in size from explorers and raiders to destroyers and carriers.



Kurgan Fleet Box Set

Game Line: A Call to Arms/Noble Armada

Category: Miniatures

Stock Code: MGP 3603

After the Fall of the Second Republic, many of the worlds of Human Space were lost behind sealed jumpgates. Only in the Known Worlds has civilisation maintained a tenuous hold against a plunge into barbarism - or so the nobles and Church would have others believe. In truth, other star-faring nations exist in fractured jumpwebs throughout space, and some of these distant kingdoms are no longer content to stay put. The riches of the Known Worlds lure the Kurgan back to the core

worlds - just as the Empire reaches out for more planets to rule.

Justice Department Box Set

Game Line: Judge Dredd Miniatures Game

Category: Miniatures

Stock Code: MGP 10146

The judges are the lawkeepers of Mega-City One, fighting to protect innocent citizens from criminals and scum. Few in number, the judges welcome only the best and the brightest into their ranks, and not all of those survive the 15 year training regime. A force of judges will be very well equipped and able to handle most situations.

This box set contains a complete force for the Judge Dredd Miniatures Game, including 8 Judges.

This box set contains everything a Kurgan player needs for

A Call to Arms: Noble Armada, with a full set of ships ranging in size from explorers and raiders to destroyers and carriers.





Ape Gang Box Set

Game Line: Judge Dredd Miniatures Game

Category: Miniatures

Stock Code: MGP 10147

Experiments in the past vastly increased the intelligence of apes, with the intention of using them as advanced slave labour. However, while such science has been outlawed for many years, its legacy remains, in the form of sentient apes. Often corralled into the less desirable parts of the city, it is not unusual for apes to form their own criminal gangs. An ape gang is an unusual sight in Mega-City One and judicious use of the different species will give you a lot of flexibility. Plus, there is nothing better than sticking it to the humans who

forced you to lie in squalor.

This box set contains a complete force for the Judge Dredd Miniatures Game, including 8 armed Apes.

Cursed Earth Desperadoes Box Set

Game Line: Judge Dredd Miniatures Game

Category: Miniatures

Stock Code: MGP 10148

Beyond the walls of Mega-City One lies a dreaded and irradiated wasteland, the Cursed Earth. Home to the worst kind of mutants and villains, it takes a special kind of human to survive here. This force of desperadoes, many mutated and despised by the citizens of Mega-City One are tough enough to survive anything thrown at them, from the creatures of the Cursed Earth to an expedition by the Justice Department.

This box set contains a complete force for the Judge Dredd Miniatures Game, including 3 Fatties.



Holocaust Judges Box Set

Game Line: Judge Dredd Miniatures Game

Category: Miniatures

Stock Code: MGP 10149

The Holocaust Judges are deployed only in the most exceptional circumstances. Highly trained, highly experienced, and equipped with the best armour the Justice Department can devise, they are sent into the most dangerous of situations and expected to lay down their lives for Mega-City One if required.

This box set contains a complete force for the Judge Dredd Miniatures Game, including 3 Holocaust Judges.



Fattie Stampede Box Set

Game Line: Judge Dredd Miniatures Game

Category: Miniatures

Stock Code: MGP 10150

As sad as it is, few people in Mega-City One are friends with Fatties, seeing them as gluttons, disgusting, or just plain weirdos. A Fattie's best friend is normally another Fattie (even when competing against one another in eating contests), and so they tend to group together.

Though Fatties are not exactly built for crime, they have criminal tendencies like any other citizen and, rarely, will form gangs from among those they trust – other Fatties. More

common is when a food shortage is present in Mega-City One, and rations are instituted. Driven to the point of madness in their all-consuming hunger, a Fattie stampede can be a terrible thing to behold, as several tons of blubbery flesh propelled on bell-wheels comes lumbering through a block, desperate to lay their hands on any available food.

This box set contains a complete force for the Judge Dredd Miniatures Game, including 3 Fatties.

El Viejo Tercio S.L.. Tel./Fax: 91 8060157. elviejotercio@gmail.com www.elviejotercio.com



Sky Surfer Gang Box Set

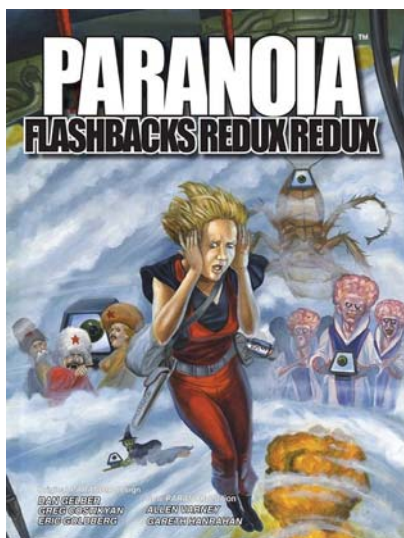
Game Line: Judge Dredd Miniatures Game

Category: Miniatures

Stock Code: MGP 10151

Some juves, in an attempt to escape a life of anonymity and make a name for themselves, practice long hours on the power board. Surfing the skies of Mega-City One, they compete in dangerous races for no reward other than to hear crowds chant their names should they win. The casualty rate for sky surfing races is very high, and innocent bystanders are in as much danger as the sky surfers themselves, so the Justice Department is quick to act whenever a race starts.

This box set contains a complete force for the Judge Dredd Miniatures Game, including 6 Sky Surfers.



Flashbacks Redux Redux

Game Line: Paranoia

Category: Adventures

Size: 256 pages, Hardback

Interior Art: Black and white

Author: Various

Stock Code: MGP 6679

ISBN: 978-1-907702-33-4

The most popular XP-edition missions are back, in their 25th Anniversary guise! Filled with hand-picked classic adventures from all previous editions of Paranoia, Flashbacks Redux Redux is gaming hilarity at its greatest. This is the second compilation of classic Paranoia missions, and should not be missed!

These and many other classics are found in Flashbacks Redux Redux, all suitable trimmed, tweaked and tailored for the latest edition of Paranoia: Troubleshooters.

The NeXus Files

Game Line: Nexus Files

Category: Gaming Introspective

Size: 128 pages, Softback

Interior Art: Black and white

Author: Jonny Nexus

Stock Code: MGP 6196

ISBN: 978-1-907702-60-0

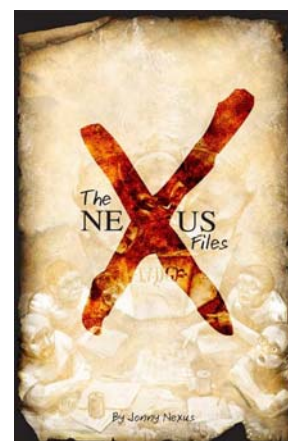
In May 2003, Jonny Nexus embarked on a journey that would take him from the ruins of post-WWIII Poland to the shores of long-gone realms, and from the faded grandeur of 1920s Venice to the twice-sunned deserts of alien worlds. During this journey he would view fabulous sights, witness epoch-shattering events, and meet beings of both might and majesty – many of whom he then proceeded to kill. He engaged millennia old vampires in hand-to-hand combat armed only with petrol bombs and a ready wit. He uncovered secrets of ages past; he forgot secrets of ages past. He robbed from those that had money, and kept it. Across a score of glittering worlds he entirely failed to write himself into either myth or legend.

But he did have fun.

And somewhere along the way he even found time to die.

Several times.

For thirty months, Jonny Nexus recorded the thoughts aroused by, and the lessons learned from, his twice-weekly roleplaying habit in a column he wrote for Mongoose Publishing's Signs & Portents magazine. Part travelogue, part guide, part manual, and part manifesto, these are those columns.



Designers & Dragons

Game Line: Designers & Dragons

Category: Industry Introspective

Size: 300 pages, Hardback

Interior Art: Black and white

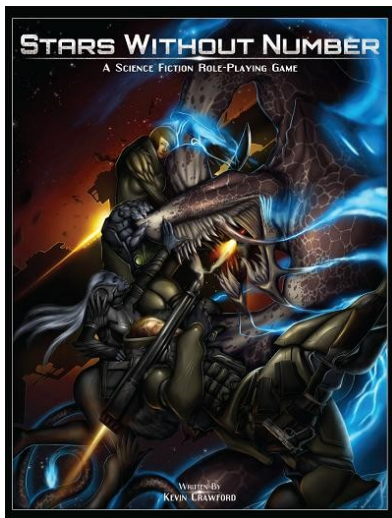
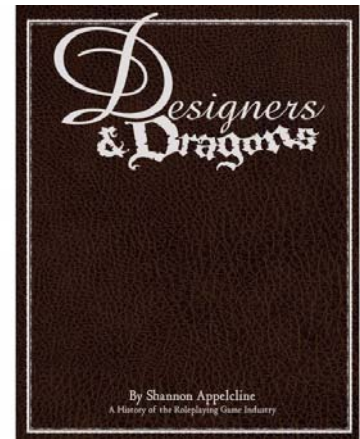
Author: Shannon Appelcline

Stock Code: MGP 6194

ISBN: 978-1-907702-58-7

Compiled over several years, this book is a history of the roleplaying game industry, and forms the most complete record of all the games, companies and talented individuals that have propelled roleplaying games to where they are today.

Rather than being a simple, linear history, this book takes a unique perspective on the roleplaying industry. Reflecting that it is the creation of thousands of talented individuals and scores of talented companies, this book instead devotes individual sections to describing the histories and products of almost 60 different companies that have published roleplaying games from 1974 to the present day. The companies are laid out in a chronology based on when each began publishing in the roleplaying field.



Stars Without Number

Game Line: Stars Without Number

Category: Rulebook

Size: 210 pages, Hardback

Interior Art: Black and white

Author: Kevin Crawford

Stock Code: MGP 6197

ISBN: 978-1-907702-63-1

The year is 3200 and mankind's empire lies in ashes. The Jump Gates fell six hundred years ago, severing the links between the myriad worlds of the human diaspora. Now, the long isolation of the Silence falls away as men and women return to the skies above their scattered worlds. Will you be among them?

Stars Without Number is designed to provide game masters and players alike with the tools to carve out worlds of their own from the darkness of the interstellar void. Elegant and smoothly playable GM tools are provided for sandbox-style adventuring among the stars, and players are given fast and flexible systems for daring exploration and bold ambitions amid the far-flung worlds of a vanished human dominion. All the classic elements of stellar

adventure have room to shine in Stars Without Number. Come make them your own!

Nations of Barsaive Volume 4: Crystal Raiders

Game Line: Earthdawn

Category: Sourcebook

Size: 128 pages, Softback

Interior Art: Black and white

Author: Stephen Kenson

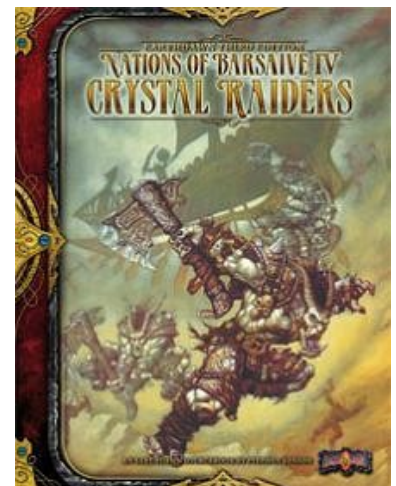
Stock Code: MGP 6198

ISBN: 978-1-907702-64-8

DEATH FROM ABOVE

The crystal raiders of the high mountains fly their sleek drakkars in search of ripe, rich targets to loot and plunder. With their gleaming crystal armour and weapons they leap from the decks of their ships into battle, bellowing and bashing down their opposition. The dark shadow of their airships is known and feared all across Barsaive. The crystal raiders are one of the most formidable naval forces in the province; not even the Therans are safe from the trolls and their thirst for revenge. They have played a role in every great battle of Barsaive's history, and may do so again as dark clouds of war gather on the horizon.

Nations of Barsaive Volume Four offers gamemasters and players an in-depth look at the troll raider clans that sail Barsaive's skies and prey on the lowlands. This book details the Twilight Peaks, featuring information on the nine most powerful trollmoots in Barsaive, including their histories, goals and significant members. This book features revised and updated content, and new material for adventures in the world of Earthdawn. Requires use of the Earthdawn Player's and Gamemaster's Guides.



Sword Worlds

Game Line: Traveller/Third Imperium

Category: Sourcebook

Size: 128 pages

Interior Art: Black and white

Author: August Hahn

Stock Code: MGP 3865

ISBN: 978-1-907702-32-7

Beyond the borders of the Imperium, deep in the Spinward Marches, lies the Sword Worlds, said to be a wild place of fierce men, bush wars and quick tempers. The Sword Worlders are humans who primarily live in the Sword World subsector of the Spinward Marches. Their Confederation spans over a dozen star systems, and is thus one of the more notable minor states in the sector. Sword Worlders are generally militant, conservative and hot-headed. This has landed them in numerous interstellar disagreements during the 15 centuries that their civilisation has existed.

This sourcebook takes a look at the culture, characters, politics and technologies of the Sword Worlds, and Travellers are encouraged to visit, if they are tough enough.



Van Graaf's Journal of Dragons

Game Line: Pathfinder

Category: Supplement

Size: 256 pages, Softback

Interior Art: Black and white

Author: Gareth Hanrahan

Stock Code: MGP 6192

ISBN: 978-1-907702-50-1

Legendary explorer and adventurer, Van Graaf, takes you on a grand voyage of discovery, uncovering the mysteries and secrets of those most fearsome of beasts – dragons! Compatible with Pathfinder, Van Graaf's Journal of Dragons looks at the different species of dragons, their lairs, treasures, allies and habits. It forms an invaluable resource for every games master looking to place dragons within his campaign world, and bring them fully to life.

Age of Treason

Game Line: RuneQuest II

Category: Setting Book

Size: 200 pages, Hardback

Interior Art: Black and white

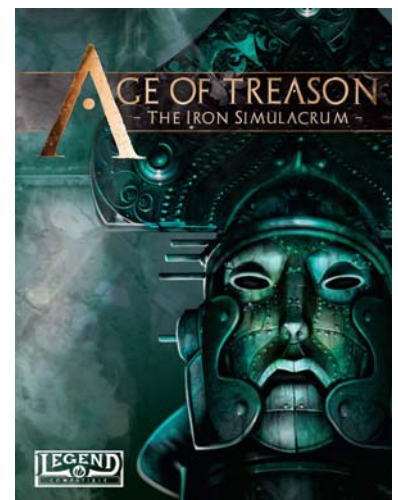
Author: Jonathan Drake

Stock Code: MGP 6195

ISBN: 978-1-907702-59-4

Explore a whole new world of RuneQuest adventure. You are a citizen of a great empire ruled by an unseen and immortal emperor through his viceroy, a magically animated statue known as the Iron Simulacrum. Beyond the empire's borders lie new lands to conquer, and beyond those lie exotic new worlds to discover and explore. However the greatest dangers are often close to home; not everyone believes the peace and stability of the Empire is worth submission to the Emperor's will, and dangerous plots are afoot even in the highest circles. It is time to decide where your loyalties lie, because this is the Age of Treason.

Used with the RuneQuest II rules this book provides everything you need to create Adventurers equipped to do their bit for Empire or to slip into the shadows and pursue whatever personal goals their treasonous hearts desire. Choose from dozens of new professions, learn new skills, make pacts with gods and demons and deploy the arts of sorcery in new ways. An extended campaign for beginning level adventurers is included to get you started.



Burning Desires

Game Line: Earthdawn

Category: Sourcebook

Size: 128 pages, Softback

Interior Art: Black and white

Author: Andrew Ragland

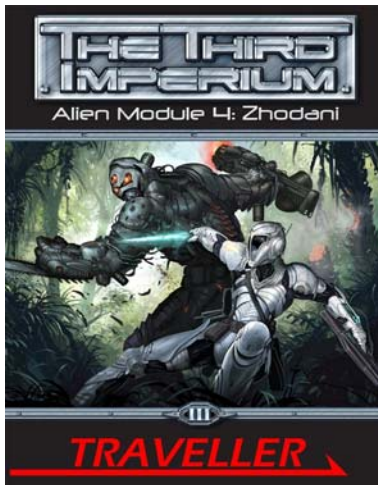
Stock Code: MGP 6191

ISBN: 978-1-907702-49-5

OSHA NE IS BURNING!

For many years, the Inner City of Oshane has been a source of tension in the Kingdom of Throal. The city's population is heavily ork, while the government is primarily dwarf. The two races have lived together uneasily at best. A combination of poor government and racial tensions have recently sparked race riots in the city. Now, a spate of fires has sent the situation from bad to worse. It will take more than a keen sword to restore peace...

Burning Desires is an adventure supplement for Earthdawn, intended to challenge three to five Journeyman characters of any Discipline. This book also provides comprehensive information on the Throalic city of Oshane for use in any Earthdawn campaign. Requires use of the Earthdawn Player's and Gamemaster's Guides.



Alien Module 4: Zhodani

Game Line: Traveller

Category: Sourcebook

Size: 200 pages, Hardback

Interior Art: Black & White

Author: Don McKinney

Stock Code: MGP 3856

ISBN: 978-1-907702-27-3

Viewed with fear by other races, the Zhodani are believed to harbour powerful psionics within a terrible and oppressive society. Alien Module 4: Zhodani peels back the layers of mystery and miss-information to reveal a fascinating race who are a domineering force in their region of the galaxy.

This book is packed with information for both players and referees. New rules for careers allow players to create their own Zhodani characters, which are then well served by technology and ships designed by and for the Zhodani. Chapters are devoted to playing a Zhodani and how their society and culture are structured, complete with how they handle

psionics. Finally, we have also included a complete new sector to explore, meshing seamlessly with the Spinward Marches.

CATALYST LABS

Shadowrun Runners Toolkit.

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

Beyond skills and instincts, the proper kit will see a runner through almost any situation. The difference between dropping nuyen in your pocket and street cred to your name, and an ignominious death.

The Runner's Toolkit provides a plethora of tools for both gamemasters and players to make running easier than ever. This box contains the following:

- A deluxe, hard-cardboard 4-panel Gamemaster's Screen.
- On The Run, a 56 page "first adventure."
- Contacts, Adventures & Sprawl Sites, a 32 page booklet of ready-to-use contacts, and a host of adventure ideas.
- 4 letter-sized, full-color laminated maps of the Sprawl Sites locations.
- A 64 page book of tables from Arsenal, Augmentation, Street Magic, and Unwired: a perfect "shopping list" for character creation.
- Anatomy of a Shadowrun, a fiction and rules walkthrough of a typical run.
- The Pregenerated Auxiliary Character Generation System (PACs), a plug-and-play system for quickly generating characters; also includes 7 new sample characters.
- 6 heavy-duty double-sided cardstock Quick Reference Cheat Sheets for use during gameplay.



BattleTech Historical: Reunification War.

FORMATO: LIBRO, MINIATURAS (LÍNEA **BATTLETECH**). **EDITOR:** CATALYST LABS

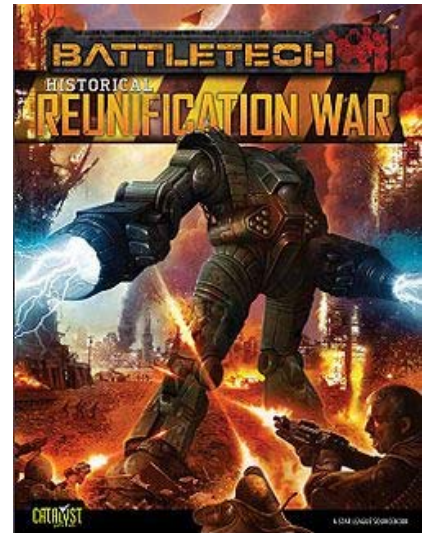
“One Species, One Realm”

In 2570, the six Great Houses of the Inner Sphere united to create the Star League, promising to bring an end to the generations of warfare that engulfed the worlds mankind now called home. Shortly thereafter, to seal their alliance, they turned against the various independent realms of the Periphery. Over the next twenty years, the so-called Reunification War would rage, claiming more lives than the savagery of the Age of War before it, all to realize House Cameron’s dream of a united humanity—at any cost.

Historical: Reunification War describes the first grand military campaign of the newborn Star League against the collected realms of the Periphery. Covering each of the four major campaign theatres in detail, this book provides a hard look at the formative years of the first Star League, and the fateful decisions that led them to usher in a new Golden Age for mankind by unleashing their armies against its most far-flung worlds.

- A companion volume to the Total Warfare game system, designed to help experienced players explore the historical settings of the game universe.
- Most detailed look ever at a very formative period of BattleTech history: the conflicts that gave birth to the first Star League, complete with a review of all four major combat theatres.
- Full-colour presentation, with ready-to-use record sheets included.

ISBN: 978-1-934857-78-6



BattleTech Era Report 3062.

FORMATO: LIBRO, MINIATURAS (LÍNEA **BATTLETECH**). **EDITOR:** CATALYST LABS

BattleTech Era Report: 3062™ is the latest installment of the Era Report series, which explores the most exciting past eras of the BattleTech universe. Designed to introduce new players to a part of BattleTech’s rich history (or, bring older players back for a fresh look at such periods), the Era Reports provide an overview of the nations, characters, and technologies that made these past eras truly remarkable.

CIVILWAR (3062 - 3067):

The Clan threat is eventually lessened with the complete destruction of a Clan. With that massive external threat apparently neutralized, internal conflicts explode around the Inner Sphere. House Liao conquers its former Commonality, the St. Ives Compact; a rebellion of military units belonging to House Kurita sparks a war with their powerful border enemy, Clan Ghost Bear; the fabulously powerful Federated Commonwealth of House Steiner and House Davion collapses into five long years of bitter civil war.

ISBN: 9781934857847.

BT: War of Reaving

CAT35306

The Clans

Descendants of the Star League Defence Force, they returned to the Inner Sphere in 3050 with violence and honour. Stalled by the combined might of the Inner Sphere, the Clans have been waiting for the chance to strike for Terra once more. But fractures within Nicholas Kerensky’s Great Society have widened. A new enemy threatens to destroy the Clans once and for all: themselves. The resulting Wars of Reaving touches every Clan: some will be destroyed, all will be forever altered.

The Wars of Reaving sourcebook details the Clans from 3067 through the end of the Jihad era and includes detailed reports, faction updates, personalities, units, and equipment that have a hand in this widespread orgy of war. Essential gameplay statistics, maps, and a complete campaign allow players to immerse themselves completely within these Wars of Reaving.



BT: Technical Readout: Prototypes

CAT35132

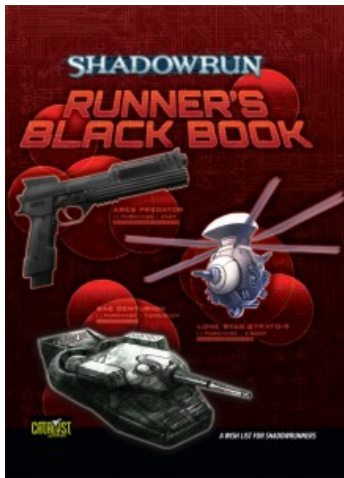
The March of Progress

The Jihad is over. A new Republic has been born. In the wake of one of humanity’s greatest conflicts, the Inner Sphere, Periphery and Clans must adapt to new political and industrial realities—a new balance of power. But changes on the map are only the beginning. The Word of Blake’s war has scattered a new wave of technological progress across nearly every realm, giving rise to a new generation of combat units. Only the sheer devastation of the relentless fighting has

slowed the arms race that is sure to come... but for how long?

Technical Readout: Prototypes introduces the wave of new battle armor, vehicle, 'Mech, and aerospace units that debuted in the years after the birth of the Republic of the Sphere. Featuring technologies rarely seen outside the testing fields or Solaris arenas, these new war machines provide a peek at the new age to come as mankind faces a new century.

For use with BattleTech, Total Warfare, Tactical Operations, and Strategic Operations.



Shadowrun: Runner's Black Book

CAT26104

You've got the talent. You hopefully have lived long enough to collect a decent amount of nuyen. So show it off! Get a better gun. A bigger boat. A zeppelin that can sneak you across borders where no one thinks to look. All these toys are here, and many, many more. Runner's Black Book is a shopping catalog for the ambitious and successful runner—and it's a guide to the weapons, drones, and vehicles that the various forces of the Sixth World may send against you as you sneak through the shadows.

Runner's Black Book collects material from Shadowrun's successful PDF line of products, compiling Deadly Waves, Gun Heaven, MilSpecTech, This Old Drone, and Unfriendly Skies in their entirety, along with updated art and information. On top of that, the book includes new pieces of gear developed specifically for this volume, including the punishing Kriss X Submachine Gun and small, smooth TPP light pistol. Each piece of gear is accompanied by a full-color illustration providing a look at the item's complete details and features.

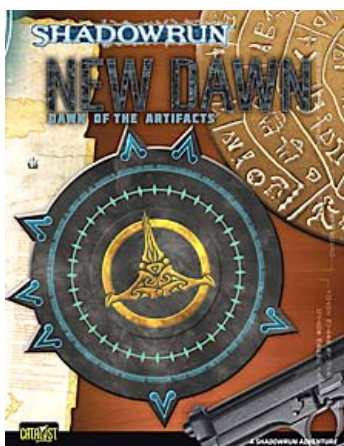
Shadowrun: Street Legends

CAT26209

At the end of a run, you've either got a good story to tell or you're dead. Live long enough, and you'll get enough stories to fill a book, and some of them will be killer. There is a certain class of people out on the streets that runners love to talk about, the people at the center of the stories swapped late at night over a round of wiper-fluid hooch. Some of them are good, some of them are lucky, and some of them are among the most powerful creatures of the Sixth World. All of them, in their own way, are legends.

Street Legends profiles more than thirty renowned figures in the Sixth World, including JackPoint stalwarts such as Haze, Rigger X, and Puck; classic runners like Serrin Shamander and Tommy Talon; and powerful behind-the-scenes figures including Lugh Surehand, Nadja Daviar, and the great dragon Lofwyr. Learn about hunting vampires with Martin de Vries, running guns in a war zone with Marcos, and trying to put a face to the elusive Hans Brackhaus.

Street Legends contains short fiction bringing these characters to life, as well as text describing each person and what makes them a legend. Also, each and every person profiled has complete game stats. Even the dragons.



Shadowrun New Dawn: Dawn of Artifacts 4

CAT26403

The Final Piece.

One more artifact. One more chance for a big payday. One more run to distant lands and high seas, racing against time and the wealthy, ruthless powers who want the artifact for themselves. At the end of this, if you succeed, four powerful artifacts will be gathered together, and they will be poised to shake the world.

To finish the quest for the artifacts, runners will have to travel to Hong Kong, track down the mobile city of Karavan, penetrate the corp. enclave of Neo-Tokyo, and survive an assault on the high seas. The final adventure in the Dawn of the Artifacts series, New Dawn brings the story of the gathering of the artifacts to a rollicking conclusion while setting the stage for the changes the Sixth World will experience once the true power of these artifacts is tapped and unleashed.

New Dawn is the fourth chapter of the Dawn of the Artifacts storyline. This storyline explores the secret history of Shadowrun and offers clues to the mastermind behind the hunt for the artifacts.

Anarchy: Subsidized

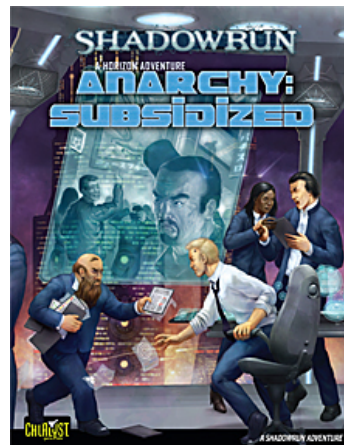
CAT26406

The Backstab Slide

The only shadowrunners in the world who don't understand the importance of eliminating the competition are the ones who have already been eliminated by someone else. The Horizon Corporation wants its stable of music artists to sell a few more albums and its brain trust has decided that the best way to accomplish this is to move some artists at the top of the charts out of the way. Outright killing the competition is no good—that often just boosts the deceased's album sales. The secret is to get the public to stop wanting what they're currently buying, and Horizon has developed some creative ways to make that happen.

Anarchy: Subsidized is a complete adventure that takes shadowrunners to Neo-Tokyo and plunges them into corporate intrigue involving street gangs, vandals, scandal-mongers, and one of the most impressive technological innovations the entertainment industry has ever seen.

Anarchy: Subsidized is for use with Shadowrun, Twentieth Anniversary Edition.



BattleTech Time of War GM Screen

CAT35005X

For the first time ever, the role-playing game for the BattleTech universe has its own gamemaster screen!

Brilliantly illustrated and constructed of heavy-duty cardboard stock, this four-panel portrait GM screen brings the most important reference tables to easy fingertip reference during game play. Leave thumbing through your rulebook for a reference for between games, with a GM screen that keeps the focus on the action and fun!

For use with A Time Of War: The BattleTech RPG

Cosmic Patrol Core Rulebook

CAT60000

Rockets and Rayguns!

Cosmic Patrol is a roleplaying game set in a retro future based on the Golden Age of science fiction. If you've ever seen a cover from a classic 1930s-1960s sci-fi pulp magazine, you've got the idea. You and your friends form the crew of a Cosmic Patrol rocketship and blast off for action and adventure in the wild galaxy.

In Cosmic Patrol, players take the role of Patrolmen—the first and last line of defence for humans in a dangerous galaxy. Patrolmen explore, discover and defend the interests of humans wherever they go. With an atomic ray gun at their hip, they brave the unknown on a regular basis.

Cosmic Patrol Core Rulebook

Cosmic Patrol is a role-playing game by Catalyst Game Labs that is all about creating a story. Using Cues as building blocks, you will construct a plot and narrate your Patrolman's way through the millions of threats the cosmos has to offer. Your adventure will be unique to you and your group, and you're encouraged to write those adventures up in true pulp style, for all the world to enjoy.

Find out more about Cosmic Patrol at www.cosmicpatrol.com



BattleTech Record Sheets 3058 Upgrade

CAT35164

You've grasped the tactics involved with the additional units and weapons from Total Warfare to defeat your opponents. Now you own Technical Readout: 3058 Upgrade and want to deploy some of those 'Mechs, vehicles, and battle armor on your gaming table. Grab your dice and start rolling, because these sheets are for you!

Record Sheets: 3058 Upgrade contains 49 pre-printed 'Mech record sheets that will have players firing autocannons, missiles and PPCs at each other in no time. More than 30 vehicle—as well as 20 battle armor—sheets bring the excitement of combined-arms game play to any table top. Two ready-to-play scenarios focus on the highlights of this volume, while an extensive Rules Addendum section,

concentrating on massed infantry actions, provides a sneak peak of all the advanced rules options provided in Tactical Operations. ISBN 9781934857984.

CUBIBLE 7



Shadows Over Scotland.

FORMATO: LIBRO, MINIATURAS (LÍNEA *CTHULHU BRITANNICA*). **EDITOR:** CUBIBLE 7

Mysterious, wild and beautiful, Scotland in the 1920s is home to horrors modern and ancient, man-made and star-born. From the rolling pastoral Lowlands to the snow-capped peaks of the Highlands and the seaweed-choked Western Isles, creatures and cultures have taken root in Scotland whose maddening, corrupting influence can be felt far and wide. Fiendish things haunt the hive-like alleys and wynds of old Edinburgh, while Glasgow's streets whisper with rumours of dark terrors in the shipyard shadows on the snaking, poisonous Clyde. And in the isles, murmurs on fishing boats and ferries speak of far older things, of sites of power and standing stones, awakenings and stirrings in forgotten places. Something terrifying lurks in the night, casting dark shadows over Scotland.

Shadows over Scotland is a massive new hardback sourcebook for Chaosium's *Call of Cthulhu* roleplaying game covering Scotland in the 1920s. It features:

- three comprehensive sections detailing the Lowlands, Highlands and Islands.

- individual sections on history, folklore, language and life in 1920s Scotland.

- a complete mythos timeline.

- detailed coverage of nine cities and their various inhabitants.

- seven sinister adventures complete with extensive handouts.

Author: Stuart Boon . ISBN: 978-0-85744-046-4, 288 pages, Hardcover, Interior Art: B&W

BASH! Ultimate Edition.

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

Ever want to be a Superhero?

All you need is a pair of dice, this book, and imagination! Streamlined rules make it quick to make a Hero, and easy to play. An Enie nominee for Best Rules, BASH!

Ultimate Edition combines rules-lite mechanics with customization.

Character generation is so simple, you could fit all the info you need on a 3x5 card, but we included a sheet anyway. Do not assume that by simple, we mean incomplete. Bash has over 50 versatile super powers, a complete selection of skills, and even rules for collateral damage. The action is fast and furious, paced over a series of panels, pages, and issues, just like a comic book.

Make the Hero you want to play!

Features:

- Customize each power to make any sort of superhero from low-powered Mystery Men to Cosmic Heroes who defend the galaxy. BASH allows every hero to shine on a team with mixed character scales.

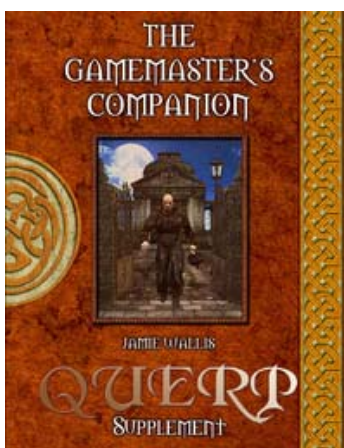
- Play in a variety of eras and settings, such as the Golden Age or Silver Age of Comics, Sci-Fi superheroes, and more.

- Pick up and Play! There are dozens of iconic Hero & Villain archetypes such as the Brick, Martial Artist, and Blaster. These templates can be easily tweaked to quickly have a custom character, so you can jump right in and play.

- Run a game off the cuff! Lots of information is right at the Narrator's fingertips. Hordes of Minions! Fleets of Vehicles! Random Plots & Encounters!

Become your superhero – with BASH! Ultimate Edition.

Author: Chris Rutkowski . ISBN: 978-0-85744-057-0, 140 pages; softcover, Full Colour



QUERP GM Companion.

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

The Gamesmaster's Companion is the fourth book in the QUERP series.

This book has been written to introduce new Gamesmaster's to QUERP but could be adapted to introduce a budding Gamesmaster to any game system. Within these pages you will find a whole host of rules, suggestions and aids to help you create your own game world, to write an adventure (both campaign and single session) and new monsters to fill them. There is also a blank dungeon map to get you started.

Gaming aids include a city generator, a complete list of spells from all of the QUERP books plus many new ones, magic item tables and descriptions and a the first part of a campaign adventure - Realm of the Ice Giants pt1 - with suggestions and tips for writing the second and third parts.

QUERP really is the game of Quick Easy Role Play.

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

Author: Jamie Wallis. ISBN: 978-0-85744-088-4, 96 page soft cover, Black and White.

El Viejo Tercio S.L. Tel./Fax: 91 8060157. elviejotercio@gmail.com www.elviejotercio.com

QUERP Modern.

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

The QUERP Modern Core Rule Book is the first book in this series.

You will not find Orcs, Goblins or Magic in this Core Rule Book! What you will find is modern warfare, crime bosses, firearms and explosives. In this tome is Everything you need to run a modern adventure for first time role players or experienced games who want to play a light rules gaming session.

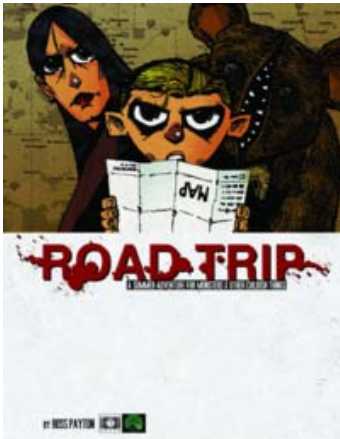
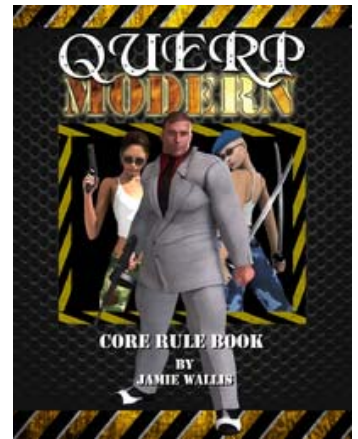
This book includes firearm rules, several modern character types, a whole host of modern equipment and vehicles as well as a detailed adventure set in war-torn Afghanistan to get you started with QUERP Modern.

QUERP Modern really is the game of Modern Quick Easy Role Play.

Other books in the series include: Heroes, The Wild West and Asylum (adventure).

Author: Jamie Wallis.

ISBN: 978-0-85744-089-1, 72 page soft cover, Black and White.



Road Trip.

The Best Summer Vacation Ever! . . . and maybe the last!

A crazy cult plans to destroy the world -- not just a school or the boring grown-up shops at the mall, but the WHOLE WORLD -- and it's up to you to stop them.

Now you and your friends, and your horrible friendly monsters, are taking on the Cult of the Ur-Monster from one end of the United States to the other. You'll explore creepy amusement parks, dusty tourist traps, and quaint roadside farms in the throes of violent revolution. Also, the land of Oz.

ROAD TRIP is a full-length adventure campaign for the roleplaying game Monsters and Other Childish Things, with NINE complete adventures, ideas for plenty of extra weirdness the players might encounter on the way, and six full-color, full-size postcards from some of the strangest places in America.

ROAD TRIP is written by Ross Payton (Curriculum of Conspiracy) and illustrated by Monsters and Other Childish Things artist Robert Mansperger, Jr., with color postcards by Kate Ashwin, K.C. Green, Violet Kirk and Ean Moody.

Gas up the van, put ice in the cooler, and don't forget the trail mix. It's time to hit the road!

Author: Ross Payton . ISBN: 978-0-85744-059-4, 200 pages softcover, Black & White

In Broad Daylight (V&V).

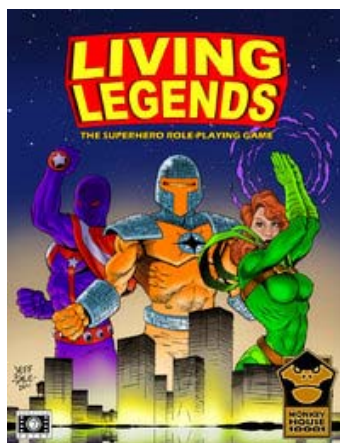
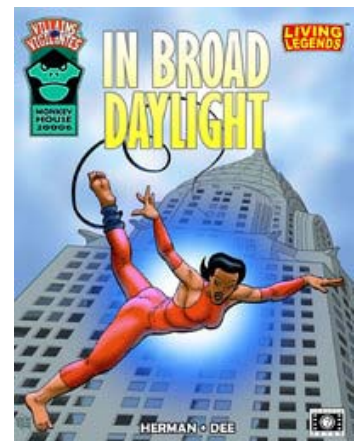
Famous fashion model Holly Cooks disappeared before a crowd of thousands of spectators. Was it a publicity stunt? A hoax? An abduction? Or an assassination? Caveat Allure - the modeling agency Holly Cooks worked for - needs your team of heroes to find out. But what else aren't they telling you? Find out in this exciting new adventure for Villains and Vigilantes and Living Legends by V&V co-creator Jack Herman!

Bonus! This adventure includes complete stats and background information on The Indestructibles -- the superhero team featured on the early V&V covers.

Author: Jack Herman

Fully illustrated by V&V co-creator / artist Jeff Dee.

ISBN: 978-0-85744-092-1, 88 pages, Soft Cover, 8.5" x 11" Black and White



Living Legends (V&V)

Living Legends expands the *Villains and Vigilantes* world setting with a hypercharged new game system!

Living Legends is the latest superhero role-playing game from Jeff Dee, co-creator of the classic superhero RPG Villains & Vigilantes. Living Legends features point-based character creation with optional random generation, over 80 distinct and open-ended powers with an extensive array of enhancement and limitation options, 19 detailed character weaknesses, and exciting fast-paced combat.

Living Legends introduces brand new information on many of the nations, lost regions, time periods, alien worlds and alternate dimensions of the V&V universe.

Living Legends is fully illustrated by Villains and Vigilantes artist Jeff Dee.

Author: Jeff Dee

ISBN: 978-0-85744-093-8, 160 pages, Soft Cover, 8.5" x 11" Black and White.

Wild Talents: Progenitor

CB75412

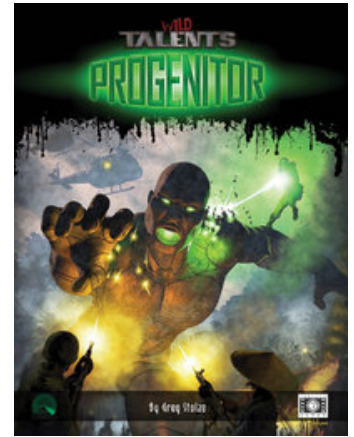
How Will Your Power Change the World?

In 1967, one woman inexplicably gains inconceivable power. Trying to use that power for the good of her country, she unwittingly passes it on to a handful of people. They pass it along to others in turn, and soon thousands around the world have amazing paranormal powers.

Some of them use these powers for personal gain. Some to help others. And some change the very course of world events.

Progenitor is a Wild Talents roleplaying game setting that explores the shape of the world and the changes wrought by metahumans over the past five decades. It tracks the alternate history of the world in rich detail from the moment the Progenitor, Amanda Sykes, gains her incredible powers, to the year when a single metahuman nearly destroys the Earth, to Sykes' strange departure from the global scene. The world is yours to build and explore using the rules in this book.

- Details dozens of characters, factions, and nations
- Rules for shaping the world based on the players' actions



In Flames

CB76401

What you know...

You are not in your own body. You can remember snatches of your past, of a heavenly existence, and of a terrible fall from grace, but no more. This place is only fleetingly familiar.

What you have been told...

The thing that calls itself Ghede has told you that you were once something more than human; you were a god, a post-human, one of the Loa.

You and your fellows carved worlds from pure matter, danced in the corona with suns and created life as playthings. You moulded the very stars themselves, and held worlds in the palm of your hand. Your world was called the Understar – a paradise beyond this reality. But times change. You committed a crime. A terrible crime, one that stood against all that your peers believed in. And for that you were thrown out, ejected, cast down to the lower worlds, named an Exile. Now the Understar seems little more than a vague memory that slips through your fingers.

But there is hope. Ghede, the force that represents the Understar in the material reality, has offered you a chance to return home. All you must do is walk these lesser worlds performing tasks as required by your new master, and in doing so find a way to resolve the guilt of your crime. What you seek is forgiveness and a return to the Understar. Under Ghede's guidance you invoke your one-time comrades, the Loa, and through them reveal more of your home and your past. Doing so risks psychosis, but Ghede gives you the black pills it keeps to help with that, as long as you are good.

This is where you are – the Flame Worlds, a hazily remembered place of death and intrigue, among billions of souls trapped in this mundane existence. You and your fellow Exiles must accept Ghede's offer, and meet others of your kind to do his bidding. What will you discover among the Flame Worlds? Who knows, but if it ends your exile, it is worth it.

In Flames is a science fiction role-playing game of action, adventure, psychosis and discovery utilising a variant of the D6 system.

Savage Worlds: Caladon Falls

CB75615

They came out of nowhere and started ripping the world apart, one city at a time. Using power on a scale never before seen, Warlocks wielding the magic of the Wild have a mission: raise armies and annihilate the entire continent of Austeria. Set in the fantasy realm of Relic, this book looks at warfare through the eyes of common soldiers – soldiers whose side is losing the war.

Take the challenge. Roleplay in a fantasy world without cute pointy-eared elves, where the dwarves aren't cookie-cutter copies of Tolkien's stout, bearded mountain folk. Focus on a daily life and death struggle where the enemy is cruel, powerful, and around every corner. Take the challenge. Let your adventurers become... mankind's only hope.

Inside the covers you'll find:

* Heaps of world detail you'll need to run games in Suzerain's Relic realm during the War of the Wild.

* Many new character options including new Edges, Hindrances and Powers.

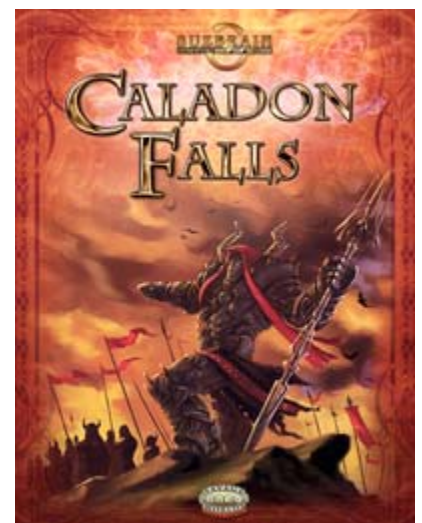
* Stats for dozens of heroes and villains alike, plus an assortment of soldiers and monsters from the war.

* A finely-tuned setting in which to take your characters from Novice to Heroic rank.

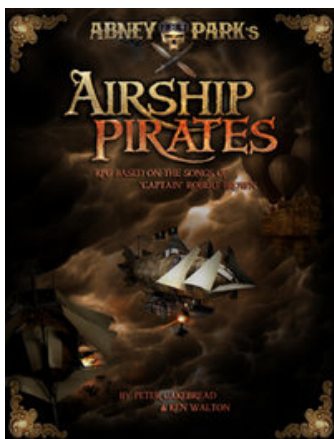
* 30 scenarios including a full plot-point campaign covering the arrival of the Warlocks and the fight for survival in the Caladon Kingdom.

Size: Hardback book, 8.5" x 11", 144pp Interior Art: Full colour

Author: Vickey Beaver, Alan Bundock, Steve Dean



El Viejo Tercio S.L. Tel./Fax: 91 8060157. elviejotercio@gmail.com www.elviejotercio.com



Airship Pirates (Steampunk RPG)

CB76150

Someone screwed the timeline up.

It's 2150, and the Earth's starting to get over the Great Apocalypse of 1906. From the steampunk sky-cities of Isla Aether and High Tortuga, airship pirates ply the clouds, in search of excitement and booty, kept in check only by the might of the Imperial Air Navy.

Down below, North America is a wilderness, its beast-haunted wastelands criss-crossed by the tracks of the freedom-loving Neobedouins and the armoured railroads that connect the Emperor's widely scattered domains.

In the walled, smog-shrouded cities, people huddle in forced Victorian squalor, lorded over by the upper classes, while the Emperor's clockwork policemen patrol the streets and the ultimate threat of the Change Cage hangs over those who would rebel.

You've got yourself an airship. You've got yourself a crew. You've got yourself one of Doctor Calgari's fancy chronominautilus devices. All you need now is a good swig of rum (trust us,

you'll need it), and you're ready to set sail on the winds of time and plunder history itself!

Who knows, maybe you can screw up the timeline some more?

From the creators of the Clockwork & Chivalry and Victoriana RPGs

comes the ultimate steampunk role-playing experience... Airship Pirates.

Size: 300 pages, Hardcover, 8.5" x 11" Interior Art: Full Colour

Author: Peter Cakebread and Ken Walton

ISBN: 978-0-85744-090-7

Pathfinder: The Gift - Curse of the Golden Spear Part 1

CB76802

The shores of Kaidan beckon...

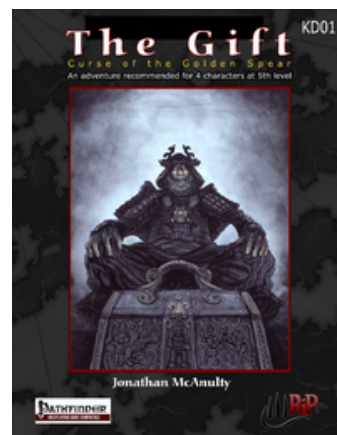
Traveler Beware!

For centuries Kaidan has been isolated from the world. Now, at long last, by Imperial decree, its ports are open to gaijin sailors and merchants. You come to Kaidan, escorting a merchant and the gift he carries, a gift meant for a powerful Kaidanese lord. But Kaidan is cursed and once within its borders you may find that not even death will release you from the Islands' powerful grip. Do you have what it takes to survive the Curse of the Golden Spear?

The first of a three part campaign, The Gift is an adventure set in the cursed land of Kaidan and is suitable for a group of 5th level characters. Drawing inspiration from Japanese folklore, and fully compatible with the Pathfinder Roleplaying Game, Kaidan is a land of horror and mystery. In Kaidan, demons stalk the land in human form, the dead seldom rest easy, and life is cheap. This adventure serves to introduces players and game masters alike to the cursed realm of Kaidan.

Size: 54 page Softcover, 8.5 by 11 Interior Art: full colour

Author: Jonathan McAnulty



Pathfinder: Breaking of Forstor Nagar

CB76805

Savage battlecries and screams of pain echo through the streets and off the raw sheer walls that make up the carved stronghold of Forstor Nagar. The cannibalistic troops of The Hungering Legion have breached the gates, and the defenders have been routed. ☹

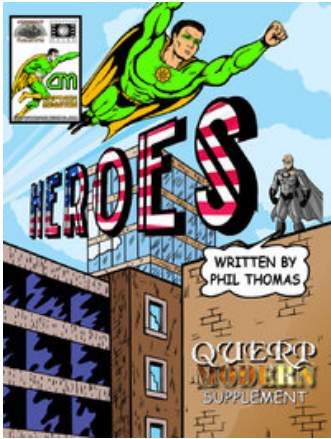
Trapped in the heart of Forstor Nagar, the ambassador from Ithulandis, the City of Adventure, must be rescued. But the redoubt is cut from the living ice of the Forstorheim glacier, and enemies rip the very life from the inhabitants. Only scant hours remain before the alleys are slick with a crimson slush.

Adventurers must cross the invaders' lines to infiltrate the fortress, locate the diplomatic compound and escape with the ambassador before fanged teeth sink into their flesh and the fate of the city is sealed forever. Will they succeed, or just become more corpses for the conquerers' larder? Welcome to the Breaking of Forstor Nagar!

Size: 60 page Softcover, 8.5 by 11 Interior Art: full colour

Author: Ben McFarland

ISBN: 978-0-85744-095-2



QUERP: Modern Heroes

CB77311

The world is in peril and only you and your fellow Superheroes can save the day!

Welcome to QUERP Heroes. Welcome to a world much like your own, where people live out their daily lives, caring for family, going to work and partying with friends. Welcome to a world where crime, war, failing economies and widespread famine influence the lives of millions every day. What is the main difference between this world and yours?... You have incredible powers.

QUERP Heroes allows you to become one of a rare group of individuals from across the globe that have been gifted with rare and fantastic capabilities; superpowers. Together, you and your super-powered friends will become heroes straight out of the comic books, busting heads, taking names, fighting crime and tracking down evil wherever it lurks. Along the way you will face petty street thugs, giant monsters, supernatural beasts, mighty villains and evil masterminds, growing in strength, reputation and power and earning that title of Superhero.

This is not a stand-alone book. This book requires the QUERP Modern Core Rule Book to play.

Author: Phil Thomas

ISBN: 978-0-85744-098-3, Size: 110 page soft cover, 8.5" x 11" B&W

SOKARA: The War-Torn Kingdom (Fabled Lands)

CB77321

This is the first Source Book for the Fabled Lands Role Playing Game.

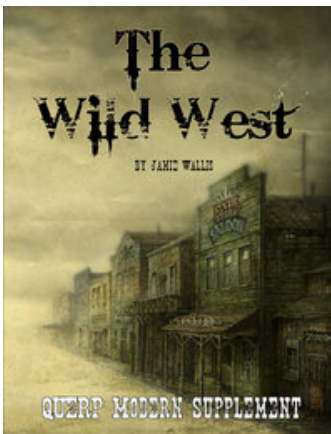
Sokara is a county torn apart by civil war. Grieve Marlock, the newly self appointed Protector General of all Sokara has overthrown and killed King Corin VII; now the county is divided between those faithful to the revolution, and those still loyal to the heir to the throne - Vergan Corin.

No stone is left unturned as we take you on a journey through the War-Torn kingdom. Visit the beautiful cities of Marlock (formally called Sokara) and Yellowport, climb the Coldbleak Mountains or walk to the northern mountain range known as the Spine of Harkun. Knights, monsters, royalty and a smouldering city are just a few pieces of source material ready to be included in your Fabled Lands Role Playing Games.

Look out for the other Fabled Lands Source Books from Greywood Publishing.

Author: Jamie Wallis

ISBN: 978-0-85744-111-9, Size: 80 pages, Softcover, 8.5" x 11" B&W



QUERP: Wild West, The

CB77312

Welcome to QUERP Modern role playing, Wild West-style.

This sourcebook details the Wild West history of the United States from 1840 through to the early 1900s. All of the information found within this book is based on factual research; from the American civil war outlaw and lawmen personalities to the infamous red Indian tribes and warriors.

You can rob a train with Robert Leroy Parker (otherwise known as Butch Cassidy) and the Wild Bunch or be the one of the Pinkerton's National Detective Agency posse who hunts them down. In this source book is everything that you need to run a 'rootin-tootin' gun slinging games evening.

As with all of our source books, we include: new special skills, character types, adversaries, new gambling rules for poker and roulette (QUERP-style) and an adventure to get you started.

This is not a stand-alone product. This source book requires the QUERP Modern Core Rule Book

to play.

Author: Jamie Wallis

ISBN: 978-0-85744-112-6, Size: 126 pages, Softcover, 8.5" x 11" B&W

QUERP: Asylum

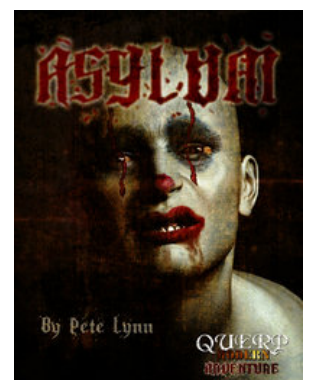
CB77313

The first thing you remember is waking up wearing a straightjacket in the back of a van. There are people with you, also in restraints. Men in white suits are driving you to an unknown location. Then you pass a sign post...

Who are you? How did you get here? Why are you here? Who are these people with you? Why are you being treating like this?

Welcome to Hofas Asylum - your own personal hell.

El Viejo Tercio S.L. Tel./Fax: 91 8060157. elviejotercio@gmail.com www.elviejotercio.com



This adventure introduces new character types, special skills, equipment and new rules on madness and insanity. For the first time, this adventure also includes the expanded third floor to the asylum (published as *Within these Walls* - also by Pete Lynn). The horror and madness has been expanded.

This is not a stand-alone product. This Adventure requires the *QUERP Modern Core Rule Book* to play.

Author: Pete Lynn

ISBN: 978-0-85744-113-3, Size: 90 pages, Softcover, 8.5" x 11" B&W



Ruined Empires (Airship Pirates)

CB76151

"Skeletons of rust reach to the sky

Ruined empires of days gone by."

– Abney Park

When the governor of Isla Aether approaches you with a treasure map pointing the way to ancient ruins filled with valuable technology, it seems like an easy job. But wild beasts, rival Neobedouin treasure hunters and an Imperial Air Navy frigate are just the beginning of your troubles... betrayal is never far away when you're a pirate!

A complete adventure for a crew of Airship Pirates.

Dim Spirit (Pathfinder)

CB76803

Danger lurks within the Forests of Kaidan ...

Traveler Beware!

You came to Kaidan, escorting a merchant and the gift he carried, a gift meant for a powerful Kaidanese lord. Yet with the gift delivered, and the merchant's daughter rescued, your troubles are only just beginning. Kaidan is cursed, and now that you are within its borders you discover that not even death will release you from the Islands' powerful grip. As new horrors continue to present themselves, you must ask, do you have what it takes to survive the Curse of the Golden Spear?

The second of a three part campaign, *Dim Spirit* is an adventure set in the cursed land of Kaidan and is suitable for a group of 6th level characters. Drawing inspiration from Japanese folklore, and fully compatible with the *Pathfinder Roleplaying Game*, Kaidan is a land of horror and mystery. In Kaidan, demons stalk the land in human form, the dead seldom rest easy, and life is cheap. This adventure continues the story which began in *The Gift*, introducing players and game masters alike to the cursed realm of Kaidan.

Size: 60 page Softcover, 8.5 by 11



In the Company of Monsters (Pathfinder)

CB76807

Why settle for the same old races?

This compilation of six evocative player races and racial paragon classes is sure to bring new and exciting encounters to your game. These new options include:

- Gargoyles: Stonewardens of the night who have left behind the evil predations of their brethren, emanating fear that make your foes flee, while still allowing you to soar above it all. .
- Giants: From troll to storm giant, this race and paragon racial class allows to emulate the abilities of all the giants, you can even change your size so that it does not hinder you in tight places
- Ironborn: A race of constructed humanoids, providing custom designed trait packages that allow you to create the favored build of your choice without unbalancing the game.
- Minotaur: Come embrace its mythological Greek roots while gaining the chance to play both a true master of the maze and a truly monstrous character with a decidedly foreign outlook.
- Restless Souls: Why stop playing just because you dead, this player character template allows

you to return from beyond the grave as a mournful spirit, a vengeful revenant, or a questing soul seeking to finish some work undone.

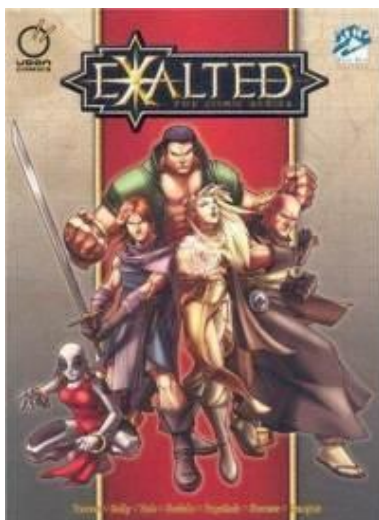
•Wyrd: Unique groups of half-breeds that trace their lineage back to the Ogre Magi and the Elves, a heritage of arrogance and magic that allow them to emulate the abilities of both, so that no two wyrd are alike in abilities or in intent.

These fully detailed races, racial paragon class which allow to emulate all the powers of a full realized member of that race, new custom feats that enhance these abilities or provide a unique path for your character to tread, and introducing new spells that the greatly favor the members of their specific races. This supplement presents all the introductory material on each race in a first person point of view, so that you can find a unique insight into their very nature of these new and exotic cultures.

Pick one and let the members of your adventuring group find themselves In The Company of Monsters.

El Viejo Tercio S.L. Tel./Fax: 91 8060157. elviejotercio@gmail.com www.elviejotercio.com

WHITE WOLF PUBLISHING



Exalted The Patchwork Scroll

WWP80012

In Creation, everything has power.

Sometimes, Exalted writers produced quite a bit more than they expected. Over time, little scraps and fragments of materials and rules built up, and they seemed too cool to leave in the oblivion of a computer trash bin. Before we knew it, we had a lot of pieces with no home, and it seemed a shame just to throw the excess material away. So we decided to stitch them together into a crazy quilt of additional game pieces for your Exalted series into The Patchwork Scroll.

A collection of Exalted Second Edition material.

The Imperfect Lotus contains eight supernatural martial arts styles, ranging from simple Terrestrial styles to powerful Celestial fighting arts.

Splinters of the Wyld provides new Wyld locations, Mutations, Derangements, creatures and characters.

Debris of the Fallen Races contains five martial art styles for Dragon Kings, Chaos Pattern Charms, and statistics for subterranean creatures.

Lost Arts of the Dead contains four new Arcanoi for ghosts.

WoD: The Harvesters.

FORMATO: LIBRO, MINIATURAS (LÍNEA *WORLD OF DARKNESS*). **EDITOR:** WHITE WOLF PUBLISHING

This SAS compilation for the World of Darkness takes the players from the lonely roads between cities into the heart of Chicago, from a bizarre scheme gone wrong to the implications of mysterious archeology.

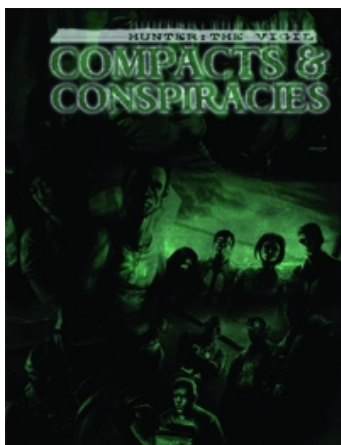
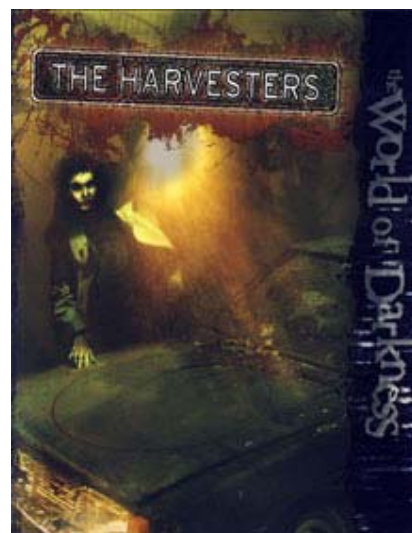
Both adventures showcase different aspects of the World of Darkness, as well as providing a ready-made group of characters to jump right into the action.

This book includes:

A compilation of the adventures "The Harvesters" and "Chicago Workings," reformatted for print.

A number of SAS scenes and Storyteller characters that you can reuse for your own chronicle.

A ready-to-use World of Darkness player character group, complete with character sheets and story seeds for the storyteller.



Hunter: Compacts and Conspiracies

WWP55566

Living With The Vigil.

For many hunters carrying the Vigil, the hunt is only one part of their lives. Many belong to hunter organizations-the more localized compacts, or the globe-spanning conspiracies.

Joining such a group comes with varying advantages-safety in numbers, a paycheck, access to unique weapons and critical information, and camaraderie. But it also comes replete with new problems: competition, cover-ups, and a rigorous set of rules to which one must adhere or face the always-unpleasant consequences.

This book seeks to detail what life is like inside one of these organizations. What's it like to belong to such a group? How does one get recruited? What does it take to advance-what sacrifices must be made?

This book includes:

. A more detailed look at each of the compacts and conspiracies covered in the original Hunter: The Vigil rulebook

- . Bonus material and systems relevant to each organization
- . Endowments for Compacts

OTROS EDITORES



Eclipse Phase Panopticon

PS+21101

Eclipse Phase is the post-apocalyptic game of transhuman conspiracy and horror. Technology allows the re-shaping of bodies and minds, but also creates opportunities for oppression and puts the capability for mass destruction in the hands of everyone. Other threats lurk in the devastated habitats of the Fall, dangers both familiar and alien.

In this harsh setting, the players participate in a cross-faction conspiracy called Firewall that seeks to protect transhumanity from threats both internal and external. Along the way, they may find themselves hunting for prized technology in a gutted habitat falling from orbit, risking the hellish landscapes of a ruined Earth, or following the trail of a terrorist through militarized stations and isolationist habitats. Players may even find themselves stepping through a Pandora Gate, a wormhole to distant stars and the alien secrets beyond....

- Details the inner workings of the different types of space habitats in Eclipse Phase—a crucial source of information for bringing the setting to life.
- Provides comprehensive information on surveillance and surveillance technologies, the impact they have on culture, and the means for by passing them.

- Explores uplifts (animals raised to human-level sapience) and the socio-political challenges they face, including essential background information for uplift characters and a selection of new uplift morphs.

All For One: Paris Gothique

TAG20101

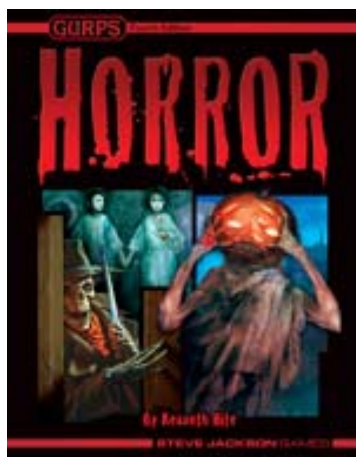
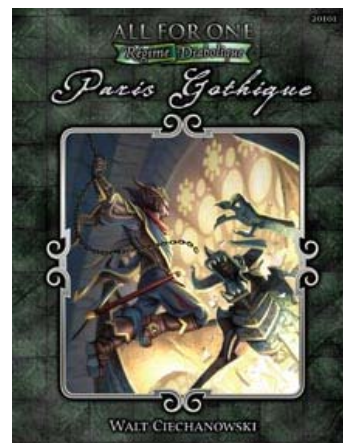
Paris Gothique is the definitive guide to Paris for All for One: Regime Diabolique.

This supplement includes information on all the important figures, places, and secret societies in France's capital city. Also included is information on Parisian streets, architecture, and other aspects of everyday life.

In short, Paris Gothique provides the Game Master with everything needed to run swashbuckling adventures in the city.

Contents of the book include detailed information and locations in central Paris, how to set up adventures, new personalities and secret societies, and of course new monsters and lackeys!

Page Count: 158, Cover: Softcover.



GURPS Horror 4th Edition

SJG01-1003

It's back . . . and the fear has grown!

GURPS Horror, Fourth Edition, is the latest incarnation of one of the most popular GURPS supplements ever . . . and now it's been given a new lease on unnatural life by horror master Kenneth Hite. Its time-tested advice on running scary campaigns has been expanded to include current trends and tropes, showing you how to run everything from old-fashioned Gothic and supernatural horror to the latest J-horror, survival horror, and torture horror. The famous bibliography of unspeakable tomes and frightening films has grown to match. And the monsters return with unpleasant friends, as monsters inevitably do – all with GURPS Fourth Edition racial templates that let you use them as foes, as sinister Allies and cursed Alternate Forms, and even as PCs! Add the new and disturbing powers, the expanded rules for madness and corruption, and countless other updates, and you have everything you need to drag your horror campaign screaming into the 21st century.

176 black-and-white pages. Hardcover. Stock #01-1003, ISBN 978-1-55634-803-7.

GURPS Tactical Shooting

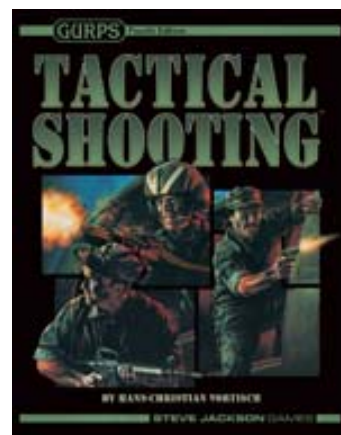
SJG01-6196

As Real as a Fistful of Steel!

The smell of black powder and cordite. The quick blinding of a muzzle flash. The deafening roar of a close-quarter gunshot. Forget the movies; true shooting is exciting enough for a thousand stories -- if you live long enough to tell the tale.

GURPS Tactical Shooting does for life-like shooting what GURPS Martial Arts brings to real hand-to-hand combat -- gives all the information you need to bring realistic firearm combat to the gaming table:

El Viejo Tercio S.L. Tel./Fax: 91 8060157. elviejotercio@gmail.com www.elviejotercio.com



Dozens of new rules, options, and possibilities for realistic shooting. Discover the different stances shooters use to give them an edge. Recognize the advantages and pitfalls of high-speed shooting. Train in the tactics that will keep you alive in ambushes or urban battlefields. Learn who shoots first in a standoff!

Over 20 new perks for realistic shooters. Now you can be Cool Under Fire, Sure-Footed, or the Fastest Gun in the West!

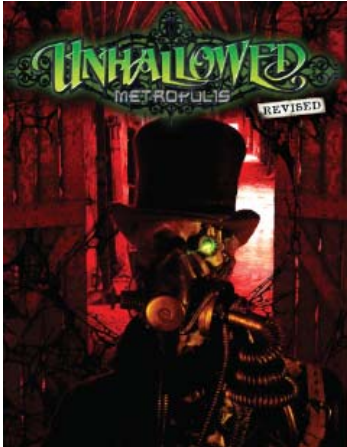
Nearly 20 techniques for firearm fans. Hone your Precision Aiming, become proficient in a Dual-Weapon Attack, or learn how to Work by Touch.

More than 40 new firearms! Information on new handguns, rifles, shotguns, machine guns, grenade launchers, and more.

New gear for gun enthusiasts. Expanding and augmenting the equipment from GURPS High-Tech with more than 30 new gun-related items and options, including tripods, slings, sights, and camouflage -- all designed to give the shooter a realistic advantage.

Whether you're looking to ramp up the realism of your modern-day adventures, build and equip characters who are sharpshooting specialists, or arm the heroes (and villains!) with tactics and tricks to shift the odds, GURPS Tactical Shooting is loaded for bear!

88-page B&W softcover. Stock #01-6196, ISBN 978-1-55634-804-4.



Unhallowed Metropolis Revised

AOP6000

Set two-hundred years after the advent of the zombie Plague, Unhallowed Metropolis™ is an apocalyptic Neo-Victorian dystopia written by Jason Soles and Nicole Vega. Inspired by the works of Mary Shelley, Edgar Allen Poe, and Robert Louis Stevenson, and painstakingly researched by the authors, Unhallowed Metropolis provides a rich role-playing experience steeped in alchemy, mad science, and undeath.

Unhallowed Metropolis™, Revised features:

- Newly revised and updated with new art and streamlined rules!
- Point-based character creation and a fast-paced, deadly combat system.
- An incredibly detailed and fully realized setting.
- Exciting and varied character concepts to play, including Aristocrats, Criminals, Detectives, Deathwatch Soldiers, Dhampiri Vampire Hunters, Doctors, Mourners, and Undertakers.
- Amazing art, including a full-color cover by photo-sculptor George Higham with interior illustrations by Eliza Gauger, Chris Walton, Melissa Uran, Raven Mimura, Brian Snoddy,

Robert Tritthardt, Aron Dittbrenner, Trent Thynes, and Samuel Araya.

Hellfrost Saga of the Frost Giants

TAG10101 Welcome to Saga of the Frost Giants!

Shadow of Darkness: Joining a caravan as guards is a way to earn good money, though it is not without its risks. Having signed up as guards, the heroes are about to take part in a journey from the lands around Hellfrost Keep, to the distant Saxa steads of the Icebarrier Mountains...

Siege of Watchgap Fort: With night falling, the strong walls of the Fort offer sanctuary. Or so you thought, for no sooner have the heroes settled down when an alarm is raised -- a goblin army is besieging Watchgap Fort! Will you answer the call to arms, or will your courage fail you when it is most needed?

The Heart of Winter: Summer draws near, and the village of Torton is preparing for its annual festival in honor of Thunor. It is a time of celebration and happiness, and the heroes are welcome guests. But hidden away from the warmth, a creature of terrible cold plots and plans the destruction of the world.

The Frost Giant's Hold: Three times the heroes have interfered in the plans of Jarl Hrimwulf the Grim, and three times the heroes have vanquished the jarl's minions. But now the Norns have decreed the final act must play out between the mighty frost giant and the mortal adventurers.

Hellfrost Saga of the Frost Giants is designed to be used with the Hellfrost Player's Guide, Bestiary & Gazetteer using the award winning Savage Worlds RPG.

Format: Softcover, Page count: 176, Author: Paul 'Wiggy' Wade-Williams

