

Come Inside...

Welcome to the Sword & Sorcery Insider

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

Not only that — it's totally free!

New Directions for the New Year

We're heading into 2004 as you read this. It's the third or the fourth year of the new millennium — or the year of the monkey — depending on how you track such things. It's also a leap year, which we're taking as our cue to jump on entirely new projects, as well as to leap in new directions with our existing d20 lines. No, really!

...Okay, so February 29th had nothing to do with it. Nonetheless, we are going in some new directions with upcoming projects. Don't believe us? Check out this issue of the *Insider*, and stay tuned in the coming year.

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cover art
by Steve Ellis



Scarred Lands
Blood Sea: The Crimson Abyss

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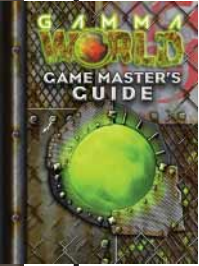
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Gamma

MASTERING THE APOCALYPSE

AN ADVANCE LOOK INSIDE THE FORTHCOMING GAMMA WORLD GAME MASTER'S GUIDE.

BY BRUCE BAUGH, GAMMA WORLD DEVELOPER



Gamma World
Game Master's
Guide
page 13

Gamma World is a place where almost anything can happen. The human race had generations to indulge its various whims with the help of ever more advanced science, and then the world has had more generations to run amok in altogether unpredictable ways. It's a great environment for gaming, but the sheer scope of possibilities can make life difficult for the would-be-GM. Enter the **Gamma World Game Master's Guide**.

This book has a bit of everything. There's more information about the Gamma Age, and about the Gamma World in other eras, with possibilities for campaigns set before, during and after the Final Wars. There's advice on adjusting the d20 sys-

tem to suit the particular needs of your campaign: making combat more or less lethal, resolving some challenges in greater than usual detail and abstracting others, incorporating more cinematic action, and so on. And there's a lot of advice about principles of GMing, from dealing with problem players to the nitty-gritty of preparing plans that can survive contact with your players' unexpected choices and specific ways to set the genre for your game and give it a distinctive theme and mood.

The authors bring to bear quite a range of experience. Veteran writer Greg Stolze knows all and tells all, as players of **Hunter: The Reckoning**,

Unknown Armies and many other games already know. Werner Hager, while not yet a seasoned professional, has a flair for clear-eyed analysis and explanations.

Chad Underkoffler is well-known to readers of Pyramid Online for his entertaining and informative "Campaign in a Box" columns, and brings his expertise in concise and flexible preparations for the first time to Sword & Sorcery Studios. Doug Oglesby is a veteran artist and designer in the computer gaming world, and shares insights gleaned from his work at Redstorm Entertainment. They're all working to help you enjoy better gaming: more of what you find fun, and less of what you don't.

ACTION, INTERACTION, OR EDUCATION

ACTION SCENES INVOLVE PHYSICAL CHALLENGES: COMBAT, ATHLETICS, TRAVEL, CHASES. INTERACTION SCENES CONCENTRATE ON SOCIAL CHALLENGES: DEBATES, BANTER, DISCUSSION, DISPLAY, SEDUCTIONS. EDUCATION SCENES HAVE TO DO WITH MENTAL CHALLENGES: PUZZLES, RESEARCH, DISCOVERY, ANALYSIS. WHILE ONE ELEMENT USUALLY PREDOMINATES WITHIN AN INCIDENT, MOST WILL HAVE THE POTENTIAL FOR ALL THREE. EDUCATION, IN THE FORM OF NEW AND INTERESTING BITS OF SCENERY, CHARACTER, OR EQUIPMENT, IS ALMOST ALWAYS PRESENT IN EVERY INCIDENT IN A GAMMA WORLD GAME. TAKE SOME TIME TO THINK ABOUT THE INTERACTION POSSIBILITIES OF MOSTLY ACTION SCENES — YOU NEVER KNOW WHEN PCs MAY DECIDE TO PARLEY RATHER THAN FIGHT, AND VICE-VERSA. (SEE ALSO "REMINDERS & NIFTY NOTES" AND "BEING FLEXIBLE" BELOW.)

"DOMAIZ'S OFFER" IS INTENDED TO BE AN INTERACTION INCIDENT: TALKING TO SKOAT, AND THEN TO DOMAIZ HIMSELF. HOWEVER, THERE IS THE CHANCE THAT PCs MIGHT DECIDE TO PULL SOME ACTION INTO THE MIX: FIGHTING WITH SKOAT AND THE GUARDSMEN, OR TRYING TO RUN AWAY FROM THE MEETING. THE CANNY GM WILL HAVE STATS FOR THESE NPCs HANDY IN CASE THINGS GO FROM INTERACTION TO ACTION DESPITE HIS OWN PLANS.

The **Gamma World Game Master's Guide** is scheduled for release in March 2004

Warcraft RPG: On the Horizon

by Mike Johnstone, **Warcraft** developer

A look at releases for the **Warcraft RPG** in 2004

In 2004, **Dungeons & Dragons Warcraft the Roleplaying Game** will see the release of three more essential supplements — **Magic & Mayhem**, **Lands of Conflict**, and **Shadows & Light** — which will take your heroes from the discovery of new magics and technological devices to new lands to, finally, mysterious planes of existence.

Magic & Mayhem focuses on the wonders of magic and technology in **Warcraft**. It includes expanded discussions upon and variant rules for magic, such as how to handle the magic corruption that has proven such a temptation to the high elves. There's also a new core class, the runemaster, as well as new prestige classes and feats that explore the roles of magic and technology in the setting. Given the book's title, it's not surprising that it has a horde of new spells and magic items developed from the

Warcraft computer games. Finally, further details are provided on creating technological devices, and a healthy supply of your favorite technological treats receives full statistics and descriptions. Mmm, meat wagons....

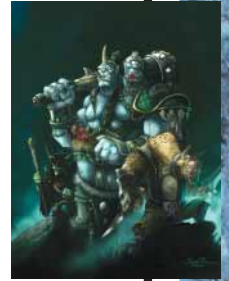
The hardcover **Lands of Conflict** is the first of two definitive setting sourcebooks for the **Warcraft RPG**. It covers the regions of Lordaeron, Khaz Modan, and the continent of Azeroth, including information on people and culture, geography and climate. It also contains tips on running campaigns in earlier eras, assisted by an in-depth look at the history of each continent. As well, **Lands of Conflict** has statistics for famous NPCs and information on significant organizations. (The second setting sourcebook, **Lands of Mystery** — covering Kalimdor, Northrend, the Maelstrom, and more — is set for 2005.)

To close out 2004, **Shadows & Light** serves as both a tome of **Warcraft's** most powerful beings and a guide to traveling the planes of existence beyond Azeroth where such beings reside. Uncover the secrets of the titans who the dwarves pursue so eagerly, encounter fierce elementals, and brave the dangers of the Twisting Nether. **Shadows & Light** offers everything you need to take your **Warcraft** game to truly epic levels.

Mortar Combat!

If you can't wait for these titles to release, visit the official **Warcraft RPG** forum at www.swordsofceremony.com, and get in on the lively discussions about the game and the setting. I'll look for you there.

In the meantime, what are you waiting for? To the field of battle!



Manual of Monsters



Alliance & Horde Compendium

Warcraft RPG Errata

Well, nobody's perfect. We found a few errors in the **Warcraft RPG**:

Table 3-3: New Weapons lists the tauren halberd and the tauren totem with damage ratings for Small and Medium versions. Because tauren are Large creatures, the new 3.5 d20 weapon size rules mean that they receive a penalty for using such versions. The fix is simple: treat all tauren halberds and tauren totems as Large weapons, dealing 3d6 and 3d8 points of damage, respectively (see Table 7-4 in the 3.5 *Player's Handbook*).

Also, please note that the market value for the example downgraded flying machine in Chapter Three should actually be 380 gp, and that Jode's technological limit should actually be 8 (see page 142).

Magic & Mayhem is scheduled for release in April 2004, with **Lands of Conflict** and **Shadows & Light** releasing later in the year.

Depths of the Sea, Depths of the Past

by Joseph D. Carriker, Jr.,
Scarred Lands developer

What secrets lie beyond the Scarred Lands?

There is a wealth of material on the continents, creatures, magic and even gods of the Scarred Lands. Still, much of the setting remains shrouded in legend and mystery. In 2004, we explore places and creatures often mentioned in the Scarred Lands but never before focused upon.

In addition to covering rich new topics for the Scarred Lands setting, each of these books offers valuable advice and ideas for running games in *any* d20 campaign you like!

When the Seas Run Red

Perhaps one of the most iconic “natural” details of the Scarred Lands is the Blood Sea. Though much has been described in the regions around — not to mention because of and even *in*— the Blood Sea, no source material has described the full extent of its crimson depths.

Until now.

Blood Sea: The Crimson Abyss describes the scarlet waves of the Blood Sea in exacting detail, from the history around its creation to the things that dwell beneath it to those who sail upon it. That’s just the beginning, however. This book also details the effects that the Blood Sea has on the world around it — from the primal, hate-filled warping influence it has upon all life to the strange weather patterns its unique traits create.

The influence the Blood Sea has upon the Scarred Lands is unmistakable, and finds its origin in the titan who has long lain beneath the red waves — Kadum, called the Mountainshaker

and Father of Monsters. In **Blood Sea**, you’ll find those who worship Kadum and wish to resurrect him, as well as those who despise the titan and work to keep him immobilized in the Maw, that deepest trench in the Blood Sea.

Gone, But Not Forgotten

Unique to the Scarred Lands are a mysterious race called slarecians. Perhaps only the titans and the gods themselves have had an impact upon the setting to equal that of the slarecians. Horrific inhuman creatures of inscrutable intent, they founded cults, chronicled the history of mortal creatures and watched from afar as the beings above them loved, fought wars and lived out their lives. Yet it is said that the slarecians vanished long ago; only fragments of their culture and creatures of their making endure, scattered across the land. What became of the slarecians, and what influence do they still have upon the Scarred Lands?



Blood Sea: The Crimson Abyss
page 12

Echoes of the Past: The Slarecian Legacy examines the history of the slarecians, laying bare their secrets, from their origins to their goals to their fate. All of these secrets are revealed, including the reason why the slarecians hate the other beings of the world they inhabit — indeed, why they hate the world they inhabit itself.

The slarecians left behind quite a legacy, in fact. From slarecian cults to strange and uncanny ruins to mind-twisting artifacts and servitor creatures, the touch of the slarecians can be felt across the Scarred Lands. This book features detailed descriptions of many such cults, creatures and ruins.

Discover why the slarecians bore such antipathy to the denizens of Scarn. Their bitterness was nothing less than the hatred of prisoners for their jailors. Understand the goals of the slarecians and the purpose to their subterranean constructions. See the society of slarecian creatures, from their mightiest god-minds to their least servants.

Finally, see what this strange race has in store for the future — for as long as the influence of the slarecians can be found in the world, their threat is not extinguished.

Looking to Distant Horizons

Plus, later in 2004 we will look outside the very bounds of Scarn. **Edge of Infinity: The Scarred Planes** will explore the realms of reality that exist beyond the borders of the material plane in which the Scarred Lands is found.

Tools for All d20 Campaigns

These releases also convey a clarified design sensibility. Scarred Lands books have always been intended to offer solid ideas and rules that can be added to any d20 campaign, but presented in the context of a specific campaign setting. In 2004, we refine that focus even further. These Scarred Lands books will not only expand upon our rich and detailed setting; they'll also offer a wide selection of tools that make them applicable to any d20 campaign.

Filled with adventures, prestige classes, spells and other goodies, **Blood Sea: The Crimson Abyss** answers the question: "What might a sea made *literally* of blood be like?" A history chapter looks at how the sea became that way, and — more importantly — details the changes that occurred, offering plenty of story hooks to a Game Master



who might want to incorporate a bloody ocean into his own campaign.

As you'll see in **Echoes of the Past: The Slarecian Legacy**, slarecians can make for intriguing new antagonists or story hooks in any d20 campaign. The book has prestige classes, psionic powers and detailed organizations relating to the slarecian legacy that can be incorporated easily into a Scarred Lands campaign or any other game world.

Edge of Infinity: The Scarred Planes will get further coverage down the road, but it, too, offers plenty of possibilities for those Game Masters who want to take their campaigns beyond the bounds of their game worlds.

Blood Sea: The Crimson Abyss is scheduled for January 2004; **Echoes of the Past: The Slarecian Legacy** is set for March 2004. **Edge of Infinity: The Scarred Planes** releases later in 2004.



Spotlight on:

Seaborn

A prestige class preview from
Blood Sea: the Crimson Abyss.

The first seaborn were merfolk who devoted their lives to the service of Manawe. As sailors and explorers from the surface world began exploring the Mother of Oceans' watery realm using ships of wood, the merfolk spread the faith to them. As such, seaborn are rare, concerning themselves with the world's seas rather than with masses of land.

Seaborn understand that many sea beasts serve a role in the proper cycles of the seas, but aberrations created by foul magic and titan's blood have no deserving place. A seaborn will also act against noble intentions that endanger the sea. Manawe blesses seaborn with abilities that let them act both above and below the waves. The majority hail from aquatic races, such as merfolk and sirens. Humans are the only land-based race known to become seaborn. Many clerics of the goddess, especially the martial Tidebrethren, choose this path, but also devout bards and rangers may become a seaborn to better serve Manawe.

Use in Other Campaigns: The seaborn fit handily into any setting with an ocean. They may be servants of a god or goddess of the ocean, divine spellcasters who have learned secrets of the deep from merfolk allies or simply those who have heard the call of the oceans and answered it.

Hit Die: d8

Requirements

To qualify to become a seaborn, a character must fulfill all the following criteria.

Alignment: Chaotic neutral

Skills: Survival 6 ranks, Swim 10 ranks.

Faith: Manawe.

Feats: Sea's Kindness.

Class Skills

A seaborn's class skills are Concentration (Con), Craft (Int), Escape Artist (Dex), Jump (Str), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Cha), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier

Class Features (Abbreviated)

All the following are class features of the seaborn prestige class.

Weapon and Armor Proficiency: Seaborn are proficient with all simple weapons but no armor or shields.

Powerful Swimmer (Ex): The seaborn gains a Swim speed equal to his normal movement. Additionally, the DC to avoid nonlethal damage from fatigue due to long swimming times is reduced to 15.

Auspices of Manawe (Ex): A seaborn of 2nd level can turn evil marine creatures, gaining +3 on his turn undead checks. The character may also apply his turn

undead ability to any evil-aligned aquatic monster, including humanoids and outsiders. Note that the seaborn can only turn and not destroy the later creatures.

Even those seaborn who lack clerical experience and the turn undead ability may use this ability.

Tears of the Sea (Su): At 3rd level, a seaborn may cry over a humanoid or animal's body and heal 2 points of damage/seaborn level.

Additionally, his tears may transform liquids up to 1 cubic foot into seawater (alchemical substances save at DC 18, holy/unholy water at DC 13, and potions at DC 15 to resist the transformation).

At 7th level, the seaborn can pool his tears in his hand, mixing them with sand and transforming this into pearls (valued at 100 gp) or grant *waterbreathing* (as per the spell). He may shed tears for this purpose once per week.

Bestow Curse (Su): At 4th level, the seaborn may bestow a curse. For a number of days equal to 1 + the seaborn's Cha modifier, the cursed individual suffers a -4 penalty on all seamanship skills such as Knowledge (navigation), Profession (sailor), and Swim checks as well as a -2 penalty on any skill checks made aboard ship. *Remove curse* can end the bane. A seaborn cannot curse more than one individual at a time and can remove the curse at will.

Transformation (Su): By 5th level, the seaborn may breath water as easily as air (and visa versa for marine races). His skin shows a trace of iridescent

scales, webbed hands and feet, or graceful barbules in his hair. He gains a +1 enhancement bonus to both Charisma and Constitution that reflects the uncanny beauty and enduring nature of the sea.

Voice of the Waters (Sp): At 5th level, a seaborn can *speak with aquatic animals and monsters* at will. He learns the Aquan language if he did not previously know it. The seaborn also gains a +2 reaction bonus when dealing with all marine life and those who ply the sea (fishermen, pirates).

Companion: At 6th level, the seaborn may summon a Small water elemental as a faithful companion.

Fast Healing (Ex): At 8th level, the seaborn doubles his rate of natural healing, including the healing of ability score damage.

Resistance (Ex): The character receives a +2 sacred bonus to his Armor Class as well as energy resistance 5 against cold and fire damage (this benefit stacks with any other elemental protections the character might possess).

Weaponry of the Surf: At 10th level, once per day as a free action, the seaborn can fashion out of sand, shells, coral, or even seawater any thrown or melee weapon with which he is proficient. The weapon formed is considered a +2 *aberration bane weapon* and lasts for one hour in the seaborn's hands. Otherwise the weapon lasts 10 rounds after the seaborn releases it, unless that would cause it to last longer than an hour.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1st	+0	+1	+1	+0	Powerful swimmer	+1 level of existing class
2nd	+1	+2	+1	+1	Auspices of Manawe	+1 level of existing class
3rd	+2	+2	+2	+1	Tears of the sea	+1 level of existing class
4th	+2	+3	+2	+2	Bestow curse	+1 level of existing class
5th	+3	+3	+3	+2	Transformation, voice of the waters	+1 level of existing class
6th	+4	+4	+3	+3	Companion	+1 level of existing class
7th	+5	+4	+4	+3	Tears of the sea	+1 level of existing class
8th	+5	+5	+4	+4	Fast healing	+1 level of existing class
9th	+6	+5	+5	+4	Resistance	+1 level of existing class
10th	+7	+6	+5	+5	Weaponry of the surf	+1 level of existing class

Stirring up Trouble in the Cauldron

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

EverQuest: Role-Playing Game's legendary lands near the dwarves of Kaladim.

The western shores of Faydwer are the subject of **Realms of Norrath: Dagnor's Cauldron**. This book, the latest in the "Realms of Norrath" series for **EverQuest: Role-Playing Game**, looks at both the present and the shadowy past of all the lands near the great dwarven city of Kaladim. The tragedy of what is now known only as

the Estate of Unrest and the calamity of arrogance in the waters around Kedge Keep will be familiar to players of **EverQuest** online. **EverQuest** fans and players alike will delight in the brand-new information about regions such as Ranthok's Ridge and the Loping Plains.

Among the most amazing stories (and one that is far

from complete) that's been part of Norrath since the online world was created is that of Kedge Keep and the last of the kedge race, Phinigel Autropos, architect of the current geography of Dagnor's Cauldron. This excerpt from **Realms of Norrath: Dagnor's Cauldron** by author Anthony Pryor offers a taste of what you can expect:



Realms of Norrath:
Dagnor's Cauldron
page 13

Unbelievable energy surged through the sorcerer, incinerating his fellow kedge spellcasters. A sphere of blinding golden light grew around him, fed by the life energies of surrounding kedge. It grew larger and larger, draining away the souls of the royal family and other inhabitants of Kedge Keep. Desperately, Phinigel tried to end the ritual, but it was too late. With a final explosion of white light, the souls of every living kedge were consumed — destroyed or drawn away into a nether realm from which there was no escape.

In a single act, Phinigel Autropos had destroyed his entire race. He was the sole survivor.

Visiting the city of Kaladim, Al'Kabor felt the terrible arcane energies that Phinigel had unleashed, and quickly led a group of companions south to investigate. Worse still, the memories and experiences of every kedge had been drawn into Phinigel's mind. Overwhelmed by the myriad voices of his slain people and of the terrible act that in his pride he had committed, Phinigel Autropos was driven irrevocably mad.

Al'Kabor and his companions explored the region. Dagnor's Cauldron was now completely cut off from the sea — the tunnels that once connected it had collapsed and Kedge Keep itself was devastated, reduced to drowned ruins. With growing horror, Al'Kabor realized the extent of the

disaster, and finally came to the sad conclusion that every living kedge had been destroyed. Though he detected a faint glimmer of arcane energy nearby, he could not know the fearsome transformation that had overtaken his rival.

As for the seahorses and the mermaids, they were now trapped in the keep, forced to continue to dwell alongside the last kedge. To their credit, they maintained their friendship for Phinigel and endeavored to help him undo the damage that he had done.

Though mad, Phinigel had absorbed enormous arcane energy and knowledge. Now, he was among the most powerful spellcasters on Norrath, rivaling or surpassing even Al'Kabor himself. The combined life energies of all the slain kedge still burn brightly in him, making him effectively immortal.

Since those days, Kedge Keep has sunk deeper into ruin, and Phinigel Autropos has retreated deeper and deeper into its twisting hallways. His arcane power controls legions of sharks, giant seahorses, pirhana, swordfish and other sea life, which fiercely defend the keep against intruders. Both the Gloomwater mermaids and the seahorses continue to aid him out of obligation and the belief that they have no other choice. Dagnor's Cauldron is their home now — and their prison.

Realms of Norrath: Dagnor's Cauldron is scheduled for March release.

What is Chaositech?

by Monte Cook



Chaositech
page 13

Kail staggered on what should have been feeble legs, muscles eroded by time and mistreatment. Instead, however, he felt the rubbery tubes that ran from the pulsing device at the base of his spine and into his extremities, pumping slivers of burning hot fuel that filled him with unnatural energy. Tiny — almost unseen — insectlike fleshworkers squirmed across his limbs, repairing damage and enhancing every muscle moment by moment. Kail may appear to be a shriveled old wreck, but in truth he had the strength of an ogre and the speed of a demon.

Under his tattered cloak, stained with the strange oils and elixirs of chaos, Kail kept a magic curved knife. He also concealed the harrower — a wicked, death-dealing device of steel and bone, fed by chaotic energies and granted him by Mevalkris, leader of the cult of chaos.

Kail moved into the shadows of the rain-slick streets and peered up at the councilman's home. He did not want to kill the man, but he had little choice in the matter. Despite the fact that he might look like a man with amazing tools, the truth was that these chaositech devices were his masters, not the other way around.

Long ago, the dark ones, known collectively as the Galchutt (or in ancient Elvish, the Natharl'nacna), desired to establish their hold over the mortal realm. To empower more slaves to help them in their terrible goals of destruction, they harnessed the power of raw chaos. How do they manage to control the uncontrollable? With devices both alien and unfathomable. Some appear to be fashioned from steel, but even more have all the properties of still-living flesh.

Chaositech enslaves even as it grants power. Its addictive quality grants the dark ones a foothold in controlling your mind, your body, and even

your soul. But still the Galchutt find people willing to make these sacrifices to harness great power. Of course, many believe they can use chaositech without falling victim to its dangers. A few might be correct.

Despite all appearances, chaositech is not technology — it is technology's dark and evil twin. It is not magic, but another power altogether. It is corruption and destruction given form. It is like nothing anyone in your campaign has ever seen before.

Tools or creatures? Blessings or curses? Boons or banes? Gifts or shackles? Chaositech is all of these things and more.

Chaositech is a 96-page sourcebook offering the dark

and twisted creations of chaos' dark masters. It describes the cults of chaos itself, including the tactics, spells, and rituals they use to serve the chaos lords. The book also contains an extensive system for generating mutations, some malignant and some benign, accepted willingly by those that serve chaos with their body and soul. And, of course, it offers hundreds of chaositech devices: enhancements, tools, and weapons (of steel and of flesh) with which the forces of chaotic evil arm themselves. The book even features the Galchutt, the terrible creators from beyond the pale, and their vile servants.

Chaositech releases from Malhavoc Press in March 2004.

SPECIAL

MONTE COOK'S
ARCANA
UNEARTHED

INSTALLMENT!

by Monte Cook

MALHAVOC PRESS

Q&A SWORD & SORcery

Since the release of **Monte Cook's Arcana Unearthed**, I've been hearing from a lot of fans with questions about the book. Here are a couple of the most popular ones....

Q: I'm interested in **Arcana Unearthed**, but I already have an existing campaign going. Is there anything in the book for me?

A: Absolutely. You can use **Monte Cook's Arcana Unearthed** in whole or in part. If you don't want to run a campaign with all-new races and classes, you can simply take the material from **Arcana Unearthed** — a few races, a class or two, some feats, some spells, and so on — and put it into your existing campaign, just like you would with any source book. The mechanics in **Arcana**

Unearthed are balanced to be used along with existing mechanics from 3rd Edition and revised 3rd Edition rules.

You could also take the material in **Arcana Unearthed** and use it to create a previously undiscovered kingdom, continent, or plane in your existing campaign world. It would have a very different feel, but it would all be compatible.

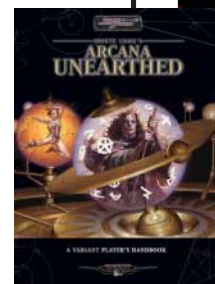
Q: I'm having trouble understanding what to do with the material in **Arcana Unearthed**. I like the new and innovative material, but I'm not sure how it's all supposed to work together.

A: The short answer is, it works together exactly how you want it to. Just like with the **Player's Handbook**, you can take these new races, classes, magic system, and other rules to create your own fantasy world. You'll find

that the material in the book really covers all the options you want it to.

Alternatively, you can pick up the **Arcana Unearthed DM's Screen and Player's Guide**. In addition to presenting a nifty screen, a character sheet for every class, and some conversion guidelines for making it even easier to use with existing material, this product presents more background and archetype ideas for characters, and suggestions for making the classes and races work together.

Lastly, you'll want to check out **The Diamond Throne**. This book contains monsters, prestige classes, and magic items for use with **Arcana Unearthed**, but more importantly for you, it presents an overview of an entire setting to use with the new material.



Monte Cook's
Arcana Unearthed



Arcana Unearthed
Player's Guide &
Screen,
The Diamond
Throne

Visit Monte Cook's website at www.montecook.com for free **Arcana Unearthed** game articles and support content.

Ravenloft

Monsters

of Ravenloft Presenting *Denizens of Dread* and *Van Richten's Guide to the Shadow Fey*

by Jackie Cassada and Nicky Rea, **Ravenloft** developers



Denizens of Dread
page 12



Van Richten's Guide to the Shadow Fey
page 13

In 2004, **Ravenloft** delves ever further into the things that lurk in the Realms of Dread. First, **Denizens of Dread** takes a new look at the creatures that roam the mists and moors, deserts and oceans of Ravenloft. While based on **Denizens of Darkness**, the book of monsters published in 2002 and based on 3rd Edition rules, **Denizens of Dread** updates everything to the 3.5 rules and includes more creatures and more information. Besides revising the creatures from **Denizens of Darkness**, **Denizens of Dread** includes an expanded section on vampires, golems and lycanthropes as well as information on the hags, mummies, liches, ghosts and fiends that challenge the bold, the curious, the unlucky or the dedicated heroes of Ravenloft. Within the pages of this generous hardback, you'll find new looks at the standard monsters as well as some creatures not seen before. The addition of a listing of monsters by Challenge Rating helps DMs to scale monster encounters based on the level of the adventuring party. In addition, **Denizens of Dread** contains the best of the art

from **Denizens of Darkness** as well as some stunning new artwork — a feast for the eyes as well as for the mind. Players and DMs will find this volume a vital addition to **Ravenloft** source material.

I perceived a large, rumpled figure in the corner of the room. The figure sat upon a rocking chair as one might sit upon a throne. She bore a sagging shape, but I sensed a latent danger within that form, like a hive full of sleeping bees. I could not make out her face in the dim light, but I noted some form of movement there, like the flexing of a moth's wings....

As my eyes adjusted further to the gloom, I could see her smiling at me. I could see as well that she had no sight. But instead infant hands sprouted where eyes should be. My lips went dry. I licked them slowly and tried to summon a charm or protective spell to the forefront of my mind. In the meantime, I spoke.

"Fir" said I, guessing.

"They always use that name for me," she crooned. "But I never understand it.

They use that name for us whether we are old, or young, mischievous or kind. How so many of us could be the same, while we are not, I'll never know."

—from **Van Richten's**

Guide to the Shadow Fey

Van Richten's Guide to the Shadow Fey zeros in on one of the most interesting and least known of the creatures of the Land of the Mists — the elusive, mysterious and often deadly shadow fey.

Who are these creatures who dwell in the murky depths of the unexplored Realm known as the Shadow Rift? What does it mean to be elf-shot or fey-touched. What happens when one of these creatures becomes infatuated with a mortal and desires to give that individual the gift of immortality — at the cost of everything that makes her who she is?

Continuing in the grand tradition of the popular Van Richten's guides, **Van Richten's Guide to the Shadow Fey** presents a close study of the strengths, weaknesses, types and society of the shadow fey and provides ideas for games revolving around these seductive and ever-so-dangerous creatures.

Denizens of Dread releases in January 2004; **Van Richten's Guide to the Shadow Fey** is set for March 2004.



Necromancer

More of What Works, Less of What Doesn't

by Bill Webb, **Necromancer Games**

Necromancer Games gives the fans what they want in 2004

Here we are, three years after *D&D* 3rd Edition hit the shelves, and we've already seen a major revision of the rules. Yet the constant remains that all good players need GMs to provide them with challenges, puzzles, and difficult roleplaying adventures to meet their needs of fun, mental stimulation — and most of all, the urge to kill things!

We at Necromancer are proud to say that we've been doing this from the very beginning (yes, *Wizard's Amulet* was the first 3rd Edition adventure, ever). So what have we learned in the past three years? We've seen what works, what doesn't, and what we need to do more (and less) of. This is what we have planned:

Make More Critically Acclaimed Releases

Based on the rave reviews and award nominations for our **Tome of Horrors** last year, we are proud to announce the February release of **Tome of Horrors II**. With over 200 completely new monsters, this book focuses on mid-level creatures, although a few epic level encounters are included. After all, it wouldn't be Necromancer without a few demon lords!

In response to two EN World award nominations and one award, we're devising a new sourcebook to follow in the footsteps of **Necropolis**. **Mesopotamia: Cities in the Sand**, an epic sourcebook and adventure, is due for release in early 2004. With a heavy Howard/Ashton-Smith flavor, this sourcebook provides years of play either as a

stand-alone campaign or as a tie in to other Necromancer products.

Finally, based on the resounding success of **The Book of Taverns**, comes another GM-utility product. **The Book of Lairs** provides a GM with nearly 100 short wilderness encounter areas, styled for those times when the dice merely say creativity is needed, and the GM is out of it.

We Are the Dungeon Guys, After All!

Without dungeons, we wouldn't be us. Therefore, we have three new adventures to start off 2004. **The Bonegarden**, **The Crystal Skull** and **Skull and Shadow**, styled after our award winning products **Hall of the Rainbow Mage** and **Vault of Larin Karr**, are mini-campaigns that you can insert easily into any game world. They provide rich background and large wilderness areas for the GM to use as-is or modify as needed to suit their own campaign.

Sourcebooks

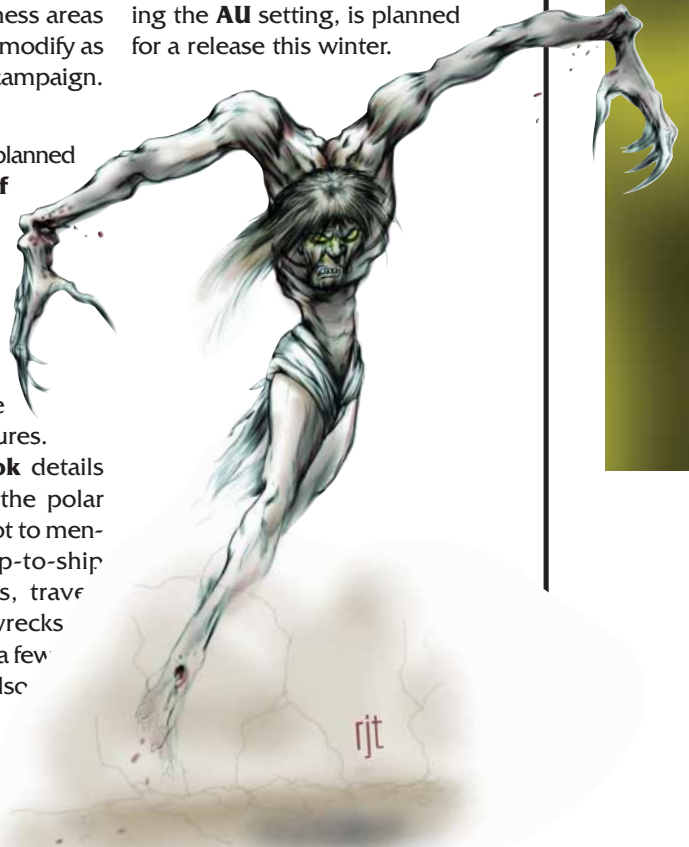
Two major products are planned for early 2004. **The City of Brass**, an outer planes sourcebook set on the elemental plane of fire, features the city of the efreet. Great detail was put into this adventure, which includes the Sultan's Palace and several short adventures. The **Nautical Sourcebook** details ocean adventures from the polar climes to the tropics — not to mention new monsters, ship-to-ship combat, weather effects, travel over the sea, and shipwrecks. Dozens of new spells and a few PC classes are included also

Judges Guild

In support of our Judges Guild line, Necromancer announces **The Wilderlands of High Fantasy** box set for later in the year. This product features all 18 maps from the original Judges Guild line, revised and expanded in a level of detail never before known. This is possibly the only gaming supplement anyone ever need buy! It represents hundreds of hours of writing by the industry's finest, and is so large we had to put it in a box!

Support for Arcana Unearthed

Our good friend Monte Cook approached us with a few ideas. We were so impressed by his **Arcana Unearthed** that we decided to provide module support for it. **Necromancer's Game**, a 128-page adventure and sourcebook supporting the **AU** setting, is planned for a release this winter.



sword and sorcery january releases

Blood Sea: The Crimson Abys™

Waves of Scarlet

In a trench deep in the ocean floor lies the bound titan Kadum. He bleeds endlessly from the hole in his chest where his heart was plucked out. This blood — the blood of the Mountainshaker, the blood of the Father of Monsters — changes everything that it touches, men and beasts alike.

Welcome to the Blood Sea

This sourcebook contains information for campaigns set in and around the Blood Sea, from creation of the sea to the beasts that owe their existence to it. Explore everywhere from the surface of the red waves themselves to the Heartsblood Archipelago and to the deepest sanguine depths of the crimson expanse.

Sword & Sorcery books are published under the Open Game License and are 100% compatible with revised 3rd Edition rules and the d20 System.

ISBN: 1-58846-950-6 Stock #: WW8329
Retail Price: \$23.99 U.S. Page Count: 160

Author: Steve Berman, Will Timmins and more
Developer: Joseph D. Carriker, Jr.
Artists: SSS staff



Ravenloft® Denizens of Dread™

Monsters Abound in the Dread Realm

The world of Ravenloft holds terrors that stalk the night and prowl the realms even in daylight. From the doomed creatures that subsist on the blood of the living to canny shapeshifters and hideous constructs, the monsters of Ravenloft lurk in every corner, seeking hapless adventurers as their prey. Only the bravest dare hunt them.

A Bestiary of Terror

This core rulebook describes a wealth of monsters native to Ravenloft — even more than in the previous edition! It provides essential information including abilities, ecology and tactics of the many creatures of the Dread Realm, and everything is updated to be compatible with the *Dungeons & Dragons® 3rd Edition revised Player's Handbook*. Hardcover.

Ravenloft books are published under license with Wizards of the Coast and are 100% compatible with revised 3rd Edition rules and the d20 System.

ISBN: 1-58846-951-4 Stock #: WW15006
Retail Price: \$34.99 U.S. Page Count: 224

Authors: SSS staff
Developers: Nicky Rea and Jackie Cassada
Artists: SSS staff



The Complete Book of Eldritch Might™

Eldritch Power Is Yours to Command!

Magic is the most powerful force in all creation. Herein lie the eldritch secrets to its mastery.

Never View Magic the Same Way Again!

This mega-sourcebook from 3rd Edition co-designer Monte Cook introduces incredible facets of magic. Inside, you'll find the incomparable power of soul magic, the secrets of intelligent magic items and the majesty of the arcane angels. **The Complete Book of Eldritch Might** also contains a variant bard and sorcerer class, hundreds of spells and dozens of feats, prestige classes, magic items and monsters. Also included are seven fully detailed magical locations, rules for starlight magic, spellsongs, frozen dreams, magical constructs and much more. Learn the real power of the arcane in this d20 sourcebook! Hardcover.

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ISBN: 1-58846-952-5 Stock #: WW16105
Retail Price: \$34.99 U.S. Page Count: 224

Author: Monte Cook
Artists: Sam Wood, Kieran Yanner, Brian LeBlanc, and more



sword and sorcery february releases

Tome of Horrors II

The Horrors Return!

Necromancer Games brings you the sequel to the the largest monster book in the history of d20 gaming. **Tome of Horrors II** contains over 250 never-before-seen monsters, from the crucifixion spirit to the dreaded encephalon gorgor. But what would a Necromancer Games product be without new demons and devils, including the flesh-rending shedim, the hulking chaos — and some that have never before seen print!

More Monsters for Your Game

Completely compatible with revised 3.5 rules, **Tome of Horrors II** is also 100% Open Game Content. This large collection of monsters makes a great addition to any Third Edition campaign, and was written with the expressed intent to provide usable, detailed, and unknown monsters.

Sword & Sorcery books are published under the Open Game License and are 100% compatible with v.3.5 rules and the d20 System.

ISBN: 1-58846-992-1 Stock #: 8388
Retail Price: \$34.99 U.S. Page Count: 256

Author: Necromancer staff
Developer: Clark Peterson and Bill Webb
Artists: SSS staff



The Book of Hallowed Might™

The Strength of the Heavens

Those who wield power channeled from the gods command the very forces of creation. Whether from a pantheon of deities or from the spirits of nature, this divine energy is potent evidence of the wielder's faith.

The Magic of the Divine

This tome offers exciting options for workers of divine magic — including new spells, classes, magic items and feats. Plus, it includes an all-new look at the paladin class. **The Book of Hallowed Might** supercharges divine spellcasters, from clerics and priests to paladins, druids and rangers. And they'll need that extra edge when it comes time to face off against the vilest forces of evil. Re-issue.

Sword & Sorcery Studios™ books are published under the Open Game License and are 100% compatible with 3rd edition rules and the d20 System.

ISBN: 1-58846-108-4 Stock #: WW16103
Retail Price: \$10.95 U.S. Page Count: 48

Author: Monte Cook
Artists: rk post and Arne Swkel



sword and sorcery march releases



Echoes of the Past: The Slarecian Legacy™

From the Shadowed Past

The slarecians, a people of strange and terrible power, were destroyed by the combined forces of gods and titans in a mighty war whose full repercussions remain a mystery. What powers did they wield? Why were they such a danger to the mightiest beings in all of Scarn were forced to cast them down? But perhaps more importantly, what of their legacy still exists to threaten the people of the Scarred Lands?

The Threat Lingers

This sourcebook details the history of the mysterious and powerful slarecians, from their origins in the prehistory of the Scarred Lands to the fall of the mighty subterranean Slarecian Empire. Discover the legacy left by these strange creatures.

Sword & Sorcery books are published under the Open Game License and are 100% compatible with revised 3rd Edition rules and the d20 System.

ISBN: 1-58846-955-7 Stock #: WW8336
Retail Price: \$23.99 U.S. Page Count: 160

Authors: Mike Gill, Rhiannon Louve and more.
Developer: Joseph D. Carriker, Jr.
Artist: Brian LeBlanc



The Bonegarden™

Ages of Buried Evil

Within a magical containment field one mile in diameter lies the Bonegarden, one of the true blights of the domain of Hawkmoon — an immense graveyard that serves as the prison for the doomed spirits of thousands of history's most awful criminals. Those inside are determined to escape, and one of them may have found a way....

An Endless Forum of Adventure

All the action in this unique sourcebook takes place inside a mile-wide expanse where the dead are the majority and the living are hunted like wild game. In **The Bonegarden**, the heroes come to the cemetery in search of adventure. The only question is... have they bitten off more than they can chew?

Sword & Sorcery books are published under the Open Game License and are 100% compatible with v.3.5 rules and the d20 System.

ISBN: 1-58846-993-X Stock #: 8384
Retail Price: \$21.99 U.S. Page Count: 128

Authors: Lance Hawvermale and Rob Mason
Developer: Clark Peterson and Bill Webb
Artists: SSS staff



Van Richten's Guide to the Shadow Fey™

Creatures of Beauty, Minions of Terror

Many legends purport to explain the existence of the elusive and enigmatic Shadow Fey, creatures of shadows and magic that inhabit the unknown depths of the Shadow Rift. Who are they? What are they? Only the daring or the unfortunate have ever known them... until now.

Shadows Contain Them No Longer

Continuing the tradition of **Van Richten's Guides** to the creatures of the Dread Realms, Ravenloft's mysterious Shadow Fey receive a detailed overview, including descriptions of special powers and vulnerabilities, the effectiveness of certain spells on them, and ways to defeat them. New variations of Shadow Fey allow DMs to create memorable encounters for their campaigns.

Ravenloft books are published under license with Wizards of the Coast and are 100% compatible with revised 3rd Edition rules and the d20 System.

ISBN: 1-58846-088-6 Stock #: WW15012
Retail Price: \$22.99 U.S. Page Count: 128

Authors: Rucht Lilavivat, Tadd McDivitt,
Penny Williams and more
Developers: Jackie Cassada and Nicky Rea
Artists: SSS staff



Chaositech™

Law and Order, Beware!

Chaos seethes with the primal forces of the universe. The strong can harness its power within strange devices unlike anything the world has ever seen: chaositech.

Chaos Rules!

This unique sourcebook from 3rd Edition co-designer Monte Cook introduces chaos-powered items that resemble both technology and magic, but are truly neither. Within these pages, discover the secrets of devices like the cohesion blaster, the darkness imbibler and chaosomats. **Chaositech** also contains rules for chaos magic, including dozens of new spells, plus lots of original feats and prestige classes. Topping it off are the Galchutt, the fused aberration, and other all-new chaotic monsters, ready to drop into any campaign. Harness the wild power of chaos with this d20 sourcebook!

Sword & Sorcery books are published under the Open Game License and are 100% compatible with revised 3rd Edition rules and the d20 System.

ISBN: 1-58846-056-8 Stock #: 16104
Retail Price: \$18.99 U.S. Page Count: 96

Author: Monte Cook
Artist: rk post



Realms of Norrath: Dagnor's Cauldron™

Deep Within a Watery Grave

In the center of western Faydwer is a vast calderas named after the dwarven lord Dagnor. The greatest mortal wizard of Norrath —

Phinigel Autropos, the sole surviving member of the kedge race — took Dagnor's mighty hammer to a city beneath the waves. At least, Phinigel was mortal once. Some wonder if he might be responsible for his race's destruction... as well as other dark deeds, including the curse that befouled the dwarven estate called Unrest.

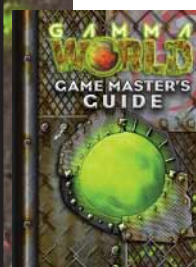
The Last of the Kedge Race

This book focuses on western Faydwer, including the gateway to the continent, the dwarven city of Kaladim. The surrounding Butcherblock Mountains are also covered, as well as two dungeon settings that surround Dagnor's Cauldron: the Estate of Unrest and Kedge Keep.

EverQuest: Role-Playing Game books are published under the Open Game License.

ISBN: 1-58846-953-0 Stock #: 16515
Retail Price: \$23.99 U.S. Page Count: 144

Authors: Anthony Pryor, Aaron Rosenberg and Stephanie Smith
Developers: Stewart Wieck and Scott Holden-Jones
Artist: Eric Polak



Gamma World® Game Master's Guide

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It's a big world, with many secrets waiting to be revealed: mysterious landscapes, the changes wrought by war and disaster, cryptic alliances pursuing sinister goals of their own. They're all in here ready for you to use in your Gamma World campaign.

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Gamma World books are published under license with Wizards of the Coast and are 100% compatible with d20 rules.

ISBN: 1-58846-068-1 Stock #: WW17251
Retail Price: \$29.99 U.S. Page Count: 192

Authors: Werner Hager, Greg Stolze, Chad Underkoffler and more
Developer: Bruce Baugh
Artists: SSS staff





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