

Chaosium Inc.

December 2015
Games and Fiction Catalog



What is Chaosium Inc.?

Chaosium (kay-OSS-ee-yum) is known for publishing high quality books and games, and for having a well-developed sense of fun. In 1975 the company was founded as The Chaosium by Greg Stafford, visionary game designer and creator of the world of Glorantha and the *Pendragon* roleplaying game, among others.

Many of Chaosium's product lines are based upon literary sources. Most notably, H.P. Lovecraft's 1920's horror fiction provides the basis of Sandy Petersen's classic *Call of Cthulhu* roleplaying game line. *Call of Cthulhu* has won so many awards that we have lost count (though we do know that there are more than 80 of them - most recently the 2015 Gold ENnie for Best Adventure for "*Horror on the Orient Express*"). Mr. Lovecraft also provides the inspiration for many of the books in our Chaosium Fiction line.

We also publish *Basic Role Playing* (BRP), the core of our roleplaying game systems, and the first to use skills based upon the d100 mechanic. *Call of Cthulhu*, *RuneQuest* and most of our other RPG lines use BRP as the basis of their rules. Once you've learned to play one of these, you've learned to play the others. We have published hundreds of supplements over the years, in print and downloadable formats.

In July 2015, the four principals of Diana Jones Award-winning Moon Design Publications (Rick Meints, Jeff Richard, Neil Robinson, and Michael O'Brien) joined the Chaosium ownership and management team. Chaosium again became the licensed publisher for the roleplaying games *RuneQuest* and *HeroQuest* along with other products related to Greg Stafford's World of Glorantha. Greg and Sandy remain on the company board (Greg as Chair), and are creative consultants to the company.

In 2015, Chaosium celebrates our 40th anniversary and in 2016, *Call of Cthulhu* its 35th, and the World of Glorantha its 50th!

We strongly believe in quality design and literary excellence. Chaosium Inc. is renowned in gaming circles for epic games packed full of adventure and excitement, great looking books, and good value. We keep our games entertaining above all things - after all, we are in the business of entertaining you!

Greg, Sandy, Rick, Jeff, Neil, MOB, Mike, Dustin, and Nick



CALL OF CTHULHU - AVAILABLE IN 2016

CALL OF CTHULHU 7TH EDITION KEEPER RULEBOOK (CHA23135)

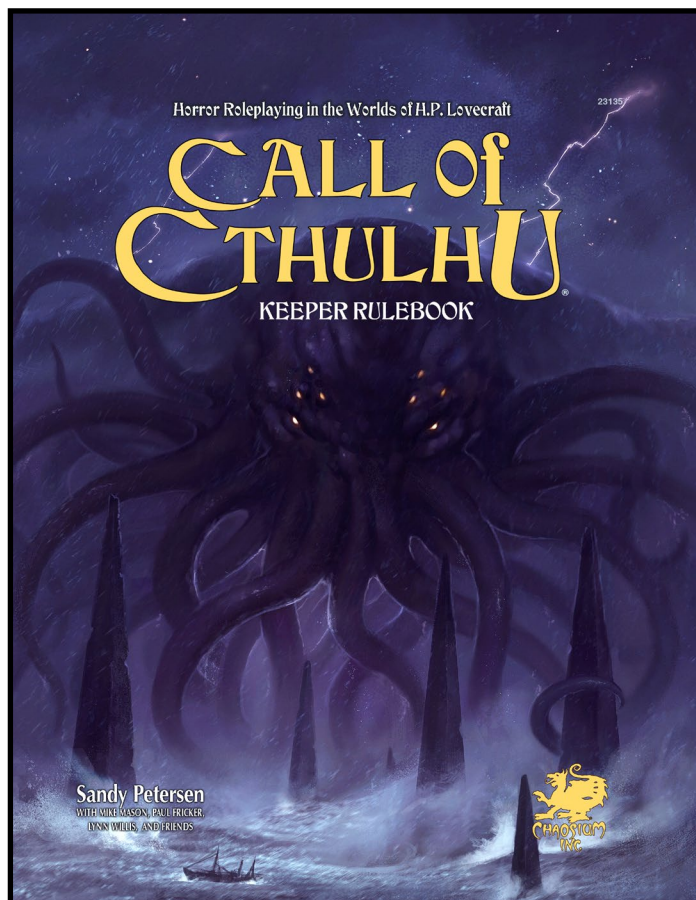
The Old Ones ruled the earth aeons before the rise of man. Traces of their cyclopean cities can still be found on remote islands, buried amidst the shifting desert sands, and in the frozen wastes of the polar extremes. They sleep now, some deep within the earth or beneath the sea. When the stars are right they shall again walk the earth.

Call of Cthulhu is a tabletop roleplaying game based upon the worlds of H. P. Lovecraft. It is a game of secrets, mysteries, and horror. Playing the role of steadfast investigators, you travel to strange and dangerous places, uncover foul plots, and stand against the terrors of the Cthulhu Mythos. You encounter sanity-blasting entities, monsters, and insane cultists. Within strange and forgotten tomes of lore you discover revelations that man was not meant to know. You and your companions may very well decide the fate of the world.

This book, the Keeper Rulebook, contains the core rules, background, guidance, spells, and monsters of the game. It is intended for use by the Keeper of Arcane Lore (the Keeper) — that player who will present the adventure to the other players. You must have at least one copy of this book to play Call of Cthulhu.

The rules have been reworked from the ground up to make this edition easier to understand and navigate for new players, while providing veteran players with an easy to reference rulebook filled with cool ideas. Using the foundations of Chaosium's BRP system, we've further developed the rules to build upon the themes in Lovecraft's stories while also enhancing the tension and excitement you get from playing a horror game. One of our key principles for the new edition was for it to remain compatible with the wide range of Call of Cthulhu scenarios and campaigns. We've introduced new chase rules so you can create exciting pursuit scenes like the one from Lovecraft's "The Shadow Over Innsmouth". Combat has also been streamlined using opposed skill rolls and new mechanics for fighting maneuvers. Also, there's new guidance on handling the effects of character insanity, Insane Delusions, and Bouts of Madness.

The new Push mechanic provides an option for players to overcome failed skill rolls but only at the cost of upping the tension and potentially dropping them deeper into trouble. All of the updates to Call of Cthulhu within this new edition remain backwards compatible with all of Chaosium's previously published source and adventure books for Call of Cthulhu. Redesigned in full color, with stunning new art throughout, packed full of tips and guidance, as well as useful examples of play, it has never been a better time to play Call of Cthulhu.



CHA23135 - 978-1-56882-430-7 \$54.95

CALL OF CTHULHU - AVAILABLE IN 2016

CALL OF CTHULHU 7TH EDITION INVESTIGATOR HANDBOOK (CHA23136)

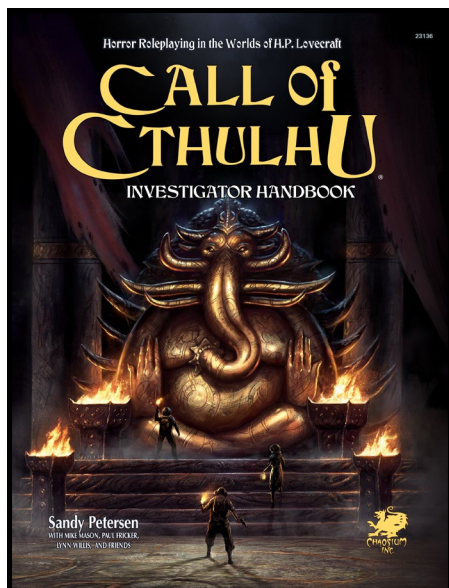
Will you stand against the horrors of the night?

Whether learned professor, nosy journalist, or hard-hitting detective, investigators need all the help they can get. Let this book be your guide. The Investigator Handbook is an essential player aid for the Call of Cthulhu 7th Edition roleplaying game.

Written for those who will be playing the roles of investigators, the Investigator Handbook contains expanded rules for creating players characters, a wealth of over 100 occupations and skill descriptions, as well as guidance on getting the most from the game. What's more, there's a range of organizations for your investigator to belong to, detailed information about the classic 1920s setting, equipment and weapons for both the 1920s and modern day, and expert tips and advice for all budding investigators.

No self-respecting investigator of the Cthulhu Mythos should be without it!

CHA23136 - 978-1-56882-431-4\$44.95



S.PETERSEN'S FIELD GUIDE TO LOVECRAFTIAN HORRORS (CHA23138)

A Field Observer's Handbook of Preternatural Entities
and Beings from Beyond The Wall of Sleep

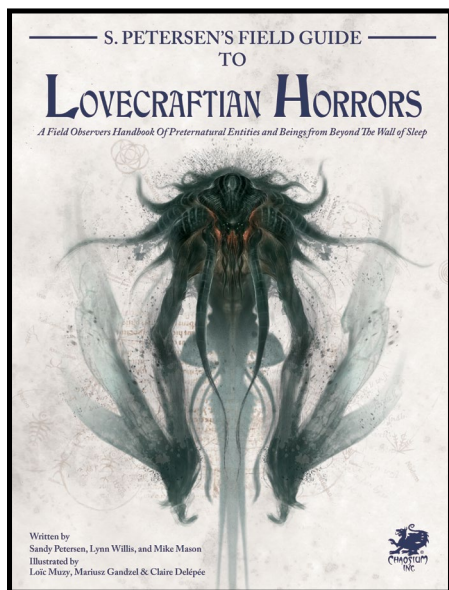
Weird shapes in the park? Odd rumbling noises in the basement? A lurking dread in the kitchen? Bad dreams involving strange adventures and bizarre creatures?

Identifying the lurking horrors of the Cthulhu Mythos is never an easy task, so researchers need all the help they can get—don't leave home without the Field Guide! An essential hardcover spotter's guide for the budding and experienced preternaturalist.

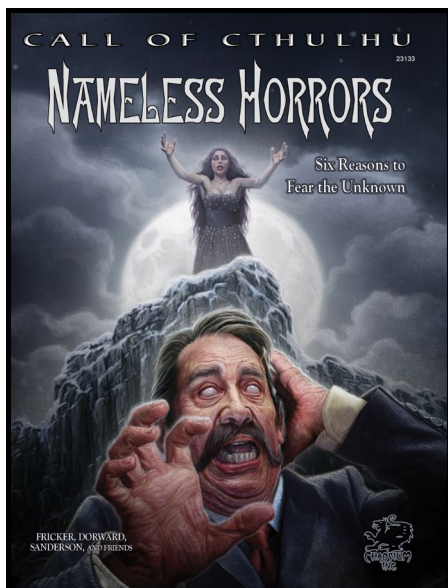
- Accurate and complete
- 53 Lovecraftian creatures categorized and detailed
- Full color illustrations
- Size comparison charts
- Habitat, distribution, and life cycle notes
- How to distinguish similar-seeming entities
- Observer warnings
- Bibliography and recommended reading list

Illustrations and descriptions from the Cthulhu Mythos and Dream Cycle based upon the creations of H.P. Lovecraft.

CHA23138 - 978-1-56882-083-5\$34.95



CALL OF CTHULHU - AVAILABLE IN 2016



NAMELESS HORRORS (CHA23133)

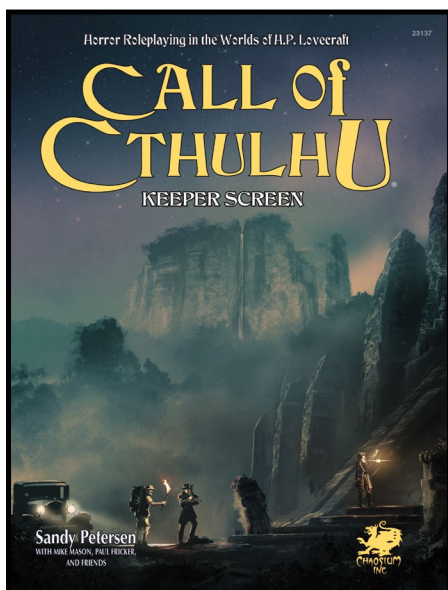
Six Terrifying Adventures for CALL OF CTHULHU

The Cthulhu Mythos presents far worse horrors than mere death...

You won't find any ghouls or deep ones, or other named Mythos entities here. The horrors found within have no names, but they are still very much of the Mythos. Your players will not have encountered their like before, and no one will be on safe, comfortable ground.

Nameless Horrors brings you six new scenarios that will frighten even the most experienced of Call of Cthulhu players, giving them reason to fear the unknown.

CHA23133 - 978-1-56882-409-3\$29.95



CALL OF CTHULHU KEEPER SCREEN PACK (CHA23137)

All the important rules and charts at a glance! The Keeper Screen is an essential play aid for any Keeper running games of Call of Cthulhu. A 3-panel Keeper Screen mounted on thick hardcover stock. One side, intended to face the players, portrays glorious artwork of a team of investigators readying themselves for an excursion into a Mayan Temple (or is it something else?). The rear of the screen, the Keeper's side, collects and summarizes important rules, statistics and charts, to assist the Keeper when running games.

Also inside, are two scenarios set in Lovecraft Country during the 1920s: Blackwater Creek and Missed Dues; a 24-page reference booklet of charts and rules; Twelve, ready to play, pre-generated investigators; and color maps of Lovecraft Country, the World of Cthulhu, and Arkham Environs.

CHA23137 - 978-1-56882-410-9\$29.95



CALL OF CTHULHU - AVAILABLE NOW

HORROR ON THE ORIENT EXPRESS (CHA23130)

HORROR ON THE ORIENT EXPRESS contains a massive and legendary campaign, of up to nineteen adventures, for the Call of Cthulhu roleplaying game. Beginning in 1920s London, the investigators journey to Paris and thence to the ancient city of Constantinople. With luck, they also return home.

Optional episodes are set in ancient times or special places (Roman-era, Dark Ages, Gaslight-era, the Dreamlands), so that the players can experience the founding, creation, and discovery of crucial elements of this campaign. Also included is a modern-day coda to the storyline, an alternate ending for those wishing a shorter campaign, and a built-in survival guide to aid beleaguered investigators.

This is a heavy 9 x 12 x 3" box filled with seven perfect-bound books and more: the Campaign Book, Through the Alps, Italy & Beyond, Constantinople & Consequences, Strangers on the Train, and the The Traveler's Companion. In addition, there is a book of handouts for the investigators, a European Route Map, three era-inspired luggage stickers, two era-inspired postcards, a matchbox, the Scroll of the Head, four U.S. passports, a bumper sticker, six pages of train plans that can be laid end-to-end, the Mims Sahis ceremonial knife, and fragments of the Sedefkar Simulacrum collected along the journey.

HORROR ON THE ORIENT EXPRESS - CHA23130 - 978-1-56882-390-4 . . . \$119.95

HORROR ON THE ORIENT EXPRESS KEEPER'S SCREEN (CHA23144)

A two-panel Keeper Screen mounted on thick hardcover stock that folds out to 22" wide. Contains varied and useful tables and rules pertinent to playing the Horror on the Orient Express campaign. Screen artwork by Shane Tyree.

CHA23144 - 978-1-56882-407-9 \$15.95

RIPPLES FROM CARCOSA (CHA23134)

Of all the varied and mysterious Great Old Ones of the Cthulhu Mythos, few ensnare the imagination as easily as Hastur. The first chapter reviews The Great Old One Hastur and his various avatar forms. It examines the Yellow Sign, the play "The King in Yellow", the Mythos tome of the same name, and the effects these things have on the human mind. Next within these pages is a trio of adventures pitting investigators against Hastur and his human worshippers. These scenarios can be played as stand-alone adventures or as a linked campaign called "Ripples from Carcosa." Investigators are provided for each scenario, but keepers should feel free to allow their players to use their own investigators if they so choose.

CHA23134 - 978-1-56882-401-7 \$21.95

CALL OF CTHULHU - AVAILABLE NOW

CTHULHU THROUGH THE AGES (23146)

On release back in 1981, the initial setting of Call of Cthulhu focused upon the “classic” 1920s-era of the early twentieth century — the time of H.P. Lovecraft. It did not take long for players to realize the potential of the game —that it could adapt easily to other time periods.

Here you will find straight-forward guidance and era-specific rules for investigator creation for seven different settings. Also offered are updated rules for combat and a sprinkling of other topics like scenario seeds, setting-specific monsters, and investigator organizations. Eras & Settings included: Cthulhu Invictus, Mythic Iceland , Cthulhu Dark Ages, H.P. Lovecraft’s Dreamlands, Cthulhu by Gaslight, Cthulhu Icarus (a new sci-fi future setting), The Reaping (a new post-apocalyptic setting).

CHA23146 - 978-1-56882-438-3\$14.95

CALL OF CTHULHU 7TH EDITION QUICK-START (CHA23131)

The Call of Cthulhu 7th Edition Quick-Start Rules is a booklet that collects the essential rules for Call of Cthulhu 7th Edition and presents them in abbreviated form. This book comprises a complete basic roleplaying game system. In roleplaying games, one player takes on the role of the gamemaster (or Keeper, in Call of Cthulhu), while the other player(s) assume the roles of player characters (investigators, in Call of Cthulhu) in the game. The gamemaster also acts out the roles of characters who aren’t being guided by players: these are called non-player characters (NPCs). Use this booklet to play Call of Cthulhu immediately, and to discover the improvements to the system. Games rules, an updated character sheet, and a classic adventure are included.

CHA23131 - 978-1-56882-388-1\$9.95

ALONE AGAINST THE FLAMES (23145)

AN INTRODUCTORY SOLITAIRE ADVENTURE FOR CALL OF CTHULHU

This is a solo adventure for the Call of Cthulhu game. It is a horror story set in the 1920s where you are the main character, and your choices determine the outcome. It is also designed to lead you through the basic rules of the game in a gradual and entertaining fashion. Although most such adventures are played with your friends, this one is just for you. Before you begin to play, make sure you have a copy of the Call of Cthulhu Seventh Edition Quick-Start Rules, and a blank investigator sheet. You’ll also need a pencil, an eraser, and some roleplaying dice. Settle in a comfortable chair before a roaring fire, then read on and follow the instructions... on second thought, don’t sit too close to the fire.

CHA23145 - 978-1-56882-435-2\$12.95

DEAD LIGHT (CHA23132)

Dead Light is an adventure scenario designed to be played in one or more gaming sessions. An exercise in Lovecraftian-flavored survival horror, the unwitting investigators are caught up in a spiral of terror where only their quick thinking, and courage, will see them through till the clouds clear and a new dawn beckons. Suitable as a stand alone adventure or as a sidetrack within a larger campaign, Dead Light is set in Lovecraft Country, north of Arkham, during the early 1920s and is ideal for groups of between three to six players.

This is one journey your players will not soon forget.

CHA23132 - 978-1-56882-397-3\$9.95

CALL OF CTHULHU - AVAILABLE NOW

SECRETS OF TIBET (CHA23129)

Secrets of Tibet details information about everyday life in this mysterious and unique country, from the early twentieth century through to more modern times, along with horrific underlying truths. Tibetan demons are remnants of races that came to Earth from the stars millions of years ago. They dwell in hidden places, are served by loyal minions, and are protected by ancient dark cults that span the globe. They slumber until a time when the stars align, and their awakening shall herald the end of the world as we know it. Included within these pages are a history of Tibet, chapters detailing its culture and religion, a bestiary of Tibetan gods and monsters, a guide to the Forbidden City of Lhasa including maps, and three scenarios that will take investigators to the Tibetan plateau and beyond.

CHA23129 - 978-1-56882-396-6\$27.95

TERROR FROM THE SKIES (CHA23128)

THE LOVECRAFTIAN MYTHOS is populated by many creatures, both singular entities such as Cthulhu and Hastur, and creatures who number in the millions. The shan are an ancient, insect-like alien race fleeing a destroyed homeworld. Forced into a nomadic life they are scattered throughout space. Aeons ago a number of shan arrived on Earth, but certain properties in our sun's light weakens them. Trapped, these first arrivals fell into idleness and decadence, acting only by seeping into the sleeping minds of human beings. In TERROR FROM THE SKIES, bretheren of those first shan have come to Earth, vigorous and aggressive, not yet weakened by our sunlight. Their insidious plan threatens the elimination of the human "infestation" and the founding of a new shan homeworld.

CHA 23128 - 978-1-56882-367-6.\$22.95

CANIS MYSTERIUM (CHA23124)

Canis Mysterium is an adventure scenario for the Call of Cthulhu roleplaying system designed to be played in one or more gaming sessions. This scenario is suitable as an introduction to a new campaign or can easily be worked into an established storyline. As written, this adventure is set in and near Arkham of October of 1930, making Chaosium's H.P. Lovecraft's Arkham supplement particularly helpful.

Several scenario seeds are offered to keepers who wish to expand and continue the events in this adventure, perhaps giving birth to a new campaign or providing handy subplot sessions to pre-existing campaigns.

CHA23124 - 978-1-56882-384-3\$10.95

CTHULHU BY GASLIGHT (CHA23123)

HORROR ROLEPLAYING IN 1890S ENGLAND

CTHULHU BY GASLIGHT offers a thoroughly developed Victorian England setting for use with Call of Cthulhu. There are articles on the Victorian world, crime, politics, personalities, and so forth. There are extensive sections on the Cthulhu Mythos in Britain — creatures, cults, and books — and a précis of Ramsey Campbell's Severn River Valley. Also included are tips on running various types of Gaslight-era campaigns, a gazetteer of intriguing British myths and legends, a selection of friends and foes from Victorian fiction, and much more. Rounding out this edition are a pair of Victorian-era scenarios — one an urban adventure set in London, the other set in rural Dartmoor. Includes a two-color, fold-out map of the City of London.

CHA23123 - 978-1-56882-355-3\$28.95

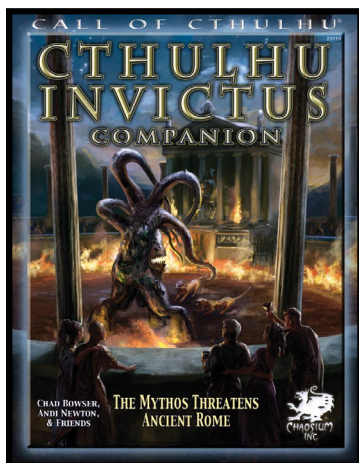
CALL OF CTHULHU - AVAILABLE NOW

CURSE OF THE CHTHONIANS (CHA23121)

This book offers a beloved Call of Cthulhu title to a new generation of Call of Cthulhu gamers. Things aren't always as they seem. Is the little Rhode Island carnival just a place of innocent playfulness, or does it house dark secrets? Is the newest exhibit at the Museum of Natural History a crude representation of an elephant, or is it a thing from out of the depths of time? Who would kill for a ceremonial dagger? What mere vision is powerful enough to kill a wizened rabbi.

Curse of the Chthonians contains four detailed scenarios for the Call of Cthulhu roleplaying game, plus an examination of the Kabbalistic science of Gematria—which seeks to derive secret or mystical meaning from the very letters that form the words of Scripture and occult texts.

CHA23121 - 978-1-56882-348-5\$25.95



CTHULHU INVICTUS COMPANION (CHA23119)

AS ROME'S INFLUENCE SPREADS across the known world, so too spreads the worship of its gods. Roman leaders know that converting the people of conquered regions to the state religion makes them easier to control. But some gods have been worshipped longer than Rome has existed, and their supplicants won't easily change allegiances.

The Cthulhu Invictus Companion is a collection of three scenarios for Call of Cthulhu. Investigators will confront terrible servants of ancient powers through the Streets of Rome and Carthage, the forests of Gaul, and while sailing the river Nile. Includes new cults and Cthulhu Invictus entities.

CHA23119 - 978-1-56882-337-9\$12.95

STRANGE AEONS II (CHA23117)

This book contains nine scenarios that run a chronological gambit from prehistoric times to a distant future. Each adventure comes with six pre-generated characters for the players to use, allowing for quick play. While each scenario is meant to be a standalone experience, keeper's shouldn't let that stop them from continuing the historic horrors if they find the setting intriguing. This is the Cthulhu Mythos, where anything can happen. Perhaps the investigators run afoul of the master of time and space, Yog-Sothoth, and a shift in time occurs. The great meddler, Nyarlathotep could decide to deal with the investigators in a creative way by sending them back in time. Undoubtedly there are many more.

CHA23117 - 978-1-56882-326-3\$34.95

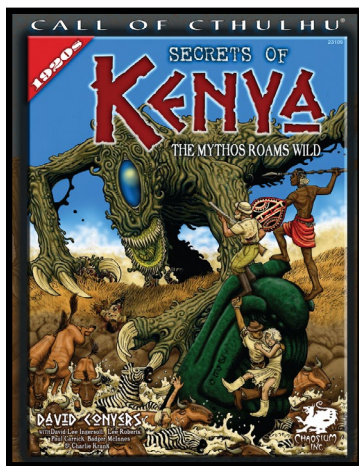
H.P. LOVECRAFT'S DREAMLANDS (CHA23112)

ROLEPLAYING BEYOND THE WALL OF SLEEP

We all dream . . . For some, dreams can become reality. H.P. Lovecraft's Dreamlands provides everything needed for Call of Cthulhu or Cthulhu Dark Ages investigators to travel down the seven hundred steps, through the Gates of Deeper Slumber, and into the realm of dreams. Includes a travelogue of the Dreamlands, a huge gazetteer, Dreamlands character creation rules, over thirty prominent NPC's, over 60 monsters dwelling within the Dreamlands, descriptions of the Dreamlands gods and their cults, six adventures to help jump start a Dreamlands campaign, and a fold-out map of the Dreamlands by Andy Hopp.

CHA23112 - 978-1-56882-273-0\$38.95

CALL OF CTHULHU - AVAILABLE NOW

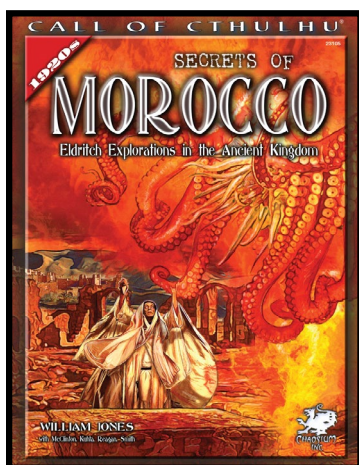


SECRETS OF KENYA (CHA23109)

Here within the heart of Africa, adventure and horror await those brave or foolhardy enough to seek them out. SECRETS OF KENYA introduces a portion of this vast and varied continent — three times the size of the United States. Beyond Nairobi's limits, much of Kenya remains unexplored and virgin territory for investigations, and hidden horrors.

The first half of this book provides a civil, cultural, political, geographical, and Mythos tour of Kenya during the 1920's and 1930's, the remainder offers four longer adventures using this background. The majority of the material in this book is factual, though locations have been elaborated on for game play. Familiar resources such as police files, newspapers, libraries, and museums are harder to come by.

CHA23109 - 978-1-56882-188-7\$29.95



SECRETS OF MOROCCO (CHA23105)

In the remote reaches of the world are hidden secrets and dangerous mysterious. Learn of the ancient traditions of Morocco, of its war torn cities, and its rebels. Venture through the land as it was in the 1920s and 1930.

WELCOME TO THE SECRETS OF MOROCCO! This book provides players with a civil, geographical, cultural, political, and Mythos tour of Morocco during the 1920s and 1930s. Morocco will seem like another world, with its cultural differences and its customs being foreign to many Westerners of the 1920s.

The best way to use this book is as a reference for scenarios or campaigns set in North Africa. Secrets of Morocco covers several sites, including Rabat, Casablanca, Marrakech, the Rif and Atlas mountains regions, and the Sahara.

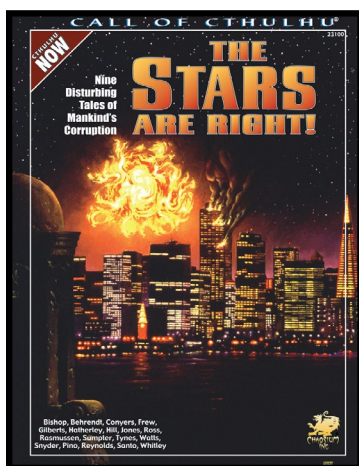
CHA23105 - ISBN 978-1-56882-249-5\$20.95

MALLEUS MONSTRORUM (CHA23102)

CREATURES, GODS, & FORBIDDEN KNOWLEDGE

Here are those things which can “eternal lie”, and which have lived beyond human understanding for strange aeons. The CTHULHU MYTHOS is comprised of a complex and broad group of sometimes-contradictory entities, powers, and concepts that encompass the secrets of time, space, and the universe. Fundamental truths of the universe are so alien and horrifying to humankind that mere exposure to them might result in madness or suicide. While humanity might crave comfort and truth, only one or the other is possible. This tome contains entries for more than 380 different creatures and beings that are part of the Cthulhu Mythos, presented for use with the CALL OF CTHULHU roleplaying game.

CHA23102 - 978-1-56882-179-5\$34.95



THE STARS ARE RIGHT! (CHA23100)

THE NEW MILLENNIUM: a time wracked by violence, racism, AIDS, drug abuse, and all-consuming fear. Hollow politicians offer empty promises of the bright future — a thousand points of light which none can see. That which is greater than mankind lurks beyond the rim of human consciousness. It patiently watches, waiting to assume command of our destiny. It preys on the fearful, the hateful, and the hated. Dark thoughts and emotions are set free to prowl the earth, taking what they will, where they will, and as they will. We cower in our homes, quaking behind the false security of tall fences, locked doors, and television — to no avail. The stars are right and cannot be denied.

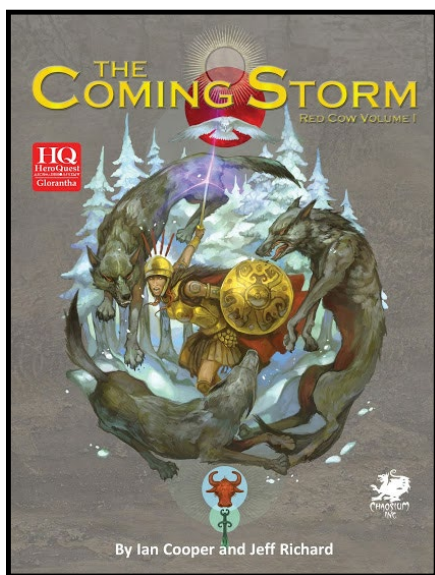
This book contains 10 Modern-Era Call of Cthulhu scenarios.

CHA23100 - 978-1-56882-177-1\$23.95

WHAT IS GLORANTHA?

Greg Stafford's Glorantha is the most elegant, original, and imaginative fantasy setting since Middle Earth. It is a world of exotic myth and awesome magic, self-contained, and unique in its creation. The existence and use of the magical and mythic realms are central to the physics of Glorantha. Here the gods and heroes guard and guide their followers, sharing magics while pursuing their own enigmatic ends. Glorantha's detailed cultures, histories, and myths are shaped by gods, heroes, and magic, and yet are plausible and logically self-consistent. It is also the default setting for the role-playing games HeroQuest and RuneQuest. Since 1978, gamers have experienced the depth of Glorantha through these games. Greg Stafford, who first discovered Glorantha, and others, have worked for years to create a rules system that can effectively narrate these stories.

Chaosium was founded by Greg Stafford so that he could sell games set in Glorantha and other mythic worlds. It has been away a long time, but finally returned home to Chaosium.



THE COMING STORM (CHA4030)

Surrounded by enemies and occupied by the Empire, the Red Cow clan must survive feuds, the Crimson Bat, werewolves, and finally the horrors of the Great Winter. You must make alliances with old enemies, and fight against old friends. New myths must be discovered and bring dead gods back to life!

The Coming Storm is the first part of an epic campaign set in the Hero Wars for the *HeroQuest Glorantha* rules system. In this full-color first volume, the clans and tribes of northern Sartar are fully described. Complete information on the Telmori werewolves, the Lunar commander Jomes Wolf, and the Woods of the Dead. Maps and details on many villages and forts in Sartar, along with never before seen background information on the Kingdom of Sartar.

CHA4030.....\$39.95

HEROQUEST GLORANTHA (ISS2007)

A Marvelous Roleplaying System

The book includes everything you need to have to start a campaign in Glorantha: basic overview of the setting; character creation; magic rules for spirit magic, rune magic, sorcery, and Lunar magic; seven complete cult write ups; heroquesting rules and explanations; monster descriptions; themes of Glorantha; and even an introductory adventure that will take your heroes on a heroquest into the Underworld!

A Complete Roleplaying Game

HeroQuest Glorantha is the *HeroQuest 2nd Edition* rules system specifically tailored for Glorantha. It presents a simple rules system that allows Game Masters to run games modeled on ancient myth, epic sagas, and tales of high adventure. *HeroQuest* encourages creative input from players, resulting in an exciting, unpredictable narrative created through group play.

ISS2007 - 9-781943-223015\$39.95

GLORANTHA - AVAILABLE NOW

ARGAN ARGAR ATLAS (ISS2005)

The *Argan Argar Atlas* is an essential part of your Glorantha collection. For the first time ever, here is the complete atlas of the entire Middle World in astonishing detail. The enchanted world of Glorantha is fully illuminated with 117 full page color maps by Colin Driver and Jeff Richard based on Greg Stafford's original hand-drawings. The whole of Glorantha is mapped in amazing detail, including all of Genertela, Pamaltela, Jrustela, the East Islands, Vormain, and more.

ISS2005 - 9-780977-785391\$34.99

KING OF SARTAR (ISS4001B)

King of Sartar is a work of epic mythical fiction comprised of: The Annotated Argrath's Saga, an overview of Orlanthi Mythology, The Complete History of Dragon Pass, The Argrath Book, and Jalk's book.

This beautiful new hardcover edition comes with a dust-jacket and significant amounts of new material, including.

Although the book still contains deliberate internal contradictions and inconsistencies, annotations and other notes allow the Gloranthan scholar to determine the actual dates used by Greg and Jeff. *King of Sartar* is your guide to the events of the Hero Wars.

ISS4001B - 9-781943-223008\$24.95

BASIC ROLEPLAYING - AVAILABLE NOW

BLOOD TIDE (CHA2033)

THE GOLDEN AGE OF PIRACY is a time when men turn their hands against each other and the seas and coasts are splattered with blood. Mercantilism is on the rise, and the great ports of Europe are flooded with wealth drawn from the Far East and the West Indies. Spain holds most of the New World in her grasp, extracting fabulous amounts of gold and silver. Plantations on Cuba, Hispaniola, Barbados and other islands turn a tidy profit.

Blood Tide is a comprehensive supplement for the Basic Roleplaying game, set in this evocative era. With 240 pages, Blood Tide offers everything you need to create and run rolling ship-board adventures, brave gales and monsters to find fortune at the ends of the earth.

CHA2033 - 978-1-56882-402-4\$34.95

ASTOUNDING ADVENTURES (CHA2031)

STOUNDING ADVENTURES is a sourcebook for Basic Roleplaying with everything you need to run exciting scenarios set in the classic pulp era of the 30s and 40s! Throughout this book you will find Basic Roleplaying rules for new character types, skills, combat, magic, mad science, and a plethora of villains, henchmen and monsters. Accompanying the text are several sidebars containing special, optional rules to help jack up the pulpiness of your campaign, and rules aimed specifically towards those who enjoy using miniatures and map grids in their games. How far you want to push the envelope is up to you—and you'll find all the tools you need within these pages.

CHA2031 - 978-1-56882-385-0\$20.95

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Advanced Sorcery is a supplement to the Magic World roleplaying game. Whether steeped in philosophy and existentialism, or action and carnage, the one commonality to all tales of fantasy is the influence of the supernatural on the natural world. Mages, wizards and sorcerers force the world to bend to their will. They grab the raw energy, the fundamental essence of the universe, and force it to do their bidding.

Advanced Sorcery adds new options to players of Magic World, as well as other Basic Roleplaying-based roleplaying games. Within this book are eight distinct chapters: Advanced Sorcery, Deep Magic, The Summoner's Art, Necromancy, Rune Magic, Arete, Herbalism, and Fey Magic of the Southern Reaches.

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FOUR INTEGRATED MAGIC SYSTEMS FOR BASIC ROLEPLAYING

Magic pervades many worlds of the Basic Roleplaying game system, for in the game every adventurer — every character — has the capacity to manipulate invisible powers. This book explains the mechanics of three independent magic systems — spirit magic, divine magic and Wizardry — and details ritual magic, a system common to shamans, priests and wizardry. This is a new printing of material that appeared in out-of-print editions of Chaosium’s RuneQuest and the monograph Basic Magic.

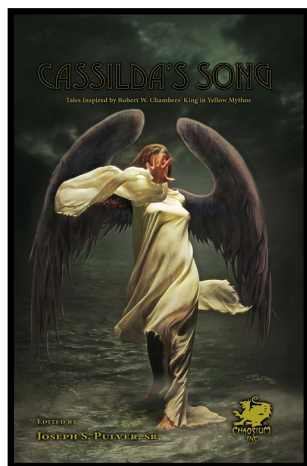
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Devil’s Gulch is a Wild West location designed for use with the Basic Roleplaying (BRP) system. It contains descriptions of buildings, non-player characters (NPCs), and outlying areas of interest. Devil’s Gulch is suitable for an historical campaign set in the American Old West, but there are many suggestions included for placing the town in the Weird West. There are rules for new character types, skills, combat, magic, mad science, and more than a few critters thrown in for good measure. You can modify the setting even beyond the author’s suggestions. The town is a tool to use and transform as needed. Also included is a fold-out town illustration and diagram with major establishments identified. On the other side we offer a broadsheet touting Dr. Farnam’s Astounding Medicine Show.

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Have you seen the Yellow Sign?

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The Legacy of the Reanimator collects the original serialized H.P. Lovecraft story, "Herbert West—Reanimator" along with its two sequels and a bevy of short stories from some of the most renowned Lovecraftian writers. It is well known that the tow-headed fiend Herbert West came close to perfecting the process within his lifetime. It is also well known that the reanimated limbs, parts, and minions that he had created over the years eventually came back to haunt him—and dismember his body. However, Herbert West didn't die. Well...yes he did. The problem is he didn't stay dead. He was brought back in two round robins edited by Robert m. Price. The first was Herbert West-Reanimated followed by Herbert West—Reincarnated. These were published in old issues of Crypt of Cthulhu, and are terribly hard to get a hold of...until now.

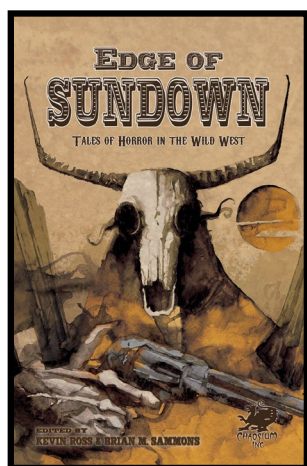
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This collection brings tales that visit the darker regions of the west, the places steeped in myth, legend, and blood. Meet the men and women who lived there—the monsters within and without. Make no mistake, there are more than a few gun-throwing hardcases in these stories, but by and large our protagonists are ordinary folks caught up in very extraordinary circumstances. Most importantly, this is an anthology of western-HORROR tales, not western-fantasy. No tall tales here, no wink-and-a-nudge-as-it's-all-good-fun safe betting. We're looking to give you the creeps, fair and square, no fooling around.

So right about now you should be checking to make sure your guns are loaded, that your holster is oiled, and you've got your hat cinched on tight.

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The Steampunk genre has always incorporated elements of science fiction, fantasy, horror and alternative history, and certainly the Cthulhu Mythos has not been a stranger to Steampunk. But until now there has never been a Steampunk Cthulhu collection, so here are 18 tales unbound from the tethers of mere airships, goggles, clockwork, and tightly bound corsets; stories of horror, sci-fi, fantasy and alternative realities tainted with the Lovecraftian and the Cthulhu Mythos. Here you will discover Victorian Britain, the Wild West era United States, and many other varied locations filled with anachronistic and sometimes alien technology, airships, submersibles and Babbage engines. But the Victorian era here is not only one of innovation and exploration, but of destruction and dread.

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DURING THE DECADES since H.P. Lovecraft first wrote of the Cthulhu Mythos, many authors have crossed his themes into other genres, enhancing his original vision with stories taking place in the distant past, in the far-flung future, and in myriad places in-between. Cyberpunk tales are written in dark, gritty, film-noir styles. Their protagonists live and die at the bottom echelon of an electronic society gone awry. This is the Cyberpunk-Cthulhu world—mythos horrors lurk at the edge of society, mythos-altered technology infects human beings, dark gods lurk in cyberspace, and huge corporations rule society while bowing to entities inimical to humankind.

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ELDRITCH EVOLUTIONS is the first collection of short stories by Lois H. Gresh, one of the most talented writers working these days in the realms of imagination. These tales of weird fiction blend elements wrung from science fiction, dark fantasy, and horror. They all share an underlying darkness, pushing Lovecraftian science and themes in new directions. While H.P. Lovecraft incorporated the astronomy and physics ideas of his day (e.g., cosmos-within-cosmos and other dimensions), these stories speculate about modern science: quantum optics, particle physics, chaos theory, string theory, and so forth. Full of unique ideas, bizarre plot twists, and fascinating characters, these tales show a feel for pacing and structure, and a wild sense of humor.

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