

# GREEN RONIN PUBLISHING 2007 CATALOG



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# GREETINGS FROM GREEN RONIN PUBLISHING

In 2000 I was working to get the miniatures business going at Wizards of the Coast and I decided it'd be fun to start a new roleplaying company on the side. I had gotten into the game industry as a RPG designer and I found I missed it once I was working on minis games all day. At the time I didn't know where it might lead or if this new company would even publish more than a couple of products. Well, here we are celebrating Green Ronin's 7 year anniversary with 9 employees and over 100 products in print. I think it's safe to say things went better for Green Ronin than I could have hoped for when I first decided to start the company.

If you've never enjoyed a Green Ronin game book before, welcome to our worlds of adventure. This catalog showcases all of our lines and all of our major 2007 releases. This year we are both returning to our roots and taking the company in new directions. The re-launch of our award-winning Freeport setting brings back the city that put Green Ronin on the roleplaying map. It started with our second product, a short adventure called *Death in Freeport* that released at GenCon 2000. Now we are ready to move the setting forward with a new core book, the *Pirate's Guide to Freeport*, and a suite of supporting material. While Freeport celebrates Green Ronin's origins, we're also looking to the future with products beyond RPGs. *Walk the Plank* is a family-friendly card game that's easy to learn and play. We're also publishing an amazing book of essays, *Hobby Games: The 100 Best*, where legendary designers and industry notables talk about the games that inspired them. If you have any interest the history of our hobby and the games that shaped the industry, you'll want to check this book out.

Longtime fans have much to cheer about, as we have plenty in store for our core games as well. *Mutants & Masterminds* got off to a great start this year with the *Beginner's Guide*, an intro product that should be your first purchase if you've never tried superhero roleplaying before. This is supported by handy products like *Instant Superheroes* and *Hero High*. M&M excitement peaks this summer with the release of *Paragons*, our new campaign setting. Meanwhile, support for *True20 Adventure Roleplaying* gets going with the *True20 Companion*, which details four popular genres for your games and provides useful rules to do them justice. Gamemasters get some help with the *True20 Narrator's Kit*, which features a terrific screen and the first adventure to see print for the game. We're following that up with three role books, the *Expert's Handbook*, *Warrior's Handbook*, and *Adept's Handbook*.

All of this sounds great but does you little good if you can't find Green Ronin books near you. The first place you should look is your local game store. If you don't know where that is, try checking the retail locator on our website. Our hobby was built by independent game stores and they've always had our full support. They are your best bet for finding Green Ronin books and games. If you don't have a game store in your area, we also sell our products through Diamond Book Distribution to stores like Borders and Barnes & Noble. If that doesn't work for you either, we have your back with the Green Ronin Online Store, which can be found at [www.greenronin.com](http://www.greenronin.com). You'll also want to check out our websites for community forums, previews, and the latest Green Ronin news.

I'd like to thank all of Green Ronin's friends, fans, and supporters for 7 great years. Check out this catalog and see where we've been, where we're going, and how you can be a part of it.

UNPLUG. UNWIND. ENGAGE.

Chris Pramas  
Green Ronin Publishing

## ABOUT GREEN RONIN PUBLISHING

Green Ronin Publishing is a Seattle-based company known for its dedication to quality books and games. Founded in 2000, Green Ronin has won more awards for excellence and innovation than any other game company in the new millennium, and took home the coveted ENnie Award for Best Publisher an unprecedented three years running. With great licenses like *Thieves' World* and *Black Company*, groundbreaking games like *Mutants & Masterminds* and *Blue Rose*, and a roster of top flight designers and illustrators, Green Ronin Publishing is a leading light in the hobby game industry.



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## HOBBY GAMES: THE 100 BEST

*Hobby Games: The 100 Best* marks Green Ronin Publishing's entry into the world of non-fiction publishing. Drawing from the rich history of hobby games for our opening foray, Green Ronin will follow up with other non-fiction titles conceived to both educate and entertain. If you are interested in comics and games, and the popular, historical, and mythical worlds they draw on, keep an eye out for *Hobby Games: The 100 Best* and our follow-up non-fiction titles.

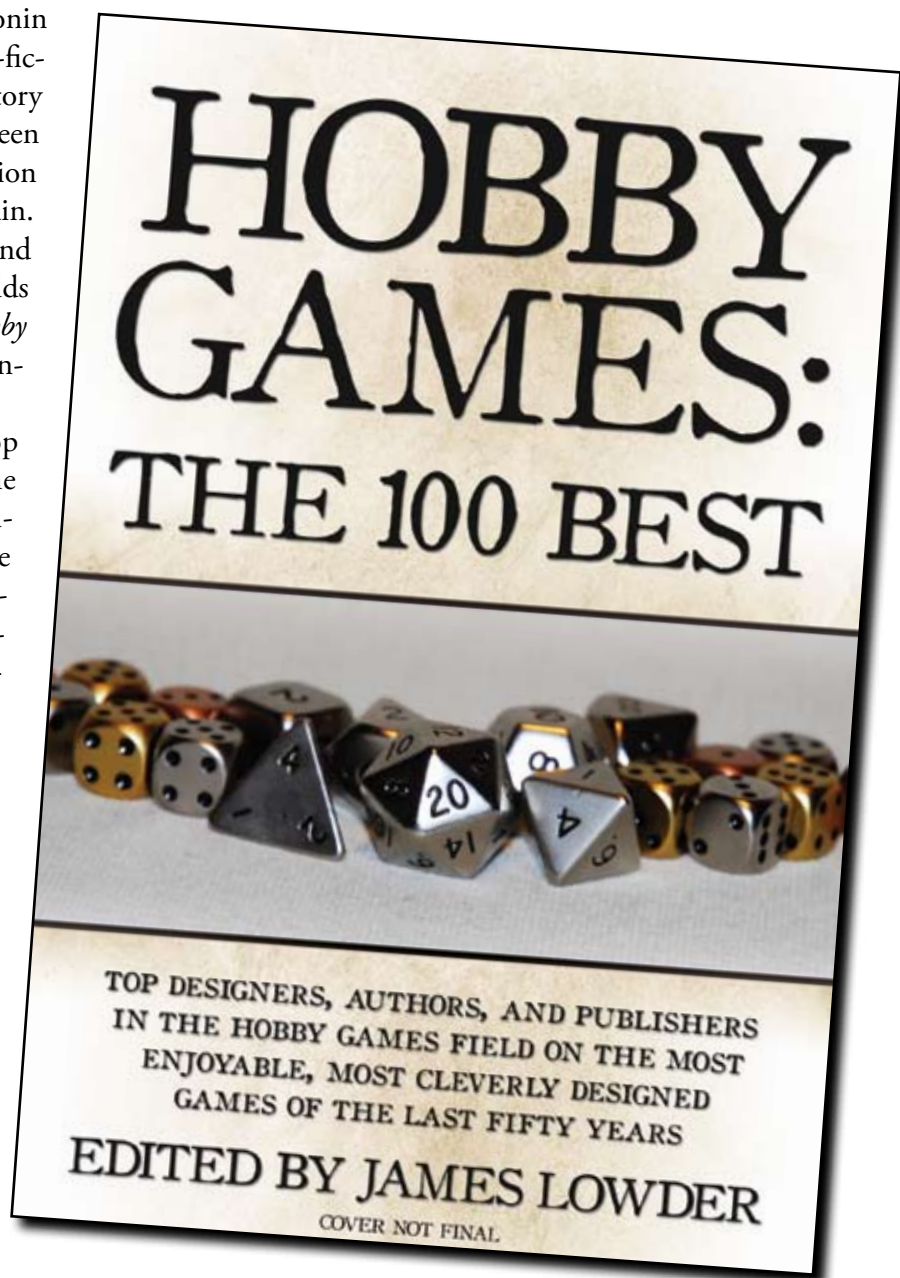
In *Hobby Games: The 100 Best*, the top designers, authors, and publishers in the hobby games field write about the most enjoyable and cleverly designed games of the last fifty years. Their essays cover the spectrum of the hobby market, from role-playing games to collectible card games, miniatures games to wargames to board games, with titles both familiar and downright esoteric. These are the games that the designers themselves play, the ones that have inspired their most popular creations. *Hobby Games: The 100 Best* will also feature a foreword by board game legend Reiner Knizia and an afterword by wargame legend James F. Dunnigan.

Editor James Lowder is the author of several best-selling novels, including *Prince of Lies* and *Knight of the Black Rose*, and has helmed more than a dozen critically acclaimed anthologies. He's been a finalist for the Stoker Award and International Horror Guild Award, and is a two-time Origins Award winner. **August 2007**

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## WELCOME TO THE CITY OF ADVENTURE!

Freeport is a dangerous and exciting city that provides a ready setting for any fantasy roleplaying game. Classic fantasy elements, cruel-hearted pirates, and Lovecraftian horror come together in the rum-fueled metropolis known as the City of Adventure. The core book of the line, the *Pirate's Guide to Freeport*, is a richly detailed and beautifully illustrated tome that gives GMs all the information they need to make the city come alive. Since it is a pure background and setting book, GMs can use Freeport with the game of their choice. Green Ronin also publishes companion books that provide rules support for specific game systems, such as the *True20 Freeport Companion*.

### THE PIRATE'S GUIDE TO FREEPORT

The *Pirate's Guide to Freeport* is the definitive new sourcebook for this classic setting, set 5 years after the events of the original *Freeport Trilogy*. This is a pure setting book, focusing entirely on the people, places, politics, and perils of Freeport and containing no game statistics of any kind. They don't call it the City of Adventure for nothing! **GRR1903; MSRP \$34.95**

### TRUE20 FREEPORT COMPANION

The *True20 Freeport Companion* gives players and narrators everything they need to enjoy exciting campaigns in the City of Adventure with the *True20* rules. The book includes new heroic roles and feats, *True20* stats for all the major NPCs, and a new Freeport adventure. Set sail for a new world of adventure with the *True20 Freeport Companion*! **GRR1904; MSRP \$23.95**

### CULTS OF FREEPORT

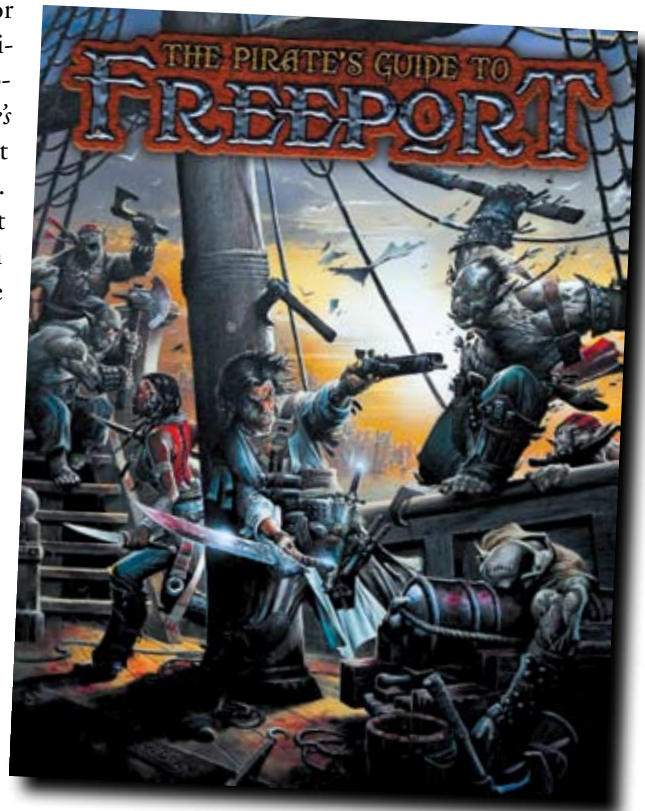
Freeport may be a city of adventure, but it is also a city of terrible secrets, foul plots, and dreadful gods. *Cults of Freeport* peels back the swashbuckling façade of this infamous city to take an unflinching look at some of the most disturbing groups that call this city home. This setting sourcebook describes a dozen despicable cults in lavish detail, presenting a detailed description of the cult's goals, motivations, tactics, and their impact on the city. **GRR1905; MSRP \$24.95; Summer**

### D20 FREEPORT COMPANION

The *d20 Freeport Companion* is a rules supplement for the *Pirate's Guide to Freeport*. Its 160 pages are packed with all the support you need to run a d20 Freeport campaign. In addition to giving game stats for all the major characters, the *d20 Freeport Companion* provides new core and prestige classes, famous magic items, an insanity system, new spells and incantations, and an introductory adventure. **GRR 1906; MSRP \$27.95; Fall**

### BUCCANEERS OF FREEPORT

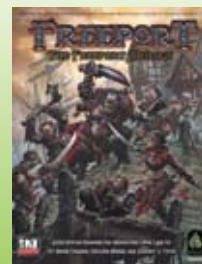
*Buccaneers of Freeport* describes eight notorious pirate captains, their ships, and their crews in lavish detail. In this setting sourcebook GMs can learn about the history, exploits, and current whereabouts of these scurvy dogs, and then use the provided adventures hooks to introduce them into any Freeport campaign. These scourges of the sea are now yours to command with *Buccaneers of Freeport*! **GRR1907; MSRP \$24.95; Winter**



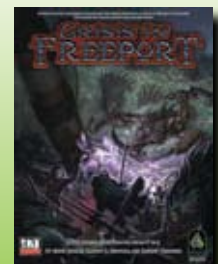
### ALSO AVAILABLE!



CREATURES OF  
FREEPORT  
GRR1027



THE FREEPORT  
TRILOGY  
GRR1901



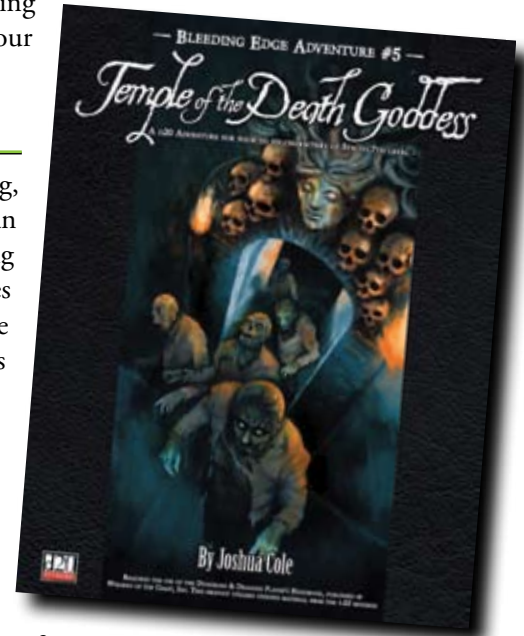
CRISIS IN  
FREEPORT  
GRR1902

## ADVENTURES FOR THE MODERN GAMER!

*Bleeding Edge Adventures* provide challenging and entertaining roleplaying scenarios that cater to the tastes and interests of the modern gamer. Each adventure stands alone but the series can be run in order to create a complete campaign. GMs will find a wealth of material designed to take advantage of the intricacies of the current d20 rules and this is supported by many handy web-enhancements. These include conversions for Green Ronin's *True20 Adventure Roleplaying* game, so True20 GMs also have a ready source for fantasy adventures as well. All of these scenarios combine thrilling action, immersive roleplaying, and terrifying environments guaranteed to push your games to the *Bleeding Edge* of adventure!

### BLEEDING EDGE #5: TEMPLE OF THE DEATH GODDESS

When a veritable army of shuffling undead horrors spills into the streets of Erburg, the villagers know that this is the beginning of the end...unless a band of heroes can find the source of this dire threat and put a stop to it. Used as a sequel to the engaging *A Dreadful Dawn* or on its own as a stand alone scenario, this adventure promises a chilling experience as the heroes must confront a new form of wickedness in the bowels of a rotting temple dedicated to the fearsome Goddess of Death. For levels 5-7. **GRR3405; MSRP \$11.95**



### BLEEDING EDGE #6: ESCAPE FROM CERANIR

Once a powerful fortress and a bastion of hope in a beleaguered wilderness, Citadel Ceranir is now a charnel house, filled with the rotting corpses of those noble souls who once safeguarded these lands. Drawn by the need to find survivors who can explain what tragedy befell the place, the heroes are lured inside and soon regret it. With no clear way out, the adventures must navigate the perils of the environment if they would escape Ceranir and put to rest evil growing within. For levels 6-8. **GRR3406; MSRP \$11.95**

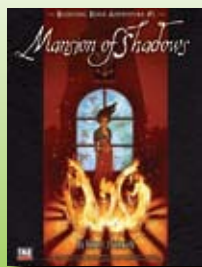
### BLEEDING EDGE #7: TROUBLE IN SWIFTWATER

Danger looms large over the tiny village of Swiftwater. A remote settlement on the slopes of the Towers, Swiftwater has long suffered the attacks from the mountain-dwelling barbarians but now a new terror stalks its muddy streets. Someone or something is snatching the village's children in the dark of the night. In *Trouble in Swiftwater*, the heroes are drawn into a disturbing plot that involves inhuman enemies, bloody vengeance, and foul deeds that defy the imagination. Do they have the courage to stop the trouble threatening Swiftwater? For levels 7-9. **GRR3408; MSRP \$11.95; Summer**

### BLEEDING EDGE SPECIAL: DARK WINGS OVER FREEPORT

A new day may have dawned in the City of Adventure, but old evils still haunt Freeport's streets. When beggars start disappearing, the crime lord Finn grows worried and coerces the heroes to look into this potential disaster to one of his more lucrative operations. As the adventurers soon find out the perpetrator is no simple murderer or overzealous watchman. What begins as a simple stakeout and investigation reveals a horrible plot involving terrifying demons, fiend lords, and a burgeoning cult that threatens much more than the crime lord's profits. This Bleeding Edge special celebrates the release of the *Pirate's Guide to Freeport*. It can be run as a stand-alone adventure or used to launch a brand new campaign set in the popular City of Adventure. For levels 6-8. **GRR3407; MSRP \$11.95; Summer**

### MORE ADVENTURES FROM THE BLEEDING EDGE!



**BE#1: MANSION OF SHADOWS**  
GRR3401



**BE#2: BEYOND THE TOWERS**  
GRR3402



**BE#3: DIRGE OF THE DAMNED**  
GRR3403



**BE#4: A DREADFUL DAWN**  
GRR3405

## TRUE FUN, TRUE ADVENTURE, TRUE20!

*True20* is your gateway to adventure. With only one rulebook and one 20-sided die, you can run games in such genres as fantasy, historical, sci-fi, horror, and espionage. *True20* is designed by adventure roleplayers for adventure roleplayers. It's meant to be the most amount of fun with the least amount of work, offering flexibility and choice without bogging down in unnecessary detail or complexity. It gives you the tools to have exciting adventures and then gets out of your way to let you do it. That's the *True20* way.

### TRUE20 ADVENTURE ROLEPLAYING

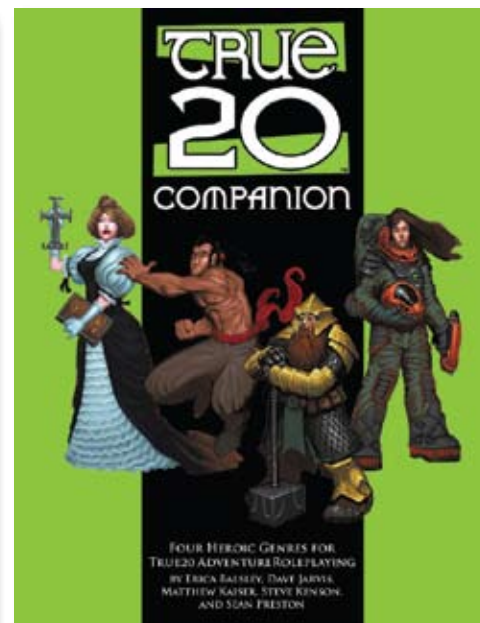
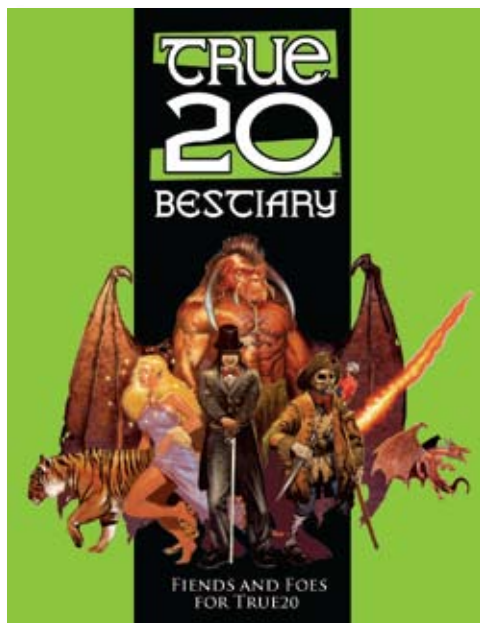
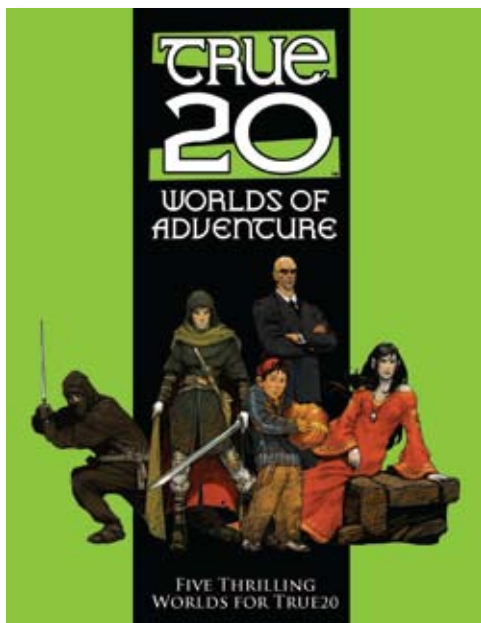
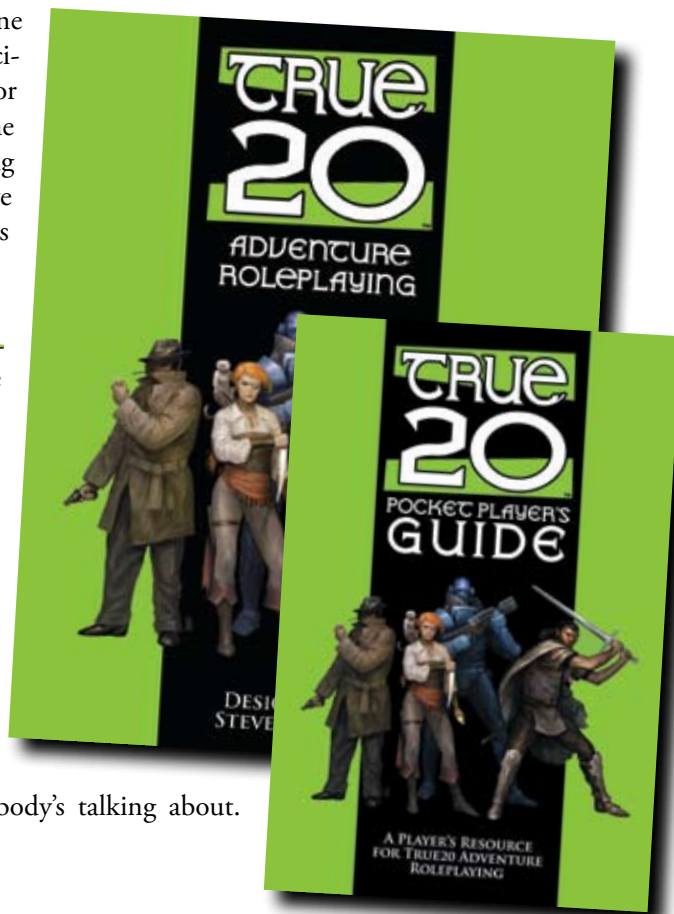
With *True20 Adventure Roleplaying* you embark on journeys of the imagination, with heroes and stories you and your friends create. This book tells you everything you need to know to play an exciting adventure roleplaying game: how to create your own heroes, how to handle action and conflict, how to narrate adventures, and how to keep it all fair and fun. **GRR1704; MSRP \$34.95**

### TRUE20 POCKET PLAYER'S GUIDE

Now getting into *True20* is easier than ever before with the *True20 Pocket Player's Guide*. This handy and affordable book contains all the rules you need to play the game, from character creation and combat to special abilities, supernatural powers, and equipment. The *True20 Pocket Player's Guide* is the perfect introduction to the game everybody's talking about. **GRR1709; MSRP \$14.95**

### TRUE20 BESTIARY

The *True20 Bestiary* is the definitive monster book for *True20 Adventure Roleplaying*. Thanks to its lean and compact stat-blocks, this book packs in the foes, from the astounding and wondrous to the downright despicable. Inside this indispensable sourcebook, you'll find all the fantasy staples, eldritch horrors, and bizarre aliens, making this a perfect accessory for the *True20* game. **GRR1706; MSRP \$29.95**



## WORLDS OF ADVENTURE

This book features four winners from the *True20* Setting Search, plus a new setting from Green Ronin's own Robert J. Schwalb. Fight against the horrifying forces of the unknown in *Agents of Oblivion*, struggle to save a fantasy world drowning in the Age of Blood in *Blood Throne*, earn glory and honor for your clan in the Asian fantasy of *Land of the Crane*, explore the depths of dreams—and nightmares—in *Nevermore*, and save your neighborhood from the wolfman, the monster under the bed, and the creature in the closet as a kid in *The Razor in the Apple*. Thrill to five new fantastic worlds for your *True20* adventures. **GRR1705; MSRP \$22.95**

## TRUE20 NARRATOR'S KIT

The *Narrator's Kit* is the perfect accessory for *True20* fans. This handy product features a three-panel hardback screen illustrated by Chris Moeller that puts all the essential game info right in front you. The *Narrator's Kit* also includes an introductory *True20* adventure, *Last Voyage of the Stellar Galleon* by Rodney Thompson. With the *Narrator's Kit* and a copy of the core rulebook, you'll be ready to jump right in to *True20 Adventure Roleplaying*. **GRR1710; MSRP \$19.95; Summer**

## TRUE20 COMPANION

Every hero can use a companion! The *True20 Companion* helps you create fantastic worlds of adventure, with expanded information on using the *True20* game system for fantasy, science-

fiction, horror, and modern action-adventure tales. **GRR1708; MSRP \$23.95**

## TRUE20 EXPERT'S HANDBOOK

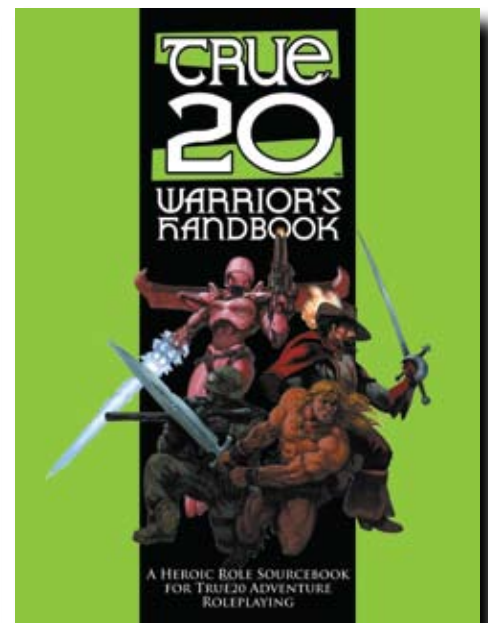
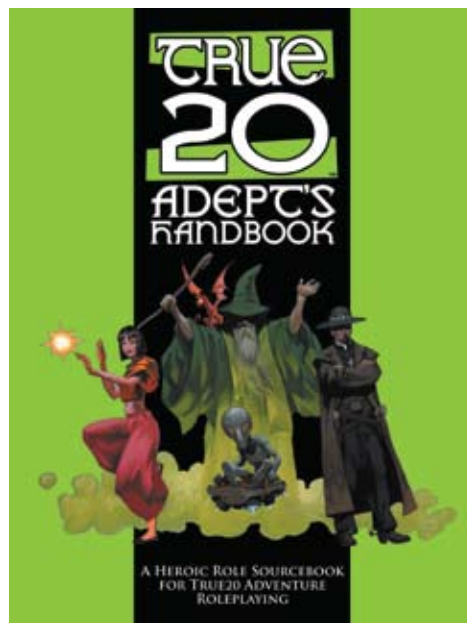
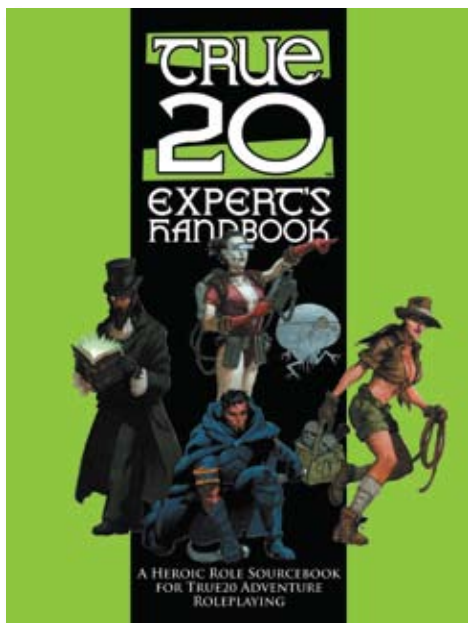
This handy sourcebook details the expert role, including new information on skills, feats, and diverse paths suited for a variety of adventure genres. The *True20 Expert's Handbook* also takes an expanded look at equipment and details suitable challenges for expert characters, from traps to cunning foes and beyond. **GRR1711; MSRP \$19.95; Summer**

## TRUE20 ADEPT'S HANDBOOK

The *Adept's Handbook* expands on the role of supernatural powers in *True20 Adventure Roleplaying*. It provides alternate ways of handling such abilities and shows you how to customize power-sets to suit different types of adepts, from fantasy sorcerers and priests to sci-fi psionics and modern day psychics and more. The book also provides expanded feats, skills, and powers for the adept role. **GRR1712; MSRP \$19.95; Fall**

## TRUE20 WARRIOR'S HANDBOOK

The *Warrior's Handbook* is all about combat, from brutal hand-to-hand fighting with primitive weapons to shootouts with modern or futuristic armaments and mass warfare with entire armies. The sourcebook provides options and enhancements for the *True20* combat rules, new skill and feat options for warrior heroes, and expansions like mass combat. **GRR1713; MSRP \$19.95; Winter**



# THE WORLD'S GREATEST SUPERHERO RPG!

It took less than three years for *Mutants & Masterminds* to become the #1 superhero RPG on the market. With easy character creation that lets you make any superhero you can imagine, a fast and fun system that lets you fight supervillains in true comic style, and the best color art in the business, *Mutants & Masterminds* is a premium RPG in every sense of the word. Now in its second edition, *Mutants & Masterminds* continues its record of innovation and excellence with a regular series of high-quality sourcebooks, from campaign settings like *Paragons* to genre books like *Iron Age*. Make yours *Mutants & Masterminds*!

## MUTANTS & MASTERMINDS RPG

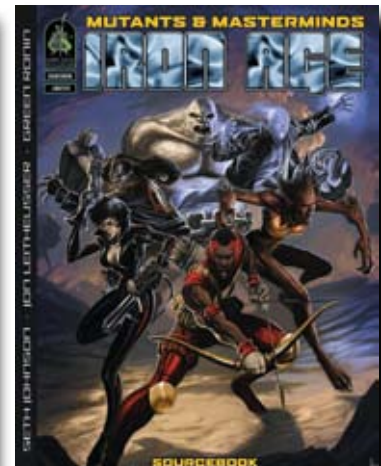
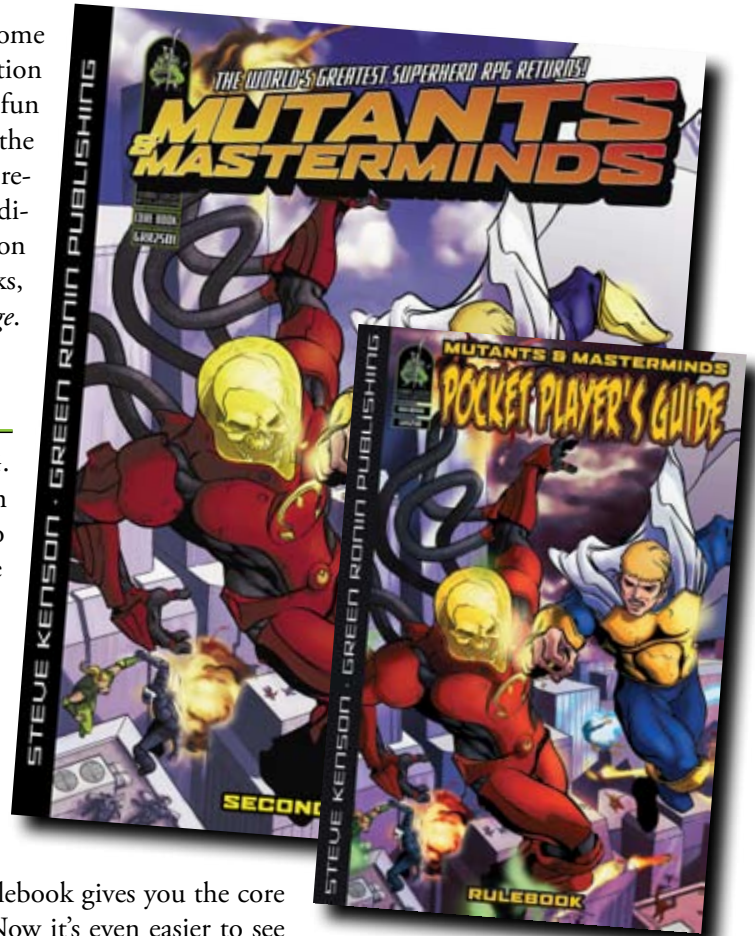
*Mutants & Masterminds* is the World's Greatest Superhero RPG. This core rulebook has everything you need to create your own superheroes and have your own comic-style adventures. To make things easy the book offers more than a dozen ready-made superhero archetypes and two introductory adventures so you can start playing right away. Don't let your super-powers fall behind! *Mutants & Masterminds*, will take your game (and your heroes) to the next level! **GRR2501; MSRP \$39.95**

## MUTANTS & MASTERMINDS POCKET PLAYER'S GUIDE

The *Pocket Player's Guide* contains all the rules you need to create characters and play *Mutants & Masterminds*. This handy rulebook gives you the core game system in a format that is affordable and easy to carry. Now it's even easier to see why *Mutants & Masterminds* is the World's Greatest Superhero RPG! **GRR2510; MSRP \$19.95**

## MUTANTS & MASTERMINDS BEGINNER'S GUIDE

The *Mutants & Masterminds Beginner's Guide* walks you through all the steps of playing the Worlds Greatest Superhero RPG. It includes basic, stripped-down game systems that give you a feel for the game, along with a narrative adventure to experience game-play all on your own. Take on the role of the newest student of the Claremont Academy and prove you've got what it takes. Then you can try playing with friends as you all get into the game. The *Beginner's Guide* will ensure you're ready to become a full-fledged hero! **GRR2512; MSRP \$7.95**



## INSTANT SUPERHEROES

*Instant Superheroes* provides a selection of superhero archetypes for *Mutants & Masterminds*, each with detailed information on how to modify, customize, and play these new heroes in the game. With *Instant Superheroes* at hand character creation has never been easier: all you need to do is pick an archetype and make a few simple modifications and you're ready to play. Gamemasters can use *Instant Superheroes* for both immediate supporting cast characters and ready-made villains, making it an indispensable resource for any *Mutants & Masterminds* game. **GRR2514; MSRP \$22.95**

## HERO HIGH

*Hero High* is a genre book for the *Mutants & Masterminds RPG* that explores the world of teen heroes (and villains!). In it, you'll find all you need to run a teen heroes series of your own, with all the trials and tribulations that entails. *Hero High* also includes expanded material for the Claremont Academy in the *Freedom City* campaign setting: visit the private school where a new generation of heroes trains. Do you have what it takes to go to the head of the class? Find out in *Hero High!* **GRR2513; MSRP \$26.95**

## IRON AGE

They're the best there is at what they do, and what they do isn't very pretty. Go back to the grim days of the '80s and '90s, when super-vigilantes in leather and chains dispensed harsh justice. *Iron Age* looks at the darkest era of comic book history and how you can bring it to life in your *Mutants & Masterminds* game. It includes an overview of the period, how to create and run Iron Age characters and games, and details on the Iron Age of Green Ronin's *Freedom City* campaign setting. *Iron Age* is a shotgun blast of super-powered crime, betrayal, and vengeance. **GRR2515; MSRP \$26.95**

## PARAGONS

*Paragons* is the second campaign setting for the award-winning *Mutants & Masterminds* RPG, following the award-winning *Freedom City*. Into a world hauntingly like our own come people with superhuman powers. Are they the next stage of hu-

man evolution, the fulfillment of ancient prophecy, agents of supernatural forces, or something else entirely? *Paragons* features a world grappling with the existence of powers beyond human understanding, and what happens when that power is placed in the hands of otherwise ordinary people. How will they change the world? How will *you* change the world? You decide! **GRR2517; MSRP \$39.95; Summer**

## A MORE PERFECT UNION

*A More Perfect Union* introduces the *Paragons* campaign setting to *Mutants & Masterminds* players for the first time. In this adventure heroes new to their powers must investigate strange and sinister goings-on in rural America. Someone or something is offering citizens unconditional happiness but you better believe there are strings attached! Can the paragons resist this seductive spell and stop the plot before it's too late? Find out in *A More Perfect Union*. **GRR2516; MSRP \$17.95; Summer**

## BOOK OF MAGIC

By the Shining Spheres of Sirrion! The *Book of Magic* offers a detailed look at comic book style sorcery for your *Mutants & Masterminds* game. This arcane tome expands the magic power and magical character creation, but that's just the beginning. It also details the exploration of other dimensions, the customization of powers, the secrets of running an arcane campaign, and the magical side of the world of *Freedom City*. **GRR2518; MSRP \$26.95; Fall**

## WORLDS OF FREEDOM

Infinite worlds, infinite possibilities: *Worlds of Freedom* looks at the *Freedom City* setting through a variety of lenses, suitable for diverse types of *Mutants & Masterminds* games *Worlds of Freedom* goes from the Revolutionary and Civil War eras of *Freedom City* to the distant future, across parallel Earths where the Axis won World War II, where superheroes are the world's vilest villains, to a world of funny cartoon animals and more! *Worlds of Freedom* expands the usefulness of the *Freedom City* campaign setting and takes your heroes to infinite worlds of adventure! **GRR2519; MSRP \$26.95; Winter**

## ALSO AVAILABLE FOR MUTANTS & MASTERMINDS!



FREEDOM CITY  
GRR2502



MASTERMIND'S MANUAL  
GRR2504



ULTIMATE POWER  
GRR2508



GOLDEN AGE  
GRR2507



AGENTS OF FREEDOM  
GRR2509



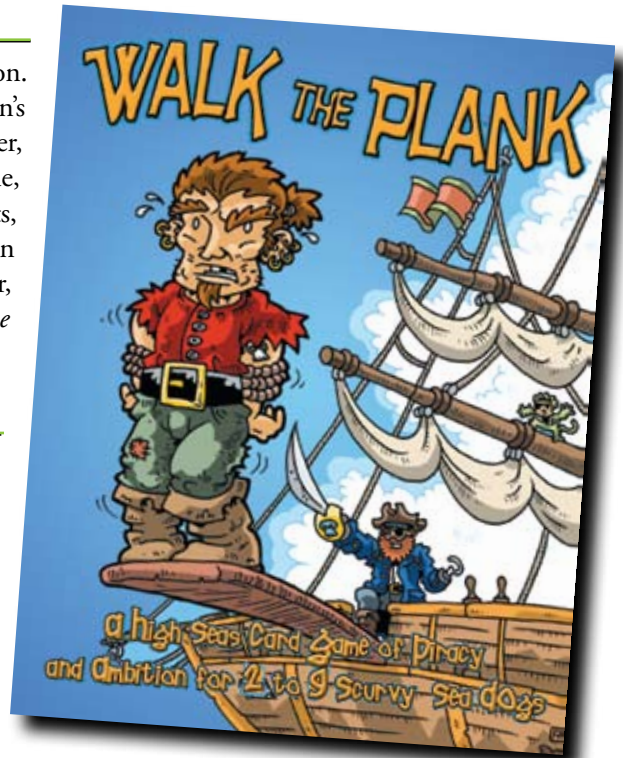
TIME OF VENGEANCE  
GRR2511

## IT'S ALL IN THE CARDS!

Green Ronin makes more than books. In 2007 we continue to branch out into the card arena. This starts with two handy RPG accessories, the *Deck of Many Things* and the *Deck of Illusions* and continues with our first family card game, *Walk the Plank*.

### WALK THE PLANK

*Walk the Plank* is the fast-paced family card game of fun, fierce pirate action. You are pirates on a ship without a captain, and who better to wear the captain's hat than you? Make your opponents walk the plank, avoid the sea monster, and if you've got the skill and luck to be the captain at the end of the game, you win! *Walk the Plank* is similar to classic trick-taking games like Hearts, Spades, Bridge, and Euchre, but with super-fast game play that relies both on luck and strategy. The game is easy for kids and adults to learn and master, and provides endless hours of entertainment. Make your friends *Walk the Plank* today! For 2-9 players. **GRR3006; MSRP \$16.95; Summer**



### DECK OF MANY THINGS

The most famous artifact of them all comes to life with Green Ronin's *Deck of Many Things*. Spice up your d20 fantasy game with this handy accessory. Each deck includes 24 tarot-sized cards beautifully illustrated by Eliane Bettocchi. Now you can watch the apprehension of your players' faces as they draw from a real deck of cards. Pray for the Moon and beware the dreaded Donjon with the *Deck of Many Things*! **GRR3004; MSRP \$9.95**

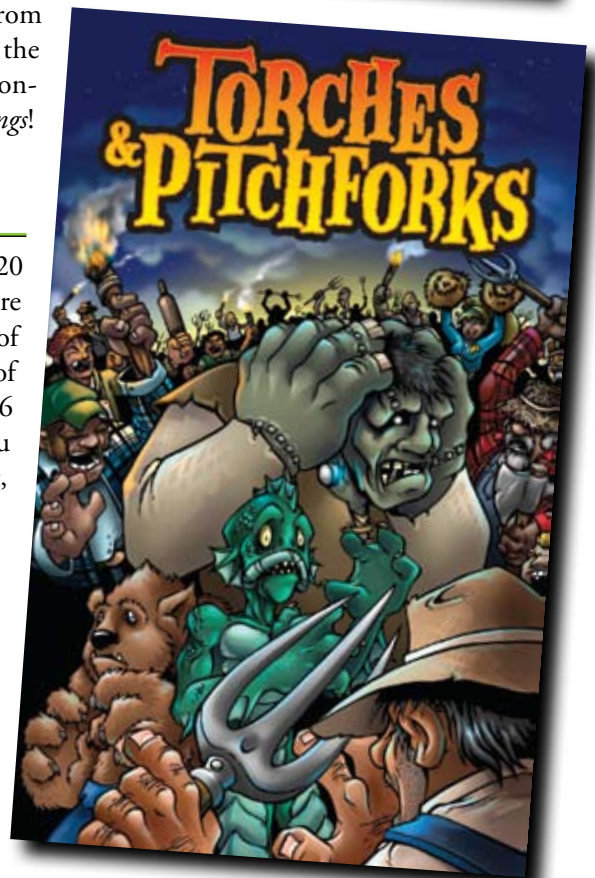
### DECK OF ILLUSIONS

The *Deck of Illusions* is a tricky d20 magic item that has helped more than one adventuring party out of

a tough jam. Just tossing a card creates an instant ally, or at least the illusion of one! Green Ronin's *Deck of Illusions* brings this wondrous item to life with 36 tarot-sized cards, with each fearsome threat marvelously illustrated. When you absolutely have to pull a red dragon or a frost giant out of your back pocket, reach for the *Deck of Illusions*! **GRR3007; MSRP \$11.95; Fall**

### TORCHES AND PITCHFORKS

*Torches & Pitchforks* is the exciting card game of monster movie mayhem! Your townfolk have suffered attacks for years but they're not going to take it anymore. Those creepy monsters have haunted the moors long enough and now it's time for you and your mob to do something about it! Arm your townfolk, fight off the monsters, and don't let those other mobs steal any of your glory. Fight the monster menace today! For 2-5 players. **GRR3001; MSRP \$24.95**



# THE RPG OF ROMANTIC FANTASY!

Romantic fantasy has been a popular genre of fiction for several decades, but it has never had its own RPG...until now. *Blue Rose* is a complete roleplaying game that lets players adventure in the wondrous World of Aldea, a land of shining knights, psychic animals, and twisted sorcerers. The entire game line is only three books, so it's easy to get them all. Since *Blue Rose* was also the birthplace of the popular True20 rules system, it is also compatible with all *True20 Adventure Roleplaying* books. Will you rise to the challenge and become one of the Sovereign's Finest? The Kingdom of the Blue Rose needs you!

## BLUE ROSE RPG

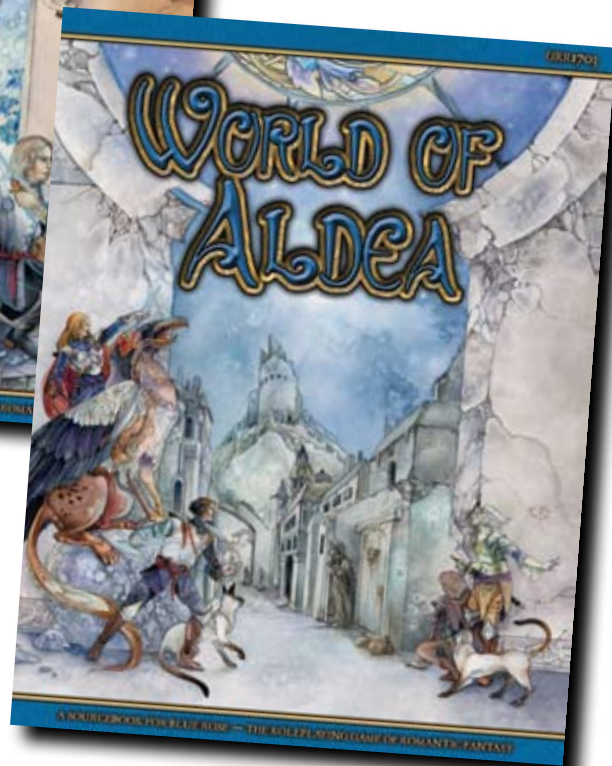
In the *Blue Rose RPG* you and your friends take on the roles of the Sovereign's Finest, a band of heroes that works together to defend the enlightened kingdom of Aldis from harm. This core rulebook has everything you need to get started, including complete rules for character creation, social interactions, reputations, and psychic powers, as well as details about Aldis, its allies, and its enemies. *Blue Rose* is easy to learn and play, making it perfect for gamers both new and old. **GRR1701; MSRP \$29.95**

## BLUE ROSE COMPANION

The *Blue Rose Companion* offers more options for creating your heroes, from heroic paths to new feats and arcane abilities, as well as providing rules for arcane rituals and places of power. It also offers a selection of new arcane items, rules for their creation, and an expanded bestiary of monsters for your heroes to fight. With the *Blue Rose Companion* you can take your adventures in the world of Aldea to the next level. **GRR1702; MSRP \$26.95**

## THE WORLD OF ALDEA

*The World of Aldea* gives you an entire world of romance, mystery, and adventure to explore. Learn more about the land of Aldis, the fabled Kingdom of the Blue Rose, its history and diverse peoples. Visit the Theocracy of Jarzon and try to evade the all-seeing eyes of the Purist Inquisitors. Brave the shadows of the lich-ruled Kingdom of Kern, the last of the Sorcerer Kingdoms, and aid the rebellion against the Unliving King Jarek. Plumb the terrible depths of the Shadow Barrens, legacy of the Empire of Thorns. Travel the world in the bright wagons of the Roamers and see it all! **GRR1703; MSRP \$23.95**



## THE DARK HEART OF SANCTUARY REVEALED!

Since 1979, Sanctuary has been the nastiest, ugliest, and grittiest city in fantasy fiction. The *Thieves' World* anthologies have detailed this dark and dangerous city and the world it calls home through the literary voices of some of the most influential authors in modern fantasy fiction. Now Green Ronin brings *Thieves' World* back to RPGs with a great series of game books. Featuring amazing new world details direct from Lynn Abbey, the *Thieves' World RPG* line gives you grim and gritty gaming at its finest.

### THIEVES' WORLD RPG GIFT SET

This premium product includes all of Green Ronin's critically acclaimed RPG books in an attractive slipcase for a special price. With the *Thieves' World Player's Manual*, *Shadowspawn's Guide to Sanctuary*, *Thieves' World Gazetteer*, *Murder at the Vulgar Unicorn*, and *Black Snake Dawn*, you have everything you need to run roleplaying games in *Thieves' World* using the world's most popular RPG. **GRR1805; MSRP \$99.95**

### THIEVES' WORLD PLAYER'S MANUAL

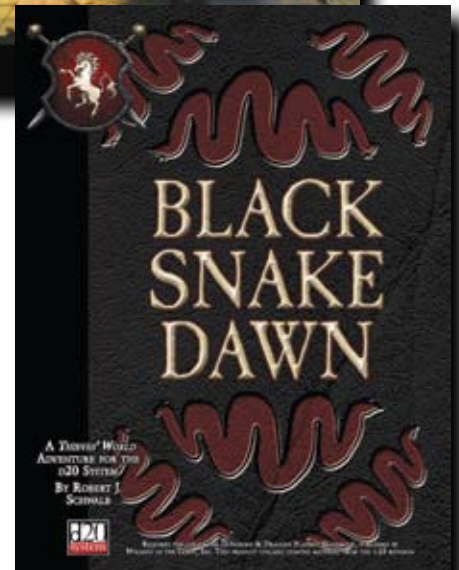
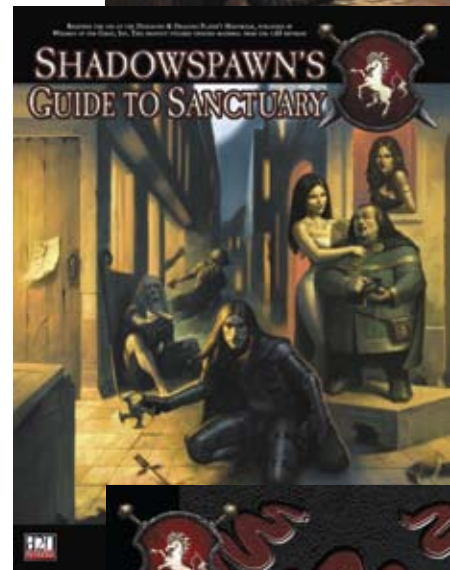
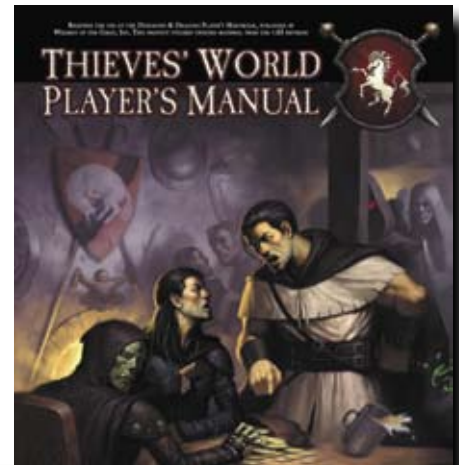
The *Thieves' World Player's Manual* includes a detailed overview of Sanctuary in the classic and current eras, a culture and background system to customize your adventurer, over twenty core and prestige classes, a unique magic system, and a brand new short story by Lynn Abbey herself. Explore the Maze, enjoy the delights of the Street of Red Lanterns, or take part in the fight against Dya-reela's cultists. The *Thieves' World Player's Manual* is your gateway to adventure. **GRR1801; MSRP \$34.95**

### SHADOWSPAWN'S GUIDE TO SANCTUARY

*Shadowspawn's Guide to Sanctuary* gives you everything you need to run roleplaying games in this classic fantasy city. Inside you'll find an overview of the city's neighborhoods and surrounding areas, descriptions of important locations and key sites, advice for aspiring *Thieves' World* Game Masters, and full details on the principle characters of both eras, including such favorites as Lythande, Tempus, Ischade, and of course Shadowspawn himself. The book also expands the rules options of the *Thieves' World Player's Manual* with new backgrounds, cultures, prestige classes, and the mysterious and powerful Ur-words. **GRR1803; MSRP \$39.95**

### BLACK SNAKE DAWN

*Black Snake Dawn* is a *Thieves' World* adventure set in Sanctuary's classic era. When Molin Torchholder rounds up the player characters to investigate the disappearance of a visiting noble's daughter, the adventurers must navigate a quagmire of intrigue and corruption, wend their way through the combat zones of the city, avoid death squads, thwart terrorists, and forge alliances with the different power groups if they to succeed on their mission. And they must do it all before the first rays of the *Black Snake Dawn* scorch the horizon. For 9th level characters. **GRR1806; MSRP \$16.95**



### ALSO AVAILABLE!



**MURDER AT THE VULGAR UNICORN**  
GRR1802



**THIEVES' WORLD GAZETTEER**  
GRR1804

## NEW WORLDS OF ADVENTURE!

The *Mythic Vistas* line pushes the boundaries of the traditional campaign setting. The line includes an eclectic mix of historical, legendary, and fantastical campaign settings, including great licenses like the *Black Company*. *Mythic Vistas* gives you innovative worlds guaranteed to cure the campaign setting blues.

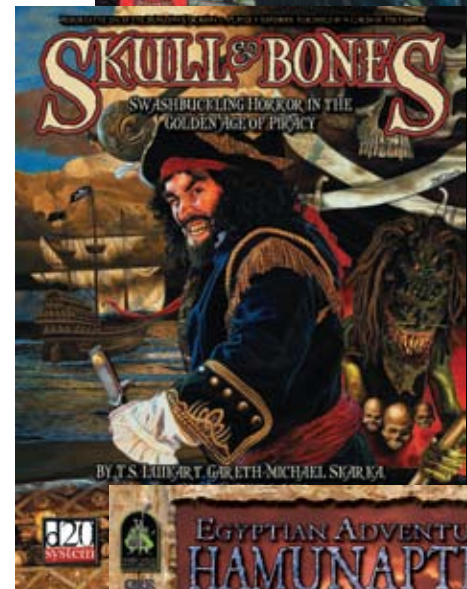
### THE BLACK COMPANY CAMPAIGN SETTING

In 1984 Glen Cook inaugurated a classic fantasy series with the first of ten *Black Company* novels, and now at last the world of Croaker and the Lady is yours to explore. The *Black Company Campaign Setting* gives you all the information you need to run games set in any era in the novels. Players can take part in the Lady's consolidation of the Empire in the north, become embroiled in the intrigues of Taglios, and even lead armies at the Tower of Charm. With new classes, monsters, setting information, mass combat rules, and an all-new magic system, this book gives you everything you need to play from 1st to epic levels and beyond. Relive favorite moments of the novels, or tell your own stories, but watch out... 'cause the Black Company is looking for you! **GRR1409; MSRP \$44.95**



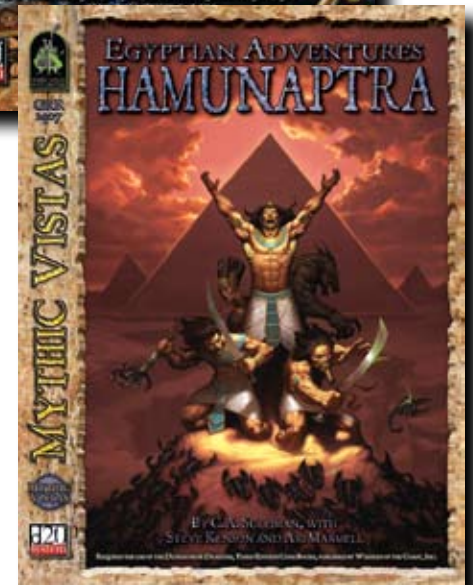
### SKULL & BONES

Pirates prey upon Spanish Galleons, adventurers search for buried treasure, and the dead walk the streets of Port-au-Prince—this is the world of *Skull & Bones*. If you are looking for swashbuckling pirate adventure, look no further. *Skull & Bones* brings the history and legends of the Golden Age of Piracy to life. Whether you choose to adventure on the Spanish Main or merely use the rules to add Voodoo and piracy to your own d20 campaign, *Skull & Bones* is your starting point for thrilling action on the high seas. **GRR1018; MSRP \$27.95**



### EGYPTIAN ADVENTURES: HAMUNAPTRA

*Egyptian Adventures* allows you to play the world's most popular roleplaying game in sands of Hamunaptra, a new fantasy setting inspired by the myths, legends, and culture of Ancient Egypt. Neither the Egyptian feel nor the playability of the game has been sacrificed. The classes and races that populate the lands of Hamunaptra are still recognizable as your own favorites, yet re-imagined to convey the feel of a time of pharaohs under the shadow of war. This boxed set contains three



separate books, each of which contains vital setting information. From the classes, races, feats and magic of Hamunaptra, to a complete gazetteer of the continent of Khemti and a book of GM-only secrets, this box set contains all you'll need to explore the world of Hamunaptra. This is an age of legend. Make it your own. **GRR1407; MSRP \$39.95**

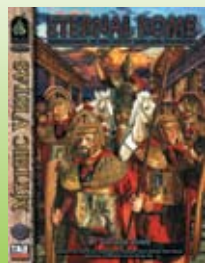
### ALSO AVAILABLE!



TESTAMENT  
GRR1019



TROJAN WAR  
GRR1405



ETERNAL ROME  
GRR1401

## LOCK AND LOAD!

Green Ronin publishes a robust line of sourcebooks for the *d20 Modern RPG*, many of which were designed by the Game Mechanics. These range from campaign settings like the *Red Star* and *Damnation Decade* to rules supplements like *Modern Player's Companion* and *Future Player's Companion*. Many of these books can be used easily with *True20 Adventure Roleplaying* and *Damnation Decade* includes a True20 conversion.

### THE RED STAR CAMPAIGN SETTING

*The Red Star Campaign Setting* brings Archangel Studios' award-winning comic to gaming. Comic fans will thrill to the world and character details revealed, and the lavish use of Christian Gossett's inspiring art. Whether you are a d20 System gamer looking for a unique and original new setting or a comic enthusiast looking for the ultimate Red Star sourcebook, *The Red Star Campaign Setting* delivers. **GRR1406; MSRP \$34.95**

### FUTURE PLAYER'S COMPANION

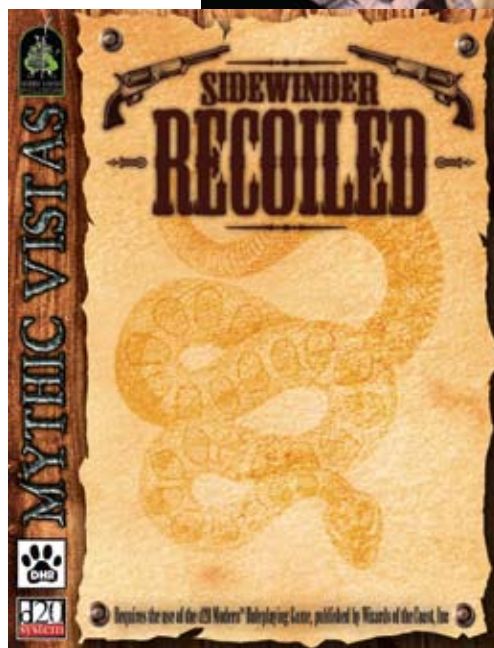
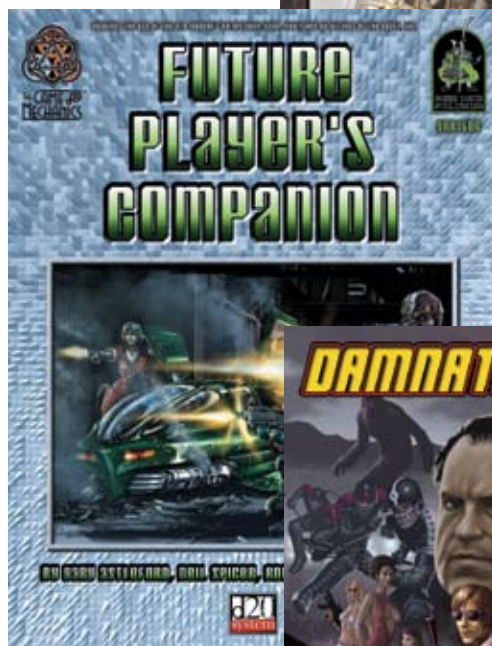
The *Future Player's Companion* provides more character fundamentals for your sci-fi d20 System game. From basics such as talent trees and new advanced and prestige classes to innovative new options like Environment Packages for characters from alien worlds and rules for biotech and genetic engineering, this crucial sourcebook give you the tools necessary to define your hero of tomorrow. **GRR1506; MSRP \$23.95**

### DAMNATION DECADE

Inspired by the darkly satiric sci-fi cinema of the 1970s, *Damnation Decade* throws the heroes into an off-kilter version of 1976—where the worst-case predictions of a paranoid era came true. The world's environment is collapsing, the oil is running out, and mysterious powers are asserting themselves. And that's the good news. The world will end on December 31, 1979—unless a fearless and funky band of heroes can battle the secret masters of the planet into submission! **GRR1411; MSRP \$27.95**

### SIDEWINDER: RECOILED

*Sidewinder: Recoiled* is the definitive RPG treatment of the Wild West. Create courageous gunslingers, low-down rustlers or high-stakes gamblers and test your mettle out on the frontier. Feast your eyes on new classes and feats, complete combat rules specifically adapted for western adventure, sample characters, background information for your campaign, critter descriptions and statistics and much more. So strap on your hoglegs, saddle up, and pull your hat down low. You're fixin' to ride into the REAL Wild West of *Sidewinder: Recoiled*. **GRR1408; MSRP \$34.95**



## THE FIRST AND THE BEST!

Green Ronin was at the epicenter of the d20 explosion and over the past seven years it has published an expansive catalog of high-quality, award-winning material for d20 fantasy gaming. From *Book of the Righteous* to *True Sorcery* to the *d20 System Character Record Folio*, Green Ronin has done it all.

### TRUE SORCERY

*True Sorcery* introduces a flexible, dynamic, and innovative magic system that puts eldritch mastery into your hands. Forget slots and spells per day; *True Sorcery* gives you the power to build spells of your own design, letting you decide how fast, how far, and how potent your spells will be. The book also includes conversion guides so you can use *True Sorcery* with Malhavoc Press's *Iron Heroes*, d20 Modern, *Thieves' World*, and the hit *True20 Adventure Roleplaying* game. No matter what OGL game you favor, *True Sorcery* opens the door to a new world of magical possibilities. **GRR1707; MSRP \$23.95**

### D20 SYSTEM CHARACTER RECORD FOLIO

You need more than a flimsy piece of paper for your character and that's where the *d20 System Character Record Folio* comes in. Say goodbye to cramming your notes and magic items onto a single sheet, the folio is designed to handle your character for the entire campaign. Its 16 beautifully designed pages include great add-ons like mini-record sheets for your paladin's warhorse, familiar, and cohorts, and adventure logs that let you track important events and NPCs. The *d20 System Character Record Folio* is good for any character in any d20 game. Even better, this Origins Award winning accessory has been 3.5 updated, so it reflects the most recent edition of the core rules. **GRR1023; MSRP \$4.50**

### ADVANCED BESTIARY

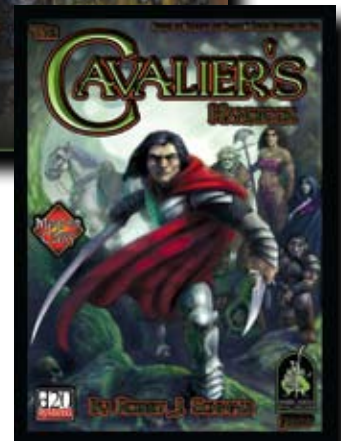
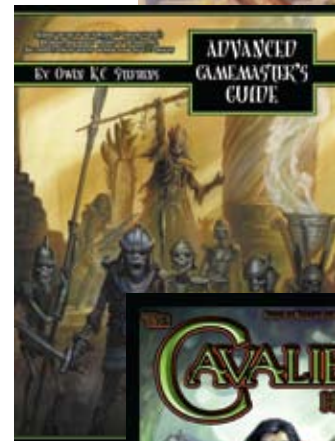
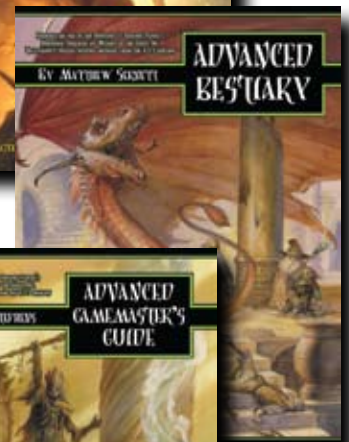
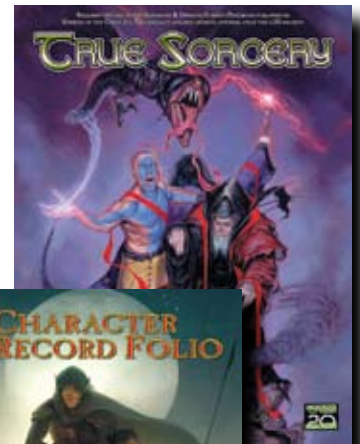
The *Advanced Bestiary* features over 100 new templates that put the power back into the hands of the GM. These templates can be combined with monsters from any other source to create an endless variety of new creatures. The book itself offers a plethora of sample creatures, full statted up and ready to go. The *Advanced Bestiary* is a monster building toolkit like no other. **GRR1601; MSRP \$36.95**

### ADVANCED GAMEMASTER'S GUIDE

The *Advanced Gamemaster's Guide* offers new tips, tricks, and options for GMs to improve their d20 games. With advice from the expert pen of *Wheel of Time* RPG and *Bastards and Bloodlines* author Owen K.C. Stephens, the *Advanced Gamemaster's Guide* provides insightful tools to take your campaigns in new directions, such as variant rules for critical hits, quick resolution mass combat rules, expert resources for building memorable villains and adventures, artifact construction and much more. If you've ever run a d20 roleplaying game, this book is a must have! **GRR1603; MSRP \$32.95**

### CAVALIER'S HANDBOOK

The *Cavalier's Handbook* heralds the return of classic chivalric warrior of 1st edition, a class relegated to a mere footnote in the subsequent editions of the world's most popular roleplaying game. More than just a mounted warrior, the cavalier represents excellence in arms, unsurpassed horsemanship, and a devotion to the code of chivalry. The *Cavalier's Handbook* includes not only a core class for this knight par excellence, but also prestige classes like holy crusader and knight of infamy, rules for social class and family history, details on tournaments and rules for jousting, over 40 new feats, rules for retainers and steeds, and a chapter on knightly orders that includes rules for creating your own chivalric organizations. Blackguards beware! The cavalier is back! **GRR1307; MSRP \$19.95**



# GREEN RONIN PRODUCT SUMMARY

This page includes a summary of all of Green Ronin's in-print products, plus those scheduled to come out in 2007. Some products appear in multiple categories for easy reference. *True Sorcery*, for example, is listed under True20, d20 Fantasy, and d20 Modern because it can be used with all three systems. *Mutants & Masterminds* titles have either a 1E or 2E designation to make it clear which books are First Edition and which are Second Edition.

BLEEDING EDGE ADVENTURES		
GRR3401	Mansion of Shadows	\$11.95
GRR3402	Beyond the Towers	\$11.95
GRR3403	Dirge of the Damned	\$11.95
GRR3404	A Dreadful Dawn	\$11.95
GRR3405	Temple of the Death Goddess	\$11.95
GRR3406	Escape from Ceranir	\$11.95
GRR3407	Dark Wings Over Freeport (Summer)	\$11.95
GRR3408	Trouble in Swiftwater (Summer)	\$11.95
GRR3409	The Ghost of Soldragon Academy (Fall)	\$11.95

BLUE ROSE		
GRR1701	Blue Rose RPG	\$29.95
GRR1702	Blue Rose Companion	\$26.95
GRR1703	World of Aldea	\$23.95

CARD GAMES AND ACCESSORIES		
GRR3001	Torches & Pitchfork	\$24.95
GRR3004	Deck of Many Things	\$9.95
GRR3006	Walk the Plank (Summer)	\$16.95
GRR3007	Deck of Illusions (Fall)	\$11.95

FREEPORT		
GRR1903	The Pirate's Guide to Freeport	\$34.95
GRR1904	True20 Freeport Companion	\$23.95
GRR1905	Cults of Freeport (Summer)	\$24.95
GRR1906	d20 Freeport Companion (Fall)	\$27.95
GRR1907	Buccaneers of Freeport (Winter)	\$24.95
GRR1017	Denizens of Freeport	\$18.95
GRR1020	Tales of Freeport	\$18.95
GRR1027	Creatures of Freeport	\$19.95
GRR1901	Freeport Trilogy: 5-Year Anniversary Edition	\$27.95
GRR1902	Crisis in Freeport	\$16.95

MUTANTS & MASTERMINDS RPG		
GRR2501	Mutants & Masterminds (2E)	\$39.95
GRR2502	Freedom City (2E)	\$39.95
GRR2503	Lockdown (2E)	\$26.95
GRR2504	Mastermind's Manual (2E)	\$32.95
GRR2506	M&M GM Screen (2E)	\$9.95
GRR2507	Golden Age (2E)	\$26.95
GRR2508	Ultimate Power (2E)	\$36.95
GRR2509	Agents of Freedom (2E)	\$26.95
GRR2510	M&M Pocket Player's Guide (2E)	\$19.95
GRR2511	Time of Vengeance (2E)	\$16.95
GRR2512	Mutants & Masterminds Beginner's Guide (2E)	\$7.95
GRR2513	Hero High (2E)	\$26.95
GRR2514	Instant Superheroes (2E)	\$22.95
GRR2515	Iron Age (2E)	\$26.95
GRR2516	A More Perfect Union 2E; Summer	\$17.95
GRR2517	Paragons Campaign Setting (2E; Summer)	\$39.95
GRR2518	Book of Magic (2E; Fall)	\$26.95
GRR2519	Worlds of Freedom (2E; Winter)	\$26.95
GRR2004	Time of Crisis (1E)	\$16.95
GRR2006	Nocturnals: A Midnight Companion (1E)	\$29.95
GRR2009	M&M Character Record Folio (1E)	\$4.95
GRR2010	Gimmick's Guide to Gadgets (1E)	\$25.95
GRR2011	Noir (1E)	\$17.95

NONFICTION		
GRR4001	Hobby Games: The 100 Best (Summer)	\$24.95

THIEVES' WORLD		
GRR1801	Thieves' World Player's Manual	\$34.95
GRR1802	Murder at the Vulgar Unicorn	\$18.95
GRR1803	Shadowspawn's Guide to Sanctuary	\$39.95
GRR1804	Thieves' World Gazetteer	\$23.95
GRR1805	Thieves' World Gift Set	\$99.95
GRR1806	Black Snake Dawn	\$16.95

MAP BOOKS		
GRR1021	Todd Gamble's Cartographica	\$16.95
GRR1029	Dungeons of Doom	\$19.95

TRUE20 ADVENTURE ROLEPLAYING		
GRR1704	True 20 Adventure Roleplaying	\$34.95
GRR1705	True20 Worlds of Adventure	\$22.95
GRR1706	True20 Bestiary	\$29.95
GRR1707	True Sorcery	\$23.95
GRR1708	True20 Companion	\$23.95
GRR1709	True20 Pocket Player's Guide	\$14.95
GRR1710	True20 Narrator's Kit (Summer)	\$19.95
GRR1711	True20 Expert's Handbook (Summer)	\$19.95
GRR1712	True20 Adept's Handbook (Fall)	\$19.95
GRR1713	True20 Warrior's Handbook (Winter)	\$19.95
GRR1411	Damnation Decade	\$27.95

MYTHIC VISTAS CAMPAIGN SETTINGS		
GRR1018	Skull & Bones	\$27.95
GRR1019	Testament	\$32.95
GRR1402	Mindshadows	\$22.95
GRR1403	Medieval Player's Handbook	\$22.95
GRR1404	SpirosBlaak	\$27.95
GRR1405	Trojan War	\$27.95
GRR1406	The Red Star Campaign Setting	\$34.95
GRR1407	Egyptian Adventures: Hamunaptra	\$39.95
GRR1408	Sidewinder: Recoiled	\$34.95
GRR1409	The Black Company Campaign Setting	\$44.95
GRR1410	Eternal Rome	\$27.95
GRR1411	Damnation Decade	\$27.95

D20 FANTASY		
GRR1011	Arcana: Societies of Magic	\$14.95
GRR1013	The Shaman's Handbook	\$16.95
GRR1015	Book of the Righteous	\$39.95
GRR1017	Denizens of Freeport	\$18.95
GRR1020	Tales of Freeport	\$18.95
GRR1022	Artifacts of the Ages: Swords & Staves	\$16.95
GRR1023	d20 System Character Record Folio (Updated)	\$4.50
GRR1026	Thieves' Quarter	\$17.95
GRR1027	Creatures of Freeport	\$19.95
GRR1028	Artifacts of the Ages: Rings	\$17.95
GRR1030	Temple Quarter	\$19.95
GRR1101	Hammer & Helm: A Guidebook to Dwarves	\$19.95
GRR1102	Wrath & Rage: A Guidebook to Orcs & Half-Orcs	\$16.95
GRR1103	Plot & Poison: A Guidebook to Drow	\$24.95
GRR1105	Fang & Fury: A Guidebook to Vampires	\$16.95
GRR1106	Bow & Blade: A Guidebook to Wood Elves	\$19.95
GRR1108	Corwyl: Village of the Wood Elves	\$19.95
GRR1109	Dezzavold: Fortress of the Drow	\$19.95
GRR1202	Pocket Grimoire Divine	\$14.95
GRR1203	Pocket Magica	\$14.95
GRR1302	The Witch's Handbook	\$14.95
GRR1303	The Avatar's Handbook	\$16.95
GRR1304	The Unholy Warrior's Handbook	\$16.95
GRR1305	The Noble's Handbook	\$14.95
GRR1307	The Cavalier's Handbook	\$19.95
GRR1401	Monsters of the Mind	\$14.95
GRR1601	Advanced Bestiary	\$36.95
GRR1602	Advanced Player's Manual	\$34.95
GRR1603	Advanced Gamemaster's Guide	\$32.95
GRR1707	True Sorcery	\$23.95
GRR1901	Freeport Trilogy: 5-Year Anniversary Edition	\$27.95
GRR1902	Crisis in Freeport	\$16.95
GRR1906	d20 Freeport Companion (Fall)	\$27.95

D20 MODERN		
GRR1016	Ultramodern Firearms	\$27.95
GRR1501	d20 Modern GM Screen	\$14.95
GRR1502	Modern Player's Companion	\$16.95
GRR1504	Modern Magic	\$17.95
GRR1506	Future Player's Companion	\$23.95
GRR1406	Red Star Campaign Setting	\$34.95
GRR1408	Sidewinder: Recoiled	\$34.95
GRR1410	Damnation Decade	\$27.95
GRR1707	True Sorcery	\$23.95

BEER & PRETZEL GAMES		
GRR1001	Ork! The Roleplaying Game	\$12.95
GRR1010	Spaceship Zero RPG	\$24.95