

20
system

Bastion Press Catalog



BASTION
PRESS



Winter 2005

Foreward

Greetings, fellow gamers!

It's hard to believe it's been almost three years that Bastion Press has been crafting gaming products under the Open Gaming License. It seems like just last week that I was working with Ryan Dancey, Keith Strohm, Cindi Rice, Lisa Stevens, and David Wise in the hallowed halls of Wizards of the Coast. Ah, the Golden Years after coming over from TSR...

A lot has changed in the marketplace over the last three years, but we're continuing our epic quest to provide innovative, exciting gaming products that enhance your gaming experience. That quest includes both print and electronic releases.

In 2005, expect to see:

- Fewer, larger products that are focused on making your game easier to run and enriching your world.
- A brand new campaign setting.
- Electronic compilations and updates to featured backlist titles.
- *Oathbound* campaign setting products that contain a complete domain in a single book and serve as entry points into the world for new players.
- A new home for the *Oathbound* campaign setting at **www.oathbound.net**
- New Bastion miniatures from our friends at **Magnificent Ego's**.
- More data sets for Bastion products from **Code Monkey Publishing**.

One of the things you'll notice from our new product listings is that we're not stating exact dates of release. As we continue to strive to meet your needs, we're not going to tie ourselves down to a specific month. Instead, we'll give you an update on a product's release once we're sure that all the design, editing, and playtesting concerns have been overcome.

This catalog represents a comprehensive listing of all of Bastion's roleplaying products. Clicking on the cover sends you to the Bastion Press website for that product, where you will find previews, art galleries, wallpaper, and other materials. Clicking on the PDF or Printed Product logos at the bottom of each page will take you to websites where you can order those products.

Thanks again for supporting Bastion Press over these last three years. Your emails, forum postings, and feedback help us to make each new product better than the last.

Good Gaming!

Jim Butler, Editor-in-Chief
Bastion Press, Inc.

Table of Contents

Foreward	2
Wildwood Campaign Setting.....	4
Book of Curses	6
Lore of the Gods	8
Airships	10
Alchemy & Herbalists	11
Allies & Adversaries	12
Arms & Armor v3.5	13
Bandits!	14
Bloodhollow	15
Complete Minions.....	16
Danger in Deadwood	17
Doom Striders	18
Druids & Druidism	19
Egyptian Gods	20
Faeries	21
Friends & Familiars	22
Greek Gods	23
Guildcraft	24
Ink & Quill	25
Into the Black: A Guide to Below	26
Into the Blue	27
Into the Green.....	28
Legacy of Akhirat.....	29
Norse Gods	30
Out for Blood	31
Pale Designs: A Poisoner's Handbook	32
Spells & Magic	33
Torn Asunder: Critical Hits	34
Villains: Rebirth.....	35
Where Dark Elves Rule	36
Oathbound®: Domains of the Forge	38
Oathbound®: Plains of Penance	40
Oathbound®: Wrack & Ruin	41
Forged	42
Oathbound®: Arena	43
Oathbound®: Mysteries of Arena.....	44
Bastion Product Checklist.....	46
Bastion Product Checklist.....	47

Winter 2005

Wildwood Campaign Setting

by Thomas Knauss & Darrin Drader

The domains of man, elf, dwarf, goblin, and countless other species are well documented through racial histories. Their rise and fall from grace has made their homeworlds what they are today, carving out a historical footnote in the vast history of the worlds in which they reside.

But through all of this history, a haunting whisper will not fade from memory. The legends and stories of ancestors around the fire pits of our youth continue to haunt the land. Too terrifying to be reality, yet bound in such absolute truths that their existence cannot be tossed aside easily.

Dark legends reach out across the ages to speak of a forested land ruled over by the might of an ancient and powerful creature. Known as Haiel, he visits the shores of other lands to whisk away the brave and show them fear, experience terror, and prove their worthiness and cunning. Adventuring companies, villages, and even entire civilizations have been swept into the Wildwood.

The few pockets of humanity scattered throughout this untamed wilderness struggle to survive. Countless hordes of fearsome predators and foul beasts—including the green dragon Mastuu Dargus—freely roam through the twisted, overgrown forests and jungles of Wildwood, preying on the weak and unwary. Yet, concealed within the dense greenery of this heartless domain lies a wealth of undiscovered mysteries and limitless riches for those brave enough to navigate the endless gauntlet of horrifying monsters and lethal dangers. Behind it all is the harsh and cruel master of the lands, Haiel, manipulating all of those within his domain.

The sundered ruins of lost cities and strangely altered patches of wilderness conceal vast and wondrous earthly treasures as well as newfound insight on the world's secrets and the machinations of Haiel. Adventurers seeking to wrest mighty artifacts from their owners and unravel the enigma of this primordial

Winter 2005

domain must face the frightening denizens lurking within the shattered temples and ominous thickets of these forbidden locales. In Wildwood, one mantra reigns supreme: "Survival of the Fittest."

Wildwood contains more than 250 pages of material; everything you'll need to run or experience a Wildwood campaign on your own. Included in the book is:

- 5 new player character races and 6 new prestige races
- New feats, equipment, weapons, armor, and magic items
- 15 mysterious wilderness areas and 7 lost civilizations ready for exploration
- Additional rules for adjudicating pursuits and a new special attack
- Rules for the transplantation of body parts from one creature to another
- A 24-page adventure taking characters through the untamed woodlands of Wildwood into one of its most recent and unusual ruined cities.

For those of you familiar with the *Oathbound* campaign setting, you'll recognize Wildwood as the third of the seven domains of the world. This hardcover provides a brand new entry-point for the world, containing everything a new player or GM needs to enter the world for the first time. *Wildwood* is a complete and standalone world that can be made even larger with other *Oathbound* products.

By the Numbers

Product Code: BAS-1022

ISBN: 1-59263-017-0

Format: Hardcover

Trim Size: 8 3/8" x 10 7/8"

Page Count: 256 pages; black & white

Case Pack: 12

MSRP: \$34.95

Hael's Creed

Beyond the stars and skies of your home,
ye shall reside beneath this canopy of plight.
Only through valor and cunning may ye find sight,
and turn sorrow into victory,
pain into gain,
actions into deed.
Let the Hunt begin,
where only the strongest and most cunning shall win.

Winter 2005

Book of Curses

by Tim Hitchcock

The dark lich Ashariel stretched out his skeletal arm, his index finger pointing toward the paladin Bashuer. An incantation broke through the clatter of combat as Bashuer's body was surrounded in a hellish haze. The warrior stumbled briefly as his flesh erupted into a field of festering sores. The pain was unbearable, but somehow the holy warrior managed to take a few more steps toward the lich.

Ashariel stood there, his gleaming emerald eyes locked on the paladin's internal struggle. Bashuer looked at the clenched fist of the lich and the curse that was radiating from it. As he forced himself forward, he felt the pain increase as the dark lich slowly unclenched his hand and raw magical power assaulted the paladin's body.

Bashuer's comrades gazed in horror as the lich opened his hand and a sizzling ball of energy struck the paladin in the chest. Bashuer's eyes burst from his skull in an instant, and a blaze of fire erupted from deep within his body. There was a muffled scream, and then the paladin's body vanished in the flames, his armor clattering to the floor. Slowly, Ashariel turned his skeletal form to face the remaining heroes...

The **Book of Curses** is an in-depth examination of all things cursed. It showcases a wide array of cursed topics, magical to mundane, such as hindrances, omens, sabotages, blessings, necromantic tinctures, and parasites. It also introduces concrete methods for creating unique and devilishly effective curses.

No book would be complete without a thorough detail of curse-themed organizations, prestige classes, deities, feats, items, creatures, domains, spells, and ready-to-use accursed encounters. Every element of the **Book of Curses** is thoroughly detailed in a world-neutral manner, making it easily adapted to any setting.

Winter 2005

The *Book of Curses* is a 96-page sourcebook featuring:

- Curses and Hindrances as part of character creation
- Rules for creating new curses and making the existing curses that exist in the game truly terrifying
- More than 30 new cursed spells
- More than 12 new feats to make curses more deadly or shield against such afflictions
- Magical items and artifacts
- 4 new organizations that focus on curses
- 7 new prestige classes
- 2 new gods
- Sabotage rules
- More than a dozen new monsters and cursed templates
- 3 cursed locations and mini-adventures



Whether you're a GM looking to enhance the mystery in your game or a player seeking to find allies and defenses against such magic, the *Book of Curses* is the single source you'll need.

By the Numbers

Product Code: BAS-1023

ISBN: 1-59263-019-7

Format: Trade Paperback

Trim Size: 8 3/8" x 10 7/8"

Page Count: 96 pages; black & white

Case Pack: 24

MSRP: \$22.95

Brother Francis heaved another rock off to the side, revealing a small chamber below. Thrusting a torch into the opening, cobwebs quickly ignited, illuminating the room long enough to verify this place as the same one in his vision. Scrambling down, he slowly started to retrieve pieces of armor, a staff and mace, and other sundries from the lost adventuring group. He wasn't sure why his god had sent him visions of this place; there was nothing left of the bodies to perform a burial. He said a small prayer instead as he worked his way through.

It wasn't until he found the paladin's holy blade that he understood his god's calling. There, on a raised dais and resting on a pile of sand, was an ebon skull with emeralds for eyes. The flickering of the torchlight was almost mesmerizing...

Winter 2005

Lore of the Gods

By Kevin Ruesch, Steven Creech, Tim Hitchcock, and Troy Grigurin

Shaina brushed the dust off her cloak as she stepped into the tent. There, sitting on a weathered rug, sat a frail man as old as any she had ever seen. He looked at her with a gaze that spoke volumes and left just as many unanswered questions. His eyes were almost hypnotic.

"Are you Annomen?" she asked respectfully.

"Indeed," he replied feebly, "and you are searching for that which should not be found. Go back and forget this folly. Leave the secrets where they are supposed to remain... hidden."

His answer stunned Shaina for a moment. Could he really know what her real purpose

was? Was there more to this man than it seemed?

Shaina crouched down and took Annomen's hand in her own and looked into those hypnotic eyes. "Would you rather someone else found it? Someone not worthy who would use it for ill?"

For the first time she saw sadness in his eyes. "Do you not think that the gods would take steps to ensure that did not happen? Is your faith weak?" It was almost as if a door had closed between the two of them.

"No matter; I cannot dissuade from your quest. Outside you will find a ranger who will act as your guide and take you to the ruins. He will not go farther than that, nor will he remain there. His only duty is to guide you to that which you seek. It is up to you to find the way in."

Shaina thanked the man and moved to leave only to hear his whispered warning, "Be careful what you seek. Knowledge from the gods isn't meant to be known by mere mortals. There are high prices that must be paid for such knowledge. You will likely not live to see the next new moon..."

Winter 2005

Deities from literature and history have long had a place in fantasy campaigns. Egyptian, Greek, Norse and Mesopotamian pantheons all contribute to the lore, superstitions and cosmology that make fantasy roleplaying so popular. For the first time in print, these pantheons are presented for the d20 system in a completely Open Game Content format for the 3.5 revised edition rules. Learn about the gods themselves, their avatars, the divine artifacts they possess, and their interactions with other deities.

Lore of the Gods breaks down the Egyptian, Greek, Norse and Mesopotamian mythologies into gaming terms that will enhance your campaign and provide new elements to incorporate into your world. Familiar deities, monsters and heroes grace the interior of this tome. In addition, new artifacts, prestige classes, domains, spells, templates, skills, feats and forbidden lore await discovery. The power of Zeus, the wisdom of Odin, the knowledge of Thoth, and the evil malice of Lilith all reside inside these pages. Do you dare unlock the secrets of the gods?

By the Numbers

Product Code: BAS-1017

ISBN: 1-59263-012-X

Release Date: Spring, 2005

Format: Hardcover

Trim Size: 8 3/8" x 10 7/8"

Page Count: 160 pages

Case Pack: 12

MSRP: \$29.95

Shaina smiled a half smile and replied, "If that is the gods wish, then so be it. But it is possible I will succeed."

"Ah yes, child. But even if you do succeed, ultimately you will fail. I do not believe you understand this... yet."

"Then I will pay whatever they demand," she said as she walked out into the hot sun.

Annomen watched her depart while small flickers of lightning coursed across his eyes. He did everything he was allowed to do but yet it was not enough. She had a relatively pure soul, but it would not be enough to save her. Pity. Out of the many that came seeking the forbidden lore of the gods, he had liked her best. Still, there would be more. There were always mortals who believed they could outwit the gods and claim what they thought was rightfully theirs. Annomen's thoughts reached outward and found another heading in his direction. In a day or so he would arrive. Maybe this mortal would listen...

Bastion Backlist

Airships

by Sam Witt

While some choose to sail the seas and oceans seeking trade, adventure, and fame, others are more daring and sail the skies of their worlds. Discover the wonders of flight and the beauty of sailing the winds from many different methods and in many different forms. After all, no one race dominates the skies...save those that need no ships and jealously guard their skies. Like sea captains traversing dangerous waters and unknown menaces, airship captains must face the wrath of the aerial realms in the forms of dragons and other invisible dangers that pose great risk to their airships.

Airships provides all the rules necessary to bring flying ships into any campaign setting. Construction rules, combat, aerial and 3D movement, and other essential information is all covered. Also included are deck plans and specifications for a number of ships. Airships will bring new heroes to the fore when a village under siege cries "Look! Up in the sky!"

What the Reviewers Say...

"It's hard to find fault with Airships because it is so detailed and well written. Everything seems to be balanced, the layout of the book is well done, and it manages to stay right on topic. If anything was left missing or hanging (no pun intended), I can't find it."

To learn more about *Airships* (and download the *E-Ships* supplement), click on the cover to visit the Bastion Press website.

Bring Airships to your
gaming table!

Bastion Backlist

Alchemy & Herbalists

by Steven Schend

Looking for more wondrous ways to create fantastic new substances, turn lead into gold, or create powerful magical items? Master alchemists and herbalists have many secrets to reveal, but only those who strive to become truly skilled at their craft can hope to master the art of creating the most powerful of talismans.

Wondering what exactly awaits you in *Alchemy & Herbalists*? In addition to an in-depth discussion of bringing alchemy and herbalism into your campaign, *A&H* provides 5 new prestige classes (black alchemist, red alchemist, white alchemist, tarastan herbalist, tarastan apothecary), 2 new schools (one for both alchemy and herbalism), a 14-page herbal

catalog, 15 new feats and information on how current feats and skills augment the alchemy and herbalism creation processes, and the Catalog of Wonders that details more than 150 new items that can be created with the Alchemy and Profession (Herbalist) skills. Three new monsters (alchemunculus, erlmantle, and the kin-o-the-green template) also await you.

What the Reviewers Say...

"If any other d20 publishers have these subjects on their schedule, take them off! This book covers every topic in massive detail and provides good, solid d20 rules for everything PC's could want on the subject." -- by Jeff Ibach@Role-Play News

To learn more about *Alchemy & Herbalists* (and download the *e-Alchemy* supplement), click on the cover to visit the Bastion Press website.

**Brew something special
for your next game!**

Bastion Backlist

Allies & Adversaries

by Paul Schmookler, J. Darby Douglas, and Aaron Acevedo

A character collection of trusted advisors and cunning foes, *Allies & Adversaries* is a vital addition to every gamer's library. Whether you're a GM looking for a fully detailed villain to add to your arsenal, or a player looking for a ready-made character, this book has what you need, all fully illustrated and detailed in an easy-to-use format.

Allies & Adversaries features the artistic talent of Jason Engle in Talisman Studio's first product. This is the first product in the Legends Collection series of sourcebooks, providing characters and their statistics for use with any d20 game world.

Contained within the pages of each book are 15 full-color characters, their histories, and complete statistics that make them the perfect choice for quick NPCs or full-fledged player characters to jump quickly into a game.

What the Reviewers Say...

"Any gamer worth his salt will be impressed with the offerings and flavor. The stats themselves are indeed worthy and the stories crafted for each ready to spawn adventure."

"Read the full review by Jeff Ibach@DM's Haven

To learn more about *Allies & Adversaries*, click on the cover to visit the Bastion Press website.

Bring friends to your
next game...

Bastion Backlist

Arms & Armor v3.5

By Jim Butler, Steve Creech & Kevin Ruesch

Weapons and armor are the pulse behind every campaign. Every slash of a blade, crash of a hammer, and whistle of an arrow is an orchestral testament to life and death in the harsh adventuring world. Armor serves as a chronicle, recording every critical blow and explosive spell. Heroes and villains alike are molded by the weapons they wield and the armor that protects them. Within *Arms & Armor*, you'll find:

- More than 200 weapons
- Nearly 200 unique weapon qualities
- More than 100 kinds of armor
- Nearly 200 unique armor qualities
- Artifacts and Legendary Weapons
- Open Content culled from more than 100 sources

Armor for All Classes

Arms & Armor v3.5 is more than just an update to our original release. This book contains all the weapons and armor you'll need for your campaign, each carefully updated to v3.5 and balanced for easy use in any campaign. New artwork, monsters, weapons, and armor are waiting to rock your world.

To learn more about *Arms & Armor v3.5* (and download the free 16-page preview), click on the cover to visit the Bastion Press website.

Order it
Your Way

Bastion Backlist

Bandits!

by Rhys Hess

The village of Thornbury has been plagued by vicious attacks on its merchant caravans, and it's up to an intrepid band of heroes to get to the bottom of things and put a stop to them. But what could be driving these attackers to such acts of savagery?

Bandits! is an adventure for 4-6 4th-level characters, and includes materials for scaling the adventure for levels 2-6.

Edited by John Todd; Artwork and cartography by Todd Morasch. 45 pages; full color art and maps. Two versions are included (one with borders and one without) for ease of printing. \$5.99.

What the Reviewers Say...

"Bandits! still fills a low to mid-level niche that can be a lot of fun to spend an evening playing or be incorporated into a larger campaign picture with a little work. For the price of \$5.99, it is a worthy investment."

To learn more about this digital product, click the cover to visit the Bastion Press website.

Download it Now!

Bastion Backlist

Bloodhollow

by Steven Montano

People have been disappearing from the countryside at an alarming rate. While all signs point toward the vicious mercenary group known as the Black Hand, there is something more insidious afoot. An evil force thought long dead has given rise to a new power, a power that will stop at nothing to gather the flesh and blood it needs. Unless a group of stalwart heroes can put an end to the threat of Bloodhollow, the denizens of the surrounding lands will serve as fuel for its dark journey.

Bloodhollow is an adventure for 7th-level characters. Artwork by Michael Orwick; Edited by Tad Kelson. Cartography by Niklas Brandt. 44 pages; Two versions are

included (one with borders and one without) for ease of printing.

What the Reviewers Say...

"This adventure rocks!!! There is as much deadly danger for the bad guys as there is for the players and little good for all if the puppet mistress Llandrix succeeds in freeing herself and we haven't gotten halfway through the book!!"

Read the full review by Steven Creech@the d20 Magazine Rack

To learn more about this digital product, click the cover to visit the Bastion Press website.

Can your heroes
overcome the evil that
awaits?

Bastion Backlist

Complete Minions

by Greg Dent, Jim Butler, and Alexander M. Freed

Within these pages reside monsters that haunt the worst nightmares of heroes from across the land. From the crushing blows of the ebant to the deadly attacks of the ulatra, adventurers from any world have new challenges awaiting them.

Each monster is written world-neutral, allowing easy placement into any campaign setting. Every monster contains a wealth of advice on how to best incorporate them into your world.

Complete Minions contains both v3.0 and v3.5 releases of *Minions: Rebirth*, making it a perfect addition no matter what version of d20 you're embracing.

Each product is approximately 128 full-color pages. Both bordered and unbordered versions are included with each release for easy printing. \$9.99

What the Reviewers Say...

"Without doubt, I have to say that Minions: Rebirth is a worthy purchase for any DM who doesn't have enough creatures in his or her repertoire (and who does?)." Read the full review by John Grigsby@the d20 Magazine Rack

To learn more about this digital product, click the cover to visit the Bastion Press website.

THE MONSTERS AWAIT...

Bastion Backlist

Danger in Deadwood

by Brannon Hollingsworth and Ken Marable

Danger stalks the land, and a powerful ruler has need of a group of adventurers to track down a hero who has been lost to the pages of history. A short trip into the wilderness to an old mining and milling town seems like a simple request, but there is more danger than meets the eye.

Danger in Deadwood is an adventure for 2nd-4th level characters.

Edited by Mike Cantrell; Artwork and Cartography by Todd Morasch. 62 pages, full-color. Two versions are included (one with borders and one without) for ease of printing.

What the Reviewers Say...

"This adventure is truly a treasure for novice GMs, as everything from the structure to the information provided makes it almost fool-proof."

Read the full review by Oyvind@RPG United

"The background of the story is very well developed and the encounters are never put there at random. One other thing I've liked from the adventure is that it's not combat-oriented, something usually attached to d20 adventures."

Read the full review by Antonmodron@ENWorld

To learn more about this digital product, click the cover to visit the Bastion Press website.

**Can your heroes
overcome the Danger
in Deadwood?**

Bastion Backlist

Doom Striders

by Sam Witt

Catapults and ballistae are the weapons of yesterday's armies, impersonal tools of warfare that were imprecise and whose loyalties depended on the crews manning them. *Doom Striders* presents a new type of weapon designed for more heroic play styles and face-to-face encounters. Whether you're looking for a weapon to throw at your opponents in the next mass combat encounter, or an effective offense against a dragon guarding its horde, you'll find something within the pages of *Doom Striders*.

At their heart, doom striders are magical constructs whose purposes are limited only by the imagination of their creators. Wizards

and sorcerers craft them as weapons of war or as a safeguard to privacy; clerics can build them as monuments of faith and might; warriors might seek to lead one into the thickest of combats. The choice is yours...

What the Reviewers Say...

"Doom Striders offers 128 pages of arcane "war mech" stompin' action. It's perfect bound, softcover, with a price of US \$22.95. It has a grayscale interior, and, though I did not get to see it on my preview copy, a full color cover. The graphic design is superb, with lettering and everything enhancing the product. I love almost all of the artwork as well."

Read the Review by Kithmaker at Mortality

To learn more about *Doom Striders* (and download the free preview), click on the cover to visit the Bastion Press website.

Bring friends to your
next game...

Bastion Backlist

Druids & Druidism

by Thomas Knauss

Long overshadowed by their clerical brethren, *Druids & Druidism* levels the playing field with their divine colleagues by providing eight new prestige classes, more than twenty new feats and twenty-five new spells for druids of all levels. In addition to these features, the supplement thoroughly discusses and details the druid's relationship with nature.

Contained within its pages are rules for manufacturing herbal remedies and toxins from plants, harvesting venom from poisonous animals, fashioning tools, armor, shields and weapons from natural materials and acquiring the devotion of an animal companion. This 70-page supplement also focuses on the druid's

relationship with others of his kind, detailing the costs and ceremonies needed to found, create and maintain a druidic circle. *Druids & Druidism* breathes fresh, new life into an often neglected character class.

What the Reviewers Say...

"Druids & Druidism is a nicely formatted, all encompassing look at druids and wilderness subjects that is 100% open content. Nicely balanced mechanics comply well with the core d20 mechanics; both players and GMs will likely find something useful in this product if the campaign has more than a casual wilderness bent."

Read the review by Glenn Dean at d20 Magazine Rack

To experience this digital product now, click the cover to purchase *Druids & Druidism*.

**Embrace your inner
tree-hugger.**

Bastion Backlist

Egyptian Gods

By Steven Creech and Kevin Ruesch

The Egyptian gods have long been the subject of numerous books and even greater legends. They are perhaps some of the oldest and best-documented gods known to modern man with treatises dating back to the days of pre-Christianity. The Egyptian lands are filled with all manner of lore and superstition regarding the favor and wrath of the gods. Now these gods have been translated into gaming terms to enhance your campaign and provide new elements to incorporate into your world with five new prestige classes, new domains, spells, magical artifacts, and new monsters.

Third in the continuing *Lore of the Gods* series, this download follows on the heels of the highly acclaimed Norse Gods (a free download) and the first book in the series, Greek Gods. Be sure to check out our message boards for added material that ties into these books.

Photography by Michael Nickovich; edited by Steven Schend. 64 pages, full-color. Both a bordered and unbordered version are included in the ZIP file for ease of printing. \$5.99. Just click the cover to order.

To experience this digital product now, click the cover to purchase *Egyptian Gods*.

Ra, Cursed of Set

Bastion Backlist

Faeries

by Bryon Wischstadt

Welcome to the Twilit Lands, where all is fey and faeries rule. This d20 guide to *Faeries* provides answers on the fair folk, the fey races and creatures more ancient than dragons and far more enigmatic than their sizes or shapes ever reveal. The secrets held by the fey far outstrip all the other races combined, and this book brings them right to players and Game Masters alike.

This supplement provides new rules and a new understanding of fey monsters as well as many new faeries for your d20 games. Players can learn more skills and spells, plus discover magical artifacts and secrets from the fey. Meet new monsters and fey legends that cross many worlds and cultures, from Old Man Winter to the Lady of the Lake.

Best of all, the world of Faerie, a world as close as a dream and as magical as its denizens, comes alive with its legends and lore for the Game Masters and can easily be linked to all d20 worlds.

What the Reviewers Say...

"Faeries is 128 pages of pure faerie delight. As I hinted at earlier, there's enough information here to run an all-faerie campaign. Races, prestige classes, spells, and more make for very intriguing possibilities." Read the full review by Kithmaker at Mortality

Imbue your world with
the power of the
faerie...

Bastion Backlist

Friends & Familiars

By Aaron Acevedo, J. Darby Douglas, and Kristen Schlicht

Friends & Familiars is a great book for players and GMs alike. Give your heroes sidekicks, cohorts, unique animal companions, or rare familiars with this collection of characters and critters. Whether you need a helpful character to fill out an incomplete gathering of heroes, or simply a quick and easy familiar with a unique personality and history all its own, this book is sure to come in handy.

- Full color illustrations by industry leading talent, including critically acclaimed artist Jason Engle.
- Ready to use characters, monsters, and animal companions, suitable for any fantasy campaign.
- An easy-to-use format, for players and GMs.

- Setting neutral material.
- Fully detailed backgrounds, histories and roleplaying tips.

What the Reviewers Say...

"...Friends & Familiars is still a decent book. It gives you time, because you won't have to work on designing the characters yourself. Like its predecessor, it's a bit slim on the number of characters/creatures presented, compared to other products that cram hundreds into a dozen pages. But what this book has that those don't are the pictures and descriptions. How do those commercials go? "100 words = 100 words. A picture = 1000 words. The look on your players' faces when this undead creature turns out to be a Chaotic Good Ranger = priceless." Or something like that." Read the review by Kithmaker at Mortality

KEEP YOUR FRIENDS
CLOSE...

Bastion Backlist

Greek Gods

by Steven Creech and Kevin Ruesch

The gods of the Greeks have long been a popular addition to many fantasy campaign worlds. *The Greek Gods* presents the most popular gods of the Greeks, providing additional information on their interactions with the other powers, their avatars that roam the various Prime Material Planes, and their most powerful artifacts.

In addition, authors Steven Creech and Kevin Ruesch have provided d20 statistics for the heroes of the mythos, a new half-god template, new domains and spells, and a new prestige class: Hera's Hunters (a class that specializes in hunting down godlings).

46 pages; Edited by Steven Schend; Full-color artwork by Aaron D. Siddal. Two versions are included (one with borders and one without) for ease of printing. \$5.99

What the Reviewers Say...

"If you're looking for some nice crunchy bits to throw in your campaign, this book more than fits the bill. It includes several items not done up in Deities & Demigods like the heroes, monsters and magic items, and provides alternative information to some of the core Greek Gods. The fact that it's full color is an added bonus." Read the full review by Joe Kushner@The Open Gaming Exchange

ZEUS commands you...

Bastion Backlist

Guildcraft

by Peter Leitch, Chris Maxfield, Mark Somers, and “Uncle” Wes Nicholson

Until now, there has been little reason for adventurers to give guilds a second thought. While often seen as places to find goods and services or hirelings, guilds can form the backdrop for many exciting adventures on many fantasy worlds where power and prominence in shaping nations, cities, and cultures depends on the guilds and money. Much excitement and intrigue can lurk among the shadows and rooms of the guildhalls, as those with secrets and coins quickly learn....

Guilds hold strengths and influences hardly available from dragons' lairs or the darkest of dungeons. *Guildcraft* details the powers and privileges of guild membership, as well as new knowledge and details on the underpinnings of your

d20 worlds. Adventurers of every class and skill have new opportunities for both enlightenment and profit.

What the Reviewers Say...

“As I said, this volume fills a need overlooked by previous editions, oh sure we’ve used guilds for a long time, but no one ever went into serious depth on it. This book does, it makes employing guilds easy and not such a chore to insert into a campaign.” Read the full review by Bruce Boughner at the d20 Magazine Rack

Guildmates for life.

Bastion Backlist

Ink & Quill

by Thomas Knauss

The power of the written word has shaped nations, defined societies, and brought power to the people. Words impart knowledge and wisdom--attributes essential to survival but unattainable through force of might. It's force is subtle, but felt by all.

Ink & Quill brings the elements of the written word into your game, providing prestige classes, historical background, professions, and other essential information on how scribes exist in a d20 campaign world. From the barrister and the scribe to the composer and playwright, *Ink & Quill* brings new options into your d20 world.

Full-color artwork by Michael Orwick;
65-pages. 1.2mb PDF.

A Free Download from
Bastion Press

Bastion Backlist

Into the Black: A Guide to Below

Thomas Krauss

The dark realms beneath the surface conceal an immeasurable wealth of wondrous riches and terrifying mysteries awaiting discovery by those daring enough to venture into these lightless kingdoms. From dense veins of precious metals and mesmerizing, luminescent crystals to unknown and seemingly alien species of plants and animals, the deep places of the earth support a diverse and often bizarre ecosystem utterly foreign to most surface dwellers. Yet, tales of the subterranean world's magnificent treasures tantalize brave adventurers seeking to wrest them from the clutches of the wicked beasts and monstrous denizens that call this forsaken land home.

Into the Black prepares players and GMs alike for the perilous quest into this inhospitable territory, arming players with the tools necessary not only to survive in this treacherous domain but prosper. Potent new substances, magic items, equipment and material await underground explorers, while a full arsenal of innovative spells aids them in their quest. Likewise, *Into the Black* gives GMs a diverse spectrum of potent monsters from the insidious and cerebral pallemoon to the sly and crafty barathelar as well as campaign ideas and a complete background on each of the four subterranean environments: caverns, catacombs, mines and sewers.

ONCE MORE INTO THE
DARKNESS...

Bastion Backlist

Into the Blue

by Lee Hammock

The Ocean Waters Surround You...

The mighty seas and oceans are more than just a color on the map. Lurking just below the surface of those waters are civilizations and dangers that landed folk can only whisper of in children's fables. Those stories are a reality, but only true adventurers get to see the stories come to life before their very eyes.

Essential Knowledge For Players & GMs

Those that claim to understand the magnificence and power of Nature must also include the waters of their realm. Survival techniques, terrain features, the dangers that

lurk in the depths, civilizations, and creatures are just some elements of essential lore that bards, druids, rangers, and others should grasp.

For the GM, *Into the Blue* allows the waters of a world to churn with as much life as the mountains of the dwarves or the forests of the elves. Take your adventures to the next level among the kelp jungles and deepwater trenches of the oceans.

Requires the use of the **Dungeons & Dragons®** *Player's Handbook*, published by Wizards of the Coast, Inc. This product utilizes material from the v3.5 revision.

There's an entire world
beneath the waves...

Bastion Backlist

Into the Green

by Thomas Knauss

Every campaign setting has a broad section of the map that is simply colored green. This is the wilderness, an unexplored and dangerous area ripe for adventure, but woefully undefined and undocumented. What does this green swath mean, and what can be found there?

Into the Green provides rich detail for four different types of green environments, describing the ecology, terrain, hazards, and resources of each. From tall alpine forests to dark foreboding woods, from lonely and sprawling plains to dense and sweltering jungles, no feature is left out.

Into the Green is designed as a guidebook for both players and GMs alike, providing the resources needed to flesh out a wilderness campaign, and the knowledge needed to survive in one. For the GM, *Into the Green* details the living creatures and the unique conditions that make up each of the four terrains. Trees, plants, animals, microorganisms, monsters, pitfalls, and climates are all included - the complete cycle of life is defined.

Along with each of the environments are a wide variety of skills, substances, spells, concoctions, devices, gear, and information invaluable for dealing with the specific hazards of the wilds. Every plant tells a story, every creature provides a clue to success, and every monster is a treasure in and of itself.

**An essential
reference...**

Bastion Backlist

Legacy of Akhirat

by Nathanael Christen

A generation ago, a horrific battle was fought over a dwarven temple. The orcs, led by the dark adept Akhirat, stormed the temple and killed all of its inhabitants. Setting himself up as ruler, Akhirat bent the surrounding villages to his will until a new dwarf army arrived and vanquished him.

But the legacy of evil is a hard hold to break, and those that reside near the ruined temple have new cause for worry. As Ft. Rollings prepares for its Autumn Festival, dark forces prepare to strike fear and terror into the hearts of its citizens. A group of heroes must confront the forces of evil and remove Akhirat's legacy once and for all.

Legacy of Akhirat is a d20 system adventure designed for 5th-level characters. Designed by Nathanael Christen; Edited by Steven E. Schend; Artwork by Patricio Soler. 44 pages. Two versions (one with borders and one without) are included for ease of printing. \$5.99.

What the Reviewers Say...

"I really liked this story. It is well thought out and well planned with room to adapt."
Read the full review by Steven Creech@the d20 Magazine Rack

Can your heroes
triumph over the
Legacy?

Bastion Backlist

Norse Gods

By Steven Creech and Kevin Ruesch

The power of Odin, leader of the Aesir. Thor, God of Thunder. Loki, the Father of Lies. All of the gods of the Norse mythology lie in wait in this tome, ready to enrich your campaign. New spells, magic items, artifacts, clerical domains, and prestige classes await discovery.

This free download is the second in our series of the Lore of the Gods. If you enjoy this product, you might want to consider bringing the power of the Greek Gods into your campaign.

50-pages, full-color. Bring the powers of Norse mythology to life in your campaign!

**A Free Download from
Bastion Press**

Bastion Backlist

Out for Blood

By E. W. Morton

The Embrace of the Vampire

If ever there were a creature that truly inspired the human imagination, it would be the vampire. Whether folklore and fable painted them as monstrous or misunderstood, the lore of the vampire has emblazoned itself on the fabric of our reality. Their existence has permeated itself in our favorite game...

Out for Blood details 18 brand new prestige classes that benefit players, gamemasters, and vampires. 18 new monsters—ranging from new forms of vampires to those that oppose them—also await discovery. Organizations that serve and shun vampires are also detailed, along with new spells that are sure

to add some necromantic flavor to any campaign.

Requires the use of the **Dungeons & Dragons®** *Player's Handbook*, published by Wizards of the Coast, Inc. This product utilizes updated material from the v.3.5 revision.

What the Reviewers Say...

"A more monster manual like (though not quite) approach to a vampire sourcebook for d20 than the two previous d20 vampire books, this is quite good if you want a variety of vampires for your game, or want to run a Vampire Slayer style campaign." Read the review by Jeremy Reaban at RPG.net

Feast upon the night...

Bastion Backlist

Pale Designs: A Poisoner's Handbook

by Steven Creech & Kevin Ruesch

Poisons exist in abundance in fantasy worlds, their deadly touch waiting within ancient traps, slathered upon readied weapons, or pooling within a fanged and monstrous maw. Some poisons are magical creations, concocted by dark powers in secret laboratories. Other toxins are naturally occurring on many worlds across the planes. Still other venoms drip from the fangs and scales of fearsome beasts.

Pale Designs: A Poisoner's Handbook presents an array of new poisons for use by both players and Game Masters. New rules for handling poisons in a campaign are presented, along with additional options to allow the heroes of the land safer access to poisons. There are also new prestige classes,

equipment, and magic items for assassins and others interested in poison use.

What the Reviewers Say...

"Doubtlessly, this is the single most comprehensive work on poisons that I have yet seen for any edition of Dungeons & Dragons! If you use poisons in your game (and what DM doesn't?), you need this book! It's that simple." Read the full review at the d20 Magazine Rack

**Complete poisons for
your world.**

Bastion Backlist

Spells & Magic

By Sam Witt, Joe Crow, and Lee Hammock

This is more than just a book of spells and magical items. New prestige classes focusing on new thoughts of magic also fill the book. And like all Bastion Press products, it's designed to be used with any d20 campaign world.

Spells & Magic represents a unique combination of spells, prestige classes, magic items, and schools of magical thought that are an excellent addition to any fantasy campaign setting. From the blood mage who fuels his spells with his own life force, to dragon mages that build their treasure troves, to spellsingers and everything in between, *Spells & Magic* has something to add to any spellcasting class.

20 New Feats; 10 New Prestige Classes [Blood Mage, Dragon Mage (of which there are three types), Faerier, Reflecting Master, Jewel Mage, Soul Gem Guardian, Rune Mage, Shadetouched, Spellsinger, Totem Mage]; 124 New Spells (and they're not all just for wizards and sorcerers; a number of cool bard, paladin, druid, and ranger spells await other casters); Strange Brews (10 brews that show the effects of placing 4th-level and higher effects into potions, along with rules to make more brews); 40 New Magic Items, weapon qualities, armor qualities, and other cool tidbits.

Order it
Your Way

Bastion Backlist

Torn Asunder: Critical Hits

By Steven Creech and Kevin Ruesch

d20 combat is efficient yet abstract. While the concept of hit points works well when envisioning a tense fight of sweat, parrying, near misses, and fatigue, it falls on its knees the minute your character takes a solid and brutal blow to the head. How exactly are you supposed to adjudicate a broken arm, a gouged eye, a lacerated liver, or a crushed spine? *Torn Asunder: Critical Hits* provides a complete and comprehensive system for critical hits in any d20 game. The system is elegant and easy to use, it does not do away with hit points, or even alter the combat rules, it simply provides an optional way to deal with critical hits besides piling on additional damage. Critical hits are real hits - disabling function, mangling body parts, and leaving real wounds behind.

Torn Asunder pulls no punches; it provides a realistic and effective injury system for d20, covering all creatures, anatomies, and body types. Included as well are rules for natural healing, scarification, and herbal treatments. *Torn Asunder* also provides a wide variety of resources allowing characters to take advantage of the new system, from quick and precise prestige classes to devastating weapons to powerful and essential magical devices.

What the Reviewers Say...

"It offers a quick, easy, system to add detail to injuries in combat, but without going to extremes that would make it unplayable or unwieldy. A-"

—Jeremy Reaban @ RPG.Net

**Complete poisons for
your world.**

Bastion Backlist

Villains: Rebirth

By James Jacobs

A rogue's gallery of ultimate evil, *Villains: Rebirth* includes enemies both monstrous and malign. Whether you're a DM looking for low-level villains or truly epic foes, this book will give you the master villains and their henchmen in a format that allows easy placement into any campaign setting.

Villains range in CR from 1 to 25, and each villain has devious servants that are also detailed. Full-color artwork burns the images of evil into your mind.

What else awaits you in *Villains: Rebirth*?

In addition to the 20 villains detailed, you'll find 7 new spells to spring on unsuspecting heroes, 15 new magic items and artifacts, 4 new prestige classes (bloodtracker, dinosaur

cultist, gutter stalker, and sea reaver), and a new Outsider known as the Ahazu.

Villains: Rebirth brings you the design talents of James Jacobs. Edited by Aaron Rosenberg and Wil Upchurch. Artwork by Ginger Kubic and Todd Morasch. 110 pages; full color. Two versions are included (one with borders and one without) for easy printing. \$9.99.

HAVE YOUR HEROES FACE
TRUE EVIL...

Bastion Backlist
WHERE DARK ELVES RULE
by Steven Creech

A respected sorcerer of your world has asked for assistance in obtaining a component needed in research. He's looking for a group of powerful adventurers who aren't afraid of a little travel to an alternate dimension. But what awaits on the other side of the portal is anything but a world familiar to the heroes; it's a land where dark elves rule supreme.

Where Dark Elves Rule is an adventure for 5-7 courageous heroes of 15-17th level.

42 pages, full-color borders with black and white artwork and maps by Drew Baker; Edited by John Todd. Two versions (one with borders and one without) are included for ease of printing. \$5.99

What the Reviewers Say...

*"I was struck by the originality of this adventure, especially given that drow are an almost overused foe, but Bastion has managed to put a fresh spin on the clichéd dark elves. **Where Dark Elves Rule** gets high marks for playability because I can easily see where it could be expanded into a new campaign ripe for adventure. Not to mention, as a challenge for high-level adventuring parties who are jaded by their immense power, this can offer a wake-up call."* Read the full review by John Grigsby@the d20 Magazine Rack

Are you brave enough
to venture where dark
elves rule?

Oathbound[®]

Campaign Setting

The domain of the Oathbound is an epic setting designed as an extra-planar addition to your existing world, or as a full-fledged campaign in its own right.

The big story of the campaign is that ages ago one god angered the other gods so much that they arrived *en masse* to his home plane and laid waste to it. The collected gods then constructed a prison and trapped the rival god within it, taking his 7 most precious creations and binding them to be its guardians and jailers.

These guardians, known as the Feathered Fowl, found that they were given abilities to defend the prison. They used these abilities to pull earth, sand, and waters from other worlds to form a planet around the prison of the Bound God, and this new land became known as the Forge. They then began to pull heroes into their domain, hoping that one might grow powerful enough to break the bindings that they themselves could not.

Over time, civilizations grew and fell upon the Forge. The Feathered Fowl would watch as hero after hero failed to break their bindings or turned themselves into a threat to the Bound God and thereby forced the Feathered Fowl to destroy them. But they continue to hope—each for their own reasons—that a true hero exists that can release them from their servitude.

You are that hero. The eyes of the Feathered Fowl are upon you.

The Forge is composed of seven domains, one for each of the Feathered Fowl.

Domain of Penance: The seat of political power for the world, Penance is home to Israfel, the Feathered Fowl who calls Penance her own. *Domains of the Forge*, *Plains of Penance*, and *Wrack & Ruin* detail the city itself, the surrounding plains, and the undercity. The *Forged* novel provides even more insight into this domain.

Domain of Arena: Far away from the bustling city streets of Penance lies an endless desert of sandy wastes where armies vie for control of underground wealth. The Warlords of Arena are the true power here, though the Feathered Fowl known as Barbello frequently intervenes over her domain. *Arena* and *Mysteries of Arena* detail these lands.

Domain of Wildwood: The tangled jungle and trees of Wildwood are home to Haiel, the Feathered Fowl that has brought entire civilizations into his domain only to watch them wither and die. Wildwood is a brand new entry point into the world of Oathbound.

Domain of Penance

Oathbound®: Domains of the Forge

By Greg Dent, Jim Butler, and Todd Morasch

Prepare to immerse yourself in a world new to your eyes yet older than time. The Forge has existed since before most sentient cultures, yet it still holds mysteries that baffle mortal minds. Pulled from worlds across the cosmos, the Domains of the Forge serve as strange mixing grounds of cultures, races, and ideologies. Those who enter this world come away forever changed, their hearts, souls, and bodies marked by their experiences.

The Forge is a bizarre and godless orphaned world in which only the greatest heroes and horrors can hope to survive. Seven mysterious figures watch over the Forge and people it with ambitious souls from thousand

of different worlds and planes. All these recruits come to the Forge to be pitted against each other in an eternal battle for ultimate power. For eons upon eons, mortals have battled on the face of the Forge, gradually building a rich world of powerful magics, massive ruins, forgotten secrets, and complex politics. Now it is your turn...

Seven Bound...

They are the four-horned Feathered Fowl, all once great champions of a god lost to memory. Now turned against him by wills and Oaths not their own, they serve as jailors of his divine prison. Straining against the confines of their Oaths, the Seven scour the multiverse for the 'greatest of the grand,' ripping heroes and villains alike from their homes and bringing them to the Forge...all in the hopes of finding one who can free them from their oaths...

Domain of Penance

Prepare to immerse yourself in a world new to your eyes yet older than time. The Forge has existed since before most sentient cultures, yet it still holds mysteries that baffle mortal minds. Pulled from worlds across the cosmos, the Domains of the Forge serve as strange mixing grounds of cultures, races, and ideologies. Those who enter this world come away forever changed, their hearts, souls, and bodies marked by their experiences.

The Forge is a bizarre and godless orphaned world in which only the greatest heroes and horrors can hope to survive. Seven mysterious figures watch over the Forge and people it with ambitious souls from thousand of different worlds and planes. All these recruits come to the Forge to be pitted against each other in an eternal battle for ultimate power. For eons upon eons, mortals have battled on the face of the Forge, gradually building a rich world of powerful magics, massive ruins, forgotten secrets, and complex politics. Now it is your turn...

SEVEN BOUND...

They are the four-horned Feathered Fowl, all once great champions of a god lost to memory. Now turned against him by wills and Oaths not their own, they serve as jailors of his divine prison. Straining against the confines of their Oaths, the Seven scour the multiverse for the 'greatest of the grand,' ripping heroes and villains alike from their homes and bringing them to the Forge...all in the hopes of finding one who can free them from their oaths...

***Oathbound: Domains of the Forge** is a designed for use with any d20 campaign world (or even as a world unto itself). Heroes are pulled into the world from their homelands for either a brief stay, extended visit, or a lifetime of opportunity. The choice is yours.*

What the Reviewers Say...

*"Obviously, the prestige races are an impressive part of the package, so impressive that Wizards of the Coast was moved to license them for inclusion in a current issue of **Dragon** magazine. Now that's pretty darned impressive."*

— John Grigsby @ The Magazine Rack

Order it
Your Way

Domain of Penance

Oathbound®: Plains of Penance

Beyond the most populous city on the Forge lies a vast, uncontrolled expanse of rolling grasslands, scattered crags, and light woods. In strong contrast to the rest of the world, where nature stands in opposition to intelligent life, the bountiful land here provides a lush wealth of resources upon which the great cities have come to depend. Powerful forces vie for control over this abundant domain, as ruthless bloodlords of the cities clash against the deep-rooted druids of the wilds, hardened armies from the west, and even mysterious visitors from the depths of the northern oceans.

What lies beneath and beyond the towering cliffs of the Pedestal, and what is Israfel's design for this ponderous landscape? Find out in *The Plains of Penance*.

What the Reviewers Say...

"The base analogy I got while reading it is the author made notes of what makes up a classic D&D adventure (races against time and other factions, riddles and treasure that directly impact the story, new unknown evil monsters), added heavy doses of the particulars of the Oathbound setting, and stirred it all together."

—Jeff Ibach @ DM's Haven

"If you've picked up Oathbound but haven't yet found time to play it then The Plains of Penance will be that book to get you going. There's so much in the 160 pages that glow with inspiration. It is such a pretty book too, the full colour, high quality illustrations and careful formatting is going to appeal to most people."

Continue the journey
through the Plains of
Penance.

Domain of Penance

Oathbound®: Wrack & Ruin

By Darrin Drader & Greg Dent

The great City of Penance is the oldest settlement on the Forge, literally containing millions of years of history in its deep hulking mass. Though nearly forty million souls call the city home, less than half of one percent of the city's locations are inhabited. The bulk of the Pedestal is a madly stacked and sprawling ruin, only superficially explored by the relentless rafters and treasure-seekers of the surface world. Every home in the city has a hundred others lost beneath it, and every city street stands atop an incredible three-dimensional maze of corridors, alleyways, and crawlspaces - a maze where time has left nothing unchanged, eroding and distorting the framework of magic and even the laws of physics themselves.

Wrack & Ruin is an essential guidebook for anyone intoxicated by the forgotten secrets of the past, or by the potential power lost within the great city's crumbling majesty. Don't leave your Bloodhold without it!

What the Reviewers Say...

*"In many ways **Wrack & Ruin** marks a special moment for **Oathbound**. The cleverness, the flexibility, the flavour and the sheer scope of this colourful high fantasy setting come together in one distinguished product. **Wrack & Ruin** just bristles with life, it is packed to the hilt with information, plot bytes, game mechanics, flavour and artwork. Score: 8 (out of 10)."*

The world below awaits!

Oathbound Novel

Forged

By Thomas M. Reid

For visitors to the Forge, arriving has always been far easier than returning home. But the moment Lyrien Ves'tiral is ripped unwillingly from his homeland—from the woman he has pledged to protect—and deposited in this strange, rich tapestry of a world, he intends to escape. The only problem is, someone in the Forge has other plans for him. Seeking both a means of escape and the identity of those who would prevent it, Lyrien quickly finds himself a pawn in the plots of some of the Forge's most conniving schemers.

As he struggles to disentangle himself from their subtle games, Ves'tiral becomes torn between a need to fulfill his duty back home and a growing bond with the mysterious, effusive world that is reshaping his very being, tempering him for a role that just might transform the land itself.

Forged is the first novel for the *Oathbound*

setting, unveiling a tableau of the domains of the Forge that is rich as well as vast. Discover this unique setting and its enigmatic inhabitants through the eyes of a traveler struggling to find both himself and his way home—and being forever changed by it.

What the Reviewers Say...

"The book is a good fast read and worth your time. If you are not a gamer and have no idea what most of this review has been about, the book is still worth the time. If you are fan of fantasy and you want something that bears no resemblance to Tolkien (or Damn Yankees for that matter) this is the book for you." -- by Greg Kessler at Geek Speak Weekly.

An epic saga begins...

Domain of Arena

Oathbound®: Arena

By Kevin W. Melka and Todd R. Laing

The vast red desert of Arena sprawls south and westward from the nurturing Plains of Penance. Spurred onward by the ancient promise of gold buried beneath the sands, massive armies of brutal warriors rumble across the scarred and wasted terrain. For the fortunate few, the ultimate dream of Arena still comes true - immeasurable riches, supreme command, and decades of extravagant and luxurious living atop the Queen's pedestal of pleasure. For most however, whatever dreams they may harbor are soundly crushed under years of backbreaking labor, constant battle, exhausting marches, gruesome butchery, and an infinity of accursed crimson sand.

For the prospective Warlord, a sea of troubled choices and impossible trials awaits. Can you lead your army to victory

against the savage legions of Minos Spar, the terrible war golems of Asheanna, or the unnatural technology of Ossian? Will your hidden mine escape the attention of the flying navies of the Grand Asherake?

Oathbound: Arena provides a new entry point into the world of the Forge. This is the Domain of Barbello, the Mask of Fury, the invincible mistress of rage, pain, warfare, and death. Who amongst you can withstand her test?

Let loose the warrior
within!

Domain of Arena

Oathbound®: Mysteries of Arena

By Brannon Hollingsworth, Todd Laing, Tom Knauss, and Kevin Melka

The war-ravaged dunes of Arena conceal some of the greatest mysteries on the Forge. Some have been buried beneath the crimson sands for ages, forgotten by all save the Mask of Fury, Barbello – the whimsical and unchallenged Feathered Fowl who rules the land. Some things are more precious than gold if one can only find them, and some secrets are best left buried deep beneath the sands forever.

Mysteries of Arena is the follow-up product to *Oathbound: Arena*, and even more expands upon the Forge's largest domain. Contained within this product:

- 5 new player character races, and an cadre of new spells.
- 4 new classes, 4 new Prestige Classes, 3 new Prestige Races
- New feats, skills, and additional rules for mass combat.
- New equipment, weapons, and armor native to the desert.
- New magic items, artifacts, and relics.
- 12 mysteries of Arena, detailed and ready to explore.
- A 30-page adventure delving into one of the darkest secrets of Arena's past.

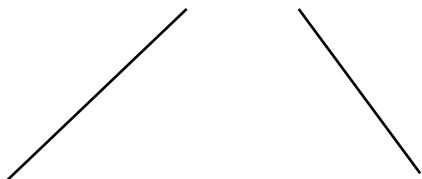
EXPLORE EVEN MORE
MYSTERIES...

The Path to Oathbound

New Player



—



The Path of Penance

—

The Path of Arena

—

Bastion Product Checklist

Sourcebooks

✓	SKU	Title	ISBN	Price
	1009	<i>Airships</i>	1592630006	\$24.95
	1003	<i>Alchemy & Herbalists</i>	0971439249	\$24.95
	5000	<i>Allies & Adversaries</i>	1592630022	\$14.95
	1021	<i>Arms & Armor v3.5</i>	1592630162	\$29.95
	6000	<i>Complete Minions</i>	1592630200	\$9.99
	1019	<i>Doom Striders</i>	1592630146	\$22.95
	6001	<i>Druids & Druidism</i>	1592630219	\$7.99
	6002	<i>Egyptian Gods</i>	1592630227	\$5.99
	1010	<i>Faeries</i>	1592630014	\$27.95
	5001	<i>Friends & Familiars</i>	1592630049	\$14.95
	6003	<i>Greek Gods</i>	1592630235	\$5.99
	1006	<i>Guildcraft</i>	0971439273	\$24.95
	1015	<i>Into the Black</i>	1592630081	\$22.95
	1020	<i>Into the Blue</i>	1592630154	\$22.95
	1012	<i>Into the Green</i>	1592630057	\$22.95
	1016	<i>Out for Blood</i>	1592630006	\$22.95
	1007	<i>Pale Designs</i>	0971439281	\$24.95
	1004	<i>Spells & Magic</i>	0971439257	\$24.95
	1013	<i>Torn Asunder: Critical Hits</i>	1592630073	\$22.95
	6004	<i>Villains: Rebirth</i>	1592630243	\$9.99

Adventures

✓	SKU	Title	ISBN	Price
	6005	<i>Bandits!</i>	1592630251	\$5.99
	6006	<i>Bloodhollow</i>	159263026X	\$5.99
	6007	<i>Danger in Deadwood</i>	1592630278	\$5.99
	6008	<i>Legacy of Akhirat</i>	1592630286	\$5.99
	6009	<i>Where Dark Elves Rule</i>	1592630294	\$5.99

Bastion Product Checklist

Oathbound Campaign Setting

✓	SKU	Title	ISBN	Price
	1005	<i>Domains of the Forge</i>	0971439265	\$39.95
	1008	<i>Plains of Penance</i>	097143929X	\$29.95
	9000	<i>Forged</i> (Novel)	1592630022	\$7.99
	1011	<i>Wrack & Ruin</i>	1592630030	\$25.95
	1014	<i>Arena</i>	1592630065	\$27.95
	1018	<i>Mysteries of Arena</i>	1592630138	\$25.95
	1022	<i>Wildwood</i>	1592630170	\$29.95

Coming Soon

SKU	Title	ISBN	Price	Format
1022	<i>Wildwood</i>	1592630170	\$29.95	Campaign Setting
1023	<i>Book of Curses</i>	1592630197	\$22.95	Sourcebook
1017	<i>Lore of the Gods</i>	159263012X	\$29.95	Sourcebook

What the SKU Codes Mean

Products listed in the 1000, 5000, and 9000-ranges are printed products available at your favorite local gaming store or direct from the Bastion Press Online Store. Products in the 6000-range are electronic books available from DrivethruRPG, RPGNow, and SVGames.

Bastion Press is distributed to the book trade by Osseum Entertainment, LLC. Orders can be mailed, faxed or emailed to:

Osseum Entertainment
401 Denny Way, #19
Seattle, WA 98122
www.osseum.com

Phone: 206-568-6700
Fax: 206-374-2955
Email: adam@osseum.com

Bastion Press sells its products directly into the toy, hobby trade, and other channels. Please contact us at:

Bastion Press, Inc.
P.O. Box 46753
Seattle, WA 98146

Phone: 206-763-3368
Fax: 206-260-1429
Email: jim@bastionpress.com

Bastion Press and the Bastion Press logo are trademarks and Oathbound is a registered trademark of Bastion Press, Inc. 'd20 system' and the d20 system logo are trademarks of Wizards of the Coast, Inc. and are used with permission. All rights reserved. © 2004 Bastion Press, Inc.

