

World of Darkness



WHITE WOLF 2.0



CLASSIC



STORYTELLING IN THE DIGITAL AGE

2011-2012 PRODUCT DESCRIPTIONS FOR WW PDF RELEASES

SEP. 2011: (VTM) VAMPIRE: THE MASQUERADE – 20TH ANNIVERSARY EDITION

Vampire: The Masquerade exploded into hobby games in 1991 and inspired a generation of fans which the game industry had never seen before or since. This book is for all of the White Wolf fans who have lived, loved, and taken the long road with us for the past two decades. This is **Masquerade** in all its glory.

An updating of the classic rules from **Vampire: The Masquerade – Revised Edition**. This book contains all thirteen original clans, clan variants and bloodlines, with their signature Disciplines. It also has rules for character creation and advancement from neonate to Methuselah, as well as all the Discipline powers from level one through nine. The book also features new full color art by Tim Bradstreet and other classic **Masquerade** artists.

OCT. 2011: (VTM) DUST TO DUST

Gary, IN. It has been years since the War for Chicago, and nearby Gary, Indiana has been impacted by the changes. Things are heating up just as a new coterie comes onto the scene. How will the balance of power shift in the coming nights?

This is a brand-new Storytelling Adventure System story written by White Wolf specifically for the Wrecking Crew's use at the Grand Masquerade, using **Vampire 20th Anniversary** rules. It will later be released as a PDF for sale through DriveThruRPG.com.

NOV. 2011: (VTR) STRANGE, DEAD LOVE

Away from the eyes of mortals, vampires gather, nursing eternal grudges and burning for eternal love. A select few humans become part of this night world, bridges between the living and the damned. Can they resist the passion they have for each other, or must they defy the customs of living and dead alike?

Strange, Dead Love is our first collection of “world shards” for **Vampire: The Requiem**, different mixes of setting and rules to present a variety of **Vampire** worlds conducive to paranormal romance.

DEC. 2011: (MTAW) IMPERIAL MYSTERIES

Archmasters pass a threshold in knowledge and power – the great secrets are just this far from their grasp. But mages exposed to greater secrets know that the quest and its goal are one. Think of observation changing the object in pop culture quantum physics. The way you investigate secrets changes those secrets, and at the apex of power, changing those secrets changes the universe – and might break it.

Imperial Mysteries is a **Mage: The Awakening** book that digs into what happens to mages who transcend to the highest level of mystical power, including mechanics for Arcana at 6 dots or more.

JAN./APR./JUL./OCT. 2012: (NWOD) HOUSE DIVIDED SERIES

House Divided is a four-part series of interlinked Storytelling Adventure System stories released every quarter. Each story is suitable for all of the **World of Darkness** gamelines. Each story will be designed to be complete in and of itself, but the larger story is revealed if you play them all.

FEB. 2012: (EX) MASTERS OF JADE

Many hate and revile them, yet none turn away from their visits. They are members of the Guild, a mercantile organization whose caravans and trading ships cross the face of Creation. They care not for the will of princes or Exalts, but only for profit. Some despise it, while others idolize it, but in truth, the Guild cares not if it is loved or hated, so long as those who do business with it pay their bills in full.

Masters of Jade details the Guild, the greatest of the world of **Exalted**'s merchant organizations. It will update the classic **Manacle & Coin** supplement to Second Edition, including new details of the Guild's structure and methods – and of its abominable trade in addictive drugs and slaves.

FEB. 2012: (WTA/WTF) WEREWOLF TRANSLATION GUIDE

Similar to the **Vampire Translation Guide** (a Platinum seller on DriveThruRPG.com), the **Werewolf Translation Guide** will be a guide to help translate the feel and core elements of **Werewolf: The Apocalypse** and **Werewolf: The Forsaken** into the opposite game system and background.

MAR. 2012: (CTL) VICTORIAN LOST

The foggy streets muffle the rattle of cab wheels and the measured clip-clop of horse hooves. Well-dressed gentlemen in top hats raise their lanterns high as they quickly make their way through the fog, practically dragging along women in elaborate dresses. This is London at the end of the nineteenth century, and even in this age of science and industry, people still believe in faeries.

They believe in you.

Victorian Lost offers advice and material for running **Changeling: The Lost** chronicles set in Victorian England. Akin to the previous books like **New Wave Requiem** and **Mage Noir**, **Victorian Lost** will focus less on the historical details of the late 19th century and more on evoking the Victorian Age through the eyes of the Lost.

MAY 2012: (VTR) SECRETS OF THE COVENANTS

Secrets of the Covenants is a **Vampire: The Requiem** sourcebook presenting some of the intertwined politics between the vampiric covenants. Presented in a similar style to our critically-acclaimed **Requiem** Clanbook series, this book will showcase the shadowy conflicts between factions through interconnected narratives, as well as providing new rules to enhance covenant play.

JUN. 2012: (EX) SHARDS OF THE EXALTED DREAM

Ever wanted to play a space opera game with an **Exalted** flair? Or a modern game with massive swords and crazy martial art stunts? **Shards of the Exalted Dream** offer a variety of settings and genres for use with the **Exalted** system, much like the “shards” first presented in **World of Darkness: Mirrors**.

AUG. 2012: (MT?) MUMMY: THE [?]

Our latest game line for the **World of Darkness**, **Mummy** will be developed using an open process in which the community can see the progress of the game and contribute, and released as a virtual box set.

SEP. 2012: (WTA) WEREWOLF: THE APOCALYPSE SAS

Continuing the tradition from **The Grand Masquerade 2011**, the **Werewolf 20th Anniversary SAS** will be a new Storytelling Adventure System story written by White Wolf specifically for the Wrecking Crew's use at the Grand Masquerade, and later released as a PDF for sale through DriveThruRPG.com.

SEP. 2012: (MT?) MUMMY SUPPLEMENT #1

NOV. 2012: (EX) SCROLL OF THE MONK, VOL. II: SCATTERED LOTUS PETALS

An update and expansion of the **Scroll of the Monk**, providing new martial arts for **Exalted** characters.

DEC. 2012: (MTA/MTAW) MAGE TRANSLATION GUIDE

Completing the trilogy started with the **Vampire Translation Guide** and the **Werewolf Translation Guide**, the **Mage Translation Guide** will offer advice on how to translate the feel and core elements of **Mage: The Ascension** and **Mage: The Awakening** into the opposite game system and background.

DEC. 2012: (MT?) MUMMY SUPPLEMENT #2

NOW IN PRINT

White Wolf, working in partnership with DriveThruRPG, is now offering Print on Demand versions of both our newset PDF products and our vast library of previously published books. The following listings are just the tip of the iceberg and we're working feverishly around the clock to make every single WW book available in this format.

- Vampire Translation Guide (between Vampire: The Requiem and Vampire: The Masquerade)
- Vampire: The Requiem (New Wave Requiem, Invite Only and Testament of Longinus)
- Changeling: The Lost (Fear-Maker's Promise Compendium)
- Hunter: The Vigil (Block by Bloody Block)
- New Mind's Eye Theatre (The Awakening)
- Exalted (Glories of the Most High, Thousand Correct Actions)
- Vampire: The Masquerade (All 13 Revised clanbooks, Guide to the Sabbat, Succubus Club: Dead Man's Party, Vampire Players Guide Revised, Vampire Storytellers Handbook Revised, Gehenna)
- Classic Mind's Eye Theatre (Faith and Fire, Laws of the East, Laws of the Hunt, Laws of the Hunt Players Guide, Laws of the Night Revised, Laws of the Reckoning, Laws of the Wild Revised, and many more)
- Fiction (Revelations of the Dark Mother, Gehenna – The Final Night: Time of Judgment Act 1)

COMING TO NOW IN PRINT

- World of Darkness (Second Sight)
- Vampire: The Requiem (Requiem for Rome)
- Werewolf: The Forsaken (Forsaken Chronicler's Guide, The Pure)
- Mage: The Awakening (Mage Noir)
- Geist: the Sin-Eaters (Rulebook)
- New Mind's Eye Theatre (World of Darkness, The Requiem)
- Exalted (Broken Winged Crane, Compass of Celestial Directions, Vol. VI – Autochthonia)
- Classic World of Darkness rulebooks (Werewolf: The Apocalypse Revised, Mage: The Ascension Revised, Changeling: The Dreaming Second Edition, Dark Ages: Vampire, Mummy: The Resurrection, Orpheus)
- Vampire: The Masquerade (Book of Nod)
- Werewolf: The Apocalypse (Hengeyokai: Way of the Beast Courts)
- Classic Mind's Eye Theatre (Book of the Wyrms, Dark Epics, Laws of Ascension Companion, Laws of Judgment, Laws of the Resurrection, Laws of the Wyld West, Shining Host, Shining Host Players Guide)

QUESTIONS?

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For news and discussion of our products visit www.white-wolf.com

Follow us on Twitter: [@wwpublishing](https://twitter.com/wwpublishing)

During GenCon we will be tweeting where we are and what we're up to, so follow us and drop in wherever we are. We might be at the DTRPG booth, we might be at one of our panels, but let's face it: the odds are we'll be at one of Indy's delightful drinking establishments. Drop by and tell us about your characters.

WW PDFs and Now in Print PoDs are available at drivethrurpg.com