



MONTE COOK'S
**ARCANA
UNEARTHED**



THE MALHAVOC HANDBOOK

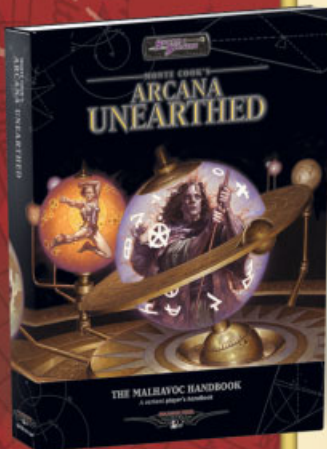
A variant player's handbook



Welcome to

MONTE COOK'S

ARCANA UNEARTHED



What you'll find in Monte Cook's
Arcana Unearthed

9

RACES

all-new races, plus humans. Some races have racial level progressions that you can take like classes to gain unique racial abilities.

II

CLASSES

brand-new core classes, balanced to work together. They cover all the traditional "roles" you want in a fantasy game, but in a very different way.

SKILLS

The book offers some new takes on skills and clears up a few problem areas found in the previous core rules.

FEATS & TALENTS

In addition to traditional feats, the book presents two new types: the *talent*, a special ability you can choose only at the start of the game, and the *ceremonial feat*, which you gain after performing certain rituals.

PLAYING THE GAME

The core structure of the game remains the same, with a few variant twists for advanced players. Of special interest is a *hero point system* that allows characters to accomplish amazing tasks.

EQUIPMENT

Arcana Unearthed gives you new types of armor—including *exotic armor*—new weapons, new alchemical substances, plus all the basics.

MAGIC

Anyone who's a little tired of the traditional "prepare, then cast" method of handling spells will love the ability to alter a spell's power and *weave* together minor spells into larger ones. *Spell templates* also let you customize spells to fit the character.

SPELLS

This book offers hundreds of new spells. Each one comes with guidelines for *heightening* and *diminishing* its effects and creating a magic item from it.

In August 2003, Malhavoc Press will release *Monte Cook's Arcana Unearthed: The Malhavoc Handbook*. This 256-page hardcover is a "variant player's handbook"—it contains all the material needed to game in complete compatibility with the Open Game Content in the 3rd Edition of the world's most popular fantasy roleplaying game.

But this isn't a re-presentation of material already familiar to hundreds of thousands of gamers worldwide. *Monte Cook's Arcana Unearthed* contains new material in the form of all-new classes and races, and hundreds of new spells, skills, and feats. In essence, the core of the game remains the same, but all of its modular pieces are entirely fresh. The new material is balanced to work with existing Open Game Content, but has also been carefully designed to stand alone. You can play using only *Arcana Unearthed*, if you desire.

It's a brand-new player's handbook, created by one of the designers of 3rd Edition. If your current campaign has started to feel a bit routine, *Arcana Unearthed* is just the way to inject it with new energy!

Monte Cook's Arcana Unearthed is supported by a full product arc of tie-in releases published by Malhavoc Press and its partners. *Monte Cook's Arcana Unearthed DM's Screen and Player's Guide* offers conversions and character sheets besides the traditional screen; *The Diamond Throne: The Malhavoc Handbook II* presents prestige classes, magic items, monsters, and setting material. *Plague of Dreams* and *Siege at Ebonring Keep* offer introductory adventures, and *Counter Collection IV: The World of the Diamond Throne* adds to the gaming experience with full-color counters.

RACES

The races of Monte Cook's *Arcana Unearthed* usher some new blood into your campaign.



sam wood

GIANTS, tall and noble, serve as stewards of the realm. They are fearsome in battle, yet extremely civilized.

HUMANS, of course, are humans. Long enslaved by terrible oppressors, the humans are now once again free, thanks mostly to the giants. While they owe much to their giantish allies, can they remain second-best for long?

The **LORESONG FAEN** are diminutive, magical creatures. They prize magic above all else—it's not just a fascination, it's a compulsion.

The **QUICKLING FAEN**, cousins of the loresongs, are the most frivolous of all faen, but the bravest and noblest as well.

Both types of faen can metamorphose into tiny, winged **SPRYTES**. This permanent physical alteration brings with it many advantages... and a few drawbacks.

The **MOJH** were once human, but they magically altered their own bodies to resemble the dragons they revere.

VERRIK look like humans with wine-red skin. Inherently magical—some might say psychic—these strange beings strike many as odd, but why they can't quite say...

sam wood

LITORIANS roam the plains as honor-bound hunters. They are feline and quick, and always wild at heart.



mark zug

The **SIBECAI** (SIB ba kai) were once beasts, until the giants mystically elevated them to intelligent status. They still retain aspects of their feral, canine natures.



sam wood

The mysterious **RUNE-CHILDREN** are members of any race who take on a special mandate and are granted the power to fulfill it. Each bears the mark of this legacy: a rune representing their supernatural might.



PRODUCT

RETAILER SUPPORT

We are promoting this product line more aggressively than any previous Malhavoc Press release. Our support efforts include the following:

In-store shelf dangler promotion

Sales support by the White Wolf sales team

National advertising campaign, including print ads in major hobby magazines

Editorial coverage in *Dragon*, *Polyhedron*, *White Wolf Quarterly/Sword & Sorcery Insider*, and *Gaming Frontiers*.

Sales materials available at www.white-wolf.com/retail

Game demos at selected industry consumer trade shows

Product news updates available via White Wolf's Retailer Announce Email List

Our yearlong web support campaign at www.montecook.com began in December with *Monte Cook's Arcana Unearthed* Design Diary, updated regularly. One of the most popular roleplaying game sites today, montecook.com receives 4 million hits per month (100,000 visits/month) and has a thriving message board community of more than 5,000 members.

For more information, contact us at retail@montecook.com or write White Wolf's retail relations specialist Brad Williams at retail@white-wolf.com.

PLAYTESTING

At Malhavoc Press, we believe in the power of playtesting. We want to know that by the time our products get into your hands, the rules are right.

The playtest program for *Monte Cook's Arcana Unearthed* is our largest yet. More than a dozen teams playtesting in the United States, Canada, and Europe have spent four months testing the manuscript, so you can sell the book with confidence.

MONTE COOK'S ARCANA UNEARTHED

A variant player's handbook

Features of this new rulebook, written by one of the designers of 3rd Edition, include: 10 player character races; 11 new classes; hundreds of new skills, feats, and spells; and variant rules for handling magic. This hardcover can supplement an existing game or may be used as a complete game unto itself.

WW16140 • 256 pages, hardcover • ISBN: 1-58846-065-7 • \$29.95 MSRP

On sale in August

DM'S SCREEN AND PLAYER'S GUIDE

Campaign accessory by Monte Cook

Monte Cook's Arcana Unearthed DM's Screen and Player's Guide presents a three-paneled illustrated horizontal screen with all the charts a DM needs to run the game, plus a separate reference card with player charts. The enclosed 32-page book offers 11 different character sheets, conversion guidelines for importing 3rd Edition and 3.5 Edition classes, spells, and other rules into this compatible system, and lots of character archetypes to get you started creating PCs and NPCs.

WW16142 • 3-panel horizontal screen with 32-page book and player charts

ISBN: 1-58846-059-2 • \$15.95 MSRP

On sale in September

THE DIAMOND THRONE

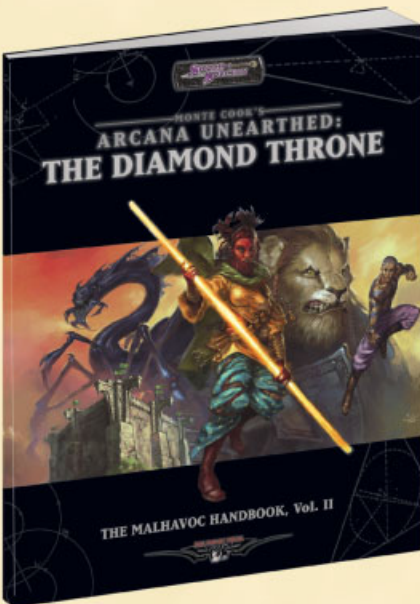
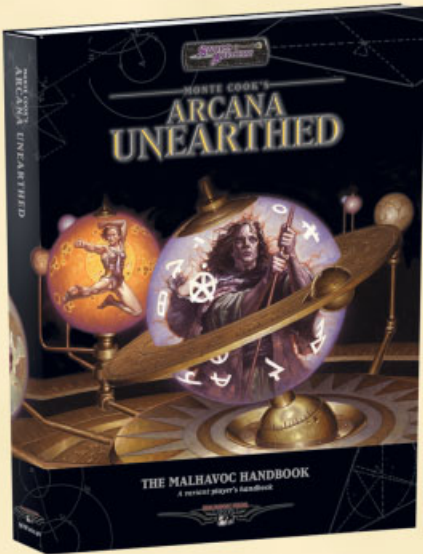
Campaign supplement by Monte Cook

This exciting new book provides fundamental gameplay support for the variant rules in *Monte Cook's Arcana Unearthed*. Highlights include 10 new prestige classes, dozens of new monsters, hundreds of new magic items that build on the feats and spells in *Arcana Unearthed*, and the basic source material needed to run a campaign in *Monte Cook's Arcana Unearthed* setting: the lands of the Diamond Throne.

WW16141 • 96 pages, softcover • ISBN: 1-58846-057-6 • \$18.95 MSRP

On sale in November

ILINIE



KEY SELLING POINTS

Monte Cook's *Arcana Unearthed* is a complete handbook for players offering new races, classes, and character options. It also includes alternate ways to handle spellcasting and other game functions while remaining true to the basic core rules.

The hundreds of new options and rules in *Arcana Unearthed* offer fresh excitement and energy to OGL roleplaying.

This variant player's handbook can either replace the existing *Player's Handbook* or supplement it.

The book and its followup titles are written by Monte Cook, codesigner of 3rd Edition and author of the DMG.

Monte's Malhavoc Press products exhibit the mastery of the rules that only one of the game's original designers can offer.

A targeted online marketing campaign, coupled with other promotional efforts, has already started the market buzzing about this new product line.

PARTNERS

Monte Cook's *Arcana Unearthed* is supported not only by followup titles from Malhavoc Press, but also by tie-in adventures and accessories from our publishing partners.



Plague of Dreams

Introductory adventure by Monte Cook, James Bell, and Todd Secord

It seemed like a routine mission: Stop the bandits plaguing merchant caravans in the lands of the Diamond Throne. But the PCs soon discover there is much more going on than meets the eye when the forces of death and ancient memory threaten to unleash a plague of dreams.

IMP FDP4008 • 64 pages, saddle-stitched • ISBN 1-894693-19-1 • \$14.95 MSRP



Siege at Ebonring Keep

By Charles Plemons III, Becky Glenn, and Stefan Mears

Human forces near the Floating Forest have finally taken the ancient keep on its border, driving off the secretive race that had held it for decades uncounted. Now they ask you to seek the Ebonring, an artifact stolen from the keep by the fleeing enemy. Accept the quest, and explore the world of Monte Cook's *Arcana Unearthed*.

MYG6000 • 144 pages, softcover • ISBN 1-932374-13-2 • \$23.99 MSRP



Counter Collection IV: The World of the Diamond Throne

By Claudio Pozas

This collection contains more than 500 full-color cardstock images, featuring characters and creatures from Monte Cook's *Arcana Unearthed* setting. An affordable alternative (or supplement) to lead miniatures, these counters expand tactical tabletop play and are fully compatible with the revised 3rd-Edition rules.

IMP FDP4007 • 12 pages of counters, 8-page booklet • ISBN 1-894693-18-3 • \$18.95 MSRP

CLASSES

Monte Cook's *Arcana Unearthed* presents 11 new classes, intriguing mixtures of fighting prowess and spellcasting might.



mark zug

CHAMPION: The champion is a driven warrior who does whatever he must to further or defend his cause. You will find many different types of champion—champions of life and of death, champions of light and of darkness, champions of freedom, and so on.

mark zug

MAGISTER: The consummate spellcaster, the magister focuses his power through his magical staff. No one claims mastery over more spells than the magister.

mark zug

OATHSWORN: These warriors are fidelity and devotion given life. When an oathsworn commits herself to a goal, her dedication grants her unbelievable power to accomplish it, no matter what.

mark zug

WITCH: Focusing on his own magical nature as well as spells, a witch wields power that manifests itself in varied ways. The iron witch, the mind witch, the sea witch, the wind witch, the winter witch, and the wood witch—all are unique and mysterious.

AKASHIC: Masters of memory, the expert, skill-focused akashics draw upon the collective knowledge of all beings to gain information, improve their skills, and perform tasks for which they were never trained.

GREENBOND: Masters of animism, greenbonds are spellcasters who can call upon the power of life itself. As such, they have an affinity for nature and nature spirits.

MAGE BLADE: While some follow the path of the sword and others the way of the staff and spell, the mage blade walks the thin line in between. He dabbles in spellcasting and uses rituals to enhance his weapon, which he wields with skill.

RUNETHANE: Although runethanes cast spells, their real focus lies in the study and creation of magical runes. Their runes store magical effects, create potent wards, and grant powerful abilities to items and people.

TOTEM WARRIOR: Often more at home in the wilderness than in a city, totem warriors bond themselves to an animal spirit that grants them amazing abilities, physical qualities, and even companions.

UNFETTERED: Wild yet skillful, the unfettered is a master of derring-do and a blur of precision in combat. Her allies are speed and prowess rather than heavy armor and brute force.

WARMAIN: The unfettered's equal but opposite force, the warmain, girds himself in the heaviest armor and wields massive weapons with strength and skill. His might knows no bounds.



MAGIC

The magic system in *Monte Cook's Arcana Unearthed* is designed for maximum flexibility and balance. Casters can tweak the power level, customize the effects, and ready a wide selection of spells every day.

Certain races, such as the verrik, and certain classes, like the mind witch, have an affinity with *psionic spells*.

No components.

Components are based on the type of caster you are, not on the spell.

TELEPATHY

Divination [Language-Dependent, Mind-Affecting, Psionic]

LEVEL: 4 (Simple)

CASTING TIME: One action

RANGE: One mile/level

TARGET: The character and one familiar creature

DURATION: 1 round/level

SAVING THROW: Will negates (harmless)

SPELL RESISTANCE: Yes (harmless)

This spell allows you to communicate mentally with a familiar creature within range. The communication, though mental, is done entirely with words, so you must speak the same language as the creature.

DIMINISHED EFFECTS: The creature you communicate with must be in sight.

HEIGHTENED EFFECTS: Communication includes pictures, concepts, and emotions, so the spell is no longer language-dependent. You can send a mental picture clear enough to allow a spellcaster to scry a person or teleport to a place as though she had viewed the person or place once (for teleporting, this does not count as "currently viewed," even if the *telepathy* spell functions concurrently with the *teleport* spell).

MAGIC ITEM CREATION MODIFIERS:
Constant x2

Casters gain access to spells based on whether they are *simple* (every caster knows them), *complex* (only the best casters know them), or *exotic* (only one caster in the land knows it).

Casters who know this spell can cast it as a lower- or higher-level spell with altered effects, effectively *tripling the number of spells* at a caster's disposal.

Information to *correctly price magic items* based on this spell (whether constant, like a ring, or single-use, like a potion) is right at the DM's fingertips.

ARCANA UNEARTHED

SALES INFORMATION

Preorder Monte Cook's *Arcana Unearthed* from your authorized Sword & Sorcery distributor or contact:

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Stone Mountain, GA 30083
1-800-454-WOLF
Email: retail@white-wolf.com
www.white-wolf.com/retail

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