

PUBLISHER OF GREAT
GAMES SINCE 2001

Goodman Games 2005 Catalog

Role playing games, adventure modules, card games, and more!



ETHERSCOPE DRAGONMECH DAVE ARNESON'S BLACKMOOR™

The **Complete
Guide**

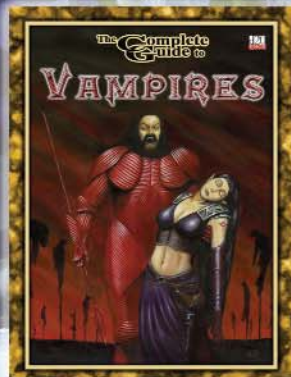
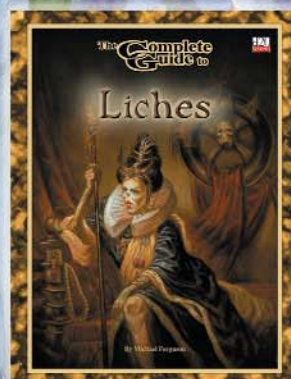
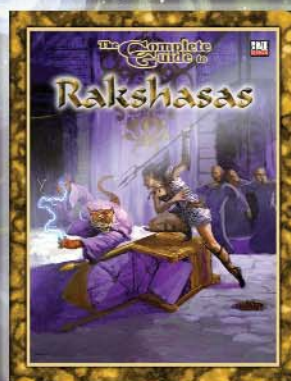
**Dungeon Crawl
Classics**



The Complete Guide

Take notice – of the best creature sourcebooks available today! An excellent resource for both players and DMs, each Complete Guide offers everything you need to build either an adventure or an entire campaign around the monster in question. From insightful concept development and detailed background material to new feats, classes, and rules, the Complete Guides are perfectly suited for developing creatures as both characters and monsters.

New for 2005: Look for 3.5 edition updates to classic Complete Guides available as PDF downloads at www.RPGNow.com, www.DriveThruRPG.com, and e23.sjgames.com!

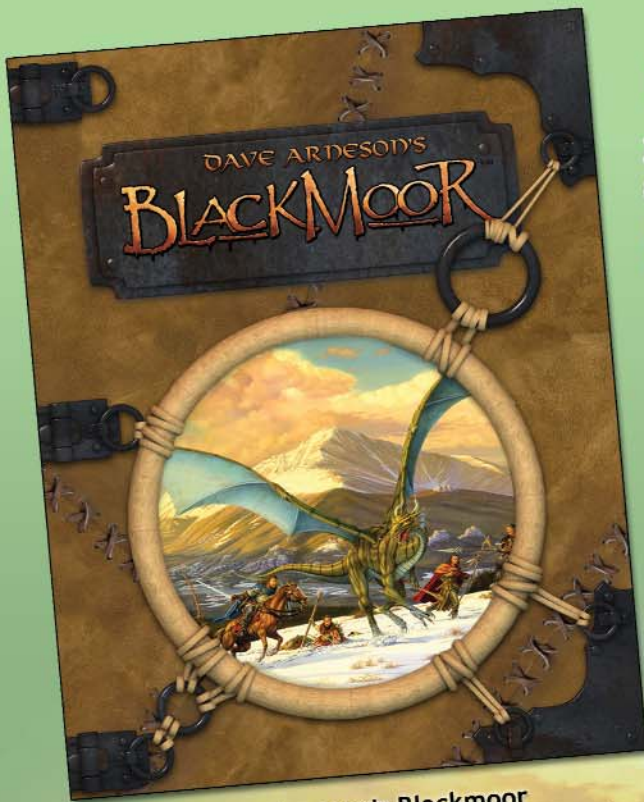


Also available:
Beholders
Wererats
Treants
Doppelgangers
Velociraptors
T-Rex

DAVE ARNESON'S BLACKMOOR™

The First Fantasy Campaign

Thirty years ago, the world's first fantasy campaign began. Now it's back! Enter Dave Arneson's Blackmoor, a brooding world of dragons, dungeons, and danger. After thirty years of development, Blackmoor is ready for *your* adventures.



Dave Arneson's Blackmoor
Original hardcover, 240 pages, \$34.99 (out of print)
Revised softcover, 240 pages, color fold-out map, \$34.99

Play Worldwide in the Blackmoor MMRPG

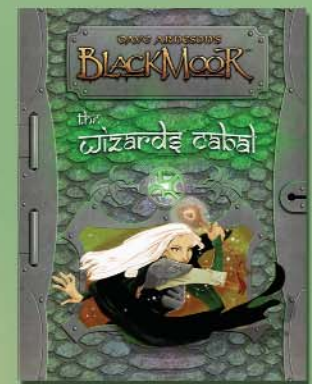
Blackmoor is part of an organized Massively Multiplayer RPG Game where all players use the same set of rules worldwide! In this living campaign, the actions of your characters determine the future plotline of the world. With Dave Arneson's Blackmoor: The MMRPG, you can play at home or at any of dozens of conventions that run Blackmoor games. Take advantage of 16 free adventures for 2005 with more on the way for 2006!

What are you waiting for? Blackmoor has put out the call for heroes! Get registered on the site and order your events today!

Learn more at www.dablackmoor.com



The Redwood Scar
Adventure module,
64 pages, \$14.99



The Wizards Cabal
Setting sourcebook,
128 pages, \$21.99

DRAGONMECH

Medieval fantasy mechs powered by steam, magic, or the labor of a thousand slaves



DragonMech
Core rules

240 pages, hardback, \$34.99

After an age of destruction, the Second Age of Walkers is now at hand. Explore the ruins of the surface world in sturdy iron mechs!

This new frontier for fantasy d20 introduces not just a new world but the first comprehensive d20 treatment of fantasy mechs. Built on the foundation of a traditional fantasy campaign, DragonMech is easy to integrate into any ongoing game, or it can be used on its own.

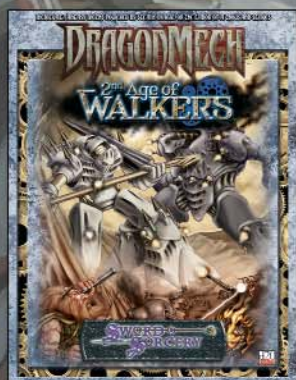
The core book features extensive new rules for fantasy mechs, fully integrated with a host of new classes, feats, skills, and items specially designed for a mech-based fantasy campaign. The rest of the line expands on every aspect of game play: *2nd Age of Walkers* and *The Last City* bring intricate detail to the world; *Steam Warriors* gives characters infinite options; the *Mech Manual* provides a huge set of enemies (and allies); and *The Shardsfall Quest* introductory adventure is ready to kick-start any campaign.



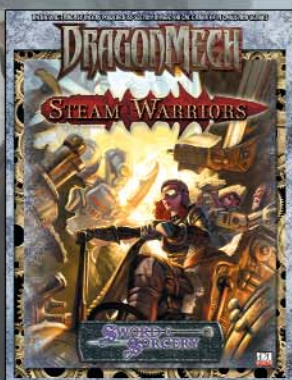
Shardsfall Quest
Introductory adventure
72 pages, \$17.99



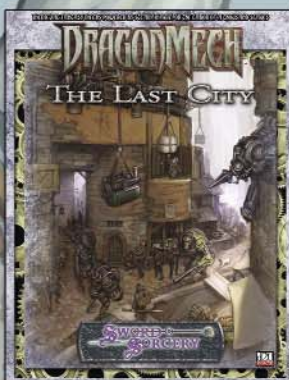
Mech Manual
New mechs and monsters
128 pages, \$21.99



2nd Age of Walkers
Campaign setting
192 pages, hardback, \$29.99



Steam Warriors
Character sourcebook
128 pages, \$21.99



The Last City
Setting sourcebook
128 pages, \$21.99

Also look for licensed
DragonMech e-books available
only at www.DriveThruRPG.com!



Rumors & Lies
Setting sourcebook
27 pages, \$8.95
Produced by Ronin Arts

ETHERSCOPE

ETHERSPACE ADVENTURES
IN AN AGE OF INDUSTRY,
INTRIGUE, AND IMPERIALISM

In 1876, Harold Wallace discovered something that changed the world: Etherspace. The might of Victorian industry drove forward, breaking down the frontiers of technology. Steam engines became smaller, weapons became more powerful, and cybernaughtics replaced limbs lost in bloody imperial wars. Then mankind learned to step into Etherspace itself.

Now it's 1984. In this alternative world of out-of-control technology, Etherspace is the new frontier. Punk Scope riders fight evil industrialists while occult investigators war against Etherspace demons. Mysterious System agents lurk in the shadows as treasure hunters raid Lemurean ruins for lost secrets. Jack in, scope up, and get ready, because the options for an Etherscope game are endless!

Published under the Open Game License and compatible with d20 Modern rules.

AN OGL ROLE PLAYING GAME

Created by Nigel McClelland and Ben Redmond



ALL NEW MODULES FOR
ANY FANTASY CAMPAIGN

Dungeon Crawl Classics

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know are there somewhere.

Dungeon Crawl Classics modules are the best-selling adventures on the market. Universally recognized as high quality, entertaining adventures featuring unique encounters in every module, they also conjure up an old-school feel thanks to the blue maps inside the cover, retro-style art, and classic fantasy vibe. The illustrated player handouts included in most DCC modules are another popular feature.

This catalogue lists the DCCs by *character level*, to make it easy to find an adventure for your current campaign. A list of DCCs by adventure number is elsewhere in this catalogue. Not pictured here are Gen Con specials or other limited distribution modules. Learn more at www.goodman-games.com!



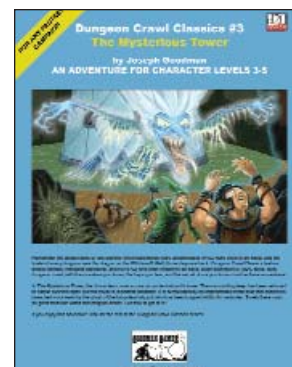
#0: Legends are Made, Not Born
Level 0 (for 1st level NPC-classed characters), 32 pages, \$10.99



#24: Legend of the Ripper
Levels 1-3, 32 pages, \$10.99



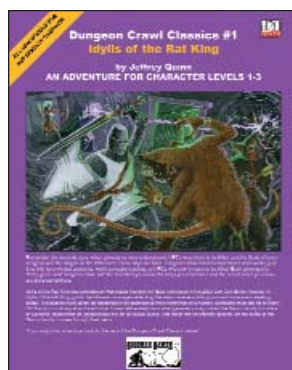
#14: Dungeon Interludes
Levels 1-13, 88 pages, \$21.99



#3: The Mysterious Tower
Levels 3-5, 32 pages, \$10.99



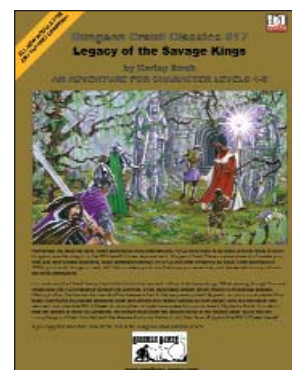
#2: Lost Vault of Tsathzar Rho
Level 1, 32 pages, \$10.99



#1: Idylls of the Rat King
Levels 1-3, 32 pages, \$10.99

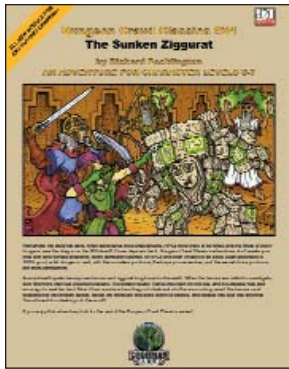


#11: The Dragonfiend Pact
Level 2, 16 pages, \$2.00



#17: Legacy of the
Savage Kings
Levels 4-6, 40 pages,
detachable cover, \$12.99

The DCC's feature all-new art from legendary TSR artists!



#23: The Sunken Ziggurat
Levels 5-7, 32 pages, \$10.99



#10: The Sunless Garden
Levels 6-8, 32 pages, \$10.99



#6: Temple of the Dragon Cult
Levels 8-10, 32 pages, \$10.99

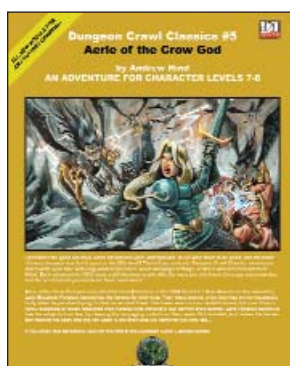


Erol Otus

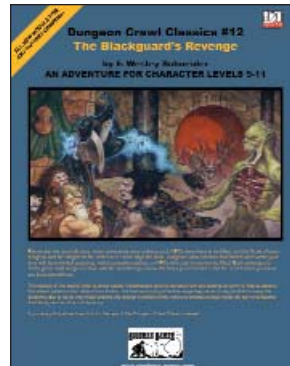
Covers on #3, 4, 8, 13, 18, 26



#7: The Secret of Smugglers Cove
Levels 5-7, 40 pages, \$11.99



#5: Aerie of the Crow God
Levels 7-8, 64 pages, \$15.99

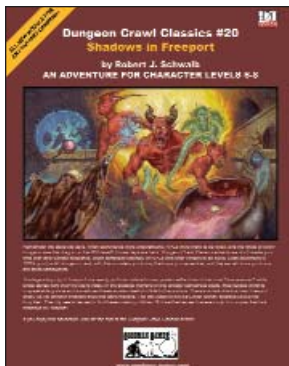


#12: The Blackguard's Revenge
Levels 9-11, 40 pages, \$11.99



Jeff Dee

Covers on #19, 24, 26



#20: Shadows in Freeport
Levels 6-8, 64 pages, \$15.99



#8: Mysteries of the Drow
Levels 7-9, 48 pages, \$12.99



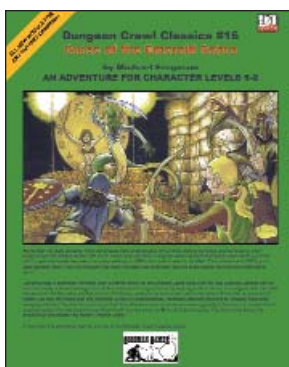
#4: Bloody Jack's Gold
Levels 10-12, 32 pages, \$10.99



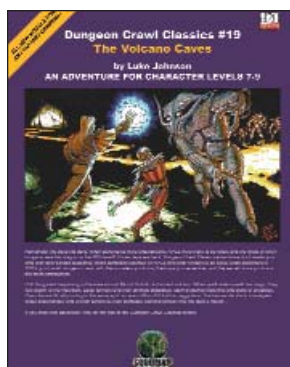
Jim Holloway

Covers on #2, 21

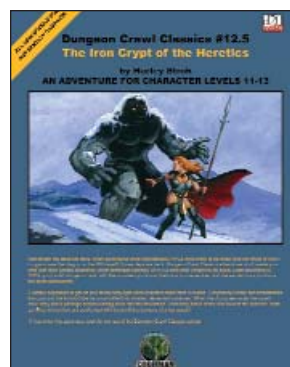
Plus popular new artists with an old-school feel, like Jason Edwards, William McAusland, Brad McDevitt, and Chuck Whelon!



#16: Curse of the Emerald Cobra
Levels 6-8, 48 pages, \$12.99



#19: The Volcano Caves
Levels 7-9, 48 pages, \$12.99



#12.5: Iron Crypt of the Heretics
Levels 11-13, 24 pages, detachable cover, \$10.99



Jason Edwards

Covers on #1, 15, 24



William McAusland

Covers on #1, 6, 11, 17, 22



Brad McDevitt

In almost every single DCC



Chuck Whelon

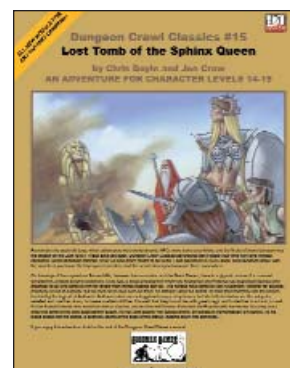
Covers on #4, 5, 7, 9, 14

Each year at Gen Con, Goodman Games hosts the Annual Dungeon Crawl Classics Open Tournament. The winners receive fame, fortune, and cool prizes. In 2005, more than 100 gamers competed to conquer the Vault of the Dragon Kings (scheduled to be published as a DCC in early 2006). The 2004 tournament module is available as DCC #13: Crypt of the Devil Lich. Test your dungeon crawling skills in our tournament next year! Pictured below: Part of 2004 winning team The Josh O'Connor Experiment.



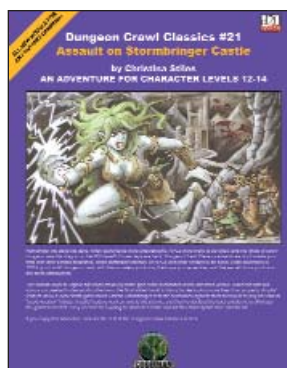
#18: Citadel of the Demon Prince

Levels 12-13, 64 pages, \$15.99



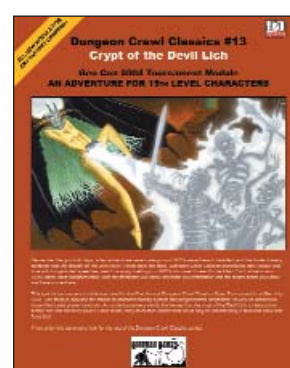
#15: Lost Tomb of the Sphinx Queen

Levels 14-15, 48 pages, \$12.99



#21: Assault on Stormbringer Castle

Levels 12-14, 32 pages, \$10.99



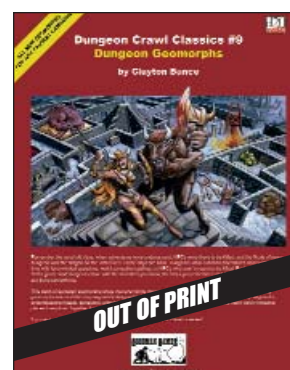
#13: Crypt of the Devil Lich

Level 15, Gen Con 2004 tournament module, 96 pages, color, \$24.99



#22: The Stormbringer Juggernaut

Levels 13-15, 32 pages, \$10.99



#9: Dungeon Geomorphs

DM map-making aids, 32 pages, \$10.99

Remember: Only Dungeon Crawl Classics feature the cool blue maps inside the cover!

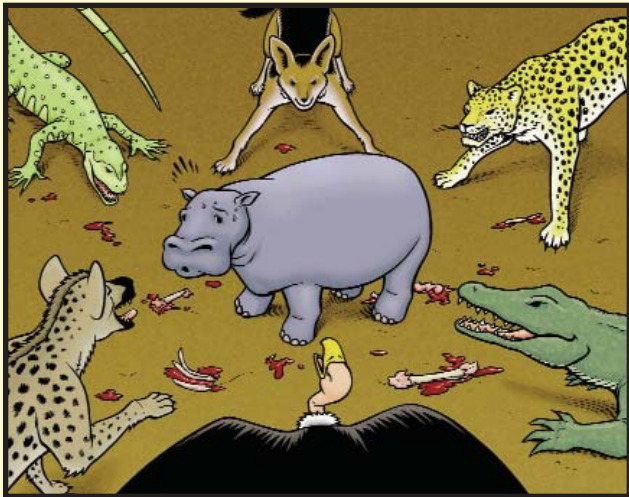
Find more at www.goodman-games.com

CARD GAMES

SCAVENGER HUNT

Scavenger Hunt is a hilarious card game in which the ravenous predators of the savannah out-sneak, out-wit, and out-fight each other in a bloody battle to acquire the most animal carcasses! Each player controls a scavenger, sending them out to retrieve tasty vittles to bring home to the lair for leisurely consumption. Be the best carrion-eater you can be!

2-6 players, 15-30 minutes, 110 cards + rules, \$19.99
Designer: Gunnar Hultgren



GEEK WARS

It's Jim Con 2005 and the wargamers are trying to claim more table space from the role-players! This hilarious card game pits geek against geek in a tongue-in-cheek battle for control of Jim Con. Each player builds their own "army" with cards featuring inside jokes that every gamer will love.

2 players, 20-30 minutes, 55 cards + rules, \$9.99
Designer: Richard Iorio II



Download free demo decks at www.goodman-games.com/!

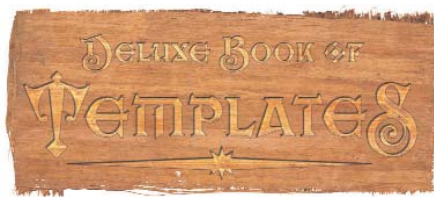
World Championship Dodgeball

It's that time of the year again: the best teams have made the playoffs, and the top players have come from around the world. Though gone to the public, dodge ball is certainly not forgotten. It's time for World Championship Dodge Ball! Screw fame and fortune - you're here for BLOOD! Put on your shorts, inflate the balls, and remember: HELMETS ARE FOR WIMPS!

- Rapid-fire dodge ball action
- Hilarious card assortment based on top professional dodge ball players
- A game of speed and skill

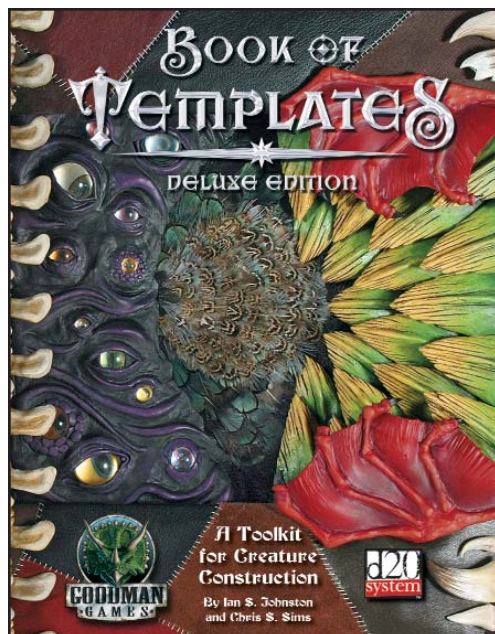
2-4 players, 10-15 minutes, 110 cards + rules, \$19.99
Designer: Richard Iorio II





Build a Better Monster!

Using the templates and new rules in this tome, the monster collections you already possess can be revitalized with new wonder and possibility. Creatures encountered and defeated dozens of times before will take on new dimensions through alterations ranging from simple to complex. You will find within more than 70 new templates and over 30 variants, creating more than 100 new ways to make any monster innovative and inimitable!



Book of Templates: Deluxe Edition

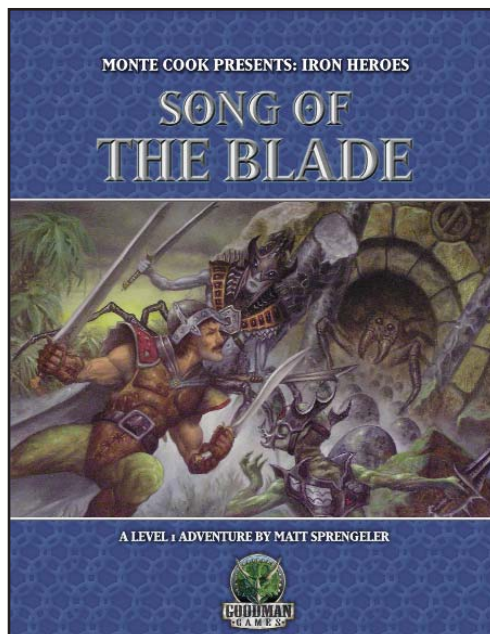
192 pages, hardback, \$34.99

Produced in cooperation with Silverthorne Games

MONTE COOK PRESENTS: IRON HEROES

Song of the Blade

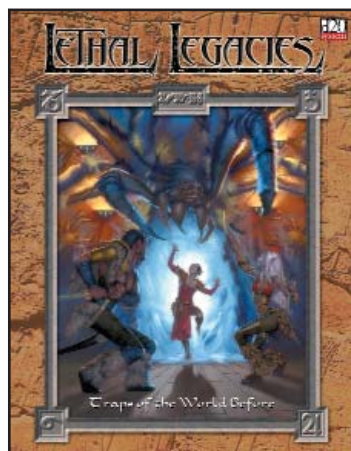
Welcome to *Iron Heroes*! You are about to enter a world where skill, cunning, and tactics are far more useful than a +3 sword. *Song of the Blade* is an officially licensed *Iron Heroes* module that takes a group of four beginning PCs to approximately 4th level. It is the first published adventure for the new alternate player's handbook *Monte Cook Presents: Iron Heroes*, showing beginning players how to guide their characters through this action-packed world!



Iron Heroes: Song of the Blade

64 pages, \$15.99

Licensed with approval from Malhavoc Press



Lethal Legacies:

Traps of the World Before

64 pages, \$17.99

In the elder times, before the dawn of man or even the first birth of elves, an ancient civilization was widely distributed across the world. Now they are long gone, but they left behind a lethal legacy. Their tombs and ruins are filled with the deadliest of traps, many using techno-magical powers not understood by modern scholars. This handbook examines 60 of the devious, deadly traps left behind by this mysterious civilization, with complete d20 stats for each.

2005 Pro

Current as of September, 2005. HC = hardcover
Learn more at www.silverthorne.com

Card Games

Geek Wars 8000, \$9.99
Scavenger Hunt 8015, \$19.99
World Championship Dodge Ball 8010, \$19.99

DragonMech

DragonMech HC WW17600, \$34.99
Shardsfall Quest WW17601, \$17.99
Mech Manual WW17602, \$21.99
2nd Age of Walkers HC WW17603, \$29.99
Steam Warriors WW17604, \$21.99
The Last City WW17605, \$21.99

Etherscope

Etherscope Core Rulebook HC WW17620, \$34.99

Blackmoor

Dave Arneson's Blackmoor HC* 4500, \$34.99
Dave Arneson's Blackmoor Softcover Reprint 4501, \$34.99
Redwood Scar 4501, \$14.99
Wizards Cabal 4502, \$21.99
Dungeons of Castle Blackmoor HC 4505, \$34.99

Complete Guides

Werewolves 3010, \$16.99
Liches 3003R, \$15.99
Fey 3009, \$18.99
Dragonkin 3008, \$16.99
Vampires 3007, \$15.99
Rakshasas 3005, \$12.99
Drow* 3006, \$12.99
Beholders 3004, \$22.00
Treants 3002, \$13.00
Wererats 3001, \$11.00
Doppelgangers 3000, \$11.00
Velociraptors 1002, \$11.00
T-Rex 1003, \$11.00

Dungeon Cr

#0: Legends are Born 5100, \$10.99
#1: Idylls of the \$10.99
#2: Lost Vault of 5001R, \$10.99
#3: Mysterious \$10.99
#4: Bloody Jack's 5004R, \$15.99
#5: Aerie of the 5005, \$10.99
#6: Temple of th 5006, \$10.99
#7: Secret of Sm 5006, \$10.99
#8: Mysteries of \$12.99
#9: Dungeon Ge \$10.99
#10: Sunless Gar \$10.99
#11: Dragonfiend \$10.99
#12: Blackguard \$11.99
#12.5: Iron Cryp Heretics 50125
#13: Crypt of th 5012, \$24.99
#14: Dungeon In \$18.99
#15: Lost Tomb Queen 5014, \$1
#16: Curse of th Cobra 5015, \$12
#17: Legacy of t Kings 5016, \$12
#18: Citadel of f Prince 5017, \$1
#19: Volcano Ca \$15.99
#20: Shadows in \$15.99
#21: Assault on Castle 5020, \$1
#22: The Stormb Juggernaut 50 \$15.99
#23: Sunken Zig \$10.99
#24: Legend of f \$10.99

Award No

Over the years Goodman Games has been nominated for some of the reasons we've received special awards:

GameWyrd Awards:

2005, Winner, RPG or Supplement Most Likely to Improve Your Campaign: Dave Arneson's Blackmoor

Gen Con ENnie Awards:

2005, Nomination, Best Adventure: Dungeon Crawl Classics #11: The Dragonfiend Pact

2004, Nomination, Best Publisher: Goodman Games

2004 Nomination, Best Revision/Update/Compilation: Book of Templates: Deluxe Edition (PDF edition)

2004, Nomination, Best Adventure: Dungeon Crawl

Product List

cover, * = out of print/almost out of print.
goodman-games.com/

Crawl Classics

Made, not
 99
 Rat King 5000R,
 of Tszthzar Rho
 Tower 5002, \$10.99
 Gold 5003, \$10.99
 Crow God
 the Dragon Cult*
 Huggler's Cove*

Wanderers Guild

Zoopolis 4003, \$17.99
 Primeval Groves 4002, \$21.99
 Monsters of the Boundless Blue
 4001, \$17.99
 Monsters of the Endless Dark
 4000, \$17.99

Strategy Guides

Warrior 4310, \$19.99
 Wizard 4311, \$19.99

Broncosaurus Rex

the Drow* 5007,
 omorphs* 5008,
 rden* 5009, \$10.99
 d Pact* 5010, \$2.00
 's Revenge 5011,
 ot of the
 \$10.99
 e Devil Lich
 terludes 5013,
 of the Sphinx
 2.99
 e Emerald
 2.99
 he Savage
 99
 the Demon
 5.99
 ves 5018, \$12.99
 Freeport 2019,
 Stormbringer
 0.99
 ringer
 21, \$10.99
 gurat 5022, \$10.99
 the Ripper 5023,

Dinosaur Planet: Broncosaurus
 Rex Core Rulebook 1000, \$20.00
 Cretasus Adventure Guide 1001,
 \$22.00
 Dinosaurs That Never Were
 1004, \$16.00

Stand-Alone Titles

Book of Templates: Deluxe
 Edition HC 4340, \$34.99
 Iron Heroes: Song of the Blade
 5500, \$15.99
 Demon Hunter's Handbook 4320,
 \$19.99
 Lethal Legacies 4330, \$17.99
 DM Campaign Tracker 9700, \$4.99
 Aerial Adventure Guide HC 2004,
 \$27.99
 Underdark Adventure Guide HC
 2003, \$28.00
 EN World Player's Journal*
 (Issues #1-#4), \$5.00
 Beyond Monks: The Art of the
 Fight* 4300, \$19.99
 Morningstar HC 4100, \$30.00

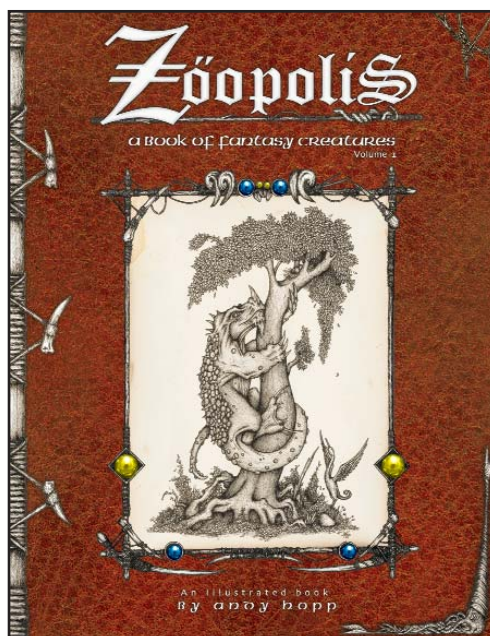
Nominations

minated for many awards. Here's a sample of
 cention!

Classics #5: Aerie of the Crow God
 2004 Nomination, Best Electronic Product (not free):
 Book of Templates: Deluxe Edition (PDF edition)
 2003, Nomination, Best Monster Supplement:
 Monsters of the Endless Dark
 2003, Nomination, Best Graphic Design & Layout:
 Monsters of the Endless Dark
 2003, Honorable Mention, Best Adventure:
 Dungeon Crawl Classics #1: Idylls of the Rat King
 2002, Honorable Mention, Best d20 Game:
 Dinosaur Planet: Broncosaurus Rex
 2002, Honorable Mention, Best Rules Sourcebook:
 Beyond Monks: the Art of the Fight



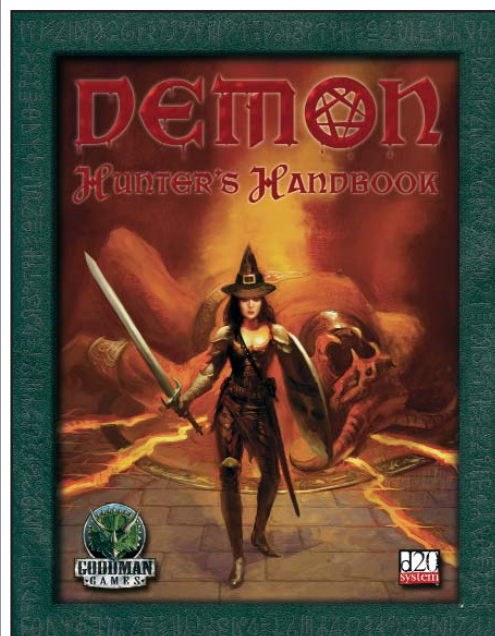
Welcome to Zoopolis: a land of creatures
 both rare and unusual. Zoopolis is a demi-
 plane all its own, connected to other
 worlds by planar gates. Great explorers
 called teratophytes venture forth from
 Zoopolis to catalogue and collect the
 universe's varied creatures. In this
 stunning new monster manual from the
 Wanderers Guild, you'll find examples of
 some of the amazing life forms collected
 by the teratophytes from worlds far and
 wide!



Andy Hopp's Zoopolis
 64 pages, \$17.99

DEMON Hunter's Handbook

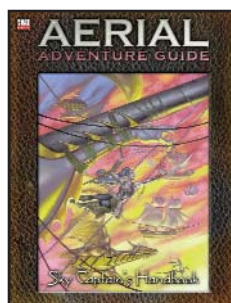
No campaign theme is more gripping than a
 battle against the minions of hell! This jam-
 packed sourcebook has everything you need
 for a fantasy demon-hunter campaign. From
 puritanical holy men to crazed warriors only
 one step away from damnation themselves,
 every archetype is covered — with new ones
 introduced as well. It includes new classes,
 races, and feats; rules for possession and
 exorcism; organizations both pure and
 demonic; guidelines for creating truly villain-
 ous demons to hunt; plus ways to tailor the
 existing d20 canon to a demon-hunter theme!



Demon Hunter's Handbook
 96 pages, \$19.99

Old Favorites

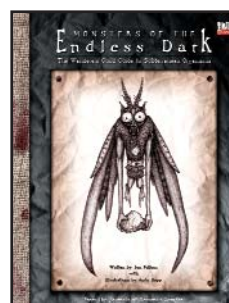
These aren't new, but they're still popular — for good reason! Each fills a unique
 niche, and all have been recognized with award nominations and/or great reviews.



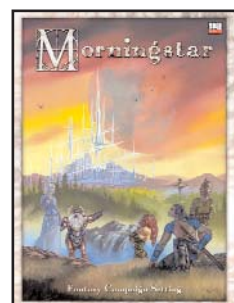
Aerial Adventure Guide
 Sky ships, cloud cities,
 and flying monsters!
 160 pages, hardback,
 \$27.99



Broncosaurus Rex
 The Civil War 200 years
 later, on an alien planet
 with intelligent dinosaurs!
 96 pages, \$20.00



Monsters of the Endless Dark
 First of the beautiful
 Wanderers Guild monster
 manuals.
 64 pages, \$17.99



Morningstar
 Golden age fantasy
 setting; WotC setting
 search semi-finalist.
 160 pages, hardback, \$30.00

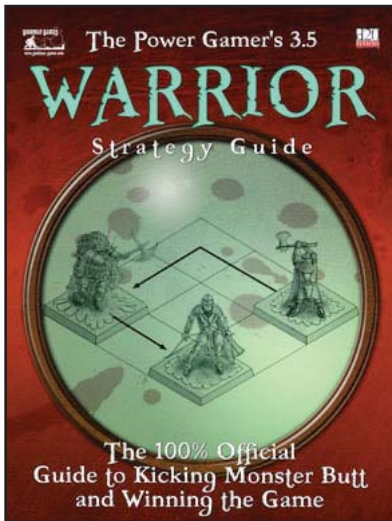
The Power Gamer's 3.5 Strategy Guides

The 100% Official Guides to Kicking Monster Butt and Winning the Game

Let's be real – the game's about combat, not charisma! These guides give your character the strategies and techniques you need to win. They're like a football coach's playbook, or a video game champion's cheat codes. Feat combos, sneaky spell uses, multiclassing secrets, and abusing the rules: that's what it's all about.

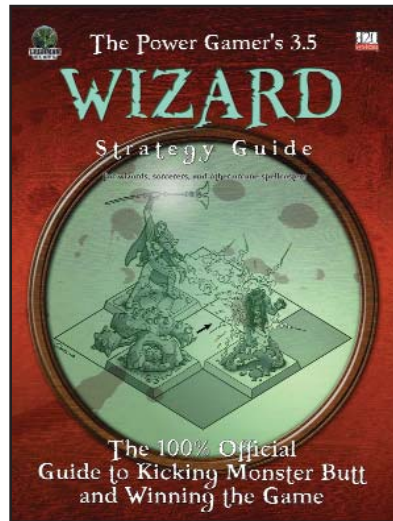
Everything in the Power Gamer Strategy Guides comes straight from the core rulebooks. It's 100 percent official material; all we do is tell you how to use it.

*For fighters, barbarians, rangers,
monks and paladins:*



Power Gamer's 3.5
Warrior Strategy Guide
96 pages, \$19.99

*For wizards, sorcerers, and other
arcane spellcasters:*

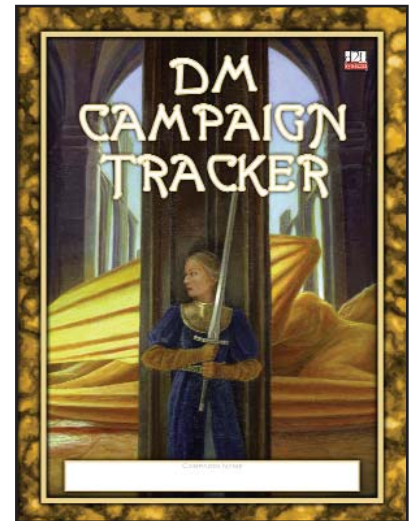


Power Gamer's 3.5
Wizard Strategy Guide
96 pages, \$19.99

DM CAMPAIGN TRACKER

One of our all-time best sellers, this first-of-its-kind playing aid is an essential tool for third edition DMs. Gone are the days of paper scraps and loose-leaf notebooks! This carefully designed booklet has space to record all information about an ongoing campaign: NPC stats, XP tracking, session logs, character reference, world info, and more. Just as every player needs a character sheet, every DM needs a campaign tracker!

All-time best seller!



DM Campaign Tracker
16 pages, \$4.99

Goodman Games

4819 W. Hutchinson St., Unit 3F
Chicago, IL 60641
www.goodman-games.com
info@goodman-games.com



Coming to Gen Con Indy 2005: The Second Annual Dungeon Crawl Classics
Open Tournament. Can you survive the Vault of the Dragon Kings?
Visit www.goodman-games.com for more information.