

# ARIA

Canticle of the Monomyth™

Society Name:

World Placement:

Society Concept:

Scope:

Location:

Geographic Size:

Population Size:

## Foundations of Society

Society Age

Society Age Value:

Society Age (yrs.):

Founding Date:

Isolation

Isolation Value:

Isolation Description:

Philosophical Orientation

Orientation / Posture:

Orientation Aspects:

Interaction

Interaction Value:

Interaction Description:

## Technology & Innovation

Technology

Technology Value (avg.):

Areas of Technological Emphasis:

Rate of Advancement:

Rate of Assimilation:

Available Technology:

Innovation Scales

Dominant Material Value:

Power / Manufacturing Value:

Agriculture / Environment Value:

Building / Architecture Value:

Transport / Communication Value:

Military Value:

Miscellaneous Value:

## Subsistence & Mobility

Subsistence

Major Classification:

Minor Classification:

Subsistence Description:

Societal Mobility

Mobility Classification:

Subclassification:

Mobility Description:

## Politics & Kinship

Political Infrastructure

Infrastructure Class (Prim. or Adv.):

Infrastructure Type:

Power:

Authority:

Consent:

Constitutional Support:

Kinship

Kinship Ascendant:

Lineage Determinant:

Inheritance Pattern:

Notes:

Legal Complexity:



## Interests of Society

### Economic Environment

Economic Exchange System:

Exchange System Description:

Economy Type:

### Economic Foundation

Resource Value:

Resource Description:

Exploitation Value:

Exploitation % (Exploit. Value x 5%):

Exploitation Description:

Trade Value:

Trade Description:

### CDIetary Infrastructure

Primary Force Composition:

Primary Force Description:

Supplementary Forces:

## Humanities

### Religion

Religious Tolerance Value:

Religious Prevalence Value:

Religious Diversity Value:

Religion Description:

### Scholastics

Scholastic Tolerance Value:

Scholastic Prevalence Value:

Scholastic Diversity Value:

Scholastics Description:

### Arts

Art Tolerance Value:

Art Prevalence Value:

Art Diversity Value:

Arts Description:

### Magic

Magic Tolerance Value:

Magic Prevalence Value:

Magic Diversity Value:

Magic Description:

## Hierarchy of Social Estates

### Status

Primary Status Foundation:

Secondary Status Foundation:

Other Status Foundations:

Custom of Status Value:

Rigidity of Status Value:

### Personal Freedom

Freedom Aspects (Vertical):

Freedom Aspects (Horizontal):

### Status Hierarchy

Status Archetype

Vocational Clusters/Sample Vocations

Status Range

# ARIA

## Canticle of the Monomyth

Society Name: \_\_\_\_\_

World Placement: \_\_\_\_\_

\_\_\_\_\_ Society Age \_\_\_\_\_

Society Age

Age Value:

Age (years):

Founding Date:

Calendar:

Historical Description

Historic Periods / Phases:

Founders:

Founder's Origins:

Founding Description:

Time line of Events

Historical Notes / Event Inventory:

### Philosophical Orientation

Philosophical Orientation

Orientation / Posture:

Orientation Aspects:

Orientation Demographic

Orientation Followers (% of population):

Divergent Philosophies / Aspects:

Diverging Philosophy Proponents:

Diverging Philosophy Followers (%):

Other / Historical Notes:



Environment Isolation

ISOLATION

Isolation Value:

Isolation Description

Geographical Barriers:

Political Borders:

Access Routes (# and type):

Distance to Nearest Societies:

Other/Historical Notes:

Environment Interaction

INTERACTION

Interaction Value:

Interaction Description

Neighboring Societies:

Frequency of Contact/Interaction:

Political Relations:

Other/Historical Notes:

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## Carticle of the Monomyth

Society Name:

World Placement:

### Domestic Innovation

#### Technology

Technology Value (Avg. all Innov. Scales):

Technological Rate of Advancement:

Technological Rate of Assimilation:

Most Recent Innovation:

Last Advancement Attempt (years):

Next Opportunity for Advancement:

#### Dominant Material Scale

Scale Value:

Emphasis (Y/N):

Exploitable Materials:

#### Building/Architecture Scale

Scale Value:

Emphasis (Y/N):

Innovations:

#### Power/Manufacturing Scale

Scale Value:

Emphasis (Y/N):

Innovations:

#### Agriculture/Environment Scale

Scale Value:

Emphasis (Y/N):

Innovations:

#### Transport/Communication Scale

Scale Value:

Emphasis (Y/N):

Innovations:

#### Currency Scale

Scale Value:

Emphasis (Y/N):

Innovations:

#### Disce(laneous) Scale

Scale Value:

Emphasis (Y/N):

Innovations:



## Exploitable Foreign Innovations

### Assimilated Technology

Technology/Innovation	Innovation Category	Foreign Source
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### Available Technology

Technology/Innovation	Innovation Category	Foreign Source
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### Innovation Timeline

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### Technological History

Notable Inventors	Innovation Developed
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Unique Technology (Magical, etc.):

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## Canticle of the Monoonyth

Society Name:

World Placement:

### Subsistence Pattern

#### Subsistence Classification

Major Classification:

Major Food Staples:

Hunting/Harvesting Regions:

Hunting/Harvesting Seasons:

Recurrent Surplus/Shortages:

Animal/Vegetable By-products:

Hostile Predators/Conditions:

Other/Historical Notes:

Minor Classifications:

Minor/Supplemental Food Staples:

Hunting/Harvesting Regions:

Hunting/Harvesting Seasons:

Recurrent Surplus/Shortages:

Animal/Vegetable By-products:

Hostile Predators/Conditions:

Other/Historical Notes:



*Mobility Pattern*

Societal Mobility

Mobility Classification:

Subclassification:

Mobility Description:

Other/Historical Notes:

*Subsistence - Mobility Relationship*

Subsistence-Mobility History



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## Canticle of the Monooyth

Society Name:

World Placement:

### Political Infrastructure

#### Politics & Government

Infrastructure Type:

Infrastructure Classification:

Power:

Power Description/Notes:

Consent:

Consent Description/Notes:

Authority:

Authority Description/Notes:

Constitutional Support:

Constitution Description/Notes:

#### Political Emblem

#### Ruling Agency Description

##### Political Leaders/Factions

Name

Office

Affiliation(s)

Political Agenda/Philosophy:

Political Vehicle/Methodology:

#### Legal Code

Legal Complexity:

Legal Description/Notes:



Current Political Situation:

Political History / Notes:

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### *Kinship*

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Kinship, Lineage, & Inheritance:

Kinship Ascendant:

Kinship Description / Notes:

Lineage Determinant:

Lineage Description / Notes:

Inheritance Pattern:

Inheritance Description / Notes:

Other / Historical Notes:

# ARIA

## Canticle of the Monomyth

Society Name:

World Placement:

### Economic Environment

#### Economic Exchange System

Exchange Category:

Method of Exchange:

Exchange Description (units, type, value, etc.):

Economy Type:

Economic Policy (Tariffs, Regulations, etc.):

### Economic Foundation

#### Resources

Resource Value:

Resource Description / List:

#### Exploitation

Exploitation Value:

Exploitation % (Value  $\times$  5%):

Exploitation Description / List:

#### Trade

Trade Value:

Trade Description:

Trading Frequency:

Notable Trading Houses/Companies:

Trading Partners:



## Military Infrastructure

### Ordinary

Primary Force Composition:  
Force Type(s):

# Troops Available (Daily vs. Crisis):

Force Description

Armament:

Leadership Hierarchy/Troop Units:

Military Leaders/Factions:

Military Orders/Organizations

Name	Affiliation	Purpose
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Supplementary Force Type(s):  
Force Type(s):

# Troops Available (Daily vs. Crisis):

Force Description

Armament:

Leadership Hierarchy/Troop Units:

Military Leaders/Factions:

Other/Historical Notes:

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## Canticle of the Monomyth

Society Name:

World Placement:

### Religion

Religion

Tolerance Value:

Tolerance Description:

Diversity Value:

Diversity Description:

Primary Belief/Faith:

Prevalence Value:

Prevalence Description:

Other Beliefs/Faiths:

Religious Orders/Organizations/Schools

Name

Affiliation

Purpose

Religious Government (Hierarchy)

Religion

Office/Title

Function

### ARTS

ARTS

Tolerance Value:

Tolerance Description:

Diversity Value:

Diversity Description:

Primary Art Discipline(s):

Prevalence Value:

Prevalence Description:

Other Disciplines:



## Scholastics

### Scholastics

Tolerance Value:

Tolerance Description:

Prevalence Value:

Prevalence Description:

Diversity Value:

Diversity Description

Primary Discipline(s):

Other Disciplines:

## Magic

### Magic

Tolerance Value:

Tolerance Description:

Prevalence Value:

Prevalence Description:

Diversity Value:

Diversity Description

Primary Practice(s):

Other Practices:

Magical Orders/Societies/Schools

Magic Governance

Institution	Office/Title	Function
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# ARIA

Canticle of the Mono-myth

Society Name:

World Placement:

## STATUS & PERSONAL FREEDOM

### Foundations of Status

Primary Foundation:

Foundation Description:

Secondary Foundation:

Foundation Description:

Other Foundations:

Description:

### Personal Freedom

Vertical Freedom Aspects

Aspect

Description

Horizontal Aspects:

Aspect

Description

### Status Demographic

Status Archetype    %Population / # Individuals

### Status Customs

Custom of Status:

Description:

Rigidity of Status:

Description:

Unique Customs/Traditions



## Hierarchy of Social Estates

Hierarchy Dropic

Status Archetype

Vocational Cluster/Sample Vocations

Status Level/Range



# ARIA

*Canticle of the Monomyth*

Society Name:

World Placement:

\_\_\_\_\_ *Environment Notes, Map, Etc.* \_\_\_\_\_





# ARIA

## Canticle of the Monomyth

Persona Name:

Player Name:

Place of Birth:

Heritage:

Current Residence:

Species:

Persona Concept:

Race:

Culture:

Cultural Orientation:

Heritage Restrictions:

### Kinship & Status

Family Situation

Family Status:

Status Level (Fam. Head):

Legitimacy:

Family Orientation:

Sibling Rank:

Estrangement:

Reaction Orientation:

Inheritance:

Family Background

Description (Background Aspects, Notes, History)

Status

Status Archetype:

Status Level:

Innate Renown:

Family Renown

Renown Value: Renown Aspect(s):

### CHARACTERISTICS

Attributes

Attribute/Aspect

Rank

Potential

Physical Characteristics

Age:

Frame Value:

Description:

Height Value:

Description:

Physique Value:

Description:

Weight Value:

Description:

Coloration:

Derived Characteristics

Carrying Capacity:

Lifting Capacity:

Movement Rate

Miles per Day:

Yards/Action Interval:

Trauma Resistance:

Physical Characteristics:





# ARIA

## Canticle of the Monoanayth

Name of Heritage Group:

Indigenous Region(s):

Species:

Race:

Culture:

### Physical Traits

Frame

Average Frame Value (male):

Min./Max. Values:

Average Frame Value (female):

Min./Max. Value:

Variation (both sexes):

Height

Average Height Value (male):

Min./Max. Values:

Average Height Value (female):

Min./Max. Values:

Variation (both sexes):

Physique

Average Physique Value (male):

Min./Max. Values:

Average Physique Value (female):

Min./Max. Values:

Variation (both sexes):

Appearance:

Resilience:

Age

Average Lifespan:

Age Category

Age Range

Child

- yrs.

Adolescent

- yrs.

Young

- yrs.

Adult

- yrs.

Old

- yrs.

Elderly

- yrs.

Venerable

+ yrs.

IP gained per Interval

(Avg. Lifespan/70 = Interval in yrs):

Gender Ratio:

% male/

% female

Inherent Aspects:

Recommended Aspects:

Unique Abilities:

### Psychological Traits

Inherent Aspects:

Recommended Aspects:

### Mental & Spiritual Traits

Inherent Aspects:

Recommended Aspects:

Unique Abilities:

## Development Considerations

Inherent Expertises

Recommended Expertises

Proptic Restrictions

Minimum Attributes

## Cultural Features

Environmental Adaptation

Principle Environment:

Adaptability:

Dominance

Description/Notes:

Customs & Lifestyle

Description/Notes:

Symbols & Arts

Description/Notes:

Religion & Magic

Description/Notes:

Language

Language Family:

Dialect:

Description/Notes:

Heritage Orientation

Orientation:

Orientation Description:

Orientation Aspect(s)

Status & Family

Description/Notes:

Clothing & Decoration

Description/Notes:

Historical Notes

# ARIA

## Canticle of the Monomyth

Name of Vocational Setting:

Name of Person:

Years in Setting:

Vocational Paths Available:

Itinerant or Official?:

Official Title:

Description:

Prominence of Office (if different from Setting):

Responsibility:

Official Performance:

### SETTING PROFILE

Location:

Prominence:

Environ Class:

Internal Potential:

Specialization:

External Potential:

Purpose:

Cost of Setting:

### EXPERTISE DEVELOPMENT

Internal Potential:

External Potential:

Available Expertise Cluster(s):

Available Areas of Expertise Development:

Universal: All Talents

Language (Native)

History (Local)

Healing (First Aid)

Status Archetype:

Environ Class:

Special:

Expertises Available (# per year):

Expendable IP (# per year):

Expertises Available (# per year):

Expendable IP (# per year):

Expertise Development

Expertise/Aspect

IP spent/Current Rank

Expertise Development

Expertise/Aspect

IP spent/Current Rank

Setting Notes: History, Teachers, Special Equipment/Privileges, & Development Notes





# ARIA

*Canticle of the Monarchy*

Society Name:

World Placement:

## STATUS & PERSONAL FREEDOM

### FOUNDATIONS OF STATUS

Primary Foundation:

Foundation Description:

Secondary Foundation:

Foundation Description:

Other Foundations:

Description:

### PERSONAL FREEDOM

Vertical Freedom Aspects

Aspect

Description

Horizontal Aspects:

Aspect

Description

### STATUS DEMOGRAPHIC

Status Archetype    %Population / # Individuals

### STATUS CUSTOMS

Custom of Status:

Description:

Rigidity of Status:

Description:

Unique Customs/Traditions



Hierarchy of Social Estates

Hierarchy Dropic

Status Archetype

Vocational Cluster/Sample Vocations

Status Level/Range

# ARIA

## Canticle of the Monowyrth

Persona Name:

Player:

Strength:

Carrying Capacity:

Quickness:

Movement (Action) Rate:

Option Points:

Adjusted Option Points:

Initiative Modifier:

Hardiness:

Trauma Resistance:

Combat-Related Background Aspects

Aspect	Rank	Description

Equipment Notes (Arms, Armor, Miscellaneous)

Missile Inventory:

Encumbrance

Current Encumbrance:

Physical Penalty:

Pace Restrictions:

Option Point Penalty:

Fatigue Modifier:

### Offensive Profile

Favored Weapon Expertises

Weapon	Rank	Speed/Damage Bonus	Accuracy Modifier (Optional)	Quality Modifiers

Arms Profile

Melee Weapon	Attack/Parry Mode	Modified A/P Value	Modified A/P Speed	Reach

Missile Weapon	Attack Mode	Modified Attack Value	Speed (Fire/Prep.)	Range (S/M/L/XL)

### Defensive Profile

Wearing Armor Expertises

Aspect	Rank	Encumbrance Modifier

Defense Value

Type/Style	Crush/Chop/Slash/Thrust/Pierce

Armor Type

Construction Type	Design Style

Total Weight/Encumbrance:

Modified Encumbrance:

Quality:

Modifiers:

Damage Notes



Combat Profile



Armor Description (Optional)

Location	Armor Type	Defense Value (Chop/Crush/Slash/Thrust/Pierce)	Wt./EG
1	Face		
2	Skull		
3	Neck		
4-5	Presented Arm		
6	Presented Hand		
7	Refused Arm		
8-12	Torso		
13-15	Abdomen		
16	Groin		
17-18	Presented Leg		
19	Refused Leg		
20	Foot		

Total Weight/Encumbrance:

Armor Damage Description:

Modified Encumbrance:

Fatigue (Check ) new Current Status as Fatigue progresses)

Endurance: Fatigue ATC (Base 3 + Endurance - modified Difficulty):

Current Fatigue	Physical/Fatigue Penalty	Pace Restrictions
Fresh	None	None
Winded	+1 Difficulty	No Dashing
Tired	+2 Difficulty	No Sprinting
Weary	+4 Difficulty	No Running
Fatigued	+6 Difficulty	No Jogging
Exhausted	Incapacitated	No Movement

Injury (Check ) new Current Status as Injury progresses - Physical Penalties are cumulative)

Trauma Resistance:

Injury Status	Physical Penalty	Shock Trial Base Difficulty
Uninjured	None	None
Light Wound	+1 Difficulty	2
Wound	+2 to +3 Difficulty	4
Major Wound	+4 to +5 Difficulty	6
Mortal Wound	+6 to +8 Difficulty	8

Wounds Description:

Shock (Check ) new Current Status as Shock progresses - Mental and Perception Trial Penalties are cumulative)

Trial Base (Trauma Resistance):

Trial Rank (Hardiness):

Degrees of Shock	Mental Penalty	Perception Trials	Pace/Other Restrictions
0 Normal	None	None	None
1 Minor Disorientation	None	None	No Dashing
2 Disorientation	None	+1	No Sprinting
3 Daze	+1	+2	No Running
4 Minor Delirium	+2	+3	Only Walking - Willpower Trial (Diff. 2) to engage in strenuous Action
5 Delirium	+3	+4	Only Stumbling - Willpower Trial (Diff. 3) to engage in strenuous Action
6 Stun	+4	+5	Only Crawling - Willpower Trial (Diff. 4) to engage in strenuous Action
7 Incapacitation	+5	+7	No Movement - Will. Trial (Diff. 6 to maintain Consciousness w/o Aid
8 Unconscious	n/a	n/a	Will. Trial (Diff. 8) to regain Consciousness
9 Coma	n/a	n/a	Unconscious until Aided or Death
10 Death	n/a	n/a	Death comes in 2d10 minutes

# ARIA

## Canticle of the Monomyth

Persona Name:

Player Name:

Omni Affiliation:

Personal Orientation (toward Omni):

Hierarchy Rank:

Tenet Level:

Aura:

Arch:

Insight:

### Omni Summary

#### Omni Description

Governing Origin:

Form:

Size:

Sponsorship:

Renown:

Orientation:

Demeanor:

Omnesence Philosophy:

Politics:

Initiation:

Hierarchy:

Customs:

Tenets:

Incidentals:



Omniscience Expertises

Expertise (Archetypes & Dominions)

Base

Rank

Paradigm Archive

(Include Name, Configuration, Temper Aspects, Cost, & Description of Effects)

# ARIA

## Canticle of the Monomyth

World Name:

### Reality Summary

Reality Concept:

Reality Nature:  
Number of Origins:  
Origin Notes:

### Origin Template

Origin Name:

Origin Form:

Origin Genesis:

Origin Connections:

Origin Orientation:

Origin Nature:

Origin Relations:

Apotheosis:

### Omnescence Fundamental

Conventions

Primary Trait:  
Affinity:

Conventions Notes/Description

Omnescence Province

Archetypes

Power

Dominions

Facility

Configuration Might  
(Power + Facility)

Province Aspects:



Origin Template



Availability

Category:

Manifestation:

Availability Level:

Amount

Category:

Amount Level:

Amount Aspects (Restrictions):

Storage

Category:

Capacity:

Storage Aspects:

Access

Category:

Restriction Aspects:

Method:

Ease of Access:

Access Time:

Paradigm Notes

Omnescence Nature:

Preparation

Category:

Aspects:

Limitation Aspects:

Preparation Time:

Variation Facility:

Preparation Trial:

Interruption ?:

Effects

Paradigm Method:

Casting Time:

Fatigue from Casting:

Distance(Range and Range Increment):

Area (Area and Area Increment):

Duration (Duration and Duration Interval):

Participation:

Temper Aspects:

Resistance:

Incidentals:



# ARIA

## Canticle of the Monomyth

Society Name:

World Placement:

### Historic Period

Current Age/Period:

Current Date:

Length of Last Interval:

Time Elapsed (since last Interval):

Length of Current Interval:

Repercussions from Last Interval

### History Notes

## Environmental Determinants

### Scope

Scope Value:

Description

### Military

Military Value:

Force Type Description:

### Philosophical Orientation

Orientation:

Orientation Aspects:

### Technology

Technology Value:

Materials

### Humanities

Religion

Tolerance Value:

Prevalence Value:

Diversity Value:

Arts

Tolerance Value:

Prevalence Value:

Diversity Value:

Scholastics

Tolerance Value:

Prevalence Value:

Diversity Value:

Magic

Tolerance Value:

Prevalence Value:

Diversity Value:

## Economic Determinants

### Resources

Resources Value:

Description

### Exploitation

Exploitation Value: %

### Trade

Trade Value:

Description (Trade Partners, etc.)

## Political Determinants

### Key Elements

Description/Notes

### Ruling Agency Profile

Power:

Authority:

Consent:

Relations

Society

Relations Description



# Product Information

## Upcoming Releases . . .

Product Title/Description	Product #	Price (\$)	Release Date
<b>ARIA Roleplaying™</b>	<b>LU 1001</b>	<b>\$29.95</b>	<b>Available now</b>

ARIA Roleplaying™ contains both the Persona and Myth Creation books under one cover, providing all of the basics necessary to begin game play. ARIA Roleplaying™ was nominated for "Best New Roleplaying Game" at 1994 Origins award ceremonies.

<b>ARIA Worlds™</b>	<b>LU 1000</b>	<b>\$25.95</b>	<b>Available now</b>
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ARIA Worlds™ provides complete parameters (for designing realistic societies for use with any fantasy roleplaying game. Detailing all social aspects from society age and prevailing philosophy through technological advancement and governmental structure, ARIA Worlds™ is an invaluable tool for creating original and workable fantasy environments.

<b>ARIA Menagerie™</b>	<b>LU 1002</b>	<b>\$22.95</b>	<b>November '96</b>
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Continuing in the tradition of ARIA Roleplaying™ and ARIA Worlds™, this sourcebook presents a linear method for designing realistic, functional creatures that complement the Mythguide's original environments. Complete with numerous design templates and examples, this expansion provides the Mythguide with complete listings of combat and magical abilities, describing not only their effects but also their application during narrative interaction.



<b>ARIA Mythguide Pack</b>	<b>LU 1020</b>	<b>\$14.95</b>	<b>August '96</b>
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Containing a 4-panel game screen with original artwork by Michael Kaluta, the Mythguide Pack also contains a tables booklet presenting all of the essential tables from ARIA Roleplaying™ for easy reference in addition to a 32 page booklet providing guidelines for quick Mythguide Persona creation and narrative handling in tricky situations such as mass combat, behind the scenes interaction, and outside development. This booklet also presents 60 ready-to-use MG Persona templates.

<b>ARIA Canticle Starter Pack</b>	<b>LU 1021</b>	<b>\$20.95</b>	<b>September '96</b>
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This boxed set presents the City-State of Amilanth setting in full detail, including a color map of the narrative environment, a 32 page setting booklet expanding upon the information presented in ARIA Roleplaying™ and ARIA Worlds™, a 48 page starter Canticle, and six, pre-generated starter Personas.

<b>World Design Records Pack</b>	<b>LU 1022</b>	<b>TBA*</b>	<b>TBA**</b>
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Contains 12 complete sets of World design records, pre-drilled to fit into a standard 3-ring binder.

<b>Canticle Records Pack</b>	<b>LU 1023</b>	<b>TBA*</b>	<b>TBA**</b>
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Contains 20 complete sets of all Records necessary to keep detailed notes of campaign developments.

<b>Persona Records Pack</b>	<b>LU 1024</b>	<b>TBA*</b>	<b>TBA**</b>
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Contains 30 complete persona sheets detailing the Persona profile, Persona Combat, and Persona Magic.

<b>"Fate's Creations" T-Shirt</b>	<b>LU 1100</b>	<b>TBA*</b>	<b>TBA**</b>
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Michael Kaluta's original design featured on ARIA: Worlds™. Printed in full color on front of a black, 100% cotton T-shirt.

<b>"Heroic Personages" T-Shirt</b>	<b>LU 1101</b>	<b>TBA*</b>	<b>TBA**</b>
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Michael Kaluta's original design featured on ARIA: Roleplaying™. Printed in full color on front of a white, 100% cotton T-shirt.

\* To be announced. \*\* Due for release during the summer of 1996. Call for availability.

Please call Last Unicorn Games at (717) 221-1118 or e-mail [Customer.service@lastunicorngames.com](mailto:Customer.service@lastunicorngames.com) to place direct orders for products listed and to obtain release dates and pricing for future releases. Last Unicorn welcomes you to visit our web page at [www.lastunicorngames.com](http://www.lastunicorngames.com) to find a complete catalog of all available product lines, including our featured collectible trading card game, Heresy: Kingdom Come™. Watch for future Heresy releases including Heresy: Project Demiurge™ and Heresy: Roleplaying™, in addition to our hot new product lines to be announced this fall.

