

# Wise

**PUBLISHER** Three Sages Games  
**TITLE** Rules of Wor  
**STOCK CODE** 3SG4510  
**MSRP** \$15.95  
**FORMAT** 8-1/2"x11", 90 pages,  
OGL/D20 RPG supplement

**RETAIL CONTACT** 3sg@threesagesgames.com

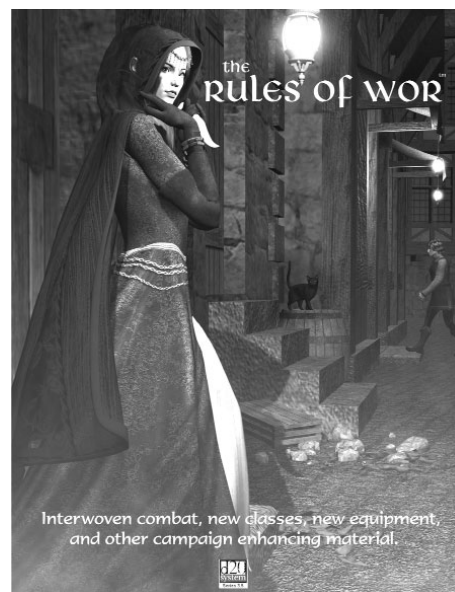
**The local bunch.** We tend to see a little more from Three Sages since they are local to us. They are at all the local conventions plus we see them when we travel to the shows abroad. In our eyes, they are really doing a lot to promote their lines.

With Rules of Wor, Three Sages brings out an OGL supplement for fantasy d20. "Plug and Play" style combat rules change the game from turn-based to judging concurrent actions with a strike rank system. The second section adds two new races and six new classes including an innovative

holy fighter and holy servant character class. Other campaign enhancing materials include the Panacean spell school, cult descriptions, and a fun character background generator to fill out family, friends, and rivals.

In the end, Three Sages does suffer from the stereotypical feeling about small press publishers, though they have been at this for quite a long time, and we believe they will eventually crack through the "let's just buy one for the shelves" ceiling. Conventions may not be enough to do that though. Lucky for your store and 3SG, they have recently gotten into distribution so beyond this new RPG release, it is possible your store has found success with their Crystalline Counters (3SG2100 series).

Companies like 3SG will continue to grow if stores keep asking them for more marketing materials and more product.



## MARKETING & ADVERTISING

- Print ads in PolyMancer Magazine
- Convention appearances at Origins, Gen Con, GTS, GameX, Conquest SF, DunDraCon, KublaCon and Strategicons
- Free adventures and other downloads at:  
[www.threesagesgames.com/forum/](http://www.threesagesgames.com/forum/)

# Sleeping Giant

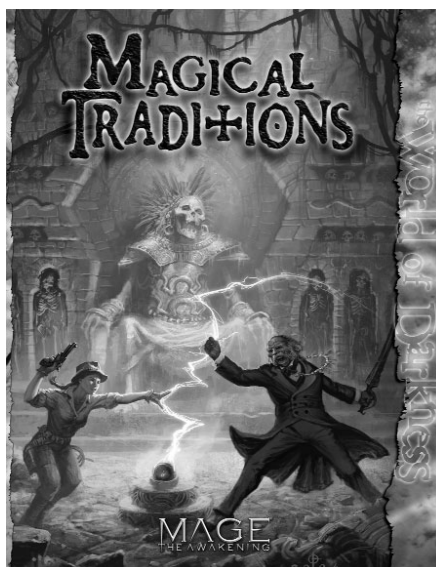
**PUBLISHER** White Wolf Publishing  
**TITLE** Magical Traditions  
**STOCK CODE** WWP40309  
**MSRP** \$31.99  
**FORMAT** 8-1/2"x11", 224 pages,  
hardback, Mage RPG supp.

**RETAIL CONTACT** retail@white-wolf.com

**ADD'L RELEASES THIS MONTH** Damnation City (WWP25306), Bloodlines 3: The Chosen (WWP25104), Compass of Terrestrial Directions 2: The West (WWP80201)

**Do you know that Mage has been around since 1993?** It is funny; Mage gets that reaction of "Really, that's still around?", but at the same time new editions continue to come out as well as supplements to support it. That means something right is going on.

With Magical Traditions, the higher truths of the Supernal World are constantly broadcast down into the Fallen World, dis-



torted into a thousand different forms such as the occult beliefs of Sleepers throughout the world. A mage versed in these traditions can see past the Sleeper's occult trappings to the Supernal truth, like a faint light that is invisible to the blind. Privy to such culture-bound magical secrets, these

mages wield power unknown to others.

In this latest supplement, consumer will find 7 magical traditions, from Santeria and Taoist sorcery to the rites of the Knights Templar and Appalachian Hoodoo hexery; unique spellcasting rules and benefits for mages versed in a magical tradition and advice about incorporating magical traditions into chronicles and stories.

## MARKETING & ADVERTISING

- Print ads in Game Trade Magazine, ACD Newsletter, Scrye and Inquest
- Banner ads on boardgamegeek.com, Rpg.net and Drivethrurpg.com
- Convention appearances at Gen Con, Origins, DragonCon, Akon, GTS, PAX, MarCon and USCC
- Retailer store locator at:  
[www.white-wolf.com/retail](http://www.white-wolf.com/retail)
- In-store demos available upon request: [white-wolf.com/demoteams](http://white-wolf.com/demoteams)
- Email blasts to over 7,500 consumers
- Screen savers, character sheets, errata and previews available at [www.white-wolf.com](http://www.white-wolf.com)