

# ROLEPLAYING GAME CATALOG

# 2018



BOOK IN GAME



# PREFACE

Batro'Games and Raise Dead publishings have become creative studios and joined Studio Deadcrows within a new structure: Book in Game.

## **Why?**

Running in studios will save time and quality: the teams can fully devote themselves to development and creation by pooling their strengths while maintaining their own identity and editorial policy.

## **The objective:**

Alleviate the administrative and financial management that will be provided by Book in Game to allow the studios to give free rein to their imagination and offer you their vision of RPG!

Thanks to all the creators who join this adventure and trust us!

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## NOTA BENE

Each game has its own universe, and therefore, its modes of operation or its level of difficulty as a player or gamemaster, beginner or expert.

Thus, as demonstrated above, each game has been rated by the members of the association according to its difficulty or its handling.



# PRESENTATION OF THE STUDIOS

Book in Game is an association of four studios who create and produce role-playing games. Here is a little bit more about them.



**Studio Deadcrows** is an editorial collective which aims at versatility. In other words, it is not a closed team attached to a single type of media, but an organization that wants to evolve. We have started the adventure with *Amnesya 2k51* in 2005.

*What are we exactly?*

A group of diverse people combining their motivation, talent and expertise to create and translate gaming projects. Using a professional approach, we lead every project from the initial phase to the finishing line. L'intérêt ?

*The role of the Studio?*

Bringing together the right talents around a given project, discovering promising young authors and illustrators, creating our own label, which we hope will become a guarantee of quality.

*One last thing: Why the hell did we choose to call ourselves the Dead Crows?*

Well, to understand why, you'll have to read *Amnesya 2k51*, our first role-playing game. A most peculiar gang lurks in the calle de lost Cuervos Muertos...

**Raise Dead Edition** is a new role-playing game publishing house whose primary goal is to reissue old creations of CROC, one of the most prominent French RPG creator. First project in the running, *In Nomine Satanis / Magna Veritas*, great success of the author, published in its 4th edition more than 10 years ago and sold out at bookshops since 8 years.

Raise Dead Edition brings together multiple talents: the Great Ones from Siroz, Asmodee, Descartes... but also new writers and creators of role-playing games of all kinds.

Their only goal is to work on these old games in



order to bring them up to date in an edition of superior quality compared to their previous versions and to enrich the games' universe.

**Batro'Games** is a French publisher known for its strange and horrifying games.

"Violent". "Deviant". "Degenerate".

These qualifiers are often used to present games from Batro'Games. But it would be reductive to limit oneself to them. Either we like or we don't like, but the undisputed common quality of all these games is that they force us out of our comfort zone.

Batronoban is a real author, who proposes a different vision of role-play. A style that he managed to keep and apply to his last translated game: Colonial Gothic. The indie publisher is continuing his efforts to open a path to the more uncharted lands of the RPG practice

We are distributed by Asmodee - Novalis in all specialised game shops in France, Switzerland, Belgium and Canada.



# Novalis.



The youngest studio has arrived, the Crime Mansion, and it stands out from its elders because it is only dedicated to the creation and animation of life-size murder mysteries.



# WHAT IS A ROLEPLAYING GAME?

## The essentials

### -Dice:

of any type, sometimes you do not even suspect their existence (as 100-sided dice, yes yes).

### -A GM:

If you see a weird-looking person behind a screen, they're either a computer scientist or a gamemaster. If they chants incantations in the Elvish language, it is unlikely that it will improve your internet connection.

Simply a tabletop game with an associative nature allowing friends to meet for fun, thrills and... messing around!

No need to resort to artifices, disguises, or demonic ceremonies! NO!

The role-playing game recipe is simple.

Here, for the novices, is a presentation of the active ingredients of RPGs!

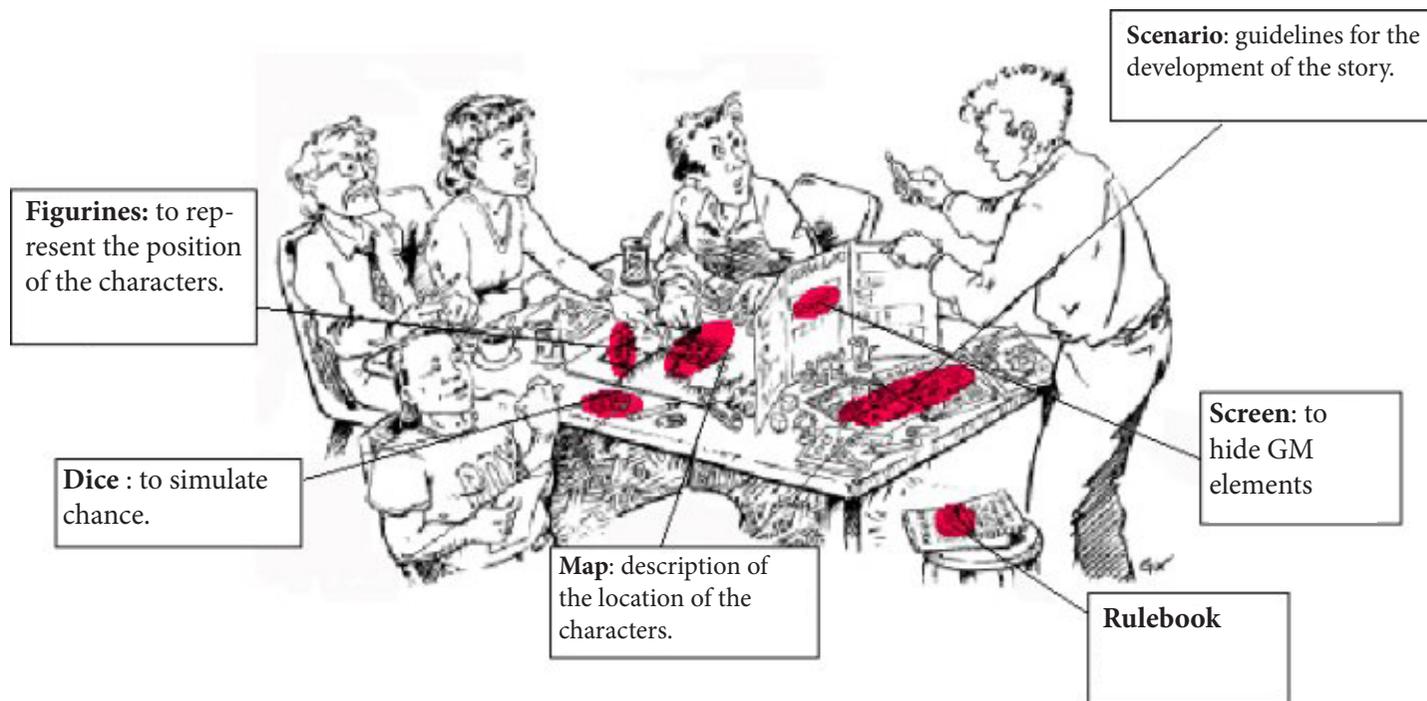
First, it is about staging players who embody characters in an imaginary or historical world framed by precise rules and random situations that are imposed on the participants.

We have the **dungeon master** or **gamemaster** (GM) or even the **Narrator**. Their role is to prepare in the frame of the rules, the situations to which the players will be confronted. In other words, they must be a screenwriter (or adapter!), an actor-player (they embody the NPCs), a director (they describe the places, atmospheres, NPCs...), a responsible referee (and "fair" if possible!), Human Resources and Mood Manager!

Then we have the **player characters** (PCs). Each of them must develop the role they want to embody: to do so, they must first choose, within the

limits of the rules, the appearance, the function, the origin of the character... On the other hand, their numerical characteristics are obtained randomly by rolling the dice according to rules which differ from one RPG to the other.

There are also **non-player characters** (NPCs): only the GM is authorized to play them (see the negation before the word "players"...). They embellish the gaming universe and intervene more or less in the scenario. It can be characters that have existed (there are risks of fanciful interpretations and other anachronisms!) or totally fictional.



@ Didier Guisserix

Finally, we cannot forget the **dice**: the randomness, chance, luck often intervenes and strongly participates in the magic of any tabletop game.

RPGs highlight works of chance! Between the fumble (complete failure) and the critical roll (unexpected success), the effect of surprise is guaranteed! Everyone knows the classic 6-sided dice, but there are also 4, 8, 10, 12, 20 and 100-sided dice!

It is an accessible game that allows: -access to a **constructive leisure**, especially for those who develop scenarios based on historical reality; -to make **contact with others** and to stimulate everyone's imagination, sociability and theatricality (conviviality is de rigueur!);

-to **respect the rules** and learn to give and receive (we are not far from the values and spirit of a team sport). A RPG with players who do not respect each other and do not respect the rules would be unbearable;

-to be **entertained** simply and fully... with dice and ideas!

On the other hand, you need time, **a lot of time**, because preparing a RPG session is complex and exciting!

Finally, and this is the most important, don't forget to have fun!

Nota Bene:

The costs incurred to play a RPG are...

ridiculously low!

You need dice, the rules of a game, sheets of paper, pencils, an eraser... and a little imagination!

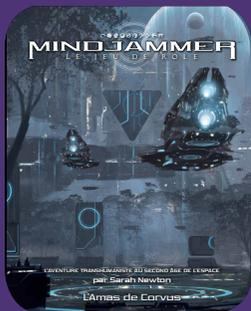
# MINDJAMMER

Choose between a clan-based computer hacker, a xenomorph serpent-like gunner, an intergalactic cop or a spaceship and his humanoid avatar (yes, in Mindjammer you can embody a spaceship), and board a hectic investigation with major political consequences.

## ADD-ONS:

*The Corvus Cluster*

Price: € 19.90



An add-on that includes four scenarios that will lead characters on different worlds to solve bloody crises, discover exotic cultures and even decide the fate of an entire civilization.

Mindjammer is a space opera game, focused on space exploration, world discovery and transhumanism. Star Trek or Mass Effect's little brother.

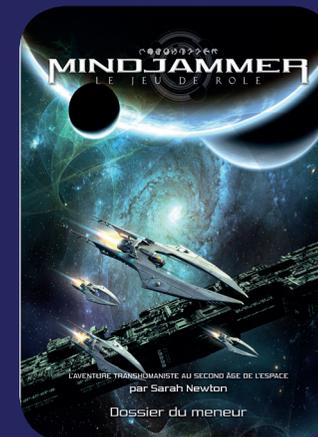
## Summary:

**Author:**  
Sarah Newton

**Genre:**  
Space Opera

**Price**  
€49.90

**Complexity:**



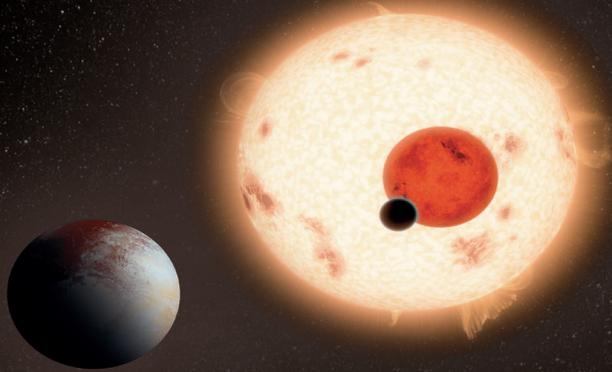
Mindjammer:  
Gamemaster's book



The New Commonality of Humankind contacts the countless lost worlds it settled by slower-than-light colony ship thousands of years before. The mighty Commonality thinks it knows best, but not every rediscovered world wants to join its interstellar melting pot. And there are mysteries—alien life forms, inhuman cultures, technologies threatening to destabilise and even destroy human civilisation. Only the Mindjammers hold the Commonality together—intelligent starships carrying the Mindscape between worlds. The gaming possibilities are as endless as the universe. You can, for example, join the SCI Force to ensure the assimilation of new worlds into the Commonality, explore distant exoplanets

and discover ancient civilizations (human or otherwise), face the threat of the mysterious Venu or seek to escape the ubiquitous control of Commonality aboard your planeship. Mindjammer is powered by a simple and intuitive rule system: the Fate Core System. It uses FATE dice with three types of results (-1, 0 and +1). The resolution of an action goes through the roll of four dice added to obtain a result between -4 and +4. This result is then adjusted according to various modifiers (aspects, skills, etc.) to obtain a final value indicating the quality of the result.





The emulator of Sarah Newton, her representation in the Mindscape, welcomes us within the virtuality that she created to receive us:



These dice are essential to Mindjammer's gaming system.

**Studio Deadcrows: Mindjammer is a game that matured with time. Can you tell us a little about its genesis?**

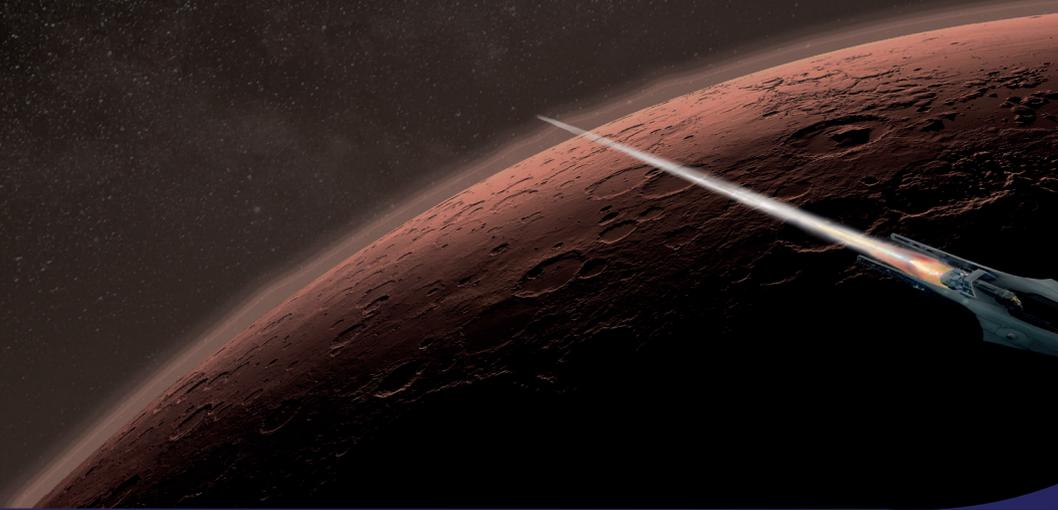
**S. N.:** I've always wanted a universe for science fiction RPG that would be both credible and contemporary with the concepts and technologies of sci-fi literature from the 21st century.

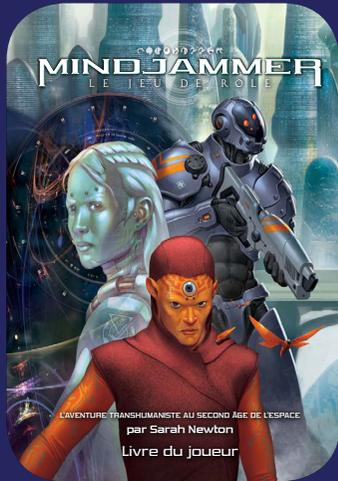
In 2007 / 2008, I was letting my imagination wander through the prehistory of my world, The Chronicles of Future Earth. A techno-fantastic world set in a distant future that has suffered a catastrophic fall to a mythical age. I had written notes on a "Commonality of Humankind" of this prehistoric time, the details of which had been completely forgotten

by the inhabitants of the Chronicles world. I was fascinated (even obsessed!) by this "Commonality of Humankind", and I began to describe it in much more detail. I realized that there was the potential for a science fiction RPG...

**S. D.: Who are the authors whose work has most influenced the game?**

**S. N.:** First, we have the writers of the golden age of science fiction, especially Cordwainer Smith and Olaf Stapledon. Their writings are so free, they wrote in a world where there was very little history to constrain them. There are also our science fiction and contemporary futurology authors like Iain Banks, Peter Hamilton, Dan Simmons, Ray Kurzweil,





*Player's book*  
Price: €44.90



*Character's file*  
Price: €3.50

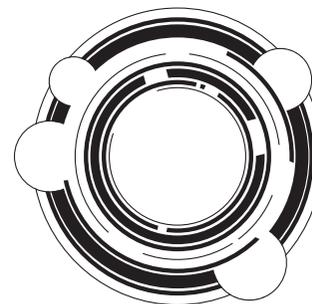
James M. Gardner, with their transhumanist themes, the eschatological idea that the universe has a purpose: to sow intelligence everywhere, to become intelligent itself, to give birth to child-universes who, in their turn, will attain intelligence.

**S. D.: Mindjammer is a window to the future, but we can also see it as a mirror of our past. Can you tell us more?**

S. N.: The concept of "History" by and large is of course one of Mindjammer's major themes. The dialectic of history, the idea that history is a process that is formed but which forms us in return. In Mindjammer we can play with trends of this kind. The Commonality is faced with enormous challenges and dangers and the Mindjammer game provides

us with rules to solve cultural conflicts, to influence the trends of history, directly into the campaigns. The PCs may try to save or destroy rediscovered colonies potentially based on the Roman Empire, ancient China, France of the Old Regime, the First American Empire of the 22nd century...

Find out more on Studio Deadcrows' website...



**ADD-ON:**  
*Dominion*  
Price: €19.90



*Dominion* is an ideal book in which to discover the universe of Mindjammer. It suggests a simplified version of the FATE system, which makes the scenarios particularly cinematic and immersive.

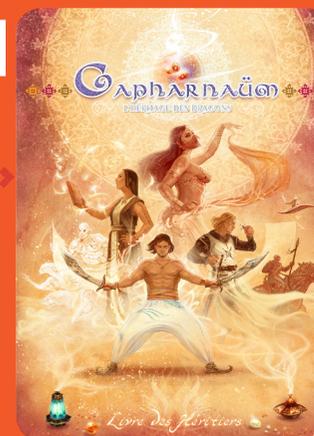


# CAPHARNAÛM

## The Tales of the Dragon-Marked

In a world of mysteries and magic borrowed from the exoticism and warmth of the East, on a marvelous land tanned by the sun and gorged with the blood of the people, your destiny awaits you...

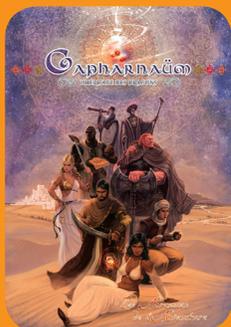
Are you up to it?



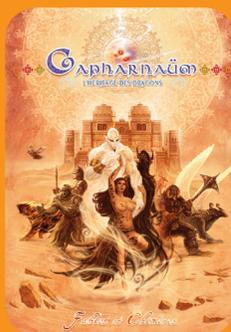
CAPHARNAÛM:  
Player's book

### ADD-ONS

*The Arcana of  
Adventure*  
Price: € 9.90



*Fables and Chi-  
meras*  
Price: € 21



### Summary:

An Arabian Nights inspired RPG, mixing heroism, adventure, travel and exoticism (published in English by Mindjammer Press).

### Authors:

Raphaël Bardas, François Cedelle, Pierre Coppet, Boris Courdesses, Na-dège Debray, Matthias Haddad, Frédéric Hubleur, Romain d'Huissier, Julien Laroche, Didier Kurth, François Labrousse, Emmanuelle Lemasson, Yann Machurey, Willem Pezbolte, Silvère Popoff, Samuel Zonato

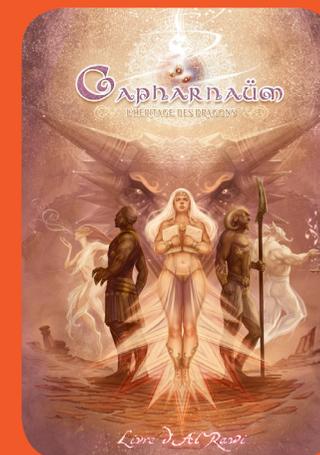
### Genre:

Medieval Fantasy

### Price

€ 49.90

### Complexity:



CAPHARNAÛM:  
Al Rawi's book



**The mark of the dragons that you carry on your back testifies it: you are an extraordinary being. As the Heir of the Dragons, you are destined to live great adventures and to write the history of the world.**

The heroes that you will play are legendary humans chosen by the dragons, guardians of the heavenly gates, to seek the kingdom of the gods. As bearers of the dragons' legacy, your characters will have to show strength, astuteness and courage, to one day deserve their place beside Houbal, Shirad or Aether, the very powerful lords of the Creation.

On a sunny sea, the world is at the confluence of the trade routes and represents a strategic point for who wants to have a privileged access to all the continental lands. It is said that history is made and unmade there, that the threads that weave the world are all knotted in its heart.

The known world is vast. Far to the west, the Escarte nations, worshipers of the quartered god, rest while preparing their next Holy Quest.

North of the Inner Sea, the Agalanthean cities are no more than the shadow of the past greatness of the empire that once possessed the world. Then there is Jazirat, the peninsula scorched by the sun of Houbal, life is punc-

tuated by the comings and goings of the Saabi and Shiradim caravans... and those mercenary troops who do not really believe in the peace left in the Capharnaüm at the end of the Escartes knights' Holy Quest.





In the distance, the black continent of Al-Fariq'n still holds its secrets, while in the East, in Nir Manel and in Asijawi, countless goods are produced which make the fortune of the merchants

from Jazîrat: silk, spices, etc. But it is said that only the craziest sailors and criminals who have nothing to lose dare to navigate the dangerous Southern Seas. Finally, far from the

sea routes, the northern markets are home to the barbarian tribes of Krek'kaos. Although extremely disorganized, the creatures that populate the steppes and hostile mountains of these cold-scarred regions carry out numerous raids each year towards the sunny southern regions.

### **A world of witchcraft and mysteries:**

It is said that the gods inspire men and guide the arm of the faithful when they go into battle.

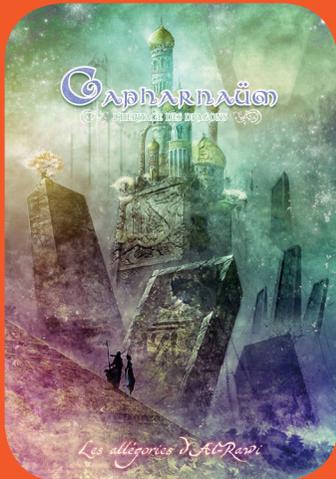
It is also said that they like to take human form to engage in the game of seduction with our women, mingle with our quarrels, and fight with us.

Nothing is more true! Mythology is on the

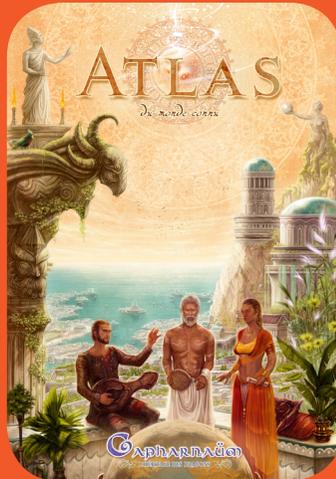


CAPHARNAÛM:  
The Kingdom of  
Heaven  
Price: € 29.90

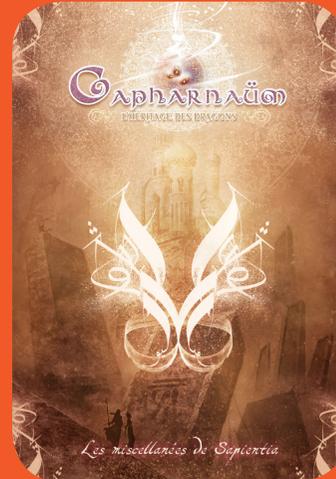




**CAPHARNAÛM**  
*Al Rawi's Stories*  
Price: € 19.90



**CAPHARNAÛM: Atlas**  
*of the known world*  
Price: € 25



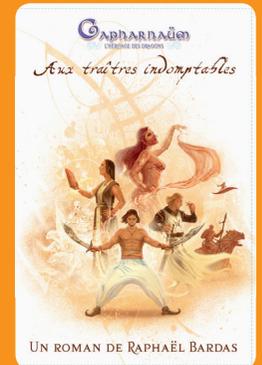
**CAPHARNAÛM: The**  
*Miscellanea of*  
*Sapientia*  
Price: € 19.90

move. Gods and demons, djinns and mirages do exist... A minor god sinking into madness and manipulating men according to his delusions, a mirage carrying a merchant caravan into the limbo of the magical world and a djinn who will give you a flying carpet if you release it from the lamp. Such are the ingredients that you might encounter in a session of CAPHARNAÛM. In Jazîrat, within the Capharnaüm, you will be an adventurer like no other! Since the dawn of time, some children have been born with a dragon mark on their backs, at heart level. These children are promised a great destiny. According to their people they are called Heroes, or Heirs of the Dragons, and are sometimes perceived as blessed by the gods, sometimes as branded by the devils... Where lies the truth?

You will have to discover it yourself by leading your character on the burning paths of Capharnaüm, using his sword, witchcraft, charm or wisdom perhaps to reach the Sanctification and join the gods.  
**Do not wait, grab your scimitar, the fate of Capharnaüm is in your hands!**



**NOVEL:**



**CAPHARNAÛM: The**  
*Indomitable*  
*Traitors*  
by Raphaël Bardas  
Price: € 20.

Thief of the streets of Jergath-the-Great, Makkan Ibn Aziz has eyes bigger than his belly. A bit too much of a fighter, a little too much of a liar, he is excluded from his clan and has no choice but to leave the kingdom of Kathrat to face the terrible desert...

# VENZIA

Industrial cities as mysterious and superficial as the political intrigues that are tied in their midst. Plunge into this universe combining the Venetian refinement with the steam of industrial production machines.

Take a mask, and get ready to get wet. The flood is far from being the real danger.

## ADD-ONS

*Venzia:  
Bestiary*

Price: € 29.90



*The Brotherhood of the Hippogriffs*  
Price: € 28



## Summary:

Venzia is a role-playing game taking place on a planet, Reggia. An epic Venetian Renaissance themed game combined with the industry of a steampunk world.

## Author:

Raphaël Bardas, Cédric Boulard, François Cedelle, Laurent Devernay, Gaëlle Soumagne, Samuel Zonato

## Genre:

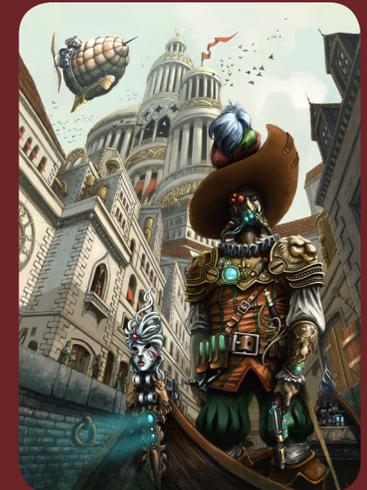
Steampunk

## Price

€25

## Complexity:

◆◆◆◆◆



Venzia; corebook



This role-playing game is set on a planet submerged by the waves since the Diluvio, a great cataclysm that occurred a few hundred years ago.

The action takes place mainly in a city: Venezia. This lacustrine city is kept afloat by antediluvian technology now misunderstood. At the top of this urban stack stands the Doge's Palace, whose occupant is none other than the employer of the players.

Venzia uses a proven and robust system, the D6 System which allows you to manage the creation, the use, but also the optimization of the characters/players.

Exclusive rules have been added to the D6 System. Thus, the Pilgrim-Dice is a particular

mechanism allowing you to forge the destiny of the characters through unforeseen events feeding the story.

Because of its origins and the importance given to intrigue, the universe of Venezia is rich in surprises. The very origins of cities and Pilgrims are shrouded in mystery. And what about the Acqua Malefacente and strange creatures that sometimes appear at the corner of an alley? In order to avoid spoilers for the players, all these secrets will be explained in the first add-on, the screen of the gamemaster. For the PCs, the discovery of these secrets will gradually take place. Their missions for the Doge will put them in a prime position to ex-

plore and unravel the mysteries of Venezia.



# MONSTER OF THE WEEK

Were you impatiently looking forward to the next episode of *Buffy the Vampire Slayer*, *Supernatural* or *The X-Files*, where each week the protagonists faced a new monster?

Are you a fan of the Apocalypse system or were you waiting for the perfect opportunity to try it? Then, *Monster of the Week* was meant for you!



Forget *Van Helsing*... think more of *Buffy* or *Mulder*. Indeed, *Monster of the Week* aims to take you into the world of American series of the 90s and 2000s, where every week the heroes had to fight a new monster.



## Summary:

## Author:

Michael Sands

## Genre:

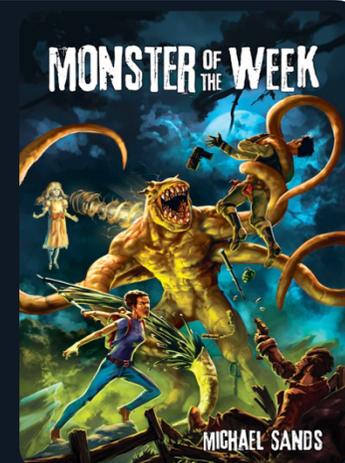
Unclassified

## Price

€34.90

## Complexity:

◆◆◆◆◆



Monster of the week  
Corebook



You play a group of monster hunters. A secret government agency, a family rooted in a supernatural tradition, an ancient esoteric group...

The corebook proposes twelve playbooks ready to play: the Chosen, the Crooked, the Divine, the Expert, the Flake, the Initiate, the Monstrous, the Mundane, the Professional, the Spell-slinger, the Spooky and the Wronger. It's for you to decide.

To facilitate the work of the GM and to save time, we offer exclusive French content:

- **A Quickstart**, with a complete scripted adventure and pre-drawn characters is available for free online.

- **The characters playbooks** are available

in French on Roll20.net.

- **2 settings** are already unlocked (Heartbreaker and Daedalus) giving you the opportunity to have a background inspired by a flagship series with all the canons of the genre and a pilot episode.

- **A bestiary**, a French creation of a hundred pages gathering classic monsters and monsters from the twisted minds of our authors and the talented artist Kahouet. No fewer than 52 monsters! (One per week, then..)

The bestiary is accompanied by a hunting board (screen of the GM), containing all the essential information for a session of MOTW (and on which you can hang the polaroid of your prey (goodies).





*Monster of the Week* is powered by the *Apocalypse*, the system developed by Vincent Baker for his *Apocalypse World* game. Adapted many times, this system is based on simple concepts:

The gamemaster's priorities and principles, as well as basic moves. These are the levers that manipulate the rest of the game regardless of the decor.

To put it in place, you use the playbooks (archetypes of characters with their own moves), the basic moves (common to all the characters), the threats and the moves of the gamemaster.

The basics are simple:

Each Hunter can perform eight basic moves plus some that are specific to him.

They also has five characteristics that allow them to visualize their strengths and weaknesses. When the result of a situation at stake is not obvious, the player and the gamemaster agree to use a move to solve it.

This move is linked to a characteristic, ranging from -1 to +3.

Two six-sided dice are rolled and the results are added to the characteristic which gives a result between 1 and 15, or more in case of a bonus.

A result of 1 to 6 is a failure, with 7 to 9 the character succeeds, but there is a price to





*Heartbreaker*  
Setting  
Prix : 9,90€



*Dédalus*  
Setting  
Prix : 9,90€



*Pharaoh and the bee*  
Setting  
Prix : 9,90€

pay, 10 or more is a total success.  
Here is an example of a move:  
The Big Entrance: When you make a flamboyant entrance in a dangerous situation, launch 2D6 + Cool.  
On a 10+, everyone stops to watch and listen to you until you have finished your "inaugural speech".  
On a 7-9, choose a person or a monster, who freezes, looks at you and listens until you finish speaking.  
In the case of failure, all the enemies present consider you the worst threat to them.



# TECUMAH GULCH

Enjoy adventures worthy of the best movies of Sergio Leone, *Rio Bravo*, *The Magnificent Seven*, *Dances with Wolves* or even *Django Unchained*, all thanks to Tecumah Gulch: Wild West Edition, with its sandbox setting and smooth gaming system.

## ADD-ONS

*Legends of Arizona*

Price: €19.90



*Poker Deck*

Price: €15



## Summary:

A role-playing game with a western vibe, with a quick and efficient gameplay like the bullet of a revolver. Expect to be tarred and feathered.

## Author:

Cédric B.

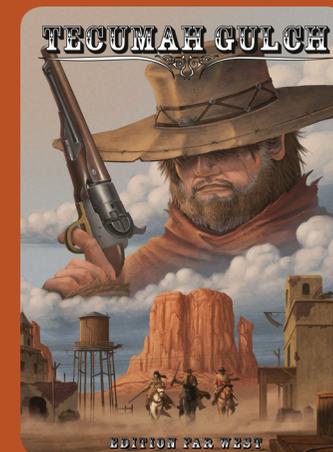
## Genre:

History

## Price:

€44.90

## Complexity:



Tecumah Gulch ;  
Corebook



**"The world is divided into two categories, my friend: those who have Tecumah Gulch and those who do not."**

Tecumah Gulch portrays the Wild West as it was forged by legend, and especially by the great westerns: fantastic rides in spectacular landscapes, fights between strong-willed characters, confrontation with the wilderness, justice carried out with ropes and revolvers... Tecumah Gulch uses the D6 System, a simple and smooth mechanism designed to stage adventures at a fast pace. Many additional rules have been created specifically for Tecumah Gulch, in order to bring to your table all the atmosphere of the Wild West: use of the lasso or Indian tracking signs, poker games and duels between gunslingers. The D6 System has been designed to make shootouts faster and more lethal: fixed ele-

ments (defense, resilience), health points and poker dice to aim and increase damage.

The simplicity of the system allows players to focus on the possibilities and choices that will have major consequences on the city of Tecumah Gulch and its region. The various aspects necessary for the management of their adventures are presented, allowing the future gamemaster to pick and adjust according to their needs and preferences.

Finally, the "Legends of Arizona" campaign by Cédric B. and the scenarios offered as a bonus are totally exclusive.



# IN NOMINE SATANIS MAGNA VERITAS

## LOST GENERATION

The year is 2015. Angels and demons re-incarnated in human bodies fight to make good or evil triumph. Good, it fits in one sentence.

Success guaranteed...



Play as an angel/demon taking control of humans in this post-apocalyptic horror atmosphere.

### Author:

Jean-François Beney, Croc, Ebenezer Dickens, François Doucet, G. E. Ranne, Thomas Herve, Sandy Julien, Patrick Renault, Emmanuel Salah, Laurent Sarfati

### Genre:

Contemporary Fantasy

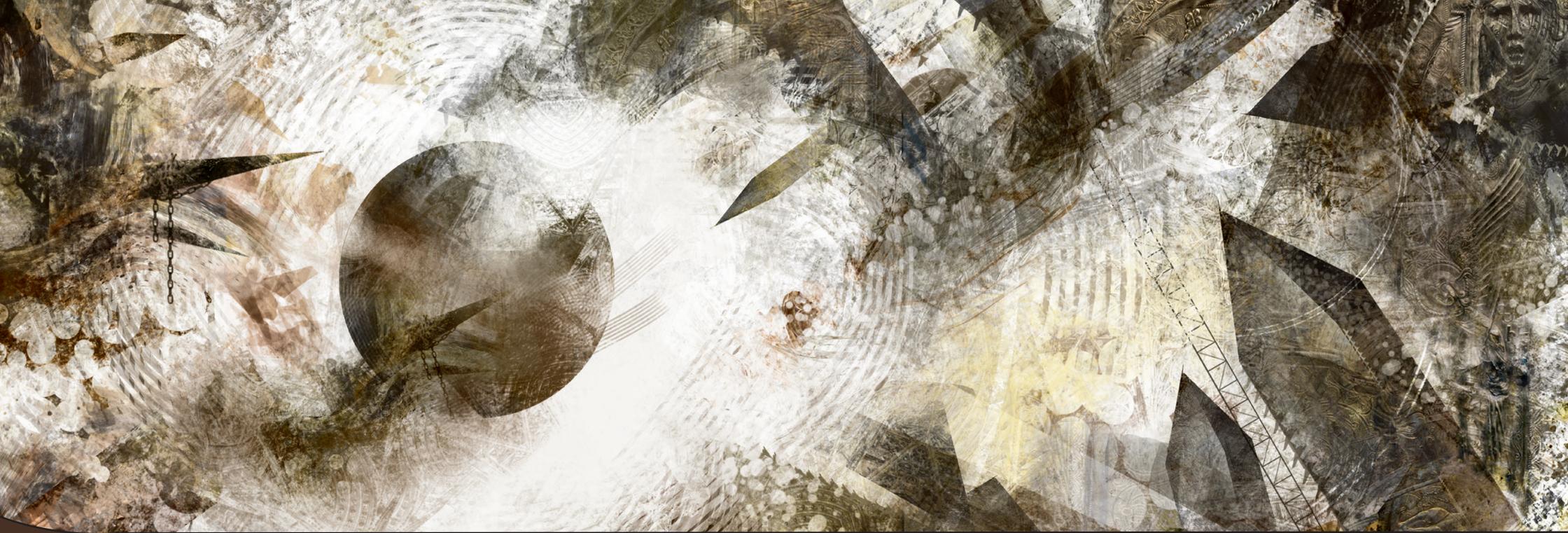
### Price

€ 40

### Complexity:



INS - MV  
Corebook



Hardback full color with selective varnish and bookmark. As far as quality is concerned, all said and done, Raise Dead spared no expense.

It must be said that the game really left its mark over its era, through 4 editions, nearly 50 books and a crowd of convinced players!

In this caustic universe, the basics of the gaming system describe the new 666 dice, the characteristics, the powers, and the pools - Health Points (HP) and Power Points (PP).

Then, the creation of an angel or demon (3 pages each) are presented in the same format.

The player has the choice: either they answer 3 questions to determine his type of angel/demon and will search at the end of the book for the corresponding character ready to play, or they create it from scratch from the more detailed options.

INS/MV is, according to its authors, made to be played with humor and irony. This humor allows the game to not always be politically correct. Part of this humor comes from the fact that the game exploits an event in real world history as a foundation. For example, what would happen if a particularly idiotic and fanatical angel reacted violently to the victory of a "transsexual decide" at the Eurovision Song Contest? What if a Muslim de-

mon-prince specialized in hijacking planes? Are the leaders of this world manipulated? By one or more sides?





DIVINE FACTS  
N° 1  
Price: € 15



DIVINE FACTS  
N° 2  
Price: € 15



DIVINE FACTS  
N° 3  
Price: € 15



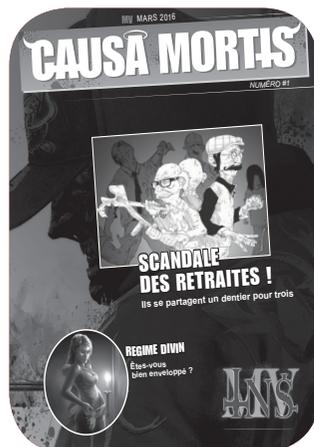
DIVINE FACTS  
N° 4  
Price: € 15



DIVINE FACTS  
N° 5  
Price: € 15



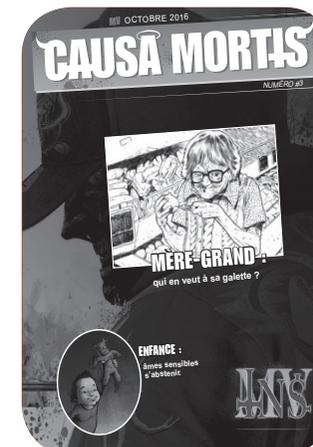
DIVINE FACTS  
N° 6  
Price: € 15



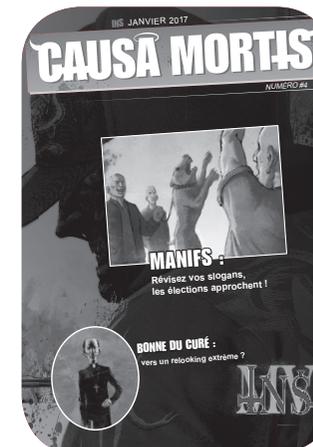
CAUSA MORTIS N° 1  
Price: € 3.16



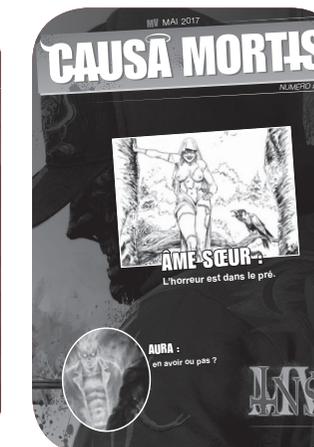
CAUSA MORTIS N° 2  
Price: € 3.16



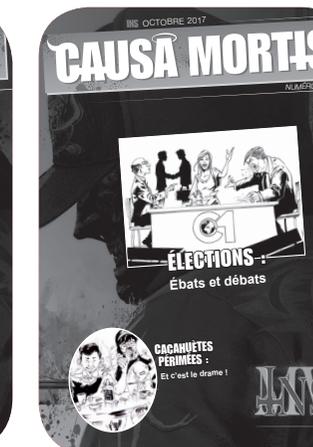
CAUSA MORTIS N° 3  
Price: € 3.16



CAUSA MORTIS N° 4  
Price: € 3.16



CAUSA MORTIS N° 5  
Price: € 3.16



CAUSA MORTIS N° 6  
Price: € 3.16



Dear readers of *In Nomine Satanis – Magna Veritas: Lost Generation* already has numerous add-ons, called **Divine Facts**. Each of them provides more information on a specific topic (veteran angels/demons, sorcerers, human groups, the Third Path...), with a substantial scenario linked to the this main theme. It also encloses short stories and briefs. 48 pages, full color, with a page of Prowess cards

*In Nomine Satanis – Magna Veritas: Lost Generation* also includes a newsletter in PDF (around 20 pages long), in black & white. Each of them contains a scenario and sometimes additional material. You can this newsletter through the store on [raise-dead.com](http://raise-dead.com).



**ADD-ONS**  
*The Canticle of Maieutics*  
Price: € 15



One year has already gone by since your characters were awoken. They quickly realized that nature still abhors a vacuum. Pawns or targets? Partners or rivals? Leopards do not change their spots.

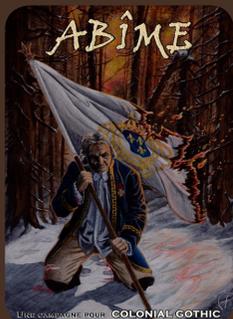
# COLONIAL GOTHIC

## WEST OF EDEN

At the time of New France, the 18th century French colony in North America. We are in the year 1754, under the rule of Louis XV. The Seven Years War is raging in Louisiana. It is five years before the fall of Quebec...

### ADD-ONS

On the Brink of Downfall, campaign for CG  
Price: € 24.90



This campaign for Colonial Gothic: West of Eden split in 4 chapters reveals unknown aspects of New France and the depth of its historical and horrific context. Moreover it includes a GM screen displaying the illustration opposite.

### Summary:

A RPG of horror, investigation and action in the time of New France in which you fight forces that are beyond ordinary mortals in the name of the French Crown.

### Author:

Gabriel Brouillard, Graeme Davis, Richard Iorio

### Genre:

Historical Horror

### Price

€39.90

### Complexity:



Colonial Gothic:  
Corebook



At war with the English, the characters will be employed by the Company of One Hundred Associates, funded by the Crown, officially dedicated to trade but, in reality, focused on the fight against the supernatural and the monsters that haunt the New World.

A typical scenario: The players are commissioned by an occult organization, the Company of One Hundred Associates, against a common enemy: Evil spirits and other horrible creatures who come out of the woods at night, and perhaps the English and the Native American tribes allied to them.

Action, horror and investigation adventures are therefore favored, but it is worth adding

a pinch of grueling journeys into the wild as well as a touch of political and cultural conflict.

The characters can also lose their mind or become sick because of the horrors they see, supernatural or not: We provide a good list of poisons and other diseases of the New World!

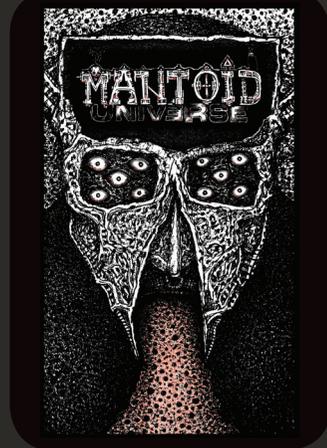
A little word about the rules: The characters are described by characteristics and skills. The game uses two 12-sided dice that are added together; their sum must always be equal to or greater than 12, taking into account the bonuses provided by the skills or other contextual advantages. The margins of success or failure against this fixed diffi-

culté of 12 increase the damage or allow the leader to graduate the success or failure of the action.



# MANTOID

Play as Cyborgs, Hogmen and Golden Knights and try to survive this Chaos roller coaster! Reserved for adult players: There is thrash metal, drugs, gasoline: That's life!



Mantoid  
Corebook

## Summary:

A trashy and unpredictable game in which you rush through the waves of petrol-magic and brave the dangers of the Chaos Sea. Fasten your seatbelt and try to survive till the end.

## Author:

Batro, with the help of Quentin Bachelet and Guillaume Woerner

## Genre:

Science-Fantasy Rock'n'Roll

## Price:

€24.90

## Complexity:





Indirectly following *Howling Planet* and *Space Sword*, this constitutes the third and ultimate opus of the Chaos Trilogy.

Heavy metal, H.R. Giger, William Burroughs and Druillet's comics are the main inspirations. This game is meant for:

- those who love crazy and original universes, cut out for adventure.
- barbarian and Rock'n'Roll one-shots, or one-shot campaigns.
- lovers of light rules and characters created in 4 minutes.
- fun sessions where everyone unleash their crazy selves!

**•To hell with the balance of characters:** The game seeks to simulate the instability

and unpredictability of this universe: Chaos incarnate!

**•To hell with dice:** The gamemaster never rolls the dice. If necessary, the players can do it for them.

**•To hell with the scripted scenarios:** It is forbidden to prepare one's scenario. It must be created on the fly thanks to the ideas provided! The gamemaster must be surprised and improvise.

**•To hell with chairs:** Stand up most of the time and make big gestures: non-verbal communication and dynamic posture are important to transmit your Rock'n'Roll attitude to the players!

**•To hell with the meta-game:** If a player hes-

itates, their character hesitates. If they go to the toilet, keep playing.

**•To hell with the endless rules:** You won't find all the rules in the manual to cope with every situation.



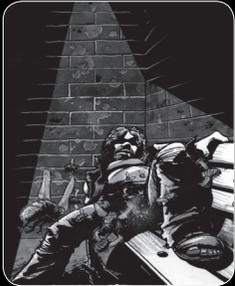
# THE FILTH TRILOGY

"Before them stood the infinite ocean of wastes. It bore hundreds of different names in virtually every language spoken in the cosmos - all people, without exception, contemplated this place sooner or later, since the beginning of time. But for all, here it was called: the pile of shit."

## CONTAINS:

*Flymen*

*Cockroachmen*



*Hogmen*



## Summary:

A game that plunges us into an underground universe which explores the themes of trash and pornography, all marked by the breathtaking atmosphere of the comic-like illustrations.

## Authors:

Christophe Siébert and Batro

## Genre:

Cross-fantasy

## Price:

€34.90

## Complexity:



La trilogie de la crasse

Siébert - Maddog - Batro

The Filth Trilogy  
The Core-pork RPG



**It goes without saying, this outrageous satirical project which includes porn is obviously reserved for an adult audience!**

The Filth Trilogy consists of three bloody novels and a game of horror in one book in the tradition of *Trash Editions* or *Dimension Trash* (you will recognize French RPG authors!), and the films *Mimic*, *The Human Centipede*, *The Fly*, and let's not forget *Naked Lunch*. The idea is also to present an author who is outside the small world of RPG: Siébert, originating from the underground.

This role-playing game contains:

- Staging tips.

- Ideas and synopses of scenarios.
  - Complete rules for creating human characters (living or undead), Hogmen, Cockroachmen or Flymen.
  - An index that references the topics covered in the three novels allows the gamemaster to easily find the desired information.
- You can use creatures, places, and characters for your own favorite games and universes; *Monster of the Week*, *Unknown Armies*, *The World of Darkness*, *Lamentations of the Flame Princess* and *Call of Cthulhu* are excellent examples.

The rules are inspired by the *Corpus Mechanica* designed by Yno. In essence, you throw a handful of six-sided dice and you have to

roll 4, 5 or 6 on one or more dice to succeed. Simple rules, with no headaches or narrativist concepts!



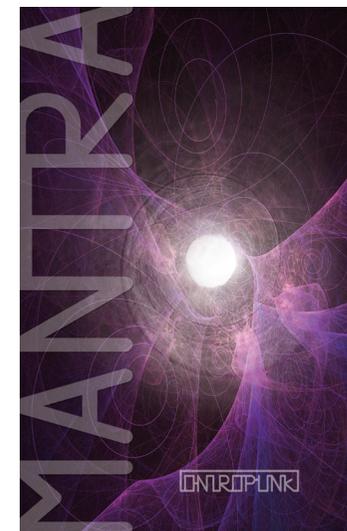
# TO BE RELEASED...



Squirrels Attack  
Fantasy  
Spring 2019



Bitume  
Post-Apocalyptic  
Winter 2019



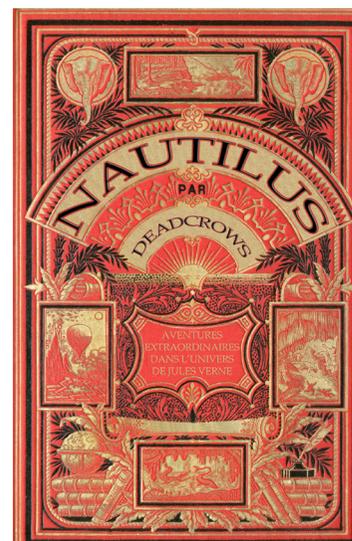
Mantra 2  
Space Opera  
Winter 2019



Opus Anima  
Steampunk  
Fall 2019



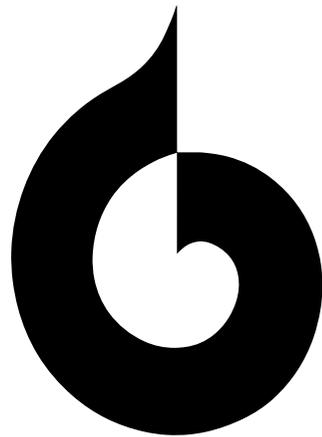
Awaken  
Dark Fantasy  
Fall 2019



Nautilus  
Historical Steampunk  
Spring 2020

# CREDITS

*Getting together is a start, staying together is progress,  
working together is success.*  
**Henry Ford**



**BOOK IN GAME**

**Stephan Barat**  
CEO of Book in Games - Production Manager

**Jeff**

Editorial Director for RaiseDead

**Florian Marquet**

Editorial Director for Crime Mansion

**François Cedelle**

Editorial Director of Studio Deadcrows

**Morgane Munns**

Translation Director

**Batronoban**

Editorial Director of Batro'Games

**Gaspard Lépine**

Legal Advisor

# WELCOME INSIDE OUR HEADS!

Book in Game is a versatile player on the RPG scene.

It handles several activities:

- editorial, with its 4 studios.
- animations in conventions and stores.
- commercial with the "Mansion's Bookstore" specialized in role-playing games.