



# OTHERWORLD<sup>®</sup>

C R E A T I O N S

## VERGO™

### THE EREBUS CHRONICLES

*"The journey south had been long and winding for him. The hard-packed, broken earth had been unyielding as he trod upon it with sandaled feet. Each step was laborious and he wondered, in his state of delirium, how long he had been traveling in this gods forsaken wasteland. In all directions there was nothing but barren landscape that was dotted every so often with hints of long dead flora. High above he heard the cry of a desert falcon as it winged lazily upon the high thermals. He tilted his head skyward to catch a glimpse of his airborne companion and through cracked lips he tried to manage a whistle, but instead he was rewarded with an almost unperceived escape of air. The heat had already made him relinquish his battered bronze armor, and all that remained was the threadbare cotton tunic that he wore beneath. His spatha had been left in someone else's gullet as a memento of their meeting. A fleeting memory at best right now as his gladius slapped his sinewy thigh each time he took a step. And with each stride the fury inside him burned."*

-Excerpt from "In the Company of Bastards"

As with most things in life there comes duplicity, an opposite from the normal standard. Where there is Good, there must also be Evil. Where there is Light, there most assuredly is Darkness. Knowing this, OtherWorld Creations has forged this path for you to explore by bringing you the alternative to the ordinary. We present you with the VERGO line so that you may test the limits of your imagination. Come with us and unveil the darkness...

With the advent of the D20 system release, the game industry has seen a glut of similar product that has hit the shelves. OtherWorld Creations recognizes this, and goes beyond the mold by bringing to you the new VERGO line. With the release of the first cycle of books entitled the "Born of..." series, VERGO gives an innovative perspective into the dark side of humanity and is the brainchild of creators R. Hyrum Savage and Dave Webb. VERGO is not filled with over-the-top violence or gore; anyone can accomplish that with minimal effort. It is instead an opportunity to be seduced by the release of the darker nature that resides within each of us, the one that most keep hidden and suppressed each day. And with that, OWC presents the: "Born of..." series:

MERCENARIES: Born of Blood - OWC 5001 - HC - 176 pg - \$29.95 (August 2002)

*You've tasted blood before, whether it was yours or others; it's all the same. It runs hot, dark and sticky as it falls to the ground in an endless torrent. There have been plenty of weapons, armor and men left broken on nameless battlefields -- but do you care? No. Why should you when you're the one left standing? It comes down to two very important things... first is survival and second is collecting your pay for services rendered. Paladins and heroes do it for the 'greater good', you're just in it for the payoff. After all, you're not doing this for free are you?*

CITIES: Born of Stone - OWC 5002 - HC - 176 pg - \$29.95 (September 2002)

*There's always been a place where you run to for safety, a haven far from the wilderness. A place here you know the monsters won't get to you. But what if you trade out the monsters you can see for the ones that you can't? Cities hide secrets, terrible secrets, and the knowledge that you gain by finding them out always comes at a cost. For some the refuge sought behind a city's walls are like a stony embrace that gives comfort and provides a bastion against a world that has mistreated them. Others view it as a feeding ground populated by sheep. Either way there's a storm brewing. Will you take shelter from the Truth?*

MAGIC: Born of Power - OWC 5003 - HC - 176 pg - \$29.95 (October 2002)

*Here you are, the scion of authority incarnate, a being of total control and understanding of the knowledge that you wield. From the early stages of your arcane studies you knew there was more to the Art than what your master was telling you. He always kept you busy with 'other' things, while filling your mind with needless trivialities. You KNOW where the path to True Power lies, and it isn't in the shadows of magic that have been tossed your way like bones to a dog. The only question now is: Will you take that final step?*

RELIGION: Born of Faith - OWC 5004 - HC - 176 pg. - \$29.95 (November 2002)

*You hear the Voice, even if the others don't. You have given yourself over to the blind obsession and conviction, but at what cost? The Word is your duty, a fervent responsibility that you will share with the unwashed masses. Sometimes this point, this...faith, needs to be accentuated and there is no better way than through jihad. Your Belief is undying, as is your Will, and together with the Converted you shall seek to bring the world your god's message. Who will listen?*

REBELLION: Born of Strife - OWC 5005 - HC - 176 pg. - \$29.95 (December 2002)

*For too long you've felt the lash of oppression and have lived in the shadow that is cast by those who have taken your Life away from you. You haven't taken a freeman's breath in years and you've almost forgotten how sweet the air can be when you're not in chains. The time has come for you to make a stand against the bastards who did this to you, if not for yourself, then for those born into this life who don't know any better. Better to die Free on your feet, than live under the yoke on your knees, no?*

VERGO... unveil the darkness

[www.otherworlds.cx](http://www.otherworlds.cx)