

# *Rogue Mage*

*Roleplaying in the World of Faith Hunter*  
**RPG**

## *Game Master's Guide*



*Christina Stiles*  
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*Spike Y Jones*

# THE ROGUE MAGE RPG GAME MASTER'S GUIDE

## ROLEPLAYING IN THE WORLD OF FAITH HUNTER

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# Rogue Mage

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**RPG**

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The *Rogue Mage Roleplaying Game Player's Handbook* gave players all they needed to create characters to fight the fallen seraphs and their devil-spawn, adventuring in the world of Faith Hunter's apocalyptic fantasy trilogy: *Blooding Seraphs*, and *Host*.

Now the *Rogue Mage RPG Game Master's Guide* gives the GM all the dragons, devil-spawn, conjure-casting Dark mages, gun-toting bandits, and branding-iron-wielding religious fanatics he needs to create challenging adventures for the heroes.

The 200 page *Rogue Mage RPG Game Master's Guide* features:

- complete writeups of Azazel the Aqua Dragon and Forcas from the *Rogue Mage* novels, as well as other, new dragons and Dark powers to challenge heroes and seraphs alike.
- every monster from the novels: dragonets, devil-spawn, succubi, nightwalkers, daywalkers — plus new menaces to surprise even the best-read of players.
- writeups for major and minor seraphs, ravens, flames, cherubs, Cherour the Angel of Punishment, Raziel the Revealer of Rock, Zadkiel the Chieftain of Michael, — allies for the heroes, or adversaries in certain circumstances.
- rules for seraph steel, demon iron, seraphic visas, and the use of seraph feathers, bones, and other artifacts in combat and conjuring.
- complete stats and histories for Thorn and Rose St. Croix, Audric Cooper, Ciana and Rupert Stanhope, Thaddeus Bartholomew, Cheran Jones, Lolo, the watcher Barak and other characters from the *Rogue Mage* novels.
- every type of “normal” person you could expect to find: deadminers, Orthodox kirkmen, soldiers, Administration of the ArchSeraph enforcers, Enclave mages, Realm of Light kyllen, bandits, Earth Invasion Heresy spies.
- A guide to the wildlife of post-Apocalyptic North America, from mutant alligators to bison-hunting dire wolves.
- Extensive advice to the Game Master on creating a campaign, designing and running adventures, rewarding the heroes, dealing with problems, and taking the players characters to the next power level.
- A complete introductory adventure, with a set of fully-detailed characters ready for the players to use straight out of the book.
- And each chapter features a *Rogue Mage* vignette by Faith Hunter, plus the *Rogue Mage RPG Game Master's Guide* ends with a complete new Thorn St. Croix short story.

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We got the originals right here, hungry as Hell.**



  
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