

# CTHULHU TECH

## VADE MECUM

ISBN-13: 978-1-934857-20-5

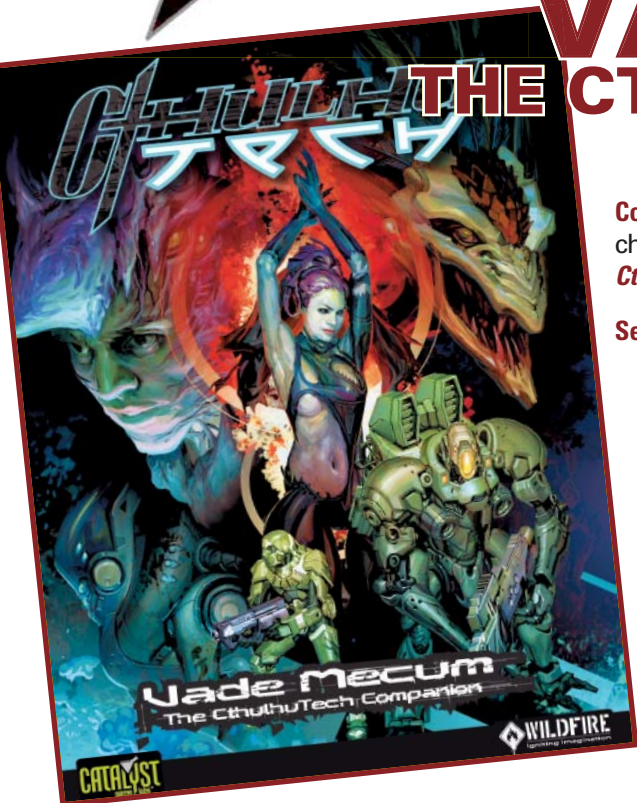
MSRP: \$39.99

Pages: 160 [Color, Hardcover]

Catalog #: 23001

Release: Available Now

# VADE MECUM THE CTHULHUTECH COMPANION



**Compatibility:** Requires the *CthulhuTech* Core Book; expands setting, character options, foes, stories, and introduces optional rules to *CthulhuTech* players.

### Selling Points:

- Goes into more detail on the *CthulhuTech* setting, especially regarding government agencies such as the draconian Office of Internal Security and the wellintentioned Federal Security Bureau.
- Introduces new character races, including xenomixed Human-Nazzadi lovechildren, the otherworldly Whites, and corpse-eating ghouls.
- Introduces para-psychic powers and characters for the first time, combining a horror and anime feel.

- Introduces dreaming magic and adds more rituals of all kinds to further expand *CthulhuTech*'s dark sorcery aspects.
- Adds four more Tagers to the game, as well as dozens of mecha.
- Adds more horrific monsters for use in any game.

### Target Market:

- Current *CthulhuTech* players and Storyguides.

### Up-Sells & Cross Sells:

- *Dark Passions* [23200]

### CATALYST GAME LABS

PMB 202

303 91st Ave NE, G-701

Lake Stevens, WA 98258

contact@CatalystGameLabs.com

(425) 296-6625 [voice]

(425) 948-1301 [fax]

In Partnership With



Retailers, download this and other sell sheets and sales tools from our retailer website at [catalystgamelabs.com/retailers](http://catalystgamelabs.com/retailers)



© 2009 WizKids, Inc. All Rights Reserved. Shadowrun and all product titles are trademarks of WizKids, Inc. Catalyst Game Labs and CGL logo are trademarks of InMediaRes Productions, LLC.

THIS FILE WAS LAST UPDATED NOVEMBER 25 2009.

Visit [CatalystGameLabs.com](http://CatalystGameLabs.com) for updates.