



PRESS RELEASE

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Vagrant Workshop to publish German-language edition of Mindjammer Press roleplaying game “Monsters & Magic”

Mindjammer Press and Vagrant Workshop are very happy to announce their partnership to produce the German-language version of **Monsters & Magic**, an Old School Renaissance fantasy roleplaying game written by Sarah Newton (*Mindjammer, Legends of Anglerre, Achtung! Cthulhu*).

Monsters & Magic is a modern fantasy roleplaying game which mixes cutting edge rules mechanics and narrative techniques with traditional fantasy roleplaying concepts. Specifically designed to be used with classic fantasy supplements and adventures with little or no conversion, it allows players and GMs to pick up their favourite fantasy campaigns and characters and bring them to brilliant new life. It's a game firmly in the “Old School Renaissance” spirit, and works seamlessly with classic fantasy products, new and old.

“This is the first translated version of **Monsters & Magic**, and we're delighted to see the game and its Effect Engine core mechanic made available to a wider audience,” said Sarah Newton, co-owner of Mindjammer Press and author of the **Monsters & Magic** game. “Vagrant Workshop have a great track record for producing quality games they believe in passionately, and we're looking forwards to working with them.”

"We have been looking for a new fantasy game ever since we stopped working on *Earthdawn Third Edition*, and think that we've found a perfect match for our product folio with **Monsters & Magic**," added Carsten Damm, co-lead designer of Vagrant Workshop.

Vagrant Workshop expect to release the German-language version of **Monsters & Magic** via their German imprint Pro-Indie in 2014.

MINDJAMMER PRESS is a British games publisher founded by Sarah Newton (*Mindjammer*, *Legends of Anglerre*, *The Chronicles of Future Earth*, *Achtung! Cthulhu*) and Chris McWilliam to produce roleplaying games and related fiction, including the transhuman space opera novel *Mindjammer* and the second edition *Mindjammer RPG* for Fate Core, *The Chronicles of Future Earth*, and *Monsters & Magic*. Find out more about Mindjammer Press at www.mindjammerpress.com or follow them on Twitter @MindjammerPress or Facebook (www.facebook.com/MindjammerPress), or by email at info@mindjammer.com.

VAGRANT WORKSHOP is a private alliance of independent game designers led by Carsten Damm and Kathy Schad, publishing games such as games such as *Equinox*, *Vampire City*, *Itras By*, *Valley of Eternity*, and the German version of Jason Morningstar's *Fiasco*. Find out more about Vagrant Workshop at www.vagrantworkshop.com and their German-language imprint Pro-Indie at www.pro-indie.com.

