

by ian warner

Postmortem Studios

Postmortem Studios is the 'independent label' imprint of Origin Award Winning RPG author James 'Grim Desborough, author of The Munchkin's Guide to Powergaming and numerous other titles for various gaming companies. Postmortem Studios has existed for some time but was formed into an official company in 2004 and has produced several successful PDF works in that time from the much imitated 100 Adventure Seeds books to the controversial card game Hentacle. Postmortem Studios goes from strength to strength in providing quality roleplaying products for players everywhere.

Piracy Plea

It is likely that this book will turn up on file sharing networks. If it does and you like what you read please go out and buy a real copy. This company is a relatively small player in a crowded market. Without your money we cannot go on producing more wonderfully silly works like this one.

Thank you

The March of the Metaplot

Sample characters and fiction pieces contain a continuation of what we laughingly call a Metaplot.

Hah!

There will be plot spoilers for the Shadow World Plays as they are based on this plot. There is also a chronology of set events present. Feel free to use or ignore this plot as you see fit. It's your Shadow World.

Unlike that Certain Other Roleplaying Company we don't build our games round our own Mary Sue characters.



Clique Books? Okay that's Milking the Joke a Bit!

'Repeating a bad impression does not make it funny'
-Matthew Buck (Film Brain): Bad Movie Beat Down

Yes this is a cynical, businessy, exploitative and downright diabolical bit of showmanship on our parts. Tough! Suck it up! After all that Certain Other RPG company are not above this kind of skulduggery as they have proved with their recent actions -cough 'New World of Darkness' cough.-

Anyway we're a business; we want a good return on our investment. If that's wrong sue us!

That aside clearly you want more Bloodsucker or you wouldn't keep buying up all the new Bloodsucker books so rapidly.

So we've done a Player's Guide and an Antagonists Guide. The logical next step is to take a detailed look at each Clique.

Why Gothistocrats first? Well they're my favourite of the Mainstream and I know you'd get mad if I covered my favourite Clique first because they're among the Batshit, the Sick Puppies if you must know.*

So here we go with the incredible task of finding enough material in a single archetype to fill a whole book. Wish us luck!

*Actually I kind of like what I've done with the Sparklers but I know what kind of furore that would cause if it was first. Oh well that'll have to be second then!

What's Inside?

Early to rise and early to bed makes a male healthy and wealthy and dead'

-James Thurber

So what does this, the first Clique Book, consist of? Well the following chapters.

- 1. **History of the Gothistocrats:** A brief synopsis of the development of the Clique from ancient times (early 1980s) to present nights.
- 2. **Philosophy of the Gothistocrats:** A breakdown of the core tenants of the Clique philosophy: Including political and quasi religious factions within the Clique.
- 3. **The Prejudices of the Gothistocrats:** What the Gothistocrats really think of the other Cliques, the Factions and the other denizens of the Shadow World: Contains insulting commentary.
- 4. **Organisation of the Gothistocrats:** A look at how the Clique is organised internally: Including some Cool boosting titles unique to the Gothistocrats.

- 5. **Secrets of the Gothistocrats:** The stuff you really want to know about: The Secret Power unique to the Gothistocrats and some cool new Merits and Flaws that Gothistocrat characters can pick.
- 6. **Famous Gothistocrats:** Some particularly famous Gothistocrats from around the Shadow World: Including some names you may find familiar from other Shadow World books.



True Cliques?

You may be wondering if the stuff in this book is exclusive to the Mainstream version of the Gothistocrat Clique. Just to make it clear it isn't. Aside from differing philosophies and slightly different mechanics there is little separating a True Gothistocrat from a Gothistocrat. There will not be a True Gothistocrat Clique Book. True Gothistocrat players have as much right to the Secrets of this book as Gothistocrat players. Though the background material is written from a Mainstream bias it is not difficult to twist it and apply it to the Batshit.



