



Tangent Games
7808 Monrovia
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Taking Games in a New Direction

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Distributors

We have two US Distributors for our products: Alliance Game Distributors and ACD Distribution, LLC.

For more details or to request terms different than those listed above please contact:

Geoff Habiger
Tangent Games
7808 Monrovia St.
Lenexa, KS 66216
505-286-0892
ghabiger@tangent-games.com
www.tangent-games.com

Print Products Available from Tangent Games

TG-0002: Better Damage Through Alchemy

24 pages MSRP: \$9.95 ISBN: 978-1-932926-04-0

Author: Geoff Habiger

Tired of arming yourself with plain old acid? Looking for new weapons to use against Black Dragons, Digesters and other acid immune creatures? Looking for new ideas to create different creatures and traps? Better Damage through Alchemy is a short book for use with the Dungeons & Dragons, 3.5 Edition rules. Within you will find new ways to liven up your game and breathe new life into the Craft (Alchemy) skill. The book contains descriptions and rules for creating and using three types of acids, three types of bases, and 13 natural elements and other alchemical items that are very dangerous in the right (or wrong) hands.

TG-0003: Mineral Alchemy: Alchemy from Gems and Minerals

24 pages MSRP: \$9.95 ISBN: 978-1-932926-05-7

Author: Geoff Habiger

Are you looking to spice up your treasure? Do you lose sleep wondering what you can do with that piece of quartz or moonstone your character just found? Do you want to add a kick to the game that doesn't involve magic items? *Mineral Alchemy: Alchemy from Gems and Minerals* provides this and more. It is a short book for use with the Dungeons & Dragons, 3.5 Edition rules. Within you will find **33 new alchemical items** that can be made from 22 common and uncommon gems and minerals. From lethal Bang, misused Heart Stone, and the highly useful Nightglow, *Mineral Alchemy* will provide you with a plethora of new items to equip your character with. Each mineral alchemical entry provides you with a complete description of the item along with the rules for creating and selling them to your players.

TG-0007: The Divine Order: Jute – Faith of Creation

164 Pages MSRP: \$24.95 ISBN: 978-1-932926-24-8

Authors: Geoff Habiger & Coy Kisse

Got Faith?

Don't let a lack of faith freeze you in your tracks! Embrace the teachings to Jute, the Lifegiver. All life is sacred and must be protected at any cost. Only by protecting the living can the faithful transcend the mortal world and be united with Jute in The White Haven. This book contains everything you will need to incorporate Jute, and the Jutian faith, into your game today! Inside, you will find:

- A description of, and complete statistics for, Jute, Goddess of Life and Creation.
- A history of the religion, current dogma, and social rules for the faithful.
- Rules for adapting existing classes to be followers of Jute.
- A new base class, the **Mold Breaker**, whose sole purpose is to destroy constructs.
- **Three new prestige classes** (Two created by you, our readers!).
- New **skills, feats, magic items** and **holy artifacts**.
- Over **30 new spells**

TG-0008 Bankruptcy: The Card Game

MSRP: \$19.95 ISBN: 1-932926-00-3

Game Design: Geoff Habiger & Coy Kisse

Illustrator: Jim Gower

Semi-Finalist, 34th Annual Origins Award, Traditional Card Game

Insider Trading, Outsourcing, Cooking the Books. Who said CEO's should have all the fun of running a company into the ground? Now, with Bankruptcy: The Card Game, you and your friends can join in the fun! This fast-paced game pits 2-6 players in a game of one-upmanship and dirty deals to see who can be the first to declare Bankruptcy! In Bankruptcy: The Card Game, players try to be the first one with no cards in their hand, declaring 'Bankruptcy'. Players can play cards on the other players to cause them to 'buy stock' and draw more cards into their hand or they can 'sell stock' and discard cards from their hand. But beware of the Bankruptcy Times - 10 special cards that can radically alter the business landscape with the news they report. Bankruptcy: The Card Game is a fun and fast-paced game of corporate accounting that the entire family can enjoy!

TG-0013: Temple of the Forgotten God

64 Pages + Appendices MSRP: \$19.95 ISBN: 978-1-932926-06-4

Author: Geoff Habiger

Illustrator: Mike Wagner, Cartography: Liz Courts

Miniature Design: Graham Botley (Arion Games)

What slithers in the night? The hamlets near the Giantswood are being attacked, their residents spirited away in the dead of night. Grants Wells has become home to many of the remaining refugees, as panic has gripped the region. The mayor of Grants Wells has begged for aid, as he believes that his town is the next target. Can the heroes uncover the mystery surrounding the attacks, protect the refugees, and determine why these people are being taken? A lone survivor may hold the key, if they can just get him to wake up...

Temple of the Forgotten God is a stand-alone adventure designed for 4 to 6 PCs of 13th to 15th level, that challenges adventurers to solve a mystery that leads them from the town of Grants Wells to a long-forgotten temple deep in the forest. Not only are there new monsters and magic items inside, but also included with this adventure are full-color maps, printable miniatures, 1" scale printable encounter maps, and a brand-new GM encounter aid: printable Battle Pages!

TG-0010 Quackery: The Game of Medieval Medicine

MSRP: \$9.95 ISBN: 978-1-932926-15-6

Game Design: Coy Kisse & Geoff Habiger

Illustrator: Pierre Arseneault

The entire Royal Family has fallen ill!

The Royal College of Medicine has sent the call out across the land for help. As one of the leading medical "experts" of the day (we'll just call you a Quack), you have answered the call, but for your own reasons. You are not alone in this task. Others have also responded to the plight of the Royal Family, each with their own agenda.

Only through the use of your knowledge of "medicine" can you treat each royal patient in order to either bring all four of their humours into balance (if that patient furthers your agenda) or to imbalance their humours enough so that no one can cure them. Failure means a lifetime of treating gout amongst the commoners, while success means that you have risen above the Quackery and have been declared the next Royal Physician!

This entertaining card game will challenge players to use skill and strategy to cure patients to meet their agenda.

TG-0011 Gem Cards

MSRP: \$9.95 ISBN: 978-1-932926-41-5

Design: Geoff Habiger

Treasure!

Everybody likes getting it, but randomly rolling dice on tables to tell a player that their character found a 25 gp garnet lacks panache and deflates the excitement faster than you can say percentile. But what if you could hand them the gem they just found?

Gem Cards were created for use with any RPG, in any setting and is the perfect resource for GMs. This set contains 50 unique gems to hand to your players. Hoard them, trade them, or pass them around without having to constantly refer to scribbles on a character sheet. The cards include an image of the card on one side with details about the gem on the other. There is even space where players can write notes in dry-erase marker.

TG-0027 Ars Lingua

57 Pages MSRP: \$19.95 ISBN: 978-1-932926-86-6

Authors: Geoff Habiger & Coy Kisse

Language matters. Whether you are trying to order a new longsword from the blacksmith, ask for a woman's hand in marriage, or stave off a horde of Goblins from attacking the village, what you say is important. The current rules for the Speak Language skill do not allow for the reality of language. A single skill point represents the ability to fluently speak, read, and write any given language. While this allows for speedy game play, the intricacy (and reality) that different languages or dialects offer is lost with the current system. A 1st-level non-Human PC with an 18 Intelligence score has the ability to be fluent in both reading and speaking six languages!

Ars Lingua seeks to expand on the current Speak Language skill. Within this book you will find:

- An enhancement to the Speak Language skill that treats languages in a realistic, yet easy to play manner
- A new skill for Read/Write Languages and 3 other new skills
- 19 new feats
- Updates to existing spells for use with the enhanced Speak Language skill
- 14 new spells that focus on the use of language
- New magic items
- New forms of verbal communication such as dialects, accents, and slang
- New non-verbal communication such as sign language, codes, and pheromones
- Two new prestige classes

Ars Lingua is the perfect book for any campaign setting. Whether you want to add some flair and reality to the Speak Language skill, or are merely looking for some new ways to spice up your game, *Ars Lingua* has it.

TG-0035 Children of the Planes

76 Pages MSRP: \$19.95 ISBN: 978-1-932926-03-3

Authors: Chris & Christina McCoy

Illustrator: John Ryan Byrd

“The blood of the multiverse flows through your veins...”

The planes are infinite in their mysteries and their peoples, bringing a vast amount of diversity across the multiverse. Why shouldn't the same hold true for planetouched player races? The standard Aasimars and Tieflings are an excellent option for players who are seeking to create a character with an exotic flare or a touch of the planes within their blood but why stop there? The other core races, whether they are Elves, Gnomes, Halflings, Orcs, Humans, or Dwarves, have all made expeditions to other planes...surely their curiosity attracted the attention of planar denizens?

Welcome to Children of the Planes, a racial sourcebook that introduces new planetouched races to the d20 system. Utilizing the same, easy-to-follow format of the PHB, this sourcebook brings twelve new ECL +1 races to life with new feats and prestige classes. Unlike the Aasimars and Tieflings whose otherworldly influences are undefined, the new races found in this book have specific outsiders in their heritage. Whether it is a beautiful Korali seductress or a malicious Skinx prankster, Children of the Planes provides a variety of new racial options for GMs and players alike.