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## GREEN RONIN TO PUBLISH LOST CITADEL ROLEPLAYING GAME

Company Acquires Exclusive Rights; Will Begin with 5E  
Adaptation

**SEATTLE, WA (01/24/17):** Green Ronin Publishing announced today that it has signed a licensing agreement to release a tabletop roleplaying game sourcebook based on *The Lost Citadel*, a transmedia shared world. The dark fantasy RPG will draw players into the setting of Zileksa, a land ravaged by death and undeath, where all that's left of civilization has gathered behind the walls of the last remaining city of the living. The announcement was made by Chris Pramas, president of Green Ronin, and C.A. Suleiman, editor of *The Lost Citadel*.

"We are eager to bring a new dark fantasy setting to roleplayers and to offer Fifth Edition gamers a world they haven't seen before," said Green Ronin President Chris Pramas, "*Lost Citadel* is a perfect follow up to our work on *Warhammer Fantasy Roleplay* and *Dragon Age*."

"I came to know *The Lost Citadel* as a backer of the fiction anthology," added Green Ronin General Manager Nicole Lindroos. "As soon as I saw it I recognized the potential inherent in the setting. I couldn't be more pleased not only to bring *Lost Citadel* to roleplaying, but to have C.A. Suleiman himself on board as developer."

"Since the *Lost Citadel* project went live, people have been asking about when it would come to gaming, and I'm excited to tell them that the moment has arrived," said Suleiman. "As both a dark fantasy setting and a concept that's expressly inclusive of women, I can't think of a better fit for *The Lost Citadel* than Green Ronin, publisher of *A Song of Ice and Fire Roleplaying* and the *Blue Rose* roleplaying game. If their track record is any indicator, this could be the start of something big."

Work is now underway on the first book, *Lost Citadel Roleplaying*, which introduces the setting and establishes its core rules and themes. It is scheduled for release in Winter 2018. All books in the series will use the Fifth Edition rules, but plans are in the works to offer fans of other popular RPG systems the means to play *Lost Citadel* games using those systems, too.

### **About Green Ronin Publishing**

Green Ronin Publishing is a Seattle-based company dedicated to the art of great games. Since the year 2000 Green Ronin has established a reputation for quality and innovation that is second to none, publishing such roleplaying game hits as *Dragon Age*, *A Song of Ice and Fire Roleplaying*, and *Mutants & Masterminds*, and winning over 40 awards for excellence. For an unprecedented three years running, Green Ronin won the prestigious GenCon & ENWorld Award for Best Publisher.

### **About The Lost Citadel**

The Lost Citadel™ is a transmedia experiment that harnesses the talents of writers, artists, musicians, and more, in a bid to explore the themes and aesthetics of a shared world. Founded in 2012 by C.A. Suleiman, Ari Marmell, and Jaym Gates, the project launched online and came to Kickstarter soon after, successfully funding the creation of an anthology of short fiction called *Tales of the Lost Citadel*, which featured the talents of a cast of veteran dark fantasy authors.

### **Contact Green Ronin Publishing**

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