

EMPERORS CHOICE

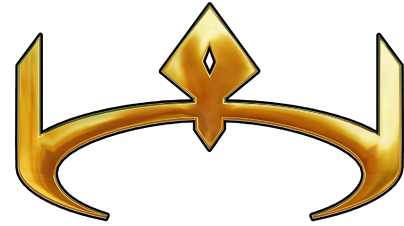
GAMES & MINIATURES CORP.



2025 JUNE

Welcome to EmpCho: Home of Arduin!

EMPERORS
CHOICE
GAMES & MINIATURES CORP.



Emperors Choice Games & Miniatures Corporation (EmpCho) is owned and operated by a small partnership (David Bukata and George De Rosa) dedicated to Arduin and have been in the industry since 1998. We are driven to preserve David A. Hargrave's legacy of previous works, providing the classic materials generated by his own hand as well as crafting new works based on his ideas and world setting to fans worldwide.

We are dedicated to the expansion and preservation of the Arduin Multiverse in all its glory. We produce a line of products to support the Arduin Multiverse. These products include games, maps, books, adventures and miniatures that expand the many unique lands, areas of exploration, characters and creatures that are distinctive to Arduin.

All miniatures are manufactured in the United States with a lead-free pewter and sold unpainted as raw metal castings.

If you have any issues or just questions please feel free to email Emperors Choice Games and Miniatures Corporation at support@empcho.com

What is Arduin?

Arduin is a world with a rich and storied history, stretching back to the dawn of fantasy adventure gaming! Created by David A. Hargrave as his own world and his own take on the genre, Arduin became synonymous with wild, over-the-top exploits, unique characters, wild treasures, and mountains of inspirational lore for novel scenarios.

Who is David A. Hargrave?

David A. Hargrave, the Dream Weaver, is one of the foundational figures in the gaming industry, who influenced many RPG games from 1977 to the present. He was born May 25, 1946, and moved on to the Mystikal Arduin proper on August 29, 1988. Dave was the brain and inspiration for everything Arduin. He was Chronicler of Arduin to all, Combat Photographer in Vietnam (Veteran) and a True Gaming Genius.

Compatibility with other game systems?

The Arduin books currently in print with red or white covers are the original game and IS THE CURRENT SYSTEM supported by Emperors Choice. These products are compatible with most game systems and use a D20 for most mechanics.

The original Arduin series, also known as The Arduin Trilogy is similar to first edition Dungeons and Dragons. It is OSR, OSA compatible. Simply take the wealth of information presented and plug and play.

This is the trilogy that changed Role Playing Games FOREVER. It has clearly been mimicked by dozens of other systems as its inspiration and ability to invoke creativity.

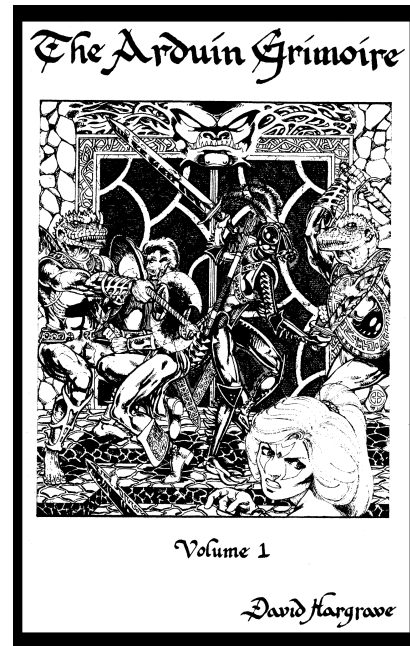
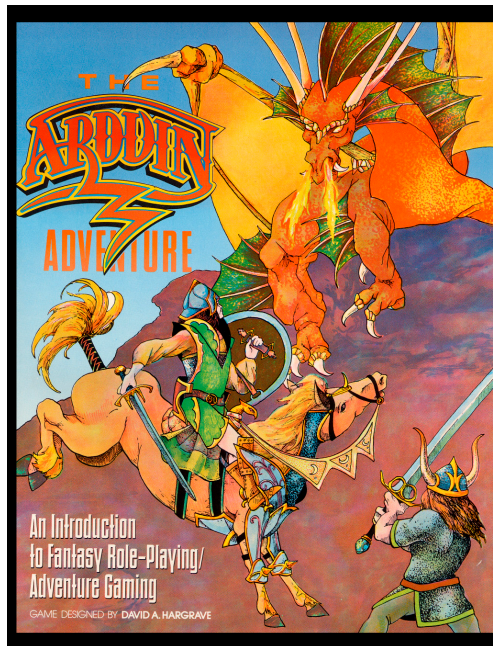
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ARDUIN BLOODY ARDUIN



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THE ARDUIN TRILOGY:

These are all combined into one volume, better organized, easier to read than the originals all in one hardcover volume! Nothing has been left out, only added.

Stock #EMC501

The original three books: * The Arduin Grimoire (Arduin Grimoire volume 1), * Welcome to Skull Tower (Arduin Grimoire volume 2), * The Runes of Doom (Arduin Grimoire volume 3), Plus: The Arduin Adventure BY: David A. Hargrave. These are the books that started it all. These books inspired tons of RPG's, authors and fans alike. Let your imagination set wild and come back to the old Arduin Grimoire series to re-inspire you from old or create inspiration of new! There will certainly be something of value in these Grimoires for all. New rules, monsters, items, spells, character classes, races and more... all from the World of Arduin, for use in any and ALL role playing game systems – past present and future! A must have, for any serious RPG player! **This is RPG history not to be missed as it has served as a foundational inspiration for thousands of gamers.**

Lost Grimoire



THE LOST GRIMOIRE: ARDUIN GRIMOIRE IV Stock #EMC506

The Arduin legacy continues with 147 pages jammed packed with new ideas, tips and tricks to delight even the most discriminating gamers. New spells, races, alchemical wonders, monsters, artifacts, treasures, potent potables, a taste of the under city. This and more can be found in THE LOST GRIMOIRE. A MUST HAVE FOR ANY RPG gamer or collector! Get yours today!



DARK DREAMS: ARDUIN GRIMOIRE V Stock #EMC507

The fifth volume of the Arduin Grimoire series presents a look at the "Dark Side" of Arduin, including an expose' of the notorious "Black Rabbit Gang", the infamous "Black Metals", the secrets of ORC ALCHEMY and treatises on the "Fog of War" and "Death in Arduin". In addition to the myriad of new monsters, spells, potions and magik items, Dark Dreams presents a new brand of magik known as "Rogue Magik" and offers a revision of Arduin's famous Prismatic Walls. Also included in volume five are more mystik metals, unique Arachnid silks, a rare breed of Mini-Dracs and a detailed presentation of the new "Gladiator" character class. Check it out!

Arduin Grimoire Vol. V

HOUSE OF THE RISING SUN



HOUSE OF THE RISING SUN: ARDUIN GRIMOIRE VI Stock #EMC508

New monsters, spells and magik items, "House of the Rising Sun" provides rare insights into the Arduin campaign setting with presentations covering: * Background information on many of Arduin's Noble Houses and Landed Siege Lords. * An in-depth look at the hierarchy, organization and activities of Arduin's many Street Gangs. * A detailed review of the Beggars Guild and guidelines for the new Beggar character class. * An expose of Arduin's infamous Assassins Guild, their unique weapons and deadly poisons. * A wide variety of culinary delights including unique appetizers, odd entrées and bizarre beverages. * Medical Wonders to cure numerous ills and maladies. * Unique Arduinian Pets and natural denizens of the wilds. * Legendary Gems and Jewels, magikal artifacts and mythical musical instruments. * A review of the "Elder Gods" – gone but not forgotten religions. * "Dragon Magiks" and a whole lot more!

SHADOWLANDS: ARDUIN GRIMOIRE VII

Stock #EMC509

This, the seventh volume of the Arduin Grimoire series, begins with a tour of the infamous Great Wurm Road and takes you beyond the Ebon Gates of "Lost Shamballah" into a bizarre alternate dimension known as the "Shadowlands". Along the way, you learn more of Arduin's ancient myths and legends; discover more of Arduin's unique gems and jewels; meet the mysterious Pandha-Ha (A new character race); and learn about the mystical Soothsayers (new character class). This tome also presents new Rune Singer and Rune Weaver magiks; details on "Demon Magik" and "Psi-Rogue" characters; new Thief and Courtesan encounter charts, special abilities for "really nasty" characters, more orc alchemy, new herbal concoctions, Arduin Techno weapons and other technological doo-dads,. And of course, a new assortment of monsters, treasures, spells, magik items and potions. Don't miss this one!



WINDS OF CHANCE: ARDUIN GRIMOIRE VIII

Stock #EMC510

Once again, Dave Hargrave presents a wealth of information concerning the Arduin campaign setting including the Gods of Arduin, overviews of 67 major/minor religions and detailed descriptions of the "Tri-Moon Cults", "Brotherhood of Blood" and the "Church of HIM"! Also featured are detailed biographies of Arduin's most famous and notorious personalities including members of the infamous Black Lotus Society, Thieves & Assassins Guilds, Arduin Nobles and Major Siege Lords, Dream Weavers (a new player class) , notable personalities from the Arduin II campaign and famous Player Characters!

Fans will be delighted with the expose on Arduin Martial Arts, more culinary wonders, listings of all the major street gangs, new player character skills and a new collection of monsters, spells and magikal treasures. A "must have" for any serious Arduin fan!



END WAR: ARDUIN GRIMOIRE IX

Stock #EMC511

This final volume of the "Trilogy of Trilogies" is jam packed with new, never published material from the mind of Dave Hargrave as well as articles from Monty St John, Mark Burton and Compleat Arduin co-author Mark Schynert. In addition to a wide assortment of monsters, treasures, spells, techno items, magik artifacts and a new character class, this volume takes us once again into the depths of the UNDERCITIES, reveals the secrets of "HELL WALKING", provides insights into the inner workings of the ARDUINIAN GOVERNMENT and the nefarious THIEVES GUILD. Pay a visit to the mysterious PEARLY GATES INN deep in the heart of Khurahaen, where you are likely to be regaled with tales of Arduin's legendary SHIPWRECKS. But take care not to wander too far lest ye end up in one of the ELEMENTAL PLANES or fall victim to the WINDS OF CHANGE. This and much much more awaits you in END WAR, Arduin Grimoire Vol 9. Complete your collection and order yours TODAY!





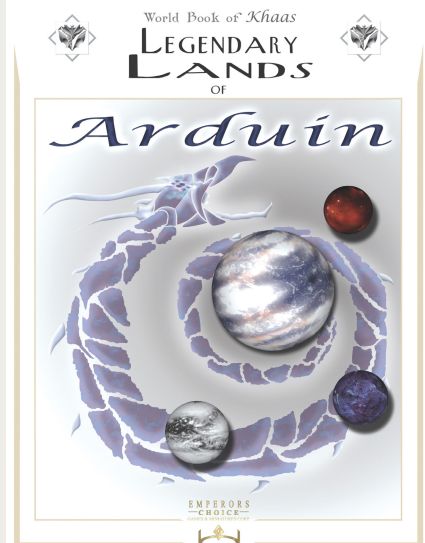
**THE ARDUIN GRIMOIRE BUNDLE:
VOLS. I – IX, plus The Arduin Adventure (located in The Arduin trilogy book)
Stock#EMC516**

A total content of TEN of the Arduin books compiled into SEVEN books compatible with OSR and OSA! You have heard the myths of legendary Arduin, it is one of the oldest and most detailed Fantasy & Sci-Fi RPG games and settings created. The Arduin Grimoire Bundle includes volumes 1-9 of the Arduin Grimoires and The Arduin Adventure (located in The Arduin trilogy book).

Arduin Grimoire volumes 1-3 and the Arduin Adventure are in one hard cover book (All others are soft cover). Written by the late and great David A. Hargrave! This is RPG history not to be missed as it has served as a foundational inspiration for thousands of gamers. Includes: *The Arduin Grimoire, *Welcome to Skull Tower, *The Runes of Doom, *The Lost Grimoire, *Dark Dreams, *The House of the Rising Sun, *Shadowlands, *The Winds of Chance, *End War, *The Arduin Adventure

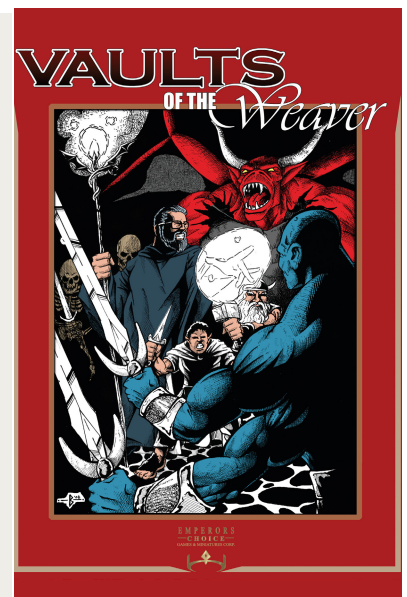
The World Book of Khaas, Legendary Lands of Arduin **Stock#EMC515**

An exciting MECHANIC-FREE, System Agnostic, 800+ page volume: an encyclopedia of the world of Khaas and the country of Arduin. Gone are the days of wondering what lays beyond her borders. Departed are the times when you have dreamed of roving her dusty trails or foraging in the dangerous woods of the world. Its landscape is open, unraveled for the eye to behold. Khaora, the wondrous continent that houses Arduin, is mapped, its geography open to your eye. Joining it are not only the rest of the civilizations on the continent but also glimpses into the other six continents as well. The World of Khaas, Legendary Lands of Arduin has 821 pages and over 80 professionally rendered campaign maps, showing the World of Khaas, the Continent of Khaora and the Country of Arduin in a level of detail never before seen in any published campaign setting.



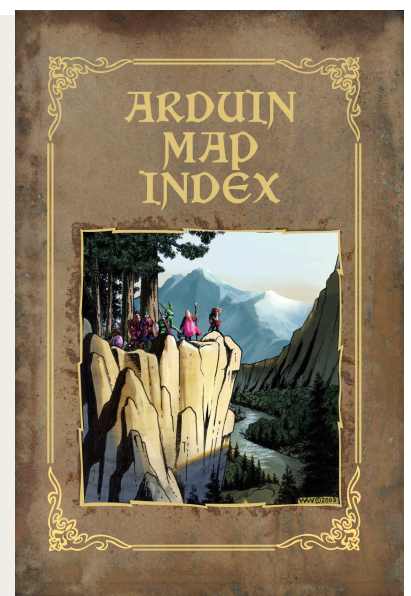
Vaults of the Weaver **SEVEN (YES – SEVEN!) classic dungeons from David A Hargrave** **Stock#EMC512**

...Harken back to the days of old! Feel the shiver of terror within the shadow of the Howling Tower! Brave the treacherous cliffs of the Thousand Thunder Falls...dare you venture behind the thundrous sheets of water? Sally forth in the name of glory, greed and adventure! Arduin fans this is it! "Vaults of the Weaver" delivers seven modules in one book. From the flying dutchman of dungeons, "Caliban," to the depths of the never before published, "Hive Home," come experience the deadly dungeons of Hargravian history. David Hargrave is back for one more round of hell, so what are you waiting for? Grab your cold steel and ride forth to save the world...it's time to enter the Heart of Darkness! A compilation project that includes the four classic modules and two new modules authored by David Hargrave but never before published. The contents of the book are: – Caliban, – Howling Tower, – Citadel of Thunder, – Death Heart, – and a couple of more books thanks to Paul Mosher: – Hive Home, – Heart of Darkness, Also included is the Tomb of D'Haera.



The Arduin Map Index book **Stock # EMC517**

80 pages, Singer Sewn Stitching for the binding. Gold Foil lettering and scroll work in a 6 x 9 inch index book with 1,337 entries. 100% Compatible with the 2000 (Orig. Map) and 2024 (2024 Map) versions of the Arduin Country map as produced by Emperors Choice Games & Miniatures Corp. There are differences between the two versions of the Arduin maps, with most differences being along the border areas and the eastern/north-eastern most areas. Obviously, this book is best used with one of the Arduin maps but does have value all on its own.



Arduin® Artifact, Weapon, and Monster card set

Contains 72 cards you cut out



Compatible with Fantasy Role Playing Games, originally designed in "Old School" terms

These illustrated cards are intended to provide visual impact convenience to both players and referees of fantasy-role playing games. To make the game more interesting, simply show the illustration side of the card (ie it is an Artifact, Weapon or Monster) to the player(s) involved. It is then up to the player(s) to react properly and avoid getting themselves and the party obliterated. Custom coloring these cards will individualize and enhance them. Let the players keep the cards for more fun.

ARTIFACT AND WEAPON CARDS:

There are 24 Artifact and 24 Weapon cards in this pack. The "data" side of these cards should be filled in with information consistent with the game nature of the item and with its content within the game "world." How much of this information the referee imparts to the player prior to his taking possession is variable with the player's abilities and actions. Usually, he won't find out all of its characteristics until later (perhaps too much later).

MONSTER CARDS:

There are 24 Monster cards in this pack. Whenever possible, the monsters are shown in situations which give you some idea of both their size and temperament. When these Monsters are encountered in your campaign, simply flash the illustrated side toward the players, and say, "You now see eight of these," etc. Watch the panic begin! Here is the coding and abbreviations used on the Monster cards:

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**Arduin® Artifacts & Monster card sets**

(Caliban, The Howling Tower, The Citadel of Thunder and Death Heart)



Compatible with Fantasy Role Playing Games, originally designed in "Old School" terms

Contains 64 cards you cut out. These illustrated cards are intended to provide visual impact convenience to players and referees of fantasy-role playing games. To make the game more interesting, show the illustration side of the card (ie it is an Artifact, Weapon or Monster) to the player(s) involved. It is then up to the player(s) to react properly and avoid getting themselves and the party obliterated. Custom coloring the cards will individualize and enhance them. Let the players keep the cards for more fun.

Artifact and Monster Cards:
There are 32 Artifact cards and 32 Monster cards in this pack (8 of each type per each previously sold adventure Dungeon adventures). Whenever possible, the monsters are shown in situations which give you some idea of both their size and temperament. When these Monsters are encountered in your campaign, simply flash the illustrated side toward the players, and say, "You now see eight of these," etc. Watch the panic begin! Coding and abbreviations used on the cards may be found on the reverse side of this cover sheet.

The cards are specific to the previously published Dungeon adventures which may be found in the book entitled "The Vaults of the Weaver" and in the Emperors Choice Games & Maps book. They are not included with this product. If you purchase The Vaults of the Weaver all of this product will be found in that book.

**Arduin Fantasy Card Collection
Stock#EMC513**

Contains 72 fully illustrated Monster, Artifact and Magik Weaponry cards printed on heavy parchment stock. The back of the monster cards contain detailed descriptions complete with stats (compatible with any fantasy role playing system) while the artifact and weapon cards contain a handy form so that you can customize them with your own special brand of magik!

**Arduin® Artifacts & Monster Cards (Set #2)
Stock # EMC514**

As specifically found in the first four Arduin dungeons: (Caliban, The Howling Tower, The Citadel of Thunder and Death Heart)

Compatible with Fantasy Role Playing Games, originally designed in "Old School" terms. Contains 64 cards you cut out. There are 32 Artifact cards and 32 Monster cards in this pack (8 of each type per each previously sold separate Dungeon adventure). Whenever possible, the monsters are shown in situations which give you some idea of both their size and temperament. The cards are specific to the previously published Dungeon adventures which may be found in the book entitled: "The Vaults of the Weaver"

**Arduin Prints Set #1
Stock#EmCART001**

Four Art Prints, limited to 1000 copies. Printed on heavy stock at 8.5 x 11 inches, soft touch.

- ECART001 Arduin Volume 4 color front cover, signed by the artist Roland Brown in Gold Foil
- ECART002 Arduin Volume 4 color back cover signed by the artist Roland Brown in Gold Foil
- ECART003 One of the very First Arduin Map sketches by David Hargrave (Black Foil)
- ECART004 Howling Tower Maps not from the published module, previously unavailable this was Dave Hargraves personal version of the maps for The Howling Tower (Multi-Hued Foil)



3 MAP PACK:

Stock #EmCMAP002

Continent Map of Khaora (large and small versions) + Country of Chorynth map. Here it is: Continent number Three: Khaora where Arduin sits along with 76 other nations each given their own flag and are fully referenced in the World Book of Khaas. You get THREE hand painted maps printed on luxurious parchment like paper, all packaged in a Legendary Arduin Tube. Stock #EmCMAP002 Khaora large edition (30×39 inches) and Stock #EmCMAP001 Khaora small edition (24×31 inches) and Stock #EmCMAP004 Country of Chorynth. The maps are painted by the Legendary William Watt to include all the side art featured on them. This is sure to be a real treasure for years to come. Need a new continent that is ready for use in your game – then this is for you!



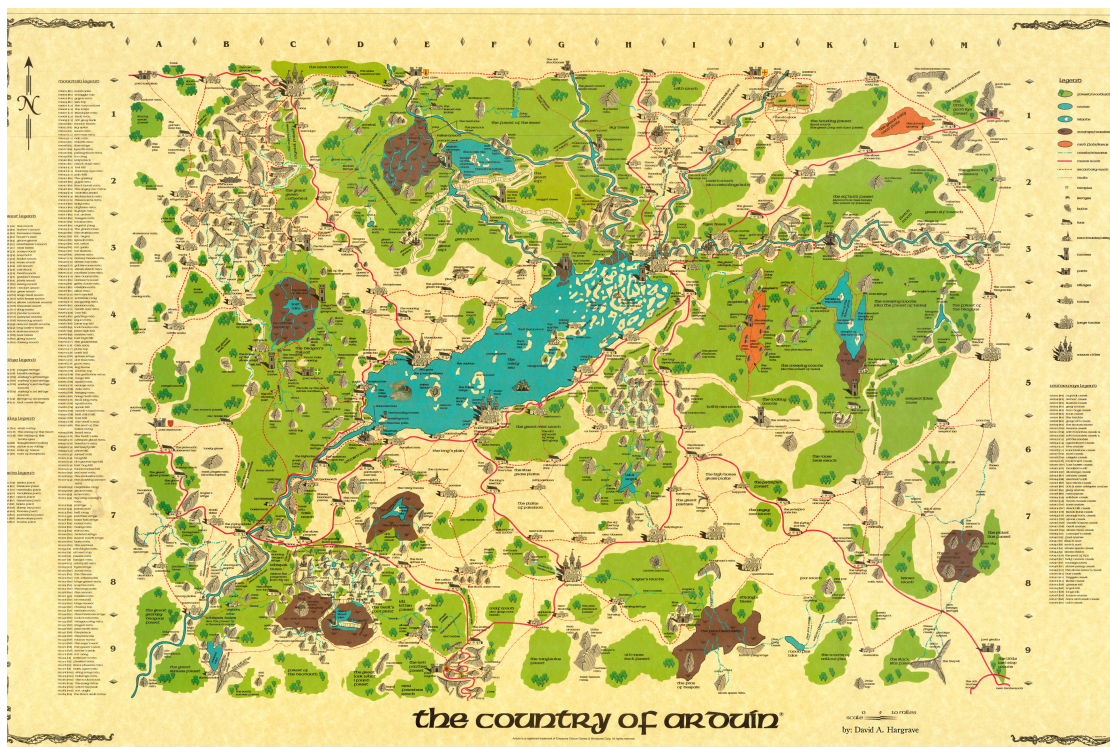
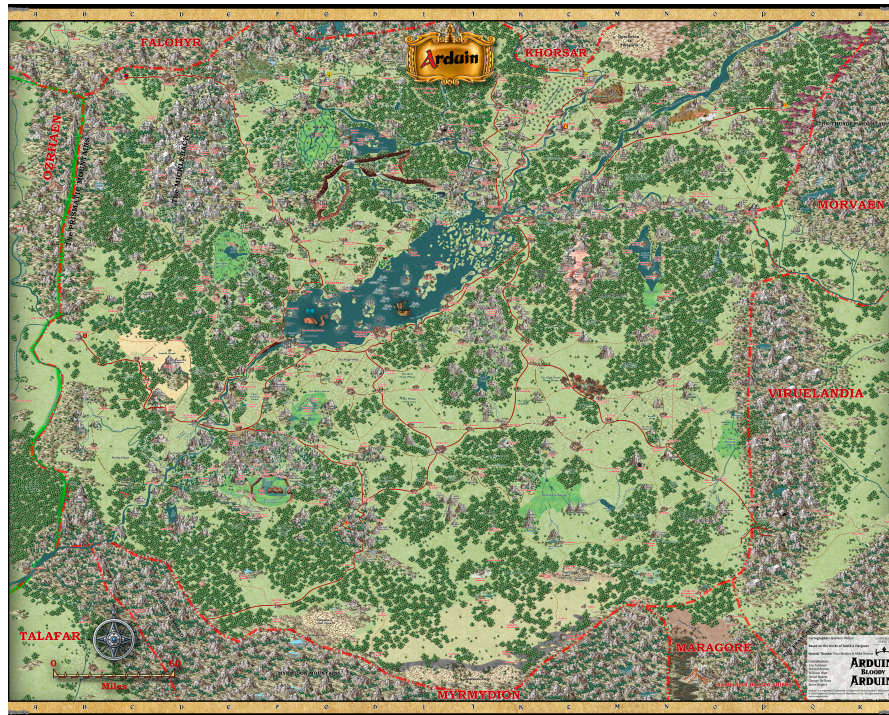
One Tube Per Order
three are shown to
show different views



Arduin Country Map 2024 and 2000 (TWO MAPS)

Stock #EmCMAP003 (and Stock #EMC201)

2024 map is a whopping 30 x 39 inches of EXTREME DETAIL printed on white parchment like paper. This map will keep you from getting lost in Arduin! Over 1300 named places of interest, mountains, towns, forests etc. on this map; enough places to fill any RPG, all located in just one country! Maps are rolled and in a Legendary Arduin tube! Some of David Hargraves greatest works, all meticulously copied from the original maps of Arduin that he drew by hand. Extensively cross indexed with the Arduin Index Book (available separately). Includes both the 30 x 39 inch, updated, more detailed 2024 version of Arduin and the original smaller 24 x 36 inch original map of Arduin all in a luxurious protective tube.



300 Series

www.empcho.com



301 Wizard with Sword and Staff



301-306



302 Phraint, Young with 2-Hand Sword



303 Deodanth with Halberd 2



304 Swamp Saurig with Trident



305 Deodanth with Trophy



306 Deodanth with Halberd 1



307 Black Phraint



307-311



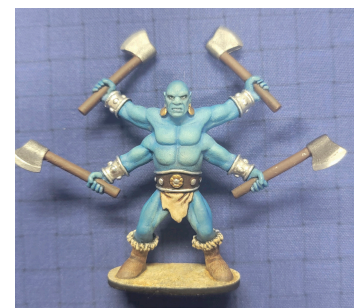
308 Throon Young



309 Deodanth throwing Martabobuli



310 Deodanth Sword and Buckler



311 Throon Tolparg



312 Phraint 2-Hand Sword



313 Phraint with Spear



314 Barbarian Human Sword and Shield

All miniatures are manufactured in the United States with a lead-free pewter and sold unpainted as raw metal castings.

600 Series



601 Skeleton Axe and Shield



602 Skeleton Sword and Shield



603 Skeleton Spear



604 Skeleton Loading Bow



605 Skeleton Shooting Bow



606 Skeleton Mace and Shield



607 Skeleton with Pike



608 Skeleton thrusting Spear - Pike



610 Vampire Bat and Skeleton howling sword and shield

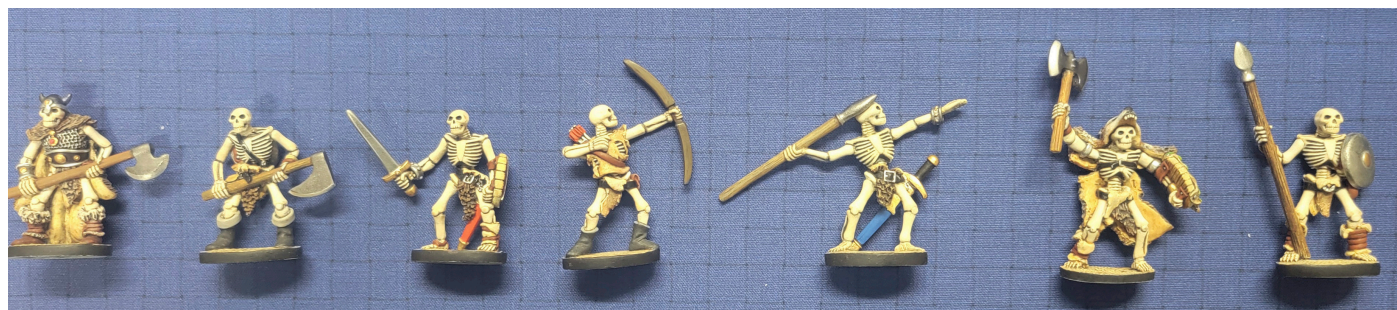


609 Skeleton howling sword and shield



611 Vampire Bat and Skeleton axe and shield

700 Series



701 - 707



701 Skeleton of North Chieftain



702 Skeleton of North Axeman Warrior



703 Skeleton of North Sword and Shield



704 Skeleton of North Archer



705 Skeleton of North Spear Chucker



706 Skeleton of North Wolf Clan Axe and Shield



707 Skeleton of North Spear and Shield



708 - 713



708 Skeleton of North Wolf Clan Improvised



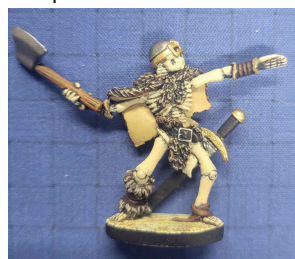
709 Skeleton of North Axe - Shield - Vest



710 Skeleton of North Spear Thrusting



711 Skeleton of North Wolf Clan Champion



713 Skeleton of North Falcatta



714 Skeleton with 2-Hand Axe



712 Skeleton of North Hammer - Vest

800 Series



801 - 804



801 Skeleton Gladiator
Melkalund City



802 Skeleton Leader
Melkalund City



803 Skeleton Archer
Melkalund City



804 Skeleton Spear
and Shield Melkalund
City



805 Vampire Bat Melkalund
City Leader Rider



806 Vampire Bat Melkalund
City Archer Rider

900 Series



901 Death Dealer



902 Skeleton Double Pistols

3100 Series



3101 Air Shark - Goblin Rider
Lance



3102 Air Shark - Goblin
Rider Archer



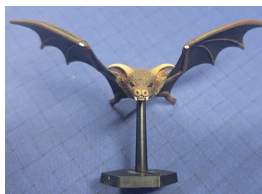
3103 Air Shark - Goblin
Rider Sword



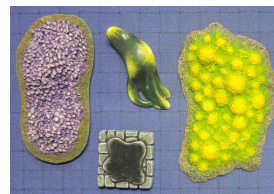
3104 Moutharm - Plant



3105 Maggoth



3106 Nightwing -
Giant Bat



3107 Slime - Mold -
Ooze



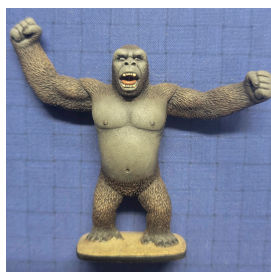
3108 Vroat



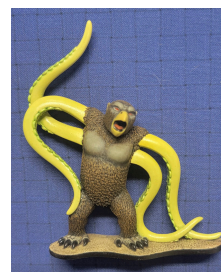
3109
Windego



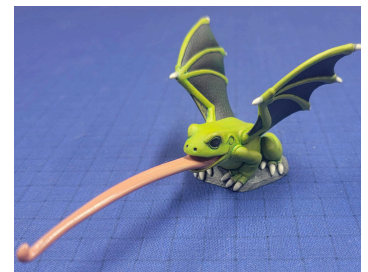
3110 Helltide and 2
Stinkbugs



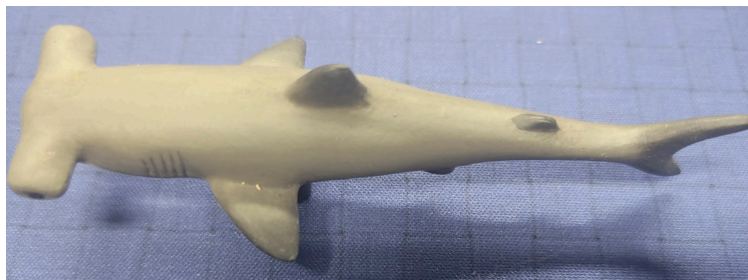
3111 Great Gorilla



3112 Octorilla



3113 Hell Hopper



3114 Air Shark Hammerhead



3115 Air Shark Hammerhead -
Goblin Rider Sword



3116 Air Shark Hammerhead -
Goblin Rider Archer



3117 Air Shark 2



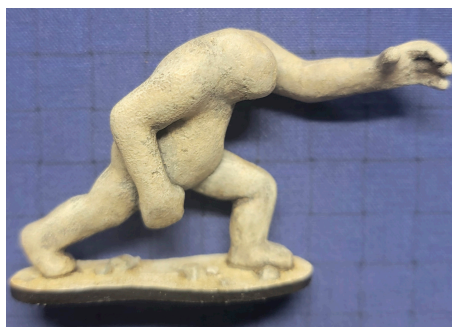
3118 Air Shark 2 -
Goblin Rider Sword



3119 Air Shark 2 -
Goblin Rider Archer



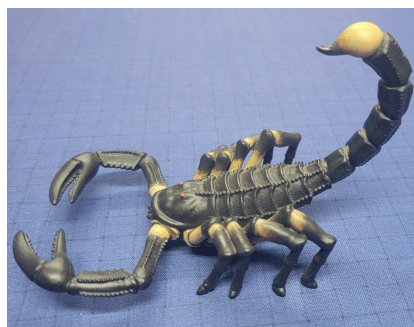
3120 Gworm



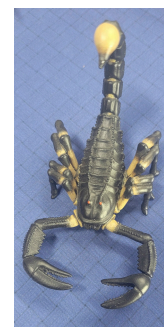
3121 Bloodbeast
Standing



3122 Mushrooms - two



3123 Black Scorpion
different view



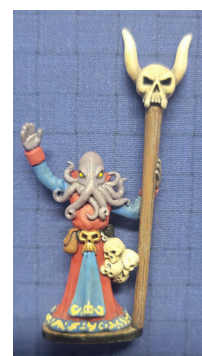
3123 Black
Scorpion



3124 Sluggoths - two



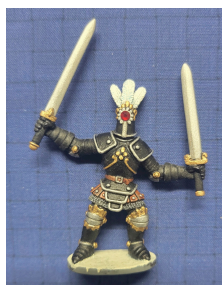
3125 Cockatrice



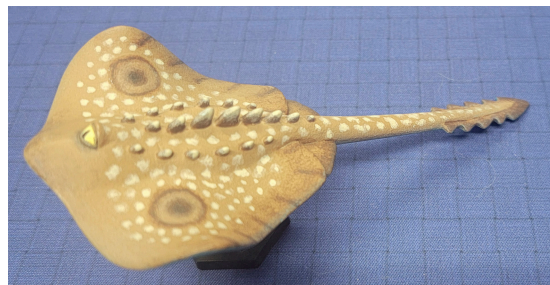
3126 Priest Mage of
Cthulhu with Staff of
Power



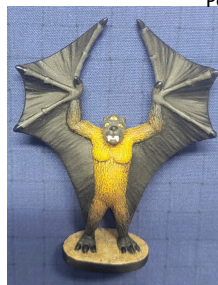
3127 Priest Mage of
Cthulhu Invoking Spell



3128 Doomguard
with Gem



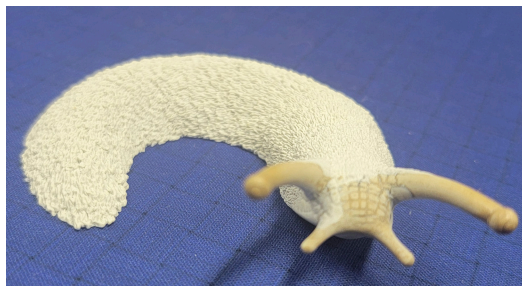
3129 Skyray



3130 Arc Bat



3131 Haggorym - two



3132 Snow Maggoth



3133 Red Fang

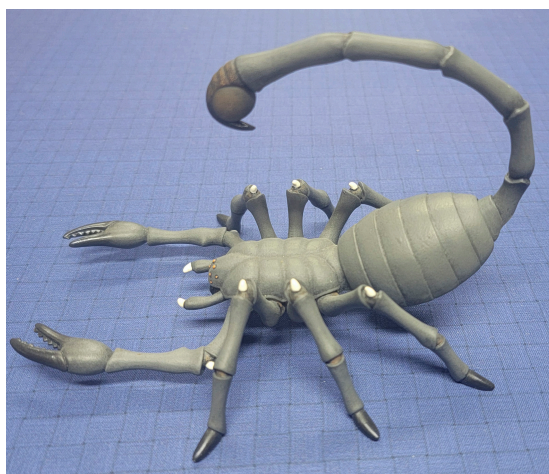


3134 Manticore



3135 Salamander

3500 Series



3501 Grey Horror - Giant



3502 Valpyr



3503 Cyclops



3504 Devil Worm



3505 Black Dragon

All miniatures are manufactured in the United States with a lead-free pewter and sold unpainted as raw metal castings.

COMING SOON

ARDUIN
BLOODY
ARDUIN

A NEW ARDUIN GAME

EMPERORS
CHOICE
GAMES & MINIATURES CORP.



AR DUIN



Price List 2025			
Books, Cards and Maps			
Stock #	Name	Description	Price
EMC501	The Arduin Trilogy (Hardcover)	Vols. I, II, & III, the Arduin Adventure and Extras	\$60.00
EMC506	The Lost Grimoire	Arduin Grimoire Vol. IV	\$15.00
EMC507	Dark Dreams	Arduin Grimoire Vol. V	\$15.00
EMC508	House of the Rising Sun	Arduin Grimoire Vol. VI	\$15.00
EMC509	Shadowlands	Arduin Grimoire Vol. VII	\$15.00
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EMC516	The Arduin Grimoire Bundle	The Arduin Triligy and Arduin Grimoire Vols. IV - IX	\$120.00
EMC515	The World of Khaas, Legendary Lands of Arduin	System Agnostic, 800+ page volume	\$80.00
EMC512	Vaults of the Weaver (VOW)	7 Classic (OSA) Dungeons from David A Hargrave	\$35.00
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EmCARTSET001	Arduin Art Prints Set #1	4 Arduin Art Prints	\$24.00
EmCMAP002	Khaora (Continent) & Chorynth (Country) Maps	3 Maps Tubed; Khaora (Large & Small) & Chorynth	\$25.00
EmCMAP003	Arduin Country Maps	2 Maps of Arduin Tubed; Original and 2024 Version	\$25.00
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