

# Seth Johnson

## INKSLINGER

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### Curriculum Vitae (as of 9/1/06)

Writing - Game Design - Game Playtesting - Copywriting - Editing - Multimedia

#### Writing

- *HorrorClix: The Lab* (fiction), WizKids Games (October 2006)
- *Pirates of the Mysterious Isles* (fiction), WizKids Games (October 2006)
- "Mage Knight: Omens: Designer Preview", *Scrye Magazine* (February 2005)
- Daily "Scrying Chamber" short fiction on WizKids Games' Mage Knight website (June 2004-March 2005)
- Short fiction for Blizzard Entertainment and Sword & Sorcery Studios (in *Warcraft RPG* products)
- Concept work and story (with DMH team), dialogue, manual, and additional writing for *Dead Man's Hand* (Xbox/PC, 2004, Human Head Studios)
- Dialogue script and addition writing for *Rune* (PC, October 2000, Human Head Studios) and *Rune: Viking Warlord* (Playstation 2, October 2002, Human Head Studios)
- Fiction and manuals for Human Head Studios games *Rune* (PC, October 2000), *Rune: Halls of Valhalla* (PC, March 2002), and *Rune: Viking Warlord* (Playstation 2, October 2002)
- "Comics 2000", *The Year's Best Fantasy and Horror: Fourteenth Annual Collection*, edited by Ellen Datlow and Terri Windling (St. Martin's Press, July 2001)
- "Comics 1999", *The Year's Best Fantasy and Horror: Thirteenth Annual Collection*, edited by Ellen Datlow and Terri Windling (St. Martin's Press, July 2000)
- Contributing writer, WisPolitics political news service (online, 1999-2000)
- "Comics 1998", *The Year's Best Fantasy and Horror: Twelfth Annual Collection*, edited by Ellen Datlow and Terri Windling (St. Martin's Press, August 1999)
- "Comics 1997", *The Year's Best Fantasy and Horror: Eleventh Annual Collection*, edited by Ellen Datlow and Terri Windling (St. Martin's Press, July 1998)
- "Comics 1996", *The Year's Best Fantasy and Horror: Tenth Annual Collection*, edited by Ellen Datlow and Terri Windling (St. Martin's Press, July 1997)
- Game reviews, *Games Unplugged Magazine* (1999-2000, Dynasty Publications)
- Contributing writer, *WriteSource 2000* (1999, 2000, Houghton-Mifflin Educational)
- Book reviews for the Madison, WI *Capital Times* and *Badger Herald* (1994-present)
- *Nonrequired Reading*, 42-installment weekly column on books and reading (1995-1996, UW-Madison *Badger Herald*, circ. 50,000)
- Movie reviews, music reviews, and other assorted entertainment writing for the *Badger Herald* (1994-1996)

#### Game Design

- *Marvel HeroClix: 2099* (2006, WizKids Games)
- *HeroClix: "Deep Space"* (2006, WizKids Games)
- *Marvel HeroClix: Supernova* (2006, WizKids Games)
- *Marvel HeroClix: Days of Future Past Action Pack* (2006, WizKids Games)
- *Pirates of the Mysterious Isles* (writing and design assist) (2006, WizKids Games)
- *Pirates: Quest for Davy Jones Gold* (additional design) (2006, WizKids Games)
- *Image HeroClix: Invincible* (2006, WizKids Games)

- *DC HeroClix: The Green Lantern Corps* (2006, WizKids Games)
- *HorrorClix: The Lab* (design lead) (2006, WizKids Games)
- *Etherscope: The Great Metropolis* (2006, Goodman Games)
- *HorrorClix: The Great Cthulhu* (additional design) (2006, WizKids Games)
- *HorrorClix* (additional design) (2006, WizKids Games)
- *Battlestar Galactica Collectible Card Game* (additional design) (2006, WizKids Games)
- *Prey* (design assist) (2006, Human Head Studios)
- *Dragonlance: Legends of the Twins* (co-author) (2006, Sovereign Press)
- *HeroClix, "The Prison"* (2006, WizKids Games)
- *Marvel HeroClix: Sinister* (2006, WizKids Games)
- *Marvel HeroClix: Danger Room Game* (2006, WizKids Games)
- *DC HeroClix: The Spectre* (2006, WizKids Games)
- *DC HeroClix: Giants* (2006, WizKids Games)
- *HeroClix, "The Junkyard"* (2006, WizKids Games)
- *DC HeroClix: Collateral Damage* (2006, WizKids Games)
- *HeroClix: City of Heroes* (2005, NCSoft/WizKids Games)
- *HeroClix: City of Villains* (2005, NCSoft/WizKids Games)
- "The Quarter", *Beyond the Storm: Shadows of the Big Easy* (2005 Katrina relief book)
- *Advanced Race Codex: Gnomes* (co-author) (2005, Green Ronin Publishing)
- *HeroClix, "The Lab"* (2005, WizKids Games)
- *Marvel HeroClix: Armor Wars* (2005, WizKids Games)
- *MageKnight: Nexus* (2005, WizKids Games)
- *DC HeroClix: Icons* (co-designer) (2005, WizKids Games)
- *MageKnight: The Apocalypse Dragon* (2005, WizKids Games)
- Unannounced and unreleased projects for WizKids Games, 2004-present.
- *World of Warcraft RPG* (co-author) (2005, Blizzard Entertainment / Sword & Sorcery Studios)
- *Mage Knight: Omens* (2005, WizKids Games)
- "Frosty the Snowminion" 2005 holiday gift, WizKids Games
- *Dracula's Revenge: The Halloween Scenarios, Part I* (2004, Human Head Studios)
- *Dracula's Revenge: The Halloween Scenarios, Part II* (2004, Human Head Studios)
- *Warcraft: Shadows and Light* (co-author) (2004, Blizzard Entertainment / Sword & Sorcery Studios)
- *Dawnforge: Age of Legend* (co-author) (2004, Fantasy Flight Games)
- *Warcraft: Lands of Conflict* (co-author) (2004, Blizzard Entertainment / Sword & Sorcery Studios)
- *Warcraft: Magic and Mayhem* (co-author) (2004, Blizzard Entertainment / Sword & Sorcery Studios)
- *Warcraft: Alliance and Horde Compendium* (co-author) (2003, Blizzard Entertainment / Sword & Sorcery Studios)
- *Dead Man's Hand* (design assist) (2003, Human Head Studios)
- *Kingdom of the Sword and Stars*, sourcebook for the *Sovereign Stone RPG* (2003, Sovereign Press)
- *The Redhurst Academy of Magic Student Handbook* (co-author) (2003, Human Head Studios; 2004 Origins Award winner, Best RPG Supplement)
- "The Hand of Pagelus", prestige class, *Campaign Magazine #7* (2003, Fast Forward Entertainment)
- *Warcraft Roleplaying Game Player's Handbook* (co-author) (2003, Blizzard Entertainment / Sword & Sorcery Studios)
- "Totem Warrior" prestige class, *Campaign Magazine #6* (2003, 2002, Fast Forward Entertainment)
- "Fallen Heroes", *Campaign Magazine #5* (December 2002, Fast Forward Entertainment)
- "Jet Set" campaign setting (with Karl Emerson), *Campaign Magazine #3* (March 2002, Fast Forward Entertainment)

- "Casefiles: Espionage Adventure Ideas", *Campaign Magazine* #3 (March 2002, Fast Forward Entertainment)
- "Cult Leader" prestige class, *Campaign Magazine* #2 (December 2001, Corsair Publishing)
- "Company of the Golden Sword" campaign setting, *Campaign Magazine* #1 (August 2001, Corsair Publishing)
- *Rune: Viking Warlord* (design assist) (October 2001, Human Head Studios)
- *Rune: Halls of Valhalla* (design assist) (March 2001, Human Head Studios)
- *Sketch! Adventure Game* (with Brian Schomburg) (Corsair Publishing, 2000)
- "Unsummon Con Geek", *InQuest Gamer*, 1999
- "Legends: Lara Croft", *InQuest Gamer*, 1999
- "The Metropolis Armory", *The Metropolis Sourcebook for The DC Universe Roleplaying Game* (November 1999, West End Games)
- *Mythic Monsters* (co-author), supplement to *The Hercules & Xena Roleplaying Game* (1998, West End Games, unpublished)
- *Ancient Powers* (co-author), supplement to *The Hercules & Xena Roleplaying Game* (1998, West End Games, unpublished)

## Game Playtesting

- *Pirates of the Mysterious Isles* (WizKids Games, 2006)
- *Pirates: Quest for Davy Jones' Gold* (WizKids Games, 2006)
- *Battlestar Galactica Collectible Card Game* (multiple releases, WizKids Games, 2006-present)
- *HorrorClix* (multiple releases, WizKids Games, 2006-present)
- *NASCAR: Race Day* (WizKids Games, 2005)
- *Rocketman* (WizKids Games, 2005)
- *HeroClix* line (multiple expansions, WizKids Games, 2004-present)
- *Mage Knight* line (multiple expansions, WizKids Games, 2004-2005)
- *Pirates of the Crimson Coast* (WizKids Games, 2005)
- *Pirates of the Spanish Main* (WizKids Games, 2004)
- Multiple unannounced or unreleased projects (WizKids Games, 2004-present)
- *Age of Conquest* (board game, 2004, Human Head Studios)
- *Gothica: Dracula's Revenge* (board game, 2004, Human Head Studios)
- *Prey* (PC/Xbox, Human Head Studios)
- *Dead Man's Hand* (internal test lead) (PC/Xbox, 2003, Human Head Studios)
- Headed playtesting program for *Rune: Halls of Valhalla* (PC/Mac/Linux, March 2001, Human Head Studios) and *Rune: Viking Warlord* (Playstation 2 game, August 2001, Human Head Studios)
- *Rune* (PC/Mac/Linux, October 2000, Human Head Studios)
- *Rune Roleplaying Game* (August 2001, Atlas Games)
- *Trinity* (1998, White Wolf Studios)
- *Sovereign Stone RPG* (August 1999, Sovereign Press)
- *The World of Tank Girl* (February 1995, West End Games)
- *Scary Things That Go Bump in the Night: The T.W.E.R.P.S. Horror Supplement* (1991, Reindeer Games)

## Copywriting

- Miscellaneous copy and copy assists for WizKids Games advertising and products (2004-present)
- More than 100 pieces of copy for Tor Books and Forge Books titles (1996-2000) including:
  - Catalog copy, hardcover jacket copy, and mass-market paperback cover copy for the *New York Times*-bestselling *Sword of Truth* series by Terry Goodkind including *Stone of*

- *Tears* (August 1996, Tor), *Blood of the Fold* (November 1996, Tor), and *Temple of the Winds* (September 1997, Tor)
- Catalog copy for the Hugo Award-winning novel *A Deepness in the Sky* by Vernor Vinge (February 1999, Tor)
- Catalog and cover copy for the trade paperback omnibus *The Callahan Chronicals* (sic) by Spider Robinson (October 1997, Tor)
- Catalog copy, hardcover jacket copy, mass-market paperback copy, and bound galley copy for *Marrow* by Robert Reed (August 1999, Tor)
- Catalog copy and jacket copy for the hardcover edition of *World Order* by Andrew Goliszek (February 1998, Forge.)
- Catalog and hardcover jacket copy for *Chasing Science* by Frederik Pohl (March 2000, Tor)
- Mass-market paperback copy for *Echoes in Time* by Andre Norton and Sherwood Smith (October 1999, Tor)
- Hardcover jacket copy, mass-market paperback copy, and catalog copy for *The Other End of Time* (October 1996, Tor), *The Siege of Eternity* (November 1997, Tor), *The Far Shore of Time* (July 1999, Tor), and *O Pioneer!* (May 1998, Tor) by Frederik Pohl
- Catalog, hardcover jacket copy and mass-market paperback copy for *The Faces of Fantasy* by Patti Perret (October 1996, Tor)
- Cover and catalog copy for Corsair Publishing (1998-2001) for titles including *Dragon Hordes*, *Dork Tower*, *Sketch!* and *Campaign Magazine*.
- Catalog and cover copy for Lowell House's *Bangs and Whimpers* and *Technohorror* (October 1999)
- Advertising and catalog copy for Sovereign Press' *Larry Elmore's Sovereign Stone*
- Advertising copy for Carroll & Graf Publishers appearing in *The New York Times Book Review* and *Mystery Scene*.

## Editing

- Continuity manager, *Mage Knight* universe, WizKids Games (2004-2005)
  - Maintained continuity across core in-house products and licensed products
- *The Redhurst Academy of Magic Student Handbook* (co-editor) (2003, Human Head Studios)
- Editorial Assistant for Tor Books (1995-2000). Editorial highlights include:
  - Direction assistance and multiple editorial passes on *Marrow* by Robert Reed (August 1999, Tor)
  - First-pass editorial reading on Hugo Award-winning novel *A Deepness in the Sky* by Vernor Vinge (February 1999, Tor)
  - Editorial pass, provided initial cover concept, and assisted in artist selection for *O Pioneer!* by Frederik Pohl (May 1998, Tor)
  - Editorial pass on *The Far Shore of Time* by Frederik Pohl (July 1999, Tor)
  - Editorial pass on *The Silicon Dagger* by Jack Williamson (April 1999, Tor)
  - Proofreading Ace mmpb editions of *Callahan's Crosstime Saloon*, *Time Travellers Strictly Cash*, and *Callahan's Secret* by Spider Robinson in preparation for compilation by Tor Books into the omnibus *The Callahan Chronicals* (sic) (October 1997, Tor)
  - Proofreading hardcover edition of *The Other End of Time* by Frederik Pohl for shooting down to mmpb edition (July 1997, Tor)
  - Proofread hardcover edition of *The Siege of Eternity* by Frederik Pohl for shooting down to mmpb edition (October 1998, Tor)

## Multimedia

- Articles and online content for [WizKids website](#), 2004-present
- Website design and content creation for [HEADQUARTERS](#), 2003-2004

- Design and daily content creation for personal website, [Ober Dicta](#), 2001- present
  - Noted by MSNBC and [Slate](#) for coverage of Columbia disaster, February 2003
- Writing for updates to [Human Head Studios website](#), 2000-present
- Website design and copywriting for [WisPolitics.com](#), 1999-2001
- Online writing for Tor Books, Corsair Publishing and Sovereign Press (material no longer online)