

Mutant Chronicles 3rd Edition

HOME, SWEET HOME. WE ARE ALL EXPLORERS DRIVEN TO KNOW WHAT'S OVER THE HORIZON, WHAT'S BEYOND OUR OWN SHORES. The Alpha Quadrant Sourcebook provides Gamemasters and Players with a wealth of information to aid in playing or running adventures set within the Star Trek universe. Made in the UK.

The Chronicles of Future Earth is volume one of the new techno-fantasy setting for Chaosium's Basic Roleplaying, and contains: an introduction to Urth, the world of the unimaginably far future, focussing on the vast and ancient city of Korudav; new races, cultures, and occupations; new magic, artifacts, and religions; rules for demons and divine powers; a bestiary of the Urth's more deadly denizens; and "The Worm Within", an introductory scenario showcasing this unique and adventure-filled world.

Mutant Chronicles

In the twisted jungles of Paradiso, humanity fights for its survival. The fierce, alien warriors of the Combined Army have poured through the Acheron Gate, descending upon the emerald jungles of the newest colonial world in a seemingly unstoppable torrent. The bestial Morat pound the Paradiso front, where brave

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men and women fight ceaselessly to maintain a defensive line which the sly Shasvastii penetrate with devastating ease. In the star-swept skies above, the collected might of humanity's armadas maintain a life-or-death blockade to cut off an endless horde of alien reinforcements. And if any of humanity's fractious forces falter, then all may be lost...

A chance discovery on Paradiso leads to the uncovering of a Voodootech smuggling ring, with its clues pointing to an intelligence agency or corporation. Follow the rabbit hole, and the trail of breadcrumbs may soon provide clues to a plot that could put the entire human race at risk. Cost of Greed is a mini campaign of 5 non linear adventures that provide the characters with a chance to meet, work alongside, and challenge the key characters from Corvus Belli's Dire Foes Mission Packs 1 to 5. Made in the UK.

Hither came Conan the Cimmerian, black-haired, sullen-eyed, sword in hand, a thief, a reaver, a slayer, with gigantic melancholies and gigantic mirth, to tread the jeweled thrones of the Earth under his sandalled feet.

"Space is vast, dark, and not your friend. Gamma rays and neutrino bursts erupt from dying stars to cook you alive, black holes tear you apart, and the void itself boils your blood and seizes your brain. Try to scream and no one can hear you - hold your breath and you rupture your lungs. Space isn't as empty as you'd think, either - its frontiers are ever expanding. Rival

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governments wage a cold war of aggression while greedy corporations vie for valuable resources. Colonists reach for the stars and gamble with their lives - each new world tamed is either feast or famine. And there are things lurking in the shadows of every asteroid - things strange and different and deadly. Things alien. This is the official ALIEN tabletop roleplaying game - a universe of body horror and corporate brinkmanship, where synthetic people play god while space truckers and marines serve host to newborn ghoulish creatures. It's a harsh and unforgiving universe and you are nothing if not expendable. Stay alive if you can"--Back cover. "THE SOLAR SYSTEM IS A ROARING MAELSTROM OF DEATH AND WAR THE INNER PLANETS HAVE BEEN SWEEPED AWAY BY THE VIOLENT ONSLAUGHT OF THE DARK LEGIONS MONSTROUS HORDES AND UNDEAD SOLDIERS. IN THE ENORMOUS CITIES OF THE DISTANT FUTURE, HERETICS DEVOTED TO THE DESTRUCTION OF MANKIND STALK THE DARK BACKSTREETS AND GLOOMY ALLEYS, SPREADING THEIR TEACHINGS OF GREED, JEALOUSY, AND WAR. Mutant Chronicles takes you on a full - throttle diesel-punk ride though a solar system beset by corporate intrigue and the invasion of the Dark Legion. With technology failing due to the insidious effects of the Dark Symmetry, mankind must fight back against the Dark Legion hordes whilst dealing with in-fighting and conspiracy. Now, in this 3rd Edition of the definitive techno-fantasy roleplaying game, you can play during the early days of the Dark Symmetry, through to the brutal Corporate Wars. Investigate foul cults as technology turns against mankind, or fight the armies of the Dark Legion as they pour forth from citadels across the colonies the battle for humanity's future. Made in the UK.

Adapting to his new life as a cybernetic killing machine after being resurrected from the dead,

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Cyril Dent performs an assignment to rescue a traumatized girl while struggling with memories of who he had once been. Original.

The Players Guide to Robert E. Howards Conan: Adventures in an Age Undreamed Of takes you into the world of Conan the Barbarian, a place where astonishing heroes battle loathsome monsters, raise swords against dire sorcery, and travel to exotic and unknown lands!

Fifty years ago, the world was almost destroyed by a chemical war. Now the world is divided: the mutants and the pure, the broken and the privileged, the damaged and the perfect.

Thirteen years ago, a covert government experimental facility was shut down and its residents killed. The secrets it held died with them. But five extraordinary kids survived. Today four teenagers are about to discover that their mutant blood brings with it special powers. Rush and three brothers and sisters he can't remember. Two rival factions are chasing them. One by one, they face the enemy. Together, they might just stay alive . . .

Claim the riches of the Koronus Expanse! In Edge of the Abyss, detailed descriptions of the Expanse's famous worlds allow players and GMs to plan new Endeavours and adventures.

Fight across the frozen surface of Lucin's Breath, plunder the Egarian maze cities, and plumb the secrets of haunted Illisk. Study, negotiate, and war against the inhabitants of the Expanse; xenos races, the vile forces of Chaos, and monolithic Imperial organizations.

Come join the adventure in Symbaroum, the acclaimed Swedish roleplaying game! Explore the vast Forest of Davokar in the hunt for treasure, lost wisdom and eternal fame. Visit the barbarian clans to trade or to plunder their treasuries. Establish a base of power among princes, guilds or rebellious refugees in the capital city of Yndaros. Or survive encounters with Arch Trolls, dark-minded Blight Beasts and undead warlords. But whatever you do, never

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ignore the warnings spoken by the wardens of the forest: tread carefully and do not disturb the ruins of old, for the dark deep of Davokar is about to awaken. Made in Sweden

IT IS THE SECOND AGE OF SPACE... In the seventeenth millennium, the New Commonality of Humankind is expanding, using newly-discovered faster-than-light travel to rediscover lost worlds colonised in the distant past. It's a time of turmoil, of clashing cultures, as civilisations shudder and collapse before the might of a benevolent empire ten millennia old. In the Solenine Cluster, things are going from bad to worse, as hyper-advanced technologies destabilise a world in chaos. Thaddeus Clay and his SCI Force special ops team are on the trail of the Transmigration Heresy. What they find is something beyond even their imagining - something which could tear the whole Commonality apart... "Thrilling adventure and mystery wrapped up with an inventive, mind-bending look at mankind's future." - Howard Andrew Jones, author of *The Desert of Souls* "Science fiction like this never dies." - Chris Helton, *Dorkland* "Complex, gripping... the most original sci-fi you're likely to get..." - *G*M*S Magazine* "a very exciting and intelligently-written novel that should be on the reading list of every SF fan!" - *Stargazer's World* "William Gibson-like in the intensity of the ideas it introduces... a heady mixture of action, crunchy science fiction elements and that perennial cyberpunk or transhuman question: what does human mean?" - *Shores of Night*

Romance of the Perilous Land is a roleplaying game of magic and adventure set in the world of British folklore, from the stories of King Arthur to the wonderful regional tales told throughout this green and pleasant land. It is a world of romantic chivalry, but also of great danger, with ambitious kings, evil knights, and thieving brigands terrorising the land, while greedy giants, malevolent sorcerers, and water-dwelling knuckers lurk in the shadows. As valiant knights,

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mighty barbarians, subtle cunning folk, and more, the players are heroes, roaming the land to fight evil, right wrongs, and create their own legends.

Morden has fallen to the Witches, but their banes continue to prey off of the mortal survivors. This book of adventures presents a variety of different challenges for Morden's Witchmarked heroes to overcome. New foes are introduced and locations are expanded. The adventures range in scope, with some suited to a single evening's entertainment, while others could encompass several nights of play. Any of them can be interspersed with the Plot Point Campaign included in the Accursed core book. *Accursed: Ill Omens* includes works by an all-star cast of gaming writers. Shane Hensley, Rich Baker, Sean Patrick Fannon, and Colin McComb - among others - all contributed to this compilation. Please note: *Accursed Ill Omens* is not a complete game. It requires *Accursed*, *Savage Worlds Core Rulebook*, and the *Savage Worlds Horror Companion* for play.

Ye screw with this lass, ye get put on yer ass. Growing up with five older brothers taught me how to take a hit. Lucky for me because the hits I take as a druid make me yearn for the good old days of sucker-punches, rope burn, and steamroller. There's no turning back and honestly-I wouldn't if I could. In a city where vampires, mages, and hobgoblins hate me, I struggle to hold my own and fight the good fight. I was chosen to wear the mark of the Fianna for a reason. I'm Fiona-freaking-Cumhaill. We have dark witches, mutant fae, giants, and the worst? Disgruntled parents. We hold the line with the help of family and friends. We've got this! ...I hope. Ha! Famous last words. Fiona brings you more magic, mayhem, and hilarious hijinks in the fourth installment of the *Chronicles of the Urban Druid*. Click now to Pre-Order book 4 - *A Witch's Revenge* and continue on the adventure with your red-headed lass from Toronto!

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Since the introduction of fantasy into wargaming, Robert E. Howard's Conan has loomed large across popular culture, recently inspiring the award-winning Robert E. Howard's Conan: Adventures in an Age Undreamed Of roleplaying game and Monoliths hit Conan boardgame. Here, for the first time ever, is the crossover between these two games: miniatures and roleplaying adventure meet in the Hyborian Age! Developed closely with Monolith Entertainment, The Monolith Sourcebook provides players and gamemasters with a host of exciting material: new campaigns for both games, standalone adventures, and advice for creating original boardgame adventures using the roleplaying resources. Made in UK.

Learn the tragic origins of the wicked Arch-Illager in this official Minecraft novel, a prequel to Minecraft Dungeons! Brave heroes have banded together to take a perilous journey through the war-torn Overworld to defeat the Arch-Illager and his formidable army. But how did that army come to be? And just where did the Arch-Illager come from? The terrible truth behind the Arch-Illager is that he never asked for ultimate power. Known as Archie, this little Illager is bullied by his fellow Illagers and mistrusted by fearful Villagers. Archie only ever wanted a place to call home, but he finds himself shunned by all. As he wanders through deep forests and up craggy mountains, he stumbles upon a dark cavern—with a sinister secret waiting inside. Archie discovers an object that whispers to him promises of power: the Orb of Dominance. With it, Archie realizes he can wield incredible magic and reshape a world that turned its back on him. All he needs to do is

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exactly what it tells him . . . After all, it's called the Orb of Dominance for a reason, right? But is it named for the way Archie uses it—or is it using him? Welcome to your new assignment, Captain. Your continuing mission, to explore strange new worlds, seek out new life and new civilizations, to boldly go where no one has gone before

Corporia is a 208-page tabletop role-playing game of genre-bending fiction and futuristic urban fantasy. In Corporia, you take on the roles of reborn Knights of the Round Table or their supernaturally-powered allies, fighting an invisible war for justice in the struggle between otherworldly Chaos magics and the oppressive Order of the ruling mega-corporations! Corporia is 'knights in shining Armani.' It's what happens when you mix Camelot with a spoonful of Torchwood, add a pinch of cyberpunk, a dash of Joss Whedon's Angel, and a sprinkling of Shadowrun. If you enjoy these, you're going to love Corporia. Highlights One simple, unified game mechanic for all abilities, including fighting, spellcasting, and hacking! All characters can join the Hacker in virtual conflicts; no one gets left out!

Spellcasters can cast whatever they can imagine, limited only by their skill rank in any of eight schools of magic - and all 64 sample spells can be easily modified at will! Four personality traits (three public, one private) keep situations interesting and provide points for permanent and temporary improvements, supplementing

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the core dice mechanics without becoming the main aspects of the rules! Metal melee weapons are more effective against monsters than firearms, keeping swords and daggers relevant even in a future of X-Calibre energy pistols and glowing raypiers! An innovative, modern design style in a book full of page-turning concepts!

When fourteen-year-old Alex is framed for murder, he becomes an inmate in the Furnace Penitentiary, where brutal inmates and sadistic guards reign, boys who disappear in the middle of the night sometimes return weirdly altered, and escape might just be possible.

At fourteen, Nick Gautier thinks he knows everything about the world around him. Streetwise, tough, and savvy, his quick sarcasm is the stuff of legends. . .until the night when his best friends try to kill him. Saved by a mysterious warrior who has more fighting skills than Chuck Norris, the teenaged Nick is sucked into the realm of the Dark-Hunters: immortal vampire slayers who risk everything to save humanity. Nick quickly learns that the human world is only a veil for a much larger and more dangerous one: a world where the captain of the football team is a werewolf and the girl he has a crush on goes out at night to stake the undead. But before he can even learn the rules of this new world, his fellow students are turning into flesh-eating zombies--and he's next on the menu. As if starting high

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school isn't hard enough. . .now Nick has to hide his new friends from his mom, his chain saw from the principal, and keep the zombies and the demon Simi from eating his brains, all without getting grounded or suspended. How in the world is he supposed to do that?

Legends of Anglerre shoves a massive battle axe in the hands of the Ennie Award nominated Starblazer Adventures roleplaying game. This stand-alone fantasy interpretation of the popular FATE rules features two detailed settings: - Anglerre, the world featured in the original Starblazer fantasy comics, and - Lords of the Hither Kingdoms, a brand new setting. Artwork from the Starblazer comics brings the worlds to life and will inspire Story Tellers to get plotting! Players will be able to start with gritty characters through to epic demi-god like heroes, lead armies, fleets and kingdoms, conduct sieges and build a dynasty. New FATE rules include an elegantly simple system for magic and creature powers, personal campaign goals, epic style abilities, combo manoeuvres, magic artefacts and summoning as well as a detailed character background generator. Two introductory adventures, a fantasy campaign generator and fantasy bestiary will help new players jump straight in to the action! Imagine your patrol ship strafing a fleet of galley's defended by dragons and sorcerors! Legends of Anglerre is fully compatible with the Starblazer Adventures core book, allowing

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space opera characters to be dropped in to a fantasy campaign.

In a land where even the gods are bound by oaths and prophecies! Odyssey of the Dragonlords is an epic fantasy campaign for the fifth edition of the world's greatest roleplaying game. Drawing inspiration from the ancient Greek epics, including The Odyssey, The Iliad, and The Argonautica. At the dawn of time, a war between the gods and Titans left the world of Thylea forever changed. Thousands of years later, the first mortals arrived, carried by ship and dragon. The Dragonlords were the champions who overthrew the Titans 500 years ago and forged the Oath of Peace. But the power of the Oath has waned, and now the Titans seek vengeance. You are one of the heroes called by prophecy to end the conflict once and for all. Poets will sing of your deeds for centuries to come! If you survive! Made in the UK.

When eleven-year-old Gregor falls through a grate in the laundry room of his apartment building, he hurtles into the dark Underland, where spiders, rats and giant cockroaches coexist uneasily with humans. This world is on the brink of war, and Gregor's arrival is no accident. Gregor has a vital role to play in the Underland's uncertain future.

Set in a mirror of our own world, Sigil & Shadow is a roleplaying game of urban fantasy and occult horror in which players take on the roles of illuminated heroes and shadowed monsters to face the rising tide of supernatural forces. Ancient nightmares lurk behind the closed doors of board rooms, entities from beyond time prowl the city streets, forgotten rituals are reborn as viral memes. Do you take a stand against the encroaching shadows? Or do you seek their power for yourself? Powered by the highly accessible d00Lite system, Sigil & Shadow focuses squarely on the story rather than the mechanics – who the characters are and what they do, not how they do it. Easy to adopt to any mythos, campaigns can be built around a wide range

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of plots, with players taking the role of anything from paranormal investigators and monster hunters to members of occult cabals or secret societies. The setting offered sees a modern world buffeted by the tides of supernatural power, where beings of myth wake from their slumber while modern cults sacrifice to pop-culture gods and ancient cabals pursue their age-old schemes into the digital age.

THE SOLAR SYSTEM IS A ROARING MAELSTROM OF DEATH AND WAR

Drawing on queer theory and post-feminist philosophies, Drummond introduces the idea of transgender as a healthy and creative way for people of whatever biology to create and present a more congruent and honest gendered self to the world.

The possibility of embracing transgender as a legitimate identity is a relatively new phenomenon. What this book achieves, in straightforward and engaging language, is to combine formal academic research with a deeply moving personal narrative, to give the reader an insight into the world of a person who came to accept and embrace a transgender identity. The book chronicles some of the significant experiences and moments that the author had in making this journey, and in exploring what was possible in terms of 'doing transgender': it's an emotional read. The author has broken new ground too. 'Gender-queering' challenges the assumption that to cross genders requires 'passing' - convincing others that you really are the 'opposite' gender. What the author's work shows is that this is not necessarily the case, and that an honest presentation of self, even if unconventional, can find much more acceptance than many (including even the author) would have thought possible. This book will appeal to anyone interested in extraordinary life-narratives and particularly the queer experience, and will also have value to readers curious about transgender - including mental health professionals

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who wish to gain further understanding of transgender - both from the academic and personal perspective.

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