

Promethean The Created Core Rulebook Second Edition

A sourcebook for Vampire: The Dark Ages offers information on new bloodlines and their mystical disciplines, the roads of the Cainites, and other details about paganism and medieval Europe necessary to enhance play of the role playing game

Pattie and her family are among the last refugees to flee a dying Earth in an old spaceship. And when the group finally lands on the distant planet which is to be their new home, it seems that the four-year journey has been a success. But as they begin to settle this shiny new world, they discover that the colony is in serious jeopardy. Nothing on this planet is edible, and they may not be able to grow food. With supplies dwindling, Pattie and her sister decide to take the one chance that might make life possible on Shine.

A new anthology of short stories delving into the secret history of the Horus Heresy. After the betrayal at Isstvan, Horus begins his campaign against the Emperor, a galaxy-wide war that can lead only to Terra. But the road to the final confrontation between father and son is a long one – seven years filled with secrecy and silence, plans and foundations being formed across distant stars. An unknown history is about to be unveiled as light is shed on the darkest years of the Horus Heresy, and revelations will surface that will shake the Imperium to its very foundation...

Don't you forget about me... She's a Tarot-reading artifact hunter finally willing to own her supernatural abilities. He's the all-powerful Magician of the Arcana Council who once loved her...but now doesn't remember her, the result of a battle to defeat a terrifying enemy. Isolated and alone, Sara must race time to help the Magician uncover his ancient knowledge, but can she live with what she finds? Will his dark past destroy them both? Worse, a rival council, known only as the Shadow Court, has emerged to wage battle against the Arcana Council. And if Sara can't help the Magician recall how to combat this insidious, mind-bending threat, the world will descend into devastating war. Love could be your last, best weapon when you confront The Shadow Court.

"A modern gothic storytelling game"--Cover.

The world is not what you think. Beneath skyscrapers' leering gargoyles, factories belching smoke and streets packed with the human throng lurk things we are not meant to see. Creatures dwell in the shadows and hidden places. They watch you, stalk you and prey upon your body and soul. The life you lead is a lie. Your darkest fears aren't make-believe. They're real. And now that you have glimpsed this world of darkness, there's no place to hide. The Storytelling System Rulebook is a stand-alone game for the World of Darkness, and is meant for use with Vampire: The Requiem, Werewolf: The Forsaken and Mage: The Awakening. One tiny ship. One huge expanse of aetherspace. Maneuver your ship through the vast aether in The Aether Sea, a Fate world and adventure by Ed Turner. A thousand years of war on Homeworld left it a magically-blighted wasteland, so the elves and dwarves stopped fighting for five minutes and figured out how to leave it behind. Soon everyone took to the vast, empty aether sea. The Royal Hegemony keeps a tight rein on the Spellcaster's Union, and the magic that makes aether travel possible. Play the crew of a little aethercraft out in the deep sea. But you've got bad blood with the Royals, so take jobs carefully and make do with the best magic unofficial channels can provide. Keeping the ship afloat won't be easy. The sea's a dark and lonely place, and secondhand magic is... fussy. When it works at all. The Aether Sea requires Fate Core or Fate Accelerated to play. This 44-page supplement contains: New species creation rules using Fate Accelerated style approaches. A simple, easy-to-use magic system, including systems for dabbling in magic, using cantrips for specific magical tasks, and spells and artifacts. Ideas for aethercraft, including aspects, combat, and maneuvering through

space. A full starter adventure: It's Only an Elven Moon. The Aether Sea. Batten down the hatches and get ready for liftoff! The Fate Adventures & Worlds line provides compact, rich, affordable, gorgeous settings with a ready-to-go adventure for GMs in a pinch. Buy one this afternoon, be ready to run this evening.

Pandora's Book White Wolf Pub

Werewolf: The Apocalypse is about anger over the loss of what the shapeshifting Garou hold dearest: Gaia, the Earth itself. Corruption from without and within has caused the destruction not only of the Garou's environment, but also of their families, friends and culture, which extends in an unbroken line to the very dawn of life. No matter how righteously the Garou hold themselves, no matter how they prey on their destroyers, the corruption spreads. Now the time for reconciliation is past. This grave insult against Gaia can end in only one way: blood, betrayal... and rage. Explore the source of all creation in this book detailing the Wyld's awesome power.

"Midnight Roads" is a supplement for the World of Darkness "Storytelling" game.

Included in this collection are vols. distributed as well as published by White Wolf Pub.

Faction book for the Malifaux game.

Fantasirollespil.

An alternate magic system for the Pathfinder Roll Playing Game

Rachel, having chosen to be mute following the sudden death of a classmate, shares responsibility with the other sixth-graders who decide not to report that the substitute teacher failed to show up.

The edge between superhero and villain has never been sharper. In the Valiant Universe RPG, players will immerse themselves in a dark and gritty world where every mission and every battle has deadly consequences. Whether playing X-O Manowar, Bloodshot, Shadowman or even the all-powerful Toyo Harada or any of dozens of characters Valiant's most fearless heroes will unite for the first time in a roleplaying game, allowing you to join their stories and create new ones! Whether you're a longtime fan or brand new to the Valiant Universe, this is the only source you'll need to bring Valiant's leading characters to life in a fantastic superheroes setting!

They Came From Beneath the Sea! Vendor Item No: THEY001 ISBN/UPC:

00850003541129 MSRP: \$50.00 US Manufacturing Country of Origin: CANADA

"Palast is astonishing, he gets the real evidence no one else has the guts to dig up."

Vincent Bugliosi, author of None Dare Call it Treason and Helter Skelter Award-winning investigative journalist Greg Palast digs deep to unearth the ugly facts that few reporters working anywhere in the world today have the courage or ability to cover.

From East Timor to Waco, he has exposed some of the most egregious cases of political corruption, corporate fraud, and financial manipulation in the US and abroad.

His uncanny investigative skills as well as his no-holds-barred style have made him an anathema among magnates on four continents and a living legend among his colleagues and his devoted readership. This exciting collection, now revised and updated, brings together some of Palast's most powerful writing of the past decade.

Included here are his celebrated Washington Post exposé on Jeb Bush and Katherine Harris's stealing of the presidential election in Florida, and recent stories on George W. Bush's payoffs to corporate cronies, the payola behind Hillary Clinton, and the faux energy crisis. Also included in this volume are new and previously unpublished material, television transcripts, photographs, and letters.

Wanderhome is a pastoral fantasy role-playing game about traveling animal-folk, the

world they inhabit, and the way the seasons change. It is a game filled with grassy fields, mossy shrines, herds of chubby bumblebees, opossums in sundresses, salamanders with suspenders, starry night skies, and the most beautiful sunsets you can imagine.

"For use with the World of Darkness rulebook"--P. [4] of cover.

"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 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.

[Copyright: da8f1b05e0f757c53b6ffc06dc724dd1](https://www.industrydocuments.ucsf.edu/docs/da8f1b05e0f757c53b6ffc06dc724dd1)