

## Eclipse Phase The Roleplaying Game Of Transhuman Conspiracy And Horror Lars Blumenstein

In this companion, an international range of contributors examine the cultural formation of cyberpunk from micro-level analyses of example texts to macro-level debates of movements, providing readers with snapshots of cyberpunk culture and also cyberpunk as culture. With technology seamlessly integrated into our lives and our selves, and social systems veering towards globalization and corporatization, cyberpunk has become a ubiquitous cultural formation that dominates our twenty-first century techno-digital landscapes. The Routledge Companion to Cyberpunk Culture traces cyberpunk through its historical developments as a literary science fiction form to its spread into other media such as comics, film, television, and video games. Moreover, seeing cyberpunk as a general cultural practice, the Companion provides insights into photography, music, fashion, and activism. Cyberpunk, as the chapters presented here argue, is integrated with other critical theoretical tenets of our times, such as posthumanism, the Anthropocene, animality, and empire. And lastly, cyberpunk is a vehicle that lends itself to the rise of new futurisms, occupying a variety of positions in our regionally diverse reality and thus linking, as much as differentiating, our perspectives on a globalized technoscientific world. With original entries that engage cyberpunk's diverse 'angles' and its proliferation in our life worlds, this critical reference will be of significant interest to humanities students and scholars of media, cultural studies, literature, and beyond.

Dread Trident examines the rise of imaginary worlds in tabletop role-playing games (TRPGs), such as Dungeons and Dragons. With the combination of analog and digital mechanisms, from traditional books to the internet, new ways of engaging the fantastic have become increasingly realized in recent years, and this book seeks an understanding of this phenomenon within the discourses of trans- and posthumanism, as well as within a gameist mode. The book explores a number of case studies of foundational TRPGs. Dungeons and Dragons provides an illustration of pulp-driven fantasy, particularly in the way it harmonizes its many campaign settings into a functional multiverse. It also acts as a supreme example of depth within its archive of official and unofficial published material, stretching back four decades. Warhammer 40k and the Worlds of Darkness present an interesting dialogue between Gothic and science-fantasy elements. The Mythos of HP Lovecraft also features prominently in the book as an example of a realized world that spans the literary and gameist modes. Realized fantasy worlds are becoming ever more popular as a way of experiencing a touch of the magical within modern life. Reworking Northrop Frye's definition of irony, Dread Trident theorizes an ironic understanding of this process and in particular of its embodied forms.

In the city of Ythis, everything comes with a hidden price. For Borolt Zale, the price of continuing his war against the Church of Iathephos was to give himself over to the service of another, possibly greater, evil - the sorcerer Veylar Dust. A great beast inhabits the Bay of Ythis, demanding blood sacrifice from ships entering the harbor, while Borolt works to uncover the truth behind the creature. But a sudden, violent death in the Tower of Dust triggers a new problem that may signal the beginning of the end for the city of Ythis. Surrounded by powerful forces of darkness, Borolt Zale must solve the puzzle of a demon's broken binding while escaping the Church's mad plots to bring down the sorcerers of Ythis - and avoiding the enemies of Veylar Dust who rival even his dark power.

The Sprawl

Blue Rose: RPG Six of Swords

Transhuman Space Fifth Wave

Agency, Ritual and Meaning in the Medium

Overrun

Stars Without Number is a science fiction role-playing game inspired by the Old School Renaissance and the great fantasy and science-fiction games of the seventies and eighties. \* Compatible with most retroclone RPGs \* Helps a GM build a sandbox sci-fi game that lets the players leave the plot rails to explore freely \* World building resources for creating system-neutral planets and star sectors \* 100 adventure seeds and guidelines for integrating them with the worlds you've made \* Old-school compatible rules for guns, cyberware, starships, and psionics \* Domain rules for experienced characters who want to set up their own colony, psychic academy, mercenary band, or other institution Historian Johan Huizinga once described game playing as the motor of humanity's cultural development, predating art and literature. Since the late 20th century, Western society has undergone a "ludification," as the influence of game-playing has grown ever more prevalent. At the same time, new theories of postmodernism have emphasized the importance of interactive, playful behavior. Core concepts of postmodernism are evident in pen-and-paper role-playing, such as Dungeons and Dragons. Exploring the interrelationships among narrative, gameplay, players and society, the author raises questions regarding authority, agency and responsibility, and discusses the social potential of RPGs in the 21st century.

When mysteries in Seoni the sorcerer's past lead her to the renowned Jeggare Museum, she finds its newest acquisition targeted by deadly thieves. Joining with the mercenary

magus Seltziel, her plan to capture the criminals unmasks their underhanded leader, but also a menace from an age of forgotten evil. A tale of magic and ancient secrets from Pathfinder editor-in-chief F. Wesley Schneider (Pathfinder: Goblins!) with art by Tom Garcia (Mercy Thompson, Clive Barker's Hellraiser)! Contains pull-out poster map and official Pathfinder RPG bonus encounter!

How Role-Playing Games Forged Their Identity

The Seventh Age: Dawn

Industrial Science Fiction Roleplaying

The Elusive Shift

After the Fall

*How the early Dungeons & Dragons community grappled with the nature of role-playing games, theorizing a new game genre. When Dungeon & Dragons made its debut in the mid-1970s, followed shortly thereafter by other, similar tabletop games, it sparked a renaissance in game design and critical thinking about games. D&D is now popularly considered to be the first role-playing game. But in the original rules, the term "role-playing" is nowhere to be found; D&D was marketed as a war game. In The Elusive Shift, Jon Peterson describes how players and scholars in the D&D community began to apply the term to D&D and similar games--and by doing so, established a new genre of games.*

*Powered by HTML, this Zweihander eBook edition is published with a nuanced reflowable document layout. It includes: Reflowable text and images Sidebar navigation via device contents Hyperlinked Table of Contents and Index for fast, easy searches Hyperlinked cross-references throughout the book Tap and zoom illustrations This digital format differs from standard fixed layouts and PDFs. We highly suggest users download a sample before purchasing. WELCOME TO GRIM & PERILOUS GAMING Featured on Forbes.com, ranked one of the best-selling fantasy tabletop role-playing games at DriveThruRPG, and having sold over 90,000 copies worldwide, ZWEIHÄNDER Grim & Perilous RPG is a bloodier, grimmer, and grittier version of classical tabletop role-playing games. This revised edition is published in celebration with Andrews McMeel Publishing and features a refreshed layout, new artwork, rules clarifications, color plates by Dejan Mandic, and errata. ZWEIHÄNDER Grim & Perilous RPG is a game where your characters will: Live in a gritty, "realistic" fantasy world Make morally grey decisions & enact vicious reprisals Uncover insidious plots & political intrigue Take part in heart-pumping chase scenes Venture into the wilderness & survive its perils Desperately fight in clandestine & open field combat Defend themselves from injuries, madness, & mutations Encounter sanity-blasting creatures & their minions Using the Powered By ZWEIHÄNDER d100 game engine, you will create grim characters, write perilous adventures, and build your own low fantasy & dark fantasy campaigns. These rules are a perfect fit for Renaissance and medieval-styled adventures, too. You can also use this book to create your own home-brewed worlds, whether inspired by the works of Andrzej Sapkowski's The Witcher, George R.R. Martin's Game of Thrones, Glen Cook's Black Company, Myke Cole's The Armored Saint, Robert E. Howard's Solomon Kane, Scott Lynch's Gentlemen Bastard series, or other "grimdark"-inspired media. This all-in-one game includes most of what you need to play: a character creation guide, game mastery rules, and a bestiary brimming with creatures both fair & foul. All that's left are a few friends, pencils, and a handful of dice. ZWEIHÄNDER Grim & Perilous RPG awaits, and the fate of your grim & perilous tale hangs in the balance!*

*Break the seals of Hell and unleash ultimate evil upon your Pathfinder campaign with an unholy collection of devils, cultists, and worse. Pathfinder Campaign Setting: Hell Unleashed presents twelve diabolically detailed encounters featuring the slaves and masters of the infernal realm, including an Asmodean summoning ritual primed to rip open reality, a lethal Hellknight test of worthiness, glimpses into the soul-markets of the infernal metropolis of Dis, profane details on the infamous Book of the Damned, and a march through the fortress of one of Hell's god-like gatekeepers. Each entry includes full statistics for running a particular encounter or servant of evil, details on its history and machinations, ways to use it in an ongoing campaign, maps of the related site, and more.*

*Pathfinder Tales: Bloodbound*

*Cthulhutech*

*Eclipse Phase - Panopticon*

*Glasshouse*

*The Postmodern Joy of Role-Playing Games*

Into the Odd contains everything you need to create a character and explore an industrial world of cosmic meddlers and horrific hazards. This is a fast, simple game, to challenge your wits rather than your understanding of complex rules. You seek Arcana, strange devices hosting unnatural powers beyond technology. They range from the smallest ring to vast machines, with powers from petty to godlike. Beside these unnatural items that they may acquire, your characters remain grounded as mortals in constant danger. The game is 48 pages, containing: Original artwork from Jeremy Duncan, Levi Kornelsen, and others. The fastest character creation out there, getting you playing as soon as possible. Player rules that fit on a single page, keeping a focus on exploration, problem solving, and fast, deadly combat. The complete guide to running the game as Referee. From making the most of the rules to creating your own monsters and Arcana. Sample monsters, arcanum, traps, and hazards. Character advancement from Novice to Master Rules for running your own Company, and taking it to war with an original mass combat system. Complete guide to the Odd World, from the cosmopolitan city of Bastion and its hidden Underground, through to backwards Deep Country, the unexplored Golden Lands. The Iron Coral, sample expedition site to test the players' survival skills. The Fallen Marsh, a deadly wilderness to explore. Hopesend Port, a settlement to regroup and sail on to further adventure. Thirteen bonus pages of tools and random tables from the Oddpendium.

Eclipse Phase Core Rulebook Eclipse Phase Catalyst Game Labs Eclipse Phase - Transhumanity's Fate Altered Carbon Deluxe RPG Glasshouse Penguin

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

Heartwarming Role-Playing

Battletech Interstellar Operations

Transhuman Space: Powered by Gurps

Stars Without Number (Perfect Bound)

Eclipse Phase Core Rulebook

**Winner of the 2012 Origins Award Pull up a chair and see how the world's top game designers roll. You want your games to be many things: Creative. Innovative. Playable. Fun. If you're a designer, add "published" to that list. The "Kobold Guide to Board Game Design" gives you an insider's view on how to make a game that people will want to play again and again. Author Mike Selinker (Betrayal at House on the Hill) has invited some of the world's most talented and experienced game designers to share their secrets on game conception, design, development, and presentation. In these pages, you'll learn about storyboarding, balancing, prototyping, and playtesting from the best in the business.**

**A team of xenoarcheologists on exoplanet Vishnu unearths a spectacular find. But the expedition's backer and lead archeologist is more interested in making reality XP recordings than good science. Incautious inquiries lead to an infection risk. If they don't react quickly, the team will need all of their wits to make it back to the Pandora gate amidst a major infection event. Xenovore is a stand-alone adventure designed for Gatecrashing Ops team. PCs accompany a troubled xeno-archeological expedition that uncovers a terrible secret? Details the cloud forests of the exoplanet Vishnu and it's slug-like fauna Xenovore is a 40-page adventure that can be run as an introductory scenario or as an one-off adventure in a campaign, with further ideas for plot hooks and complications.**

**Mike Auburn dangles above the city of Chicago from the beams of a half-built skyscraper. He is seconds from plummeting towards the circuit board of buildings and streetlights below, but oblivion is not what he seeks—it's the dead. Obsessed with discovering evidence of the afterlife, Mike's death-defying stunts have brought him closer than ever to lifting the veil of reality, always just out of reach. However, his ventures to the edge have not gone unnoticed, and a mysterious organization by the name "O'Neill" seeks to recruit him to their own cause: preparing the city for impending Ragnarok, the end of the world as they know it. Before long, a world ruled by scientific method and rational thinking is challenged by the supernatural—luring the dead, the damned, and the demons that have long awaited the return of magic, and they will stop at nothing to bring it back for good. Suddenly, Mike is at the center of a battle between the forces of reason, of good, of evil...and everything in between.**

**The Tower of Dust**

**Eclipse Phase - X-Risks**

**Altered Carbon Deluxe RPG**

**Infinity RPG**

**A Time of Eclipse**

A post-singularity sci-fi setting that explores transhumanism and post-scarcity societies against a backdrop of action, adventure, conspiracy and intrigue.

Having unseated Dungeons & Dragons, Pathfinder RPG is the world's bestselling tabletop roleplaying game-now available in a series of novels. Larsa is a dhampir-half vampire, half human. In the gritty streets and haunted moors of gothic Ustalav, she's an agent for the royal spymaster, keeping the peace between the capital city's secret vampire population and its huddled human masses. Yet when a noblewoman's entire house is massacred by vampiric invaders, Larsa is drawn into a deadly game of cat and mouse that will reveal far more about her own heritage than she ever wanted to know.

Awakening in a clinic with most of his memories missing, Robin goes on the run from unknown enemies out to kill him, volunteering to take part in the Glasshouse, an experimental polity simulating a pre-accelerated culture in which he will be assigned an anonymous identity, but he experiences radical changes that threaten everything. 20,000 first printing.

Asteroids, Comets, and Dwarf Planets

Hell Unleashed

Eclipse Phase - Transhuman

Delta Green - the Role-Playing Game

Golden Sky Stories

Describes the smallest bodies in the solar system, providing information on comets, asteroids, and dwarf planets, including how they form, what they are made of, and if they present a danger to Earth.

Space is a hell of a thing but you need to be sure that this is what you want. Like, what you really want. The idea of space exploration to further the frontiers of mankind is noble, but let's not kid ourselves - it's really all about furthering the profit margins. There's money to be made and out there is the place to make it, but you hear all kinds of stories... equipment malfunctions, strange discoveries,

crewmembers going insane... You'll be out there in the reaches, alone, for months or years, breathing recycled air and drinking recycled water, with nothing but a few feet of metal and shielding between you and certain death. Are you sure this is what you want? - Crew Orientation Briefing \*\*\* Those Dark Places is a rules-light, story-focused roleplaying game about the darker side of space exploration and the people who travel the stars in claustrophobic, dangerous conditions. Starships, stations, and outposts aren't havens of safety with clean, brightly lit corridors - they're potential deathtraps, funded by budget-conscious corporate interests and running on stale, recycled air and water. The stars may be the future of humanity, but they are also home to horrors and terror the human mind cannot comprehend. It's the year 2100. Humans have colonized the solar system. China and America struggle for control of Mars. The Royal Navy patrols the asteroid belt. Nanotechnology has transformed life on Earth forever, and gene-enhanced humans share the world with artificial intelligences and robotic cybershells. Our solar system has become a setting as exciting and alien as any interstellar empire. Pirate spaceships hijacking black holes . . . sentient computers and artificial "bioroids" demanding human rights . . . nanotechnology and mind control . . . Transhuman Space is cutting-edge science-fiction adventure that begins where cyberpunk ends. This Powered by GURPS line was created by David L. Pulver and illustrated by Christopher Shy. The core book, Transhuman Space, opens with nearly one hundred pages of world and background material. This edition includes a customized GURPS Lite - no other books are required to use it, although the GURPS Basic Set for Third Edition and GURPS Compendium I are recommended for GMs.

Dread Trident

Pathfinder Campaign Setting

Mindjammer

Eclipse Phase - Transhumanity's Fate

Civilization came crashing down. Billions died. A new Dark Age has begun. The descendants of the apocalypse's survivors scavenge the remnants of the Before Times, struggling to build a new life amid a savage world where the strong ravage and exploit the weak, the survivors' settlements are oases, connected only by convoys of armed and armoured vehicles that run the gauntlet of raiders... and where chemical and biological agents and radiation have all but faded, their taint lingers on in every mutant born to man and beast. This is the world of Atomic Highway. Atomic Highway is a complete roleplaying game to play it is this book, a few friends, paper and pencils, and a few ordinary dice.

Six of Swords is an adventure anthology for Blue Rose: The AGE RPG of Romantic Fantasy. Set in the fantastic world of Aldea, these six adventures provide Narrators with ready to go scenarios for your game. They include ruined mansions, masquerade balls, vampiric curses, mysterious masks, sorcerous secrets, ghostly hauntings, lost loves, looming threats, and tragic quests where heroes are called upon. Six of Swords has hours of adventure, excitement, and entertainment for your Blue Rose game. The Kingdom of the Blue Rose needs heroes, will you answer the call?

Martial Your Forces And Prepare To Conquer The Inner Sphere! Interstellar Operations Is The Long-Awaited Final Rules Installment To The Series Begun With Total Warfare And Carried Through The Avenger Operations And Strategic Operations. The Former Focuses On A Whole New Level Of Excitement Directly On Your Gaming Table While The Later Focuses On Moving From A Single Scenario To A Multi-Phase Campaign How To Take An Entire Solar System. Interstellar Operations Zooms Up To The Final Level, Allowing Players To Assume The Roles Of House Lord Or Clan Khans And Dominate The Galaxy. Interstellar Operations Complete Rules For Generation And Running Any Type Or Size Of Force. Additionally, A Comprehensive Rules Set Governs Running An Entire Faction'S Military As A Player Tries To Conquer Numerous Systems Including Rules For How To Stage Through Any Of The Various Scales Represented Through The Core Line Of Rulebooks. Finally, Perhaps One Of The Most Anticipated Portions Of The Book,She Alternates Introduces A Huge Swath Of Rules For Playing Across The Thousand Years Of Battletech History, Including Weapons And Equipment Mostly Unique To A Given Era,Such As Complete Rules For Building Battlemechs.

Eclipse Phase

The Routledge Companion to Cyberpunk Culture

Pathfinder: Origins #3

Into the Odd

Revised Core Rulebook

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 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...

Golden Sky Stories is a heartwarming, non-violent role-playing game from Japan, by Ryo Kamiya. In this game, players take on the role of henge, animals that have just a little bit of magical power, including the ability to temporarily take on human form. You can be a fox, raccoon dog, cat, dog, rabbit, or bird, and each kind has their own special magical powers. Players will then attempt to solve problems around a small enchanted town with ingenuity, co-operation and friendship.

A Time of Eclipse contains all the setting material from Eclipse Phase first edition. No rules included! Ideal for use with Transhumanity's Fate.

Eclipse Phase - Gatecrashing

Tabletop Role-Playing Games and the Modern Fantastic

ZWEIHANDER Grim & Perilous RPG  
Science Fiction Role-Playing Game  
Kobold Guide to Board Game Design