

Mutant Chronicles 3rd Edition

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 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.

Inspired by Robert W. Chambers' influential cycle of short stories, it pits the characters against the reality-altering horror of The King in Yellow. This suppressed play, once read, invites madness or a visit from its titular character, an alien ruler

intent on invading and remolding our world into a colony of his planet, Carcosa. Four books, served up together in a beautiful slipcase and GM screen set, confront your players with an epic journey into reality horror: Belle Époque Paris, where a printed version of the dread play is first published. Players portray American art students in its absinthe-soaked world, navigating the Parisian demimonde and investigating mysteries involving gargoyles, vampires, and decadent alien royalty. The Wars, an alternate reality in which the players take on the role of soldiers bogged down in the great European conflict of 1947.

While trying to stay alive on an eerie, shifting battlefield, they investigate supernatural mysteries generated by the occult machinations of the Yellow King and his rebellious daughters. Aftermath, set later in the same reality, in present day North America. A bloody insurrection has toppled a dictatorial regime loyal to Carcosa. Players become former partisans adjusting to ordinary life, trying to build a just society from the ashes of civil war. But not all of the monsters have been thoroughly banished--and like it or not, they're the ones with the skills to hunt them and finish them off.

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

An Official Minecraft Novel

Mutant Chronicles Imperial Source Book

Mutant Chronicles Dark Symmetry Campaign

Conan - Book of Skelos

Symbaroum

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
Modiphuis Entertainment presents John Carter of Mars:

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Adventures on the Dying World of Barsoom. A roleplaying game from the mind of Edgar Rice Burroughs that transports you to Barsoom, an arid, dying land of ancient civilizations and fearsome creatures. John Carter of Mars is a science-fantasy roleplaying game using a pulp-action inspired variant of the 2d20 System. A 288 page full colour, landscape hardback book with everything you need to play the game and introduce new players to the world of Barsoom. Uses a pulp-action, narrative driven version of the 2d20 system with a character generation system designed to create diverse and unique heroes. Detailed narrators section with information on how to run genre and setting appropriate campaigns. Detailed information on the people, cultures, technology and secrets of

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Barsoom. Introductory adventure Mind Merchants of Mars to help you begin to explore John Carter of Mars and the world of Barsoom.

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.

The Fallout: Wasteland Warfare roleplaying game builds on

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the narrative wargame experience of the tabletop miniatures game and will include new rules for character creation and creating adventures in the wasteland. Delve into abandoned Vaults, ruined cities, strange facilities, and antiquated military bases. Encounter Super Mutants, Raiders, Survivors, Vault Dwellers, the Brotherhood of Steel, the Institute and the Enclave, and many more! Will you roam wide and far, or build up and protect your settlement? For those who want to create your own unique characters or use the faction based Archetype cards to start your own hero and see them grow from adventure to adventure. Includes: Complete rules for tabletop roleplaying in the wasteland, based on the popular Fallout: Wasteland Warfare miniatures game. Full rules for

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character creation, archetypes and original player ideas alongside existing characters from the Fallout universe. Packed with lots of full colour photographic scenes of the Fallout: Wasteland Warfare range to inspire your adventures! Interact with familiar characters and creatures drawn from the world of Fallout. Background on the locations and factions that players can encounter. 3 free adventures in a linked campaign or for use as one-shot missions to support GM's. Guidance for players to build their settlement as a base of operations. Advice and tools to help GM's create and run exciting new adventures in the Fallout universe. Every copy of the Fallout: Wasteland Warfare Roleplaying Game Expansion will come with a printed code to get you a set of free downloadable files: PDF

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copy of the rulebook, Character cards from Fallout: Wasteland Warfare, Weapon cards from Fallout: Wasteland Warfare, Character Archetype cards, Character Playmat. Can be played as a standalone product using free downloadable cards and a set of the Fallout: Wasteland Warfare Dice (MUH051279) sold separately. Made in the UK.

Alien RPG

Dream Park

Infinity

The Third Horizon

The Roleplaying Game : Core Rulebook

At fourteen, Nick Gautier thinks he knows

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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

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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 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?

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The Gray Death is an epic campaign module to be used with the award-winning Mutant: Year Zero roleplaying game and its expansions. The Gray Death is a 96-page full-color hardback book that takes the stories in Mutant: Year Zero, Mutant: Genlab Alpha, Mutant: Mechatron and Mutant: Elysium and ties them all together. Mutants, animals, robots and humans must put their differences aside and unite against a common threat to the world at the end of days. Made in the UK. Horrors of the Hyborian Age is the definitive

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guide to creatures inhabiting the dark tombs, ruined cities, forgotten grottos, dense jungles and sinister forests of Conans world. This collection of beasts, monsters, undead, weird races and mutants are ready to pit their savagery against the swords and bravery of the heroes of the Hyborean Age. A variety of creatures, such as wild animals, dinosaur and living plant horrors. Elementals, golems, sapient magic circles and other beings. Classic Monsters presented with a Howardian flair such as siren, vampire, lamia and mummy.

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Lovecraftian menaces such as Old Ones, colors from the Outer Dark, dimensional shamblers. The monstrous offspring of the serpent god Set. New creature qualities and abilities, rules for creating mutations and chimerical horrors. New Beast and and Beast Master archetypes and backgrounds. This book requires the Robert E. Howards Conan: Adventures in an Age Undreamed of Core book to use. Made in the UK.

Netflix's The Christmas Chronicles and The Christmas Chronicles 2 come alive in an all-

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new full-color storybook! Get ready to save the holidays—twice! Based on the hit Netflix films *The Christmas Chronicles* and *The Christmas Chronicles 2*, both starring Kurt Russel as Santa Claus, this full-color storybook follows Kate, Teddy, and Jack on their incredible yuletide adventures. Children 4 to 6 are sure to love it!

In Lunacy

Infinity - Cost of Greed (Infinity RPG Supp.)

Coriolis

Mindjammer

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Mutant Chronicles Player's Guide

READ, IF YOU DARE, WHAT SKELOS WROTE, WITH
DEAD HANDS FUMBLING HIS SILKEN COAT; AND
FOLLOW THE SHIPS THROUGH THE WIND-BLOWN
WRACK FOLLOW THE SHIPS THAT COME NOT
BACK.

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

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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... When humanity falls, four powerful industrial and financial dynasties form a covenant called Elysium, after the meadows of eternal Spring of Greek mythology. Deep in the bedrock, they build the enclave named Elysium I, designed to weather the long atomic winter. Now, generations later, Elysium I is a gilded prison, a lonely outpost in a sea of quiet destruction. Fear and suspicion grow unchecked, and the four Houses fight on

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each other over the dwindling resources that remain. A force of Judicators has been established to preserve law and order in the enclave. You are one of these judicators. It is your duty to investigate all crimes, but never forget that your strongest loyalty is always towards your family. When humanity sets foot on the surface again, it shall be your House that leads the way into the new dawn. Mutant: Elysium is the third major expansion to the award-winning Mutant: Year Zero roleplaying game. This game tells the origin story of the enclave humans, seeing themselves as the last torchbearers of human civilization. The four Houses of Warburg, Fortescue, Morningstar and Kilgore struggle for power in

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the Elysium I enclave, oblivious to a rising power that threatens to end their reign forever. Mutant: Elysium can also be played as a stand-alone game. Made in Sweden. Im getting a signal. Dalils voice crackled over the com. Were close. The navigator gazed into the darkness ahead, his face ghostly pale in the cold glow from the tabula in his hands.

Mutant Year Zero Elysium RPG

Ill Omens

Accursed

System Toolkit

New Perspectives on Male Transvestism and Transsexualism

As plague ravages the overcrowded Earth, observed by a ruthless lunar people, Cinder, a gifted mechanic and cyborg, becomes involved with handsome Prince Kai and must uncover secrets about her past in order to protect the world in this futuristic take on the Cinderella story.

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 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?

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.

A third entry in the series that includes Shadow Chaser finds the master thief suffering the losses of friends and comrades when his quest for the peace-

restoring Rainbow Horn is threatened by betrayal, battle and a fierce obstacle that forces him to work alone. Reprint.

John Carter of Mars - Adventures on the Dying World of Barsoom

World Artworks

Chronicles of Nick

TRAVELLER RPG

Queering the Tranny

Mutant Chronicles Player's Guide Modiphius

Legends of Anglerre shoves a massive battle axe in the hands of the Ennie Award nominated

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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

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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 space opera characters to be dropped in

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to a fantasy campaign.

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.

"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.

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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

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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.

A Roleplaying Game of Urban Fantasy and Occult Horror

Cypher System Rulebook

Valkyria Chronicles 2

Fallout Wasteland Warfare Roleplaying Game

Licensed, Full Color, Hardback

Gregor the Overlander

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"It will be a dangerous mission. I don't expect that any of us will survive. But it's a chance to save mankind, to save our world. Maybe the last chance." By the end of the twenty-third century, Earth is a plague-ridden, war-ravaged cesspool dominated by megacorporations whose ruthless armies fight one another for power and for the very scarce resources there are left. Capitol fighters Mitch Hunter and Nathan Rooker are battling the opposing forces of the Bauhaus corporation when a cannon blast exposes and destroys an ancient stone seal in the ground.

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From the bowels of the Earth crawl hordes of necromutants with razorlike boneblades for arms, hideous humanoids that thrive and multiply by commandeering the bodies of dying soldiers. Mitch barely escapes- only to discover that both the rise of the mutants and the "Deliverer" who will save humanity have been prophesied. Unless Mitch and a group of warriors from each of the megacorporations succeed in reaching the hidden horrors and wiping out the mutant scourge, our world will literally become a hell on Earth. Now a major

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motion picture

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 ignore the warnings spoken by the wardens of

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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

THE SOLAR SYSTEM IS A ROARING
MAELSTROM OF DEATH AND WAR

In the distant future, battles erupt across the solar system as humankind wages war against the evil forces that have emerged from the darkness of the void, while the five ruling MegaCorporations battle for supremacy among themselves. Original.

Star Trek Adventures - Beta Quadrant

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Fate

Cinder

Star Trek Adventures

Featuring the spectacular artwork of Valkyria Chronicles 2, the Sony PSP follow-up to SEGA's critically acclaimed tactical RPG! Valkyria Chronicles 2: World Artworks includes over 300-pages of character designs, vehicle and weapon designs, storyboards, and promotional art, all accompanied by detailed character information and creator commentary.

Set in a mirror of our own world, Sigil & Shadow is a roleplaying game of urban fantasy and occult horror in which

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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 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

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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.

A Crossover Chronicle for all the Chronicles of Darkness lines
The beginning of a hard sci-fi series, Dream Park is a visionary science fiction classic from Larry Niven and Steven Barnes A group of pretend adventurers suit up for a campaign called "The South Seas Treasure Game." As in the early Role Playing Games, there are Dungeon Masters, warriors, magicians, and thieves. The difference? At Dream Park, a futuristic fantasy theme park full of holographic attractions and the latest in VR

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technology, they play in an artificial enclosure that has been enhanced with special effects, holograms, actors, and a clever storyline. The players get as close as possible to truly living their adventure. All's fun and games until a Park security guard is murdered, a valuable research property is stolen, and all evidence points to someone inside the game. The park's head of security, Alex Griffin, joins the game to find the killer, but finds new meaning in the games he helps keep alive. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Shadow Blizzard

Legends of Anglerre

Mutant Chronicles

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Book One of the Lunar Chronicles

Mutant Chronicles Dark Soul and Apostles Source Book

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 . . . YOU JUDGE YOURSELVES AGAINST THE PITIFUL ADVERSARIES YOU'VE ENCOUNTERED SO FAR: THE ROMULANS, THE KLINGONS... THEY'RE NOTHING COMPARED TO WHAT'S WAITING.

Sigil & Shadow

Infinity - Player's Guide

The Yellow King RPG (Four 6x9 Slipcase Set)

Conan Horrors of the Hyborian Age Conan RPG

Supp. Hardback

The Christmas Chronicles: Parts 1 and 2

(Netflix)