

Kult Beyond The Veil Kult Roleplaying Game

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Alienated lives Jun 23 2019

Kult Jun 27 2022

Liminal Roleplaying Game Dec 30 2019 Liminal is a self-contained tabletop roleplaying game about those on the boundary between the modern day United Kingdom and the Hidden World- the world of secret societies of magicians, a police division investigating Fortean crimes, fae courts, werewolf gangs, and haunted places where the walls between worlds are thin. The players portray Liminals - those who stand between the mortal and magical realms, with ties to each. Examples of Liminals include: A magician who acts as a warden to protect unaware mortals from supernatural menaces Someone of mysterious birth who is perhaps half Fae. In any case they are caught up in Faerie politics whether they like it or not A burglar who steals supernatural relics. A werewolf who still has many ties to ordinary people. A dhampir, striving to do good despite their vampiric infection. A mortal detective who knows some of the real strangeness out there. The magical world has a basis in British and Irish folklore and legends, along with ghost stories and modern day popular takes on the supernatural in fiction. Inspirations from fiction include the real world fantasy novels of Ben Aaronovitch, Jim Butcher, Emma Bull, Susanna Clarke, Harry Connolly, Charles de Lint, Neil Gaiman, Benedict Jacka, and Helene Wecker. Made in the UK.

Root: The Roleplaying Game (Deluxe Edition) Jul 05 2020

The Seventh Seal Nov 08 2020

[Star Trek Adventures - Beta Quadrant](#) Jan 29 2020 YOU JUDGE YOURSELVES AGAINST THE PITIFUL ADVERSARIES YOU'VE ENCOUNTERED SO FAR: THE ROMULANS, THE KLINGONS... THEY'RE NOTHING COMPARED TO WHAT'S WAITING.

[The CRPG Book: A Guide to Computer Role-Playing Games](#) Feb 09 2021 Reviews over 400 seminal games from 1975 to 2015. Each entry shares articles on the genre, mod suggestions and hints on how to run the games on modern hardware.

The Vertigo Tarot Jan 23 2022 Art: Dave McKean Text: Rachel Pollack Introduction: Neil Gaiman What does YOUR future hold? Find out with the re-release of one of the most-requested and sought-after VERTIGO products of all time: The VERTIGO TAROT DECK SET, in a special gold foil-stamped Sandman 20th Anniversary Edition! With evocative card images and illustrations by award-winning artist Dave McKean, the 78 tarot cards in the set are designed to be utilized by any practitioner of tarot. The Major Arcana of the set features an array of Vertigo characters, including:

* The Fool - John Constantine * The Magician - Tim Hunter * The High Priestess - Titania, Queen of Faerie * The Hierophant - Morpheus * The Wheel of Fortune -Destiny of the Endless * Death - Death of the Endless * The Devil - Lucifer * The World - Swamp Thing This new anniversary edition features: Seventy-eight cards with art by Dave McKean, a softcover 128-page book (with a four-color cover by McKean, black and white interior text by tarot expert Rachel Pollack, and an introduction by New York Times best-selling SANDMAN author Neil Gaiman), plus a black velvet-like drawstring bag to hold the tarot cards. The book cover, box front, spines and velvet-quality bag are gold foil-stamped with a special Sandman 20th Anniversary logo. The set is manufactured to order. Advance-solicited; on sale November 5, 2008 * Tarot Deck Set * \$39.99

Hawkmoon Oct 27 2019 The dark empire of Granbretan has conquered much of the world with its twisted science and vast armies, directed by the animal-masked nobles who mark their bestial natures on their faces as well as in their hearts. The small Duchy of the Kamarg, ruled by the noble Count Brass has managed to endure the endless sieges and plots unleashed by Granbretan against that rogue state. The warrior called Hawkmoon was once an assassin sent to kill Count Brass, his hand forced by the fiendish black jewel that sent its foul tendrils burrowing into his brain. But then he discovered his destiny as the Eternal Champion and held the Runestaff, and magic and hope returned to the world! Continuing the Eternal Champion rpg line, the Hawkmoon rpg takes players to our distant future, to a realm where science battles sorcery!

Delta Green - Impossible Landscapes May 15 2021

Little Fears Aug 25 2019 A world of bullies, curfews, tattle-tales, werewolves, vampires, and things much worse. The world of Closetland bursts at the seams with monsters and baddies lusting after the one thing that will sate their twisted hunger: Your Innocence. But you only have so long to fight. Because when you reach 13, the age of innocence is over. And you become just as blind as your parents. Lose your innocence too early...and you could suffer a much worse fate. The children are screaming in pain. And no adult can hear them. The only hope they have...is themselves.

Sigil & Shadow Feb 21 2022 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 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.

King Arthur Pendragon Nov 28 2019 This book contains everything you need to explore the mysteries and dangers of Arthur's Britain. Its many features include a complete game system; extensive background information covering knighthood, chivalry, the magical traditions, your home and family, the feudal world, and chivalric duties. Clear, concise instructions make character generation easy and quick, and many examples are included. Other sections teach you how to present a PENDRAGON game session and how to start your first campaign. Exotic monsters, fearsome creatures, and other peoples are described in detail. Statistics for many famous knights and nobles include Arthur, Gawaine, Lancelot, Guenever, Mordred, Merlin, and Morgan le Fay. Many adventures are provided so that you can play immediately. Book jacket.

Kult - Divinity Lost Jul 29 2022 In KULT: DIVINITY LOST the world around us is a lie. Mankind is trapped in an illusion. We do not see the great citadels of Metropolis towering over our highest skyscrapers. We do not hear the screams coming from the cellar where hidden stairs lead us to Inferno. We do not smell the blood and burnt flesh from those sacrificed to gods long since forgotten. But, some of us see glimpses beyond the veil. We have this strange feeling that something is not right - the ramblings of a madman in the subway seems to carry a hidden message, and our reclusive neighbor does not appear to be completely human. By slowly discovering the truth about our prison, our captors and our hidden pasts, we can finally awaken from our induced sleep and take control of our destiny.

Masks of Nyarlathotep Dec 10 2020 At last the stars are almost right. Soon Nyarlathotep's plans will come to fruition. Then the world will be changed irrevocably - but not quite yet. Pesky human investigators have learned much. Now they must survive long enough to make sense of what they know, and take resolute action. This roleplaying classic is a series of linked adventures forming one long and unforgettable campaign. Horrifying deeds and dangerous sorcery dog those who dare attempt to unravel the fate of the Carlyle Expedition. The non-linear narrative keeps players baffled and on their toes. Action is the byword as the player-characters evade or combat cultists, magic, mad men, and the dread powers of the Outer Gods.

[Vampire the Masquerade 5th Ed Core Rulebook Role Playing Game](#) Jun 15 2021

[Branconia. Macaronicon](#) Mar 13 2021

Kult - The Black Madonna Mar 25 2022 Hardcover Full-length Campaign book. 168 pages. When the new years eve of 1941 shifts to 1942, all the candles extinguish in the churches of Leningrad. The Saints faces turn to black. The fabric of reality tears. When morning comes, twenty priests are found dead by their own hands. A silent girl with many secrets is found in a closed off basement. No one knows who she is or where she lives. With no other options available, she is taken to an orphanage where nothing is as it seems. The same cold winter night, Dimi, an old icon painter, meets a strange woman on his way home. She reveals her face to him and gives him a command, then walks away. Back in his small apartment, he immediately starts painting a new icon. An icon depicting a Black Madonna. The Black Madonna is a legendary KULT campaign previously unreleased outside of Sweden and France. Its six separate episodes lead the player characters into a haunting adventure connected to the Death Angel Chagidiel and the Archon Binah, and their servants. Taking place in 1991 and set in a recently reunified Germany, the journey will lead the player characters into a Soviet Union on the brink of collapse, to unlock the mystery of what actually happened in Leningrad during World War 2. During the campaign, they will be taken to a world of dark dreams, and venture into the depths of Inferno, trying to save themselves. The Black Madonna is written for KULT: Divinity Lost and has been updated with a completely new chapter describing the world of 1991 and new rules for creating characters connected to the setting and story.

Symbaroum May 03 2020 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 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

In Nomine Oct 08 2020 -- The core book for a popular roleplaying series. -- Supported by more than a dozen other titles, with more on the way. -- Lush graphic design with full color throughout -- winner of the Origins Award for Best Graphic Design in a RPG! In Nomine is a modern roleplaying game in which the players take the part of celestial beings -- angels and demons -- as they struggle for control of humanity and themselves. The celestials, powerful though they may be, are merely pawns in a much larger game being played by their Superiors, the Archangels and Demon Princes. In Nomine places atmosphere above rules mechanics, and is designed for a Game Master and players who want to explore personalities and motivations. Each Choir of Angels and Band of Demons has its own distinct personality, and its own part to play in the Celestial Symphony, as they seek to bring out the best and worst in mankind.

Serenity Role Playing Game Nov 20 2021 The Earth got used up. We found a new solar system and used terraforming technology to create hundreds of new Earths. The central planets formed the

Alliance and decided that all worlds should unite under their rule. There was some disagreement on that point...

Gurps Discworld Sep 06 2020

The Fall of Delta Green Apr 01 2020 It is the 1960s. The stars are coming right.

Tales of the Grotesque and Dungeonesque Mar 01 2020 A Gothic Fantasy supplement for old-school fantasy role-playing games. This book contains house rules, random tables, new spells, new monsters, and a campaign setting for Gothic Fantasy adventures in the old-school fantasy RPG system of your choice.

Nephilim Dec 22 2021 [NEPHILIM ROLEPLAYING] In ages past you lived many times. Your slaves built the great pyramid to honor your death; you dies for the sins of Jerusalem; you lost your head suggesting they eat cake. You are Nephilim, demigod, prophet, saint, and magician from the mythic past. Again you incarnate, to continue your ancient struggle for enlightenment, and against the plots of occult societies who seek to enslave you and steal your magic. A BASIC ROLEPLAYING GAME.

Pathfinder Lost Omens: the Grand Bazaar Sep 26 2019 Be the first to market with Pathfinder Lost Omens: The Grand Bazaar! The Grand Bazaar is Absalom's greatest marketplace featuring items from all over Golarion. Here, an adventurer can find equipment of all kinds to help them on their next quest like new weapons, armors, magic items, accessibility items to enable adventures for anyone, new animal companions, and more! The Grand Bazaar is also home to countless unique merchants and shops. Game Masters can use these new shops as part of their campaigns to flesh out the world and inspire new adventures. See what's for sale at the Grand Bazaar, and snap up the good deals while you still can!

The Crows Oct 20 2021 What lurks in the corners of the house originates in the corners of the mind. When Kim inherits an old family house in rural Sweden, there are notes posted everywhere. On the walls, the doors, even the ceiling. Reminders. And drawings. Of the monsters that still haunt this house and the land on which it sits. But the monsters aren't just outside; they're in Kim's head, in the traumatic memories of an upbringing as different, other, alone. Dive into this stunning graphic novel full of darkness, reconciliation, and exploration of the self. From acclaimed creators Anders Fager and Peter Bergting.

SCP The Tabletop RPG Jul 17 2021 SCP The Tabletop Roleplaying game lets you take on the role of members of The Foundation to help Secure, Contain, and Protect various anomalies throughout the globe. This book was successfully funded on Kickstarter in early 2021 and made over 1500% of the goal to fund its artwork and was written with an easy explanation of the ruleset first and foremost. Backers of the Kickstarter suggested what SCPs would be included in the book, which contains 20 pages of SCP content with original artwork, descriptions, and game statistics. This is an 8.5x11 full-size book of 292 pages. This book, some dice, and an optional deck of SCP Drama Cards (sold separately) are all that is required to play. SCP The Tabletop RPG offers a unique (optional) Drama Card system that allows players to draw from a deck of 82 unique effects to keep your Director (GM) on their toes. Effects range from rerolling an attribute check to rewriting your character's backstory! Players begin with a Security Level, which not only determines what sensitive data they are allowed access to within the Foundation, but also what weapons they have access to, and what pages in the book they are given free access to read (Director's discretion). Content relating to the SCP Foundation, including the SCP Foundation logo, is licensed under Creative Commons Sharealike 3.0 and all concepts originate from scp-wiki.net and its authors.

Pathfinder Lost Omens Gods & Magic Sep 18 2021 No fantasy setting is complete without a pantheon of powerful deities for its characters to worship or fear. Whether you're a sneaky rogue asking the god of thievery for a blessing on your next heist or a valorous crusader calling the might of your patron down upon the forces of evil, faith and the forces behind it are key to every character's identity. Within this volume you'll find details on the gods and non-deific faiths of the Age of Lost Omens from the perspective of their clergy and lay worshipers. You'll also discover new domains, feats, and spells to customize your character, and an exhaustive index of hundreds of deities from the Pathfinder setting you can worship (and the mechanical benefits of doing so). An indispensable resource for both players looking to flesh out their characters' motivations and Game Masters aiming to bring the evil cults, zealous evangelists, and holy warriors of their campaigns to life, Pathfinder Lost Omens Gods & Magic is an essential addition to any Pathfinder Second Edition campaign!

Mouse Guard Roleplaying Game Jun 03 2020 Join the Mouse Guard and defend the Mouse Territories against predators and dangers, in this roleplaying game based on the acclaimed Mouse Guard comic book series! Players form their own Mouse Guard patrol and attempt to complete missions while the Game Master takes on the roles of the weather, animals, and the wilderness, all trying to thwart the fearless mice. Designed by Origins Award-winning game designer Luke Crane for beginners and veterans alike, the game comes complete with three sample patrols and three sample missions, so you and your friends can get started playing right away. Includes art and extensive background material on the Mouse Territories specially prepared by Mouse Guard creator David Petersen, as well as character sheets and maps.

Mindjammer Jan 11 2021 Mindjammer is a sourcebook for the Starblazer Adventures game set in the strange and distant future of our own planet Earth. It is a cool yet believable science-fiction setting of lost worlds, incredible technologies, and clashing civilizations, drawing upon the far future transhuman space stories by writers like Cordwainer Smith, Iain M. Banks, Dan Simmons, and Peter F. Hamilton. The Mindjammer setting introduces the New Commonality, the nascent interstellar state attempting to dominate the Rediscovery Era, a time when ultra-advanced technologies rub shoulders with lost and regressed worlds. Mindjammer contains exotic races and new careers, sentient starship characters, far future technologies including the interstellar 'Mindscape' and technological psionics, new skills and stunts, new starships, rules for interstellar cultures and cultural conflict, starmaps, worlds and a detailed background of a huge Star Empire and its allies and foes. There's also a complete campaign of four linked scenarios, 'The Black Zone', including spectacular Starblazer action with combat walkers, mass battles, and terrifying alien technologies!

Survivalist's Guide to Spelunking Aug 06 2020 The Definitive Guide to Underworld Survival! The Survivalist's Guide to Spelunking contains an array of modular tools, tables, and rules to enhance and customize your D&D game.

Deadlands Reloaded Aug 18 2021 "The Marshal's Handbook is the setting book for Deadlands Reloaded." -- From back cover

Alone Against the Flames Apr 13 2021

Kult - Divinity Lost - The Black Madonna Apr 25 2022 Hardcover Full-length Campaign book. 168 pages. When the new years eve of 1941 shifts to 1942, all the candles extinguish in the churches of Leningrad. The Saints faces turn to black. The fabric of reality tears. When morning comes, twenty priests are found dead by their own hands. A silent girl with many secrets is found in a closed off basement. No one knows who she is or where she lives. With no other options available, she is taken to an orphanage where nothing is as it seems. The same cold winter night, Dimi, an old icon painter, meets a strange woman on his way home. She reveals her face to him and gives him a command, then walks away. Back in his small apartment, he immediately starts painting a new icon. An icon depicting a Black Madonna. The Black Madonna is a legendary KULT campaign previously unreleased outside of Sweden and France. Its six separate episodes lead the player characters into a haunting adventure connected to the Death Angel Chagidiel and the Archon Binah, and their servants. Taking place in 1991 and set in a recently reunified Germany, the journey will lead the player characters into a Soviet Union on the brink of collapse, to unlock the mystery of what actually happened in Leningrad during World War 2. During the campaign, they will be taken to a world of dark dreams, and venture into the depths of Inferno, trying to save themselves. The Black Madonna is written for KULT: Divinity Lost and has been updated with a completely new chapter describing the world of 1991 and new rules for creating characters connected to the setting and story.

Kult Divinity Lost Black Edition Sep 30 2022 The Black Edition exclusive variant features an all-black cloth cover with the KULT name in blood red. KULT: Divinity Lost is a reboot of the highly acclaimed and infamous contemporary horror role-playing game "Kult", originally released in 1991. This, the 4th edition of Kult, features a completely new rule-set, and the setting is updated to present day. Escape your nightmares, strike bargains with demons, and try to stay alive in a world full of pain, torture, and death. Made in the UK. Note: THIS GAME EXPLORES MATURE THEMES. Contains graphic and written content of a mature nature, including violence, sexual themes, and strong language. Reader discretion is advised.

Kult Nov 01 2022

Jackals May 27 2022 The Zaharets, the land between the Vori Wastes and the Plains of Aeoco, is well-known as the Land of Risings. Dominated by the rising city-states of Ameena Noani and Sentem, facing each other along the great War Road, the Zaharets has always been home to powerful civilizations. Beastmen ruins dot the landscape, a constant reminder of the Kingdom of Sin and the fragility of the Law of Men. Even older are the great ruins of the Hulathi, the legendary sea peoples, and the Hannic mansions sealed beneath the mountains, awaiting those who would seek out the Lost Folk. Scars abound from the wars between ruined Keta in the north and Gerwa in the south. And, far to the east, the legends of Muadah still beckon occultists and Jackals who seek to plunder its corrupted ruins. Inspired by the myths, cultures, and history of the Ancient Near East, and by such ancient texts as the Iliad, the Epic of Gilgamesh, and the Old Testament, Jackals is a Sword & Sorcery roleplaying game set in a Fantasy Bronze Age. With mechanics based on the popular OpenQuest system, the game places players in the role of Jackals – adventurers, explorers, sellswords, and scavengers – and sends them out into the peril-filled land of the Zaharets to make their fortune... or perhaps fulfill a greater destiny...

Kult - Divinity Lost - Tarotium and Other Tales Aug 30 2022 Hardcover Scenario book. 222 pages. Tarotium and Other Tales contains seven stand-alone scenarios for KULT: Divinity Lost. They are set in different times and locations and explore different parts of the Kult mythos. The scenarios are all designed to be quick and easy to pick up and play. Tarotium - Tarotium revolves around a deck of Tarot cards that has the power to manipulate the Illusion. Set in London in 1892 and in 1992, in Inferno, and close to Achlys where time has ceased to exist. Oakwood Heights - November 2016. We follow a group of people from the Detroit DAs office and the local Police Force partaking in a crime scene reconstruction. Soon we learn that everyone has a hidden agenda as the story unfolds. La Cena - Miami 1973. The Cruz family is preparing a seven course dinner for their eldest son who is returning from Cuba with the last Freedom Flight. The city trembles in the summer heat and so are the tensions and hidden frustration in the Cruz family. The Summit - The Monarch, a skyscraper existing in Elysium as well as in Inferno. A borderland of struggle and violence. Each floor is filled with gruesome scenes and madness and in the top floor the Architect of this mad construction awaits. Island of the Dead - On the 12th of June 2013, flight DY13001 leaves Bangkok, Thailand. After just over an hour it crashes into the stormy sea. A few survivors drift ashore on a remote island. They have to adapt and survive in the strange jungle and try to get away before the island will devour them. Laraine Estate - In the late summer of 2018, a famous youtuber and urban explorer goes missing while breaking into the Laraine Estate, an old mansion with a long history. Deep beneath the old mansion something lurks, and drives people into lust and perversion.

Fallout Wasteland Warfare Roleplaying Game Licensed, Full Color, Hardback Jul 25 2019 The Fallout: Wasteland Warfare roleplaying game builds on 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 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 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.