

Hunter The Reckoning Players Guide

How will the shadowy powers that be respond when the long lived and powerful mummies rise once again? A novel from the co-designer of White Wolf's "Trinity Aberrant" Storyteller games.

For centuries, supernatural powers have reigned, warring among themselves, culling the human herds and lashing out from the shadows. The creatures of the night have held court since before the dawn of history. Nothing lasts forever. From the throng of humanity, individuals emerge who know the truth. They know monsters exist. Enough is enough! The forces of darkness must pay their due. The time of retribution is at hand. Hunter Books provide vital character information for players and Storytellers.

"Werewolf: The Dark Ages" is a supplement allowing "Werewolf: The Apocalypse" players to explore the medieval World of Darkness from the Garou's point of view.

Complete Adventurer

Winter's Teeth

Vampire

Holy War

The Infernal

Hunter Apocrypha

Year of the Hunter As far as the chosen know, they're the first among humanity to see the truth, to know that monsters exist and prey upon mankind. The imbued aren't the only ones to oppose the creatures of the night, however, Government agents, crusaders and mystics wage their own war. But how do these people perceive the imbued? Can alliances be forged or is war inevitable between these hunters? And how can monsters profit from it? Year of the Reckoning Hunter: First Contact introduces the imbued to the World of Darkness' "RM" existing hunter groups such as the Inquisition, the Arcanum and government agencies. Finally, humanity's oldest and newest champions meet, but can they see eye to eye, let alone fight side by side? Or does their meeting only serve the supernatural?

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Smaug has been defeated, the Battle of Five Armies has been won, and Bilbo has returned to the Shire. But much danger still remains, and from the Orc-holds of the mountains to the dark and corrupt depths of Mirkwood a darkness waits, recovering its strength, laying its plans, and slowly extending its shadow...

Starfinder Rpg - Near Space

Hunter Book

First Contact

A Hero Series Supplement

Werewolf

Hunter the Reckoning Players Guide

Though vampires have their intrigues, werewolves have their wars, mages have their realities, wraiths have their passions and changelings seek to return to their homeland, there are supernatural powers at work in the world that concern all of these beings. Indeed, there are people and forces in the world of Darkness that endanger all those who exist. Learn the secrets, alliances, enemies and plans of these shadowy beings in a series of world of Darkness books that can be integrated into all of the storyteller games. A collection of fantastic creatures from this world and beyond.

Very few games seek to redefine the conventions of roleplaying as does the Mind's Eye Theatre line. There are no tables or dice involved in Mind's Eye Theatre games. Instead, you become a part of the story. You assume the role of your character as soon as you step through the door, enacting every action, movement and gesture. For the purposes of the game, you are your character. The quarterly magazine of new rules, plots and ideas for Mind's Eye.

The global best-seller Vampire: The Masquerade comes to comics. When Camarilla enforcer Cecily Bain takes a fledgling vampire under her wing, she's dragged into an vast conspiracy that will topple princes and threaten the very Masquerade. BORN FROM THE WORLD OF THE INTERNATIONALLY BEST-SELLING ROLE PLAYING GAME, VAMPIRE: THE MASQUERADE'S CRITICALLY ACCLAIMED COMICS DEBUT SPINS A GRIPPING AND TRAGIC TALE ABOUT THE BEAST WITHIN US ALL. When Cecily Bain, an enforcer for the Twin Cities' vampiric elite, takes a mysterious new vampire under her wing, she's dragged into an insidious conspiracy. Meanwhile, on the outskirts of the cities, a rebellious found-family of vampire cast-outs investigates a vicious killing. As the unives of the Kindred twine together and betrayals are unearthed, will Cecily be able to escape and save what's left of her family, or will she be yet another pawn sacrificed to maintain the age-old secret: that vampires exist among the living? Collects #1 to #6 of the ongoing series.

The Fallen

Ratkin

Visionary

Ghost Hunters

The Moonstruck

Fall of Plaguestone

Presents profiles for hundreds of iconic monsters to be used in conjunction with the second edition advanced Dungeons and Dragons core rulebooks.

Since Biblical times, the get of Caine have prowled the world, hiding from mortals and resigning themselves to the shadows. Throughout the ages, their plans have unfolded and their treacheries have come to fruition. Welcome to the Final Nights--welcome to unlife as a vampire. A collection of essays, character-building options, chronicle suggestions and methods of play, the Vampire Players Guide offers a wealth of information to players and Storytellers on a conversational level. Presented as an aside to Vampire players, this book offers a variety of options and advice to better enhance the Storytelling experience.

This is the guide to the founding myths of the Great Clans of the game Vampire: The Masquerade. It includes the Tale of Caine and The Book of Shadows, in full.

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Pathfinder Lost Omens Ancestry Guide (P2)

The Bygone Bestiary

Heralds of the Storm Roleplaying Game Supplement Vampire: The Masquerade Vol. 1 A Player's Guide to Trickery and Ingenuity

After the death of his beloved "childe", Michael Luther of Clan Toreador must once again face the ugliness of the world and ensure that this death is avenged. This is the first book in a series of six concerning vampires, werewolves, mages, and the newly born hunters who seek to purge the world of monstrous evil.

One of America's top tax lien and tax deed investors and instructors reveals high-profit money-generating tax sales and tax auction investment techniques covered almost nowhere else, yet also explains the basics and the potential dangers for tax lien investors just starting out in this lucrative area. This quick short and easy-to-read glimpse inside the real world of tax lien and tax deed investing is a must-have book for any serious tax deed or tax lien real estate property investor!

"A group of new adventurers, traveling through the small community of Plaguestone, must come together to solve the murder of a friend. What starts as simple investigation quickly turns sinister with the discovery of forbidden alchemy, mutant animals, and a nearby forest rotting away due to a mysterious blight. It becomes clear that if these young heroes don't get to the heart of the plot, then the fall of Plaguestone is all but certain! The Fall of Plaguestone is the first Second Edition Pathfinder roleplaying game standalone adventure, taking new players and Game Masters on a daring adventure filled with wilderness exploration, dungeon encounters, and much more! This 64-page softcover adventure is designed for 1st-level characters, built using the rules in the Pathfinder Core Rulebook, facing off against monsters found in the Pathfinder Bestiary. The Fall of Plaguestone is the first Second Edition Pathfinder roleplaying game standalone adventure, taking new players and Game Masters on a daring adventure filled with wilderness exploration, dungeon encounters, and much more! This 64-page softcover adventure is designed for 1st-level characters, built using the rules in the Pathfinder Core Rulebook, facing off against monsters found in the Pathfinder Bestiary. "--Provided by publisher.

Complete Scoundrel

Predator and Prey

Warriors #1: Into the Wild

Hunter

Adventures in Middle-Earth

Fall From Grace

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. The Ratkin take their rightful place among the werebeasts with this Changing Breed Book.

This ground-breaking book chronicles the 1971 war in South Asia by reconstituting the memories of those on opposing sides of the conflict. 1971 was marked by a bitter civil war within Pakistan and war between India and Pakistan, backed respectively by the Soviet Union and the United States. It was fought over the territory of East Pakistan, which seceded to become Bangladesh. Through a detailed investigation of events on the ground, Sarmila Bose contextualises and humanises the war while analysing what the events reveal about the nature of the conflict itself. The story of 1971 has so far been dominated by the narrative of the victorious side. All parties to the war are still largely imprisoned by wartime partisan mythologies. Bose reconstructs events via interviews conducted in Bangladesh and Pakistan, published and unpublished reminiscences in Bengali and English of participants on all sides, official documents, foreign media reports and other sources. Her book challenges assumptions about the nature of the conflict, and exposes the ways in which the 1971 war is still playing out in the region. Provides a boldly illustrated, three dimensional pop-up game where the player who spots the most ghosts while on a "journey" through a haunted castle wins.

Dungeons and Dragons Core Rulebook

The Kindred Most Wanted

High-Interest Alternative Real Estate Property Investment Made Easy

The Little Tax Lien Tax Deed Book (They Don't Want You to Know About)

Mind's Eye Theatre Journal

The Promised Lands

This essential sourcebook serves primarily as a player resource focused on adventuring skills for characters of any class. It also provides new information on several organizations and guilds.

They Came From Beneath the Sea! Vendor Item No: THEY001 ISBN/UPC: 00850003541129 MSRP: \$50.00 US Manufacturing Country of Origin: CANADA

In addition to presenting various "scoundrel" archetypes for characters, this volume includes new feats and prestige classes

that serve the archetypes, as well as new tricks, spells, equipment, and magic items.

Werewolf Storytellers Handbook

Vampire Players Guide

Advanced Dungeons & Dragons Monstrous Manual

Player's Guide

Chronicles of Darkness the Contagion Chronicle

Join the legion of fans who have made Erin Hunter's Warriors series a #1 national bestseller—with new editions featuring a striking new look! Epic adventures. Fierce warrior cats. A thrilling fantasy world. It all begins here with Warriors #1: Into the Wild. For generations, four Clans of wild cats have shared the forest according to the laws laid down by their ancestors. But the warrior code is threatened, and the ThunderClan cats are in grave danger. The sinister ShadowClan grows stronger every day. Noble warriors are dying—and some deaths are more mysterious than others. In the midst of this turmoil appears an ordinary housecat named Rusty...who may turn out to be the bravest warrior of them all. Supports the Common Core State Standards Fantasirollespil.

All three 4th Edition core rulebooks in one handsome slipcase. The Dungeons & Dragons Roleplaying Game has defined the medieval fantasy genre and the tabletop RPG industry for more than 30 years. In the D&D game, players create characters that band together to explore dungeons, slay monsters, and find treasure. The 4th Edition D&D rules offer the best possible play experience by presenting exciting character options, an elegant and robust rules system, and handy storytelling tools for the Dungeon Master. This gift set provides all three 4th Edition Dungeons & Dragons core rulebooks (Player's Handbook, Dungeon Master's Guide, and Monster Manual) in a handsome slipcase that looks great on any bookshelf.

OP Hunter

Power Rangers RPG Core Book

Demon

They Came from Beneath the Sea!

Hunter, Hunted

Forgotten Realms Players Guide

For centuries, supernatural powers have reigned, warring among themselves, culling the human herds and lashing out from the shadows. The creatures of the night have held court since before the dawn of history. Nothing lasts forever. From the throng of humanity, individuals emerge who know the truth. They know monsters exist. Enough is enough! The forces of darkness must pay their due. The time of retribution is at hand. A collection of documents crucial for surviving in the World of Darkness. By hunters and for hunters.

A Crossover Chronicle for all the Chornicles of Darkness lines

Hunter the Reckoning Players Guide Hunter Book Visionary White Wolf Pub

The Vigil

A World of Darkness

A 3-dimensional Game Book

Dead Reckoning

The Dark Ages

Book of Nod

The complete guide for building Forgotten Realms characters. This guide presents this changed world from the point of view of the adventurers exploring it. This product includes everything a player needs to create his character for a D&D campaign in the Forgotten Realms setting.

Judges