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Ashen Stars

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Owl Hoot Trail

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Night's Black Agents Solo Ops

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Gumshoe Rpg

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TRUJILLO SINGLETON

Rough Magicks Pelgrane Press
An Ennie- and Golden Geek-award-winning supplement for Trail of Cthulhu. These cycles of experience, of course, all stem from that worm-riddled book. I remember when I found it in a dimly lighted place near the black, oily river where the mists always swirl. The Book. Forbidden Tomes. Bookhounds of London is a brand new campaign setting for Trail of Cthulhu, packed with period detail, where the

Investigators seek out books about horror and strangeness and become, seemingly inevitably, drawn into the horror themselves. It provides in-depth material on London in the 1930s, carefully slanted towards Mythos investigators. An Ancient City. Bookhounds London is a city of cinemas, electric lights, global power and the height of fashion. Its about the horrors the cancers that lurk in the capital, in the very beating heart of human civilization. A Templar altar might well crouch, mostly forgotten, in the dreary Hackney Marshes, but altars to false gods tower over the metaphorical swamps of Fleet Street and

Whitehall. And as for lost, prehuman ruins whos to say what lies under London, if you dig deep enough? Terrible Choices. The PCs arent stalwart G-men or tweedy scholars exploring forbidden frontiers. Instead, they acquire maps (and maybe guidebooks) to those forbidden frontiers from fusty libraries and prestigious auction houses. They are Book-Hounds, looking for profit in mouldy vellum and leather bindings, balancing their own books by finding first editions for Satanists and would-be sorcerers. They may not quite know what they traffic in, or they may know rather better than their clientele, but

needs must when the bills come in. This volume includes: 32 authentic full-colour maps with unique new street index of London in the 1930s, and plans of major buildings. A Mythos take on London in the 1930s, packed with contacts, locations and rumours. New abilities such as Document Analysis, Auction and Forgery, as well as new oc

Trail of Cthulhu Keeper's Resource Book and Screen Pelgrane Press
Fantasirollespil.

Better Angels Pelgrane Press
USA Today best-selling author A hooker who's not a hooker—a hand without a body—what's next for Mort? Ex-IRS agent turned gumshoe-in-training, Mortimer Angel, is approached by a beautiful hooker, Holiday, in a casino bar in Reno. Mort first met Holiday two months ago, but now learns that she's not really a hooker. She's a college engineering student, searching for her younger sister, Allie, who disappeared three months ago. Having seen Mort in the news, Holiday knows he's a PI who finds missing persons. While in the bar with Mort, Holiday gets an unexpected phone call from Allie who says she's in Gerlach, a small town in Nevada.

The call is cut off. Holiday hires Mort on the spot, dragging him off to Gerlach. On the way out of town, Mort picks up a FedEx disturbing package. When Mort finds a connection between Allie and US Senator Harry "Liar" Reinhart, a presidential candidate who vanished without a trace three days ago, things quickly turn deadly—very deadly. The perfect mix of John Sanford and Carl Hiaasen While all of the novels in the Mortimer Angel Gumshoe Series stand on their own and can be read in any order, the publication sequence is: Gumshoe Gumshoe for Two Gumshoe on the Loose Gumshoe Rock Gumshoe in the Dark (coming June 2021)

13th Age Bestiary 2 Tor Books

The world is yours to save or lose. A decade ago, a band of occult investigators battled against the summoning of an ancient and monstrous evil. They failed. Now, you must piece together what went wrong. The campaign begins wherever the PCs hail from, and then quickly moves on to an asylum and an overgrown plantation estate in Savannah, Georgia. Their investigation then takes them to the sordid streets of Los Angeles, and from there to Bangkok, Malta, Mexico

City, the Yucatán jungle, and Ethiopia, which the PCs may visit in any order, as they hunt down clues and try to destroy the avatars of a terrible god-thing. Investigate ancient crypts, abandoned estates, and festering slums. Explore choked jungles and the crushed psyches of your predecessors. Follow in their footprints, and make new ones of your own. This time, there won't be another chance. *Eternal Lies* is a massive new campaign for *Trail of Cthulhu* by Will Hindmarch and Jeff Tidball with Jeremy Keller. It is now available as a hardback book or PDF, or you can get a reduced-price digital bundle from the store with the soundtrack album.

Fear Itself Savant Books & Publications
Bubblegumshoe

Cthulhu Confidential Macmillan

Fear Itself plunges ordinary people into a disturbing contemporary world of madness and violence. Players take the roles of regular folks much like themselves, who are inexorably drawn into confrontation with the creatures of the Outer Black, an unearthly realm of alien menace. With or without its distinctive mythology, GMs can use it to replicate the shudders and shocks

of the horror genre in both film and literature.

The Gumshoe Pelgrane Press

Trail of Cthulhu is a new standalone GUMSHOE system game under license to Chaosium, set in the 1930s. It supports both Pulp (for Indiana Jones, Robert E. Howard, thrilling locations sorts of games) and Purist styles of play (for intellectual horror and cosmic dread). HP Lovecrafts work combined both, sometimes in the same story. It includes a new take on the creatures, cults and gods of the Lovecrafts literature, and addresses their use in gaming. It adds new player backgrounds, and bulk out the GUMSHOE system to give intensive support for sanity, incorporating into the rule set the PCs desire to explore at the risk of going mad. Trail of Cthulhu won two Ennie awards for Best Rules and Best Writing, as well as receiving an honourable mention for Product of the Year.

The Fall of Delta Green Lulu.com

Get the expansion book for the 13th Age fantasy roleplaying game, by the games core creative team of Rob Heinsoo, Jonathan Tweet, Lee Moyer and Aaron McConnell.

13th Age 13 True Ways Fisher Imprints

A supervillain roleplaying game.

City of Mist Role-Playing Game Core Book Pelgrane Press

On 1st May 1895 a young gentleman a recently admitted solicitor from the West Country called upon the offices of Pelgrane Press bearing a manuscript loosely bound in waxed paper and string, together with a small steamer trunk packed with an assortment of curios. Acting under instructions from his anonymous client, he passed these items to me together with a bankers draft drawn on the Bank of England for a substantial sum.

System Toolkit Pelgrane Press

It is the 1960s. The stars are coming right.

Bubblegumshoe Pelgrane Press

Cthulhu Confidential is a roleplaying game designed for one player and one game master. Its powered by the GUMSHOE One-2-One game system which retunes, rebuilds and reimagines the acclaimed GUMSHOE investigative rules set, as seen in such hit roleplaying games as Trail of Cthulhu and Nights Black Agents, for one player and one GM. Together, you create a story that evokes the classic solo protagonist mystery format. Cthulhu

Confidential drops your hero into the noir nightscape of hardboiled-era Los Angeles, New York or Washington, DC. Meet powerbrokers and politicians, rub shoulders with Hollywood studio bosses and fiery evangelists. Face narrow-eyed G-Men, bent cops and dangerous crime lords. But beneath it all, under the scrim of all this human endeavor, lives corruption so old and inhuman youll need all your courage and resourcefulness to face it. Choose one of three heroes with their own settings and adventures: Langston Wright is an African-American war veteran and scholar in WW2-era DC with a keen intellect. Dex Raymond is a hard-boiled private detective in 1930s Los Angeles with a nose for trouble. And Vivian Sinclair is The New York Herald's most determined scoop-hound. Each is a lone investigator, equipped with smarts, fists, and just maybe a code of honor, uncovering their towns secret truths. But what happens when you scratch the veneer of human malfeasance to reveal an eternal evilthe malign, cosmic indifference of HP Lovecrafts Cthulhu Mythos? Made in the U.S.

Mythos Expeditions Trail of Cthulhu

A magic supplement for the best-selling and award winning Trail of Cthulhu, written by the master of Lovecraft Lore, Kenneth Hite.

The Final Revelation Mutant Chronicles

A roleplaying game of angry decisions, ugly ethics, and black city streets. A game of film noir. "A Dirty World" rethinks the One-Roll Engine to focus relentlessly on character. Hard-boiled private eyes, dirty cops and femmes fatale make their hard choices and hide their grubby secrets. "A Dirty World" features... * A unified conflict mechanic, where gunfights, duels of deceit and emotional blackmail not only work the same way, but fuse seamlessly. * "Swift Justice" character development. Instead of tracking and spending points, your character's abilities improve in direct reaction to the game's events. * One-Roll Mysteries, a mechanic to spit out intricate plots with one throw of the dice. * Rules that don't merely support drama, they are drama. Only meaningful choices push your character forward. There is no easy way, by definition.

Kysmit Core Book - RPG Cubicle 7

Entertainment

Owl Hoot Trail is a fantasy steampunk

Western game (reviewed here and here) published by Pelgrane in 2013. Clinton R. Nixon wrote the core of the game that Matt Breen and I developed. Our aim wasnt to make a Western-flavored fantasy game that felt like D&D with spurs; it was to make a game just as deadly and cinematic as your favorite Clint Eastwood movie, except with giant steampunk monstrosities, gun-slinging Orcs, Dwarvish prospectors, and blandly smiling grifters who demolish you in a hand of poker while they chat secretly with each other in Elvish. If we ended up with female halfling marshals gunning down owlbear rustlers at high noon, we were hitting our design goals.

A Horror Game Powered by the

GUMSHOE System Pelgrane Press
Behind Enemy Times is a series of missions for the TimeWatch RPG. Run them separately or as a linked campaign.

Mutant Chronicles Pelgrane Press
You love Dungeons and Dragons. As an experienced dungeon master you've run dozens, if not hundreds of games. You put a lot of work into making your games great. What if there's another way to look at how you prepare your game? What if it

turned out you could spend less time, less energy, and have a better game as a result? It's time to unleash the Lazy Dungeon Master. Written in the style of Sly Flourish's Dungeon Master Tips and Running Epic Tier D&D Games, The Lazy Dungeon Master shows a new approach to game preparation, one that takes less time and gives your game the freedom to grow at the table. This book will help dungeon master prepare awesome games for any version of D&D. Based on the real-world experiences of hundreds of dungeon masters and dozens of professional game designers, the Lazy Dungeon Master includes interviews with veteran D&D DMs and a complete toolkit to help you improvise an entire game. Whether you play 1st, 2nd, 3rd, 4th, Pathfinder, or the D&D Next playtest; The Lazy Dungeon Master has tips, techniques, and advice to make preparation easier and help you run a flexible and entertaining game.

Behind Enemy Times Pelgrane Press
Now a Silver ENnie award winner and Golden Geek award nominee.

The Book of Changing Years Pelgrane Press

Chicago, 1947. Private investigator "Matt"

McBride runs afoul of corrupt politicians, vicious mobsters and a trigger-happy Texan femme fatale to prove that the

"suicide" of his best friend was murder. Matt's perilous journey to track down the killer nearly dead-ends in a motor home on collision course with a cargo plane.

Delta Green - the Labyrinth Oceanview Publishing
Hardback book

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