

Petersen S Abominations Five Epic Tales Of Modern Horror

Ashen Stars is the newest full-length, stand-alone GUMSHOE product from RPG legend, Robin D. Laws. They call you lasers. Sometimes you're called scrubbers, regulators, or shinestars. To the lawless denizens of the Bleed, whether they be pirates, gangsters or tyrants, you're known in less flattering terms. According to official Combine terminology, the members of your hard-bitten starship crew are known as Licensed Autonomous Zone Effectuators. You're the seasoned freelancers local leaders call when a situation proves too tough, too baffling, or simply too weird to handle on their own. In the abandoned fringe of inhabited planets known as the Bleed, you're as close to a higher authority as they come. In this gritty space opera game, the PCs are Lasers, freelance troubleshooters and law enforcers operating in a remote sector called the Bleed. They're needed in the wake of a massive retreat by the Combine, the utopian empire that colonized it. Amid the ashes of a devastating war, the lasers solve mysteries, fix thorny problems, and explore strange corners of space all on a contract basis. They balance the immediate rewards of a quick buck against their need to maintain their reputation, so that they can continue to quickly secure lucrative contracts and pay the upkeep on their ship and their cyber- and viroware enhancements. Featuring seven new and highly detailed playable species. Ashen Stars also contains extensive, streamlined rules for space combat, 14

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different types of ship, a rogues gallery of NPC threats and hostile species and a short adventure to get you started in the Bleed.

HORROR ROLEPLAYING IN THE WORLDS OF H.P.

LOVECRAFT "The Great Old Ones ruled the earth aeons before the rise of humankind. Originally they came from the gulfs of space and were cast down by even greater beings. Remains of their cyclopean cities and forbidden knowledge can still be found on remote islands in the Pacific, buried amid the shifting sands of vast deserts, and in the frigid recesses of the polar extremes. Now they sleep — some deep within the enveloping earth and others beneath the eternal sea, in the drowned city of R'lyeh, preserved in the waters by the spells of mighty Cthulhu. When the stars are right they will rise, and once again walk this Earth." Welcome to Chaosium's CALL OF CTHULHU 7th EDITION QUICK-START rules, a booklet that collects the essential rules for CALL OF CTHULHU 7th Edition and presents them in abbreviated form. This book comprises a complete basic roleplaying game system, a framework of rules aimed at allowing players to enact a sort of improvisational radio theater—only without microphones—and with dice determining whether the characters succeed or fail at what they attempt to do. In roleplaying games, one player takes on the role of the gamemaster (or Keeper, in Call of Cthulhu), while the other player(s) assume the roles of player characters (investigators, in Call of Cthulhu) in the game. The gamemaster also acts out the roles of characters who aren't being guided by players: these are called non-player characters (NPCs). From its

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origin, CALL OF CTHULHU was designed to be intuitive and easy to play. Character attributes follow a 3D6 curve, and the other CALL OF CTHULHU mechanics are even simpler. Virtually all rolls determining success or failure of a task are determined via the roll of percentile dice. This means that there's less fiddling with dice of different types, and the concept of a percentile chance of success is extremely easy for beginners and experienced players to grasp. Use this booklet to play CALL OF CTHULHU immediately, and to discover the improvements to the system. Games rules, an updated character sheet, and a classic adventure are included. Of all the varied and mysterious Great Old Ones of the Cthulhu Mythos, few ensnare the imagination as easily as Hastur. The image of the silent, deserted city beside a dark, foreboding lake where sinister things lurk is one that stays with the reader. Many of us have walked the twisting streets of that dead alien city in our minds, finding our way into the tall towers to stand before an ancient throne. There sits the King in Yellow, the Lord of Carcosa, who gazes at us from behind his Pallid Mask. It is a journey many of us have taken, whether alone in our dreams or around a table rolling dice with our friends. It is a journey we are about to take again. RIPPLES FROM CARCOSA expands upon the mythology of He Who Should Not Be Named and gathers much of the varied material on Hastur into one place. The first chapter reviews The Great Old One Hastur and his various avatar forms. It examines the Yellow Sign, the play The King in Yellow, the Mythos tome of the same name, and the effects these things have on the human mind. Next

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within these pages is a trio of adventures pitting investigators against Hastur and his human worshippers. These scenarios can be played as stand-alone adventures or as a linked campaign called Ripples from Carcosa. Investigators are provided for each scenario, but keepers should feel free to allow their players to use their own investigators if they so choose. Finally is information on the Great Old One Hastur and his cults during the Cthulhu Invictus and Cthulhu Dark Ages eras. Reign of Terror is an epic two-part historical scenario, set during the French Revolution, and playable as a stand-alone mini-campaign or as an historical interlude for use with Chaosium's premium campaign Horror on the Orient Express.

The Two-Headed Serpent is an action-packed, globe-spanning, and high-octane campaign set in the 1930s for Pulp Cthulhu. The heroes face the sinister conspiracies of an ancient race of monsters hell-bent on taking back a world that was once theirs. Working for Caduceus, a medical aid organisation, the heroes will loot a lost temple in the forests of Bolivia, go head-to-head with the Mafia in New York City, face a deadly epidemic in the jungles of North Borneo, uncover the workings of a strange cult in dust-bowl-era Oklahoma, infiltrate enemy territory inside an awakening volcano in Iceland, face the horrors of hideous medical experiments in the Congo, race to control an ancient and powerful artifact on the streets of Calcutta, and ultimately travel to a lost continent for a desperate battle to save humanity from enslavement or annihilation! Packed with nine adrenalin-fuelled adventures, Keeper advice, gorgeous full-colour

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maps and player handouts.

Call of Cthulhu scenario

From the author of the wonderful Keepers series comes a vividly exciting fantasy-adventure, the first in the 'Hidden' series.

In its analysis of the archaeologies and histories of the northern fringe of Europe, this book provides a focus on animistic–shamanistic cosmologies and the associated human–environment relations from the Neolithic to modern times. The North has fascinated Europeans throughout history, as an enchanted world of natural and supernatural marvels: a land of light and dark, of northern lights and the midnight sun, of witches and magic and of riches ranging from amber to oil. Northern lands conflate fantasies and realities. Rich archaeological, historical, ethnographic and folkloric materials combine in this book with cutting-edge theoretical perspectives drawn from relational ontologies and epistemologies, producing a fresh approach to the prehistory and history of a region that is pivotal to understanding Europe-wide processes, such as Neolithization and modernization. This book examines the mythical and actual northern worlds, with northern relational modes of perceiving and engaging with the world on the one hand and the 'place' of the North in European culture on the other. This book is an indispensable read for scholars of archaeology, anthropology, cultural studies and folklore in northern Europe, as well as researchers interested in how the North is intertwined with developments in the broader European and Eurasian world. It provides a deep-time

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understanding of globally topical issues and conflicting interests, as expressed by debates and controversies around Arctic resources, nature preservation and indigenous rights.

SPCM 5e - Collectors Edition

This new collection of horror scenarios for the Call of Cthulhu role playing game features five tales of horror and the weird, set within the green and pleasant land of England. Each scenario focuses upon a different time period, from the streets of Victorian London to the far future when End is almost nigh. Although each scenario can be played as part of an existing campaign, they also come with a set of pre-generated player characters, allowing all to be played and run with the minimum of effort.

In so doing, Machor takes us ever closer to understanding the particular and varying reading strategies of historical audiences and how they impacted authors' conceptions of their own readership.

An illustrated guide to the history and evolution of the beloved role-playing game told through the paintings, sketches, illustrations, and visual ephemera behind its creation, growth, and continued popularity. From one of the most iconic game brands in the world, this official DUNGEONS & DRAGONS illustrated history provides an unprecedented look at the visual evolution of the brand, showing its continued influence on the worlds of pop culture and fantasy. Inside the book, you'll find more than seven hundred pieces of artwork--from each edition of the core role-playing books, supplements, and adventures; as well as Forgotten Realms and

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Dragonlance novels; decades of Dragon and Dungeon magazines; and classic advertisements and merchandise; plus never-before-seen sketches, large-format canvases, rare photographs, one-of-a-kind drafts, and more from the now-famous designers and artists associated with DUNGEONS & DRAGONS. The superstar author team gained unparalleled access to the archives of Wizards of the Coast and the personal collections of top collectors, as well as the designers and illustrators who created the distinctive characters, concepts, and visuals that have defined fantasy art and gameplay for generations. This is the most comprehensive collection of D&D imagery ever assembled, making this the ultimate collectible for the game's millions of fans around the world.

ECPA BESTSELLER • A compelling emotional and spiritual case against hurry and in favor of a slower, simpler way of life “As someone all too familiar with ‘hurry sickness,’ I desperately needed this book.”—Scott Harrison, New York Times best-selling author of Thirst “Who am I becoming?” That was the question nagging pastor and author John Mark Comer. Outwardly, he appeared successful. But inwardly, things weren’t pretty. So he turned to a trusted mentor for guidance and heard these words: “Ruthlessly eliminate hurry from your life. Hurry is the great enemy of the spiritual life.” It wasn’t the response he expected, but it was—and continues to be—the answer he needs. Too often we treat the symptoms of toxicity in our modern world instead of trying to pinpoint the cause. A growing number of voices are pointing at hurry, or busyness, as a root of much evil.

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Within the pages of this book, you'll find a fascinating roadmap to staying emotionally healthy and spiritually alive in the chaos of the modern world.

This is a guide to horror role-playing in H.P. Lovecraft's novels, where ordinary people are confronted by the terrifying beings and forces of the Cthulhu Mythos.

Everything needed for play is included, except for dice. The book also contains extensive background material about Lovecraft. It covers three eras of play - 1890s, 1920s and 1990s, with over 200 Mythos creatures and spells, ready-to-play investigators, expanded weapons data from all three eras, four complete scenarios, and essays on the Necrocomicon, Forensick Pathology and The Dreamlands.

NAMED ONE OF THE BEST BOOKS OF THE YEAR BY The New York Times Book Review • The Washington Post • Entertainment Weekly • The Seattle Times • St. Louis Post-Dispatch • Bloomberg Businessweek In this magnificent biography, the Pulitzer Prize-winning author of *American Lion* and *Franklin and Winston* brings vividly to life an extraordinary man and his remarkable times. *Thomas Jefferson: The Art of Power* gives us Jefferson the politician and president, a great and complex human being forever engaged in the wars of his era. Philosophers think; politicians maneuver. Jefferson's genius was that he was both and could do both, often simultaneously. Such is the art of power. Thomas Jefferson hated confrontation, and yet his understanding of power and of human nature enabled him to move men and to marshal ideas, to learn from his mistakes, and to prevail. Passionate about many things—women, his family, books, science, architecture, gardens, friends, Monticello, and Paris—Jefferson loved America most, and he

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strove over and over again, despite fierce opposition, to realize his vision: the creation, survival, and success of popular government in America. Jon Meacham lets us see Jefferson's world as Jefferson himself saw it, and to appreciate how Jefferson found the means to endure and win in the face of rife partisan division, economic uncertainty, and external threat. Drawing on archives in the United States, England, and France, as well as unpublished Jefferson presidential papers, Meacham presents Jefferson as the most successful political leader of the early republic, and perhaps in all of American history. The father of the ideal of individual liberty, of the Louisiana Purchase, of the Lewis and Clark expedition, and of the settling of the West, Jefferson recognized that the genius of humanity—and the genius of the new nation—lay in the possibility of progress, of discovering the undiscovered and seeking the unknown. From the writing of the Declaration of Independence to elegant dinners in Paris and in the President's House; from political maneuverings in the boardinghouses and legislative halls of Philadelphia and New York to the infant capital on the Potomac; from his complicated life at Monticello, his breathtaking house and plantation in Virginia, to the creation of the University of Virginia, Jefferson was central to the age. Here too is the personal Jefferson, a man of appetite, sensuality, and passion. The Jefferson story resonates today not least because he led his nation through ferocious partisanship and cultural warfare amid economic change and external threats, and also because he embodies an eternal drama, the struggle of the leadership of a nation to achieve greatness in a difficult and confounding world. Praise for Thomas Jefferson: The Art of Power "This is probably the best single-volume biography of Jefferson ever written."—Gordon S. Wood "A big, grand, absorbing exploration of not just Jefferson and his role in history but

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also Jefferson the man, humanized as never before.”—Entertainment Weekly “[Meacham] captures who Jefferson was, not just as a statesman but as a man. . . . By the end of the book . . . the reader is likely to feel as if he is losing a dear friend. . . . [An] absorbing tale.”—The Christian Science Monitor “This terrific book allows us to see the political genius of Thomas Jefferson better than we have ever seen it before. In these endlessly fascinating pages, Jefferson emerges with such vitality that it seems as if he might still be alive today.”—Doris Kearns Goodwin

'Tis done. The world is a most confused and unsteady place -- especially London, center of finance, innovation, and conspiracy -- in the year 1714, when Daniel Waterhouse makes his less-than-triumphant return to England's shores. Aging Puritan and Natural Philosopher, confidant of the high and mighty and contemporary of the most brilliant minds of the age, he has braved the merciless sea and an assault by the infamous pirate Blackbeard to help mend the rift between two adversarial geniuses at a princess's behest. But while much has changed outwardly, the duplicity and danger that once drove Daniel to the American Colonies is still coin of the British realm. No sooner has Daniel set foot on his homeland when he is embroiled in a dark conflict that has been raging in the shadows for decades. It is a secret war between the brilliant, enigmatic Master of the Mint and closet alchemist Isaac Newton and his archnemesi, the insidious counterfeiter Jack the Coiner, a.k.a. Jack Shaftoe, King of the Vagabonds. Hostilities are suddenly moving to a new and more volatile level, as Half-Cocked Jack plots a daring assault on the Tower itself, aiming for nothing less than the total corruption of Britain's newborn monetary system. Unbeknownst to all, it is love that set the Coiner on his traitorous course; the desperate need to protect the woman of his heart -- the remarkable Eliza, Duchess of Arcachon-

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Qwghlm -- from those who would destroy her should he fail. Meanwhile, Daniel Waterhouse and his Clubb of unlikely cronies comb city and country for clues to the identity of the blackguard who is attempting to blow up Natural Philosophers with Infernal Devices -- as political factions jockey for position while awaiting the impending death of the ailing queen; as the "holy grail" of alchemy, the key to life eternal, tantalizes and continues to elude Isaac Newton, yet is closer than he ever imagined; as the greatest technological innovation in history slowly takes shape in Waterhouse's manufactory. Everything that was will be changed forever ... The System of the World is the concluding volume in Neal Stephenson's Baroque Cycle, begun with Quicksilver and continued in The Confusion.

Beginning with the destruction of Jerusalem and continuing through the persecutions of Christians in the Roman Empire, the apostasy of the Dark Ages, the shining light of the Reformation, and the worldwide religious awakening of the nineteenth century, this volume traces the conflict into the future, to the Second Coming of Jesus and the glories of the earth made new. In this concluding volume, the author powerfully points out the principles involved in the impending conflict and how each person can stand firmly for God and His truth.

1920s Campaign for the Call of Cthulhu RPG

You wont find any ghouls or deep ones, or other named Mythos entities here. The horrors found within have no names, but they are still very much of the Mythos. Your players will not have encountered their like before, and no one will be on safe, comfortable ground.

"[Wilson] will dazzle readers." —Chicago Tribune The incomparable C.L. Wilson brings her phenomenal Tairen Soul novels to Avon Books! King of Sword and Sky is the third book in the epic romantic adventure that combines sweeping

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fantasy with breathtaking paranormal romance. USA Today and New York Times bestseller C. L. Wilson's magnificent story continues—as the Fey King Rain must risk everything for his true mate Ellysetta, even as he struggles to save his imperiled kingdom with magic, sword, and flame...and by awakening the astonishing dormant inner power that his lady love possesses.

For ten years Fraa Erasmus, a young avout, has lived in a cloistered sanctuary for mathematicians, scientists, and philosophers, protected from the corrupting influences of the outside world. But before the week is out, both the existence he abandoned and the one he embraced will stand poised on the brink of cataclysmic change—and Erasmus will become a major player in a drama that will determine the future of his world, as he follows his destiny to the most inhospitable corners of the planet . . . and beyond. Anathem is the latest miraculous invention by the New York Times bestselling author of Cryptonomicon and The Baroque Cycle—a work of astonishing scope, intelligence, and imagination.

2014 NATIONAL BOOK AWARD FINALIST Travis Coates has a good head...on someone else's shoulders. A touching, hilarious "tour de force of imagination and empathy" (Booklist, starred review) from John Corey Whaley, author of the Printz and Morris Award-winning Where Things Come Back. Listen—Travis Coates was alive once and then he wasn't. Now he's alive again. Simple as that. The in between part is still a little fuzzy, but Travis can tell you that, at some point or another, his head got chopped off and shoved into a freezer in Denver, Colorado. Five years later, it was reattached to some other guy's body, and well, here he is. Despite all logic, he's still sixteen, but everything and everyone around him has changed. That includes his bedroom, his parents, his best friend, and his girlfriend. Or maybe she's not his girlfriend anymore? That's a bit fuzzy

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too. Looks like if the new Travis and the old Travis are ever going to find a way to exist together, there are going to be a few more scars. Oh well, you only live twice.

DISCLAIMER/CAVEAT EMPTOR: As the people of God, we are to be seekers of the truth, students of the truth and proclaimers of the truth. In the interest of full disclosure, we do need to inform and remind you this book is filed in both the "Humor" and "Religion" categories of CreateSpace. There is good reason for this. Humor includes elements such as satire and irony and this book contains these from cover to cover. Therefore, please do not be disappointed when you find the book indeed contains these in its entirety. If making a purchase, please keep this in mind. See what people are saying about AGAINST CALVINISM at

<http://refutingcalvinism.wordpress.com/reveiws/>REMINDER:

Yes... this is ironic and satirical. Peterson, Eddings, and Cardwell fully embrace the Doctrines of Grace. In other words, all three are Calvinists. AGAINST CALVINISM was birthed from compiling, first, "The Definitive Scripture List Refuting Calvinism." Having every scripture for refuting Calvinism front and center, the time was ripe to build every premise from the scripture proofs for clear, logical arguments against Calvinistic Theology in order to disprove the teachings that are also referred to as the "doctrines of grace." After years of painstaking research, this endeavor is complete. This epic work will not only take you where you never thought you'd go Biblically, but it also gives you straight insights into clear Arminian thinking and logical deduction. Every pastor, teacher, Bible scholar, and seminary professor will certainly choose to place AGAINST CALVINISM next to every ready, reachable reference work in his study. You may enjoy AGAINST CALVINISM so much that you'll want to purchase several copies for your next Sunday school series. Decide now! The choice is, after all, based on your own free

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will.

GUIDELINES FOR PLAYING CALL OF CTHULHU IN SEVEN DIFFERENT ERAS CTHULHU THROUGH THE AGES was created to help players adopt the latest rule-set for the wide range of settings published by Chaosium Inc. Here you will find straight-forward guidance and era-specific rules for investigator creation for seven different settings, along with updated rules for combat for CTHULHU DARK AGES, CTHULHU INVICTUS, and MYTHIS ICELAND, as well as a sprinkling of other topics like scenario seeds, setting-specific monsters, and investigator organizations.

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.

The New York Times–bestselling author’s Whitbread Prize–winning debut—“Winterson has mastered both comedy and tragedy in this rich little novel” (The Washington Post Book World). When it first appeared, Jeanette Winterson’s extraordinary debut novel received unanimous international praise, including the prestigious Whitbread Prize for best first fiction. Winterson went on to fulfill that promise, producing some of the most dazzling fiction and nonfiction of the past decade, including her celebrated memoir *Why Be Happy When You Can Be Normal?*. Now required reading in contemporary literature, *Oranges Are Not the Only Fruit* is a

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funny, poignant exploration of a young girl's adolescence. Jeanette is a bright and rebellious orphan who is adopted into an evangelical household in the dour, industrial North of England and finds herself embroidering grim religious mottoes and shaking her little tambourine for Jesus. But as this budding missionary comes of age, and comes to terms with her unorthodox sexuality, the peculiar balance of her God-fearing household dissolves. Jeanette's insistence on listening to truths of her own heart and mind—and on reporting them with wit and passion—makes for an unforgettable chronicle of an eccentric, moving passage into adulthood. "If Flannery O'Connor and Rita Mae Brown had collaborated on the coming-out story of a young British girl in the 1960s, maybe they would have approached the quirky and subtle hilarity of Jeanette Winterson's autobiographical first novel. . . Winterson's voice, with its idiosyncratic wit and sensitivity, is one you've never heard before." —Ms. Magazine

"The French Revolution comes alive through the eyes of six diverse and complex women, in the skilled hands of these amazing authors."--Martha Hall Kelly, New York Times bestselling author of *Lilac Girls*

Six bestselling and award-winning authors bring to life a breathtaking epic novel illuminating the hopes, desires, and destinies of princesses and peasants, harlots and wives, fanatics and philosophers—six unforgettable women whose paths cross during one of the most tumultuous and transformative events in history: the French Revolution. *Ribbons of Scarlet* is a timely story of the power of women to start a revolution—and change the world. In late eighteenth-century France, women do not have a place in politics. But as the tide of revolution rises, women from gilded salons to the streets of Paris decide otherwise—upending a world order that has long oppressed them. Blue-blooded Sophie de Grouchy believes in democracy, education, and equal rights for women, and

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marries the only man in Paris who agrees. Emboldened to fight the injustices of King Louis XVI, Sophie aims to prove that an educated populace can govern itself--but one of her students, fruit-seller Louise Audu, is hungrier for bread and vengeance than learning. When the Bastille falls and Louise leads a women's march to Versailles, the monarchy is forced to bend, but not without a fight. The king's pious sister Princess Elisabeth takes a stand to defend her brother, spirit her family to safety, and restore the old order, even at the risk of her head. But when fanatics use the newspapers to twist the revolution's ideals into a new tyranny, even the women who toppled the monarchy are threatened by the guillotine. Putting her faith in the pen, brilliant political wife Manon Roland tries to write a way out of France's blood-soaked Reign of Terror while pike-bearing Pauline Leon and steely Charlotte Corday embrace violence as the only way to save the nation. With justice corrupted by revenge, all the women must make impossible choices to survive--unless unlikely heroine and courtesan's daughter Emilie de Sainte-Amaranthe can sway the man who controls France's fate: the fearsome Robespierre.

Solo Scenario for Call of Cthulhu 7th Edition

Call of Cthulhu 7th edition, second printing

Russell's Guide to Interdimensional Entities lifts the veil of darkness surrounding the Strange Beings that exist unseen all around us. Revealed are their True Forms in a scientific manner that is accompanied by beautifully detailed images, a concise taxonomy, vivid descriptions, and witness observations.

Prepare yourself to see what lurks just beyond your consciousness.

All the important rules and charts at a glance! The

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Keeper Screen is an essential play aid for any Keeper running games of Call of Cthulhu. A 3-panel Keeper Screen mounted on thick hardcover stock. One side, intended to face the players, portrays glorious artwork of a team of investigators readying themselves for an excursion into a Mayan Temple (or is it something else?). The rear of the screen, the Keeper's side, collects and summarizes important rules, statistics and charts, to assist the Keeper when running games. Also inside, are two scenarios set in Lovecraft Country during the 1920s: Blackwater Creek and Missed Dues; a 24-page reference booklet of charts and rules; Twelve, ready to play, pre-generated investigators; and color maps of Lovecraft Country, the World of Cthulhu, and Arkham Environs.

Hardcover Edition

Free RPG Day

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