

Through The Breach Rpg Fated Almanac Wyrd Miniatures

The days of the Imperium of Man are coming to an end. Are you prepared to embrace Chaos? Throughout the wildly successful Warhammer 40,000 Roleplay line, one common factor is Chaos- the ubiquitous antagonist responsible for much of what defines this immersive setting. But with the release of Black Crusade, players will examine an exciting new set of character motivations. Are the agents of Chaos truly the enemies of humanity, or are they merely deluded slaves to powers beyond their comprehension? Black Crusade offers players a chance to explore the depth of this universe in a unique new way, and it gives Game Masters of all four Warhammer 40,000 Roleplay titles the ultimate toolkit to create engaging new villains. Black Crusade is an exciting, new, standalone addition to Fantasy Flight Games' popular Warhammer 40,000 Roleplay line, offering players an entirely new perspective on the conflict between the Imperium of Man and the forces of Chaos. This groundbreaking concept delivers the opportunity to play as an agent of Chaos, whether as a Chaos Space Marine or a human Servant of Chaos.

A retired group of legendary mercenaries get the band back together for one last impossible mission in this award-winning debut epic fantasy. "Fantastic, funny, ferocious." - Sam Sykes Clay Cooper and his band were once the best of the best, the most feared and renowned crew of mercenaries this side of the Heartwyld. Their glory days long past, the mercs have grown apart and grown old, fat, drunk, or a combination of the three. Then an ex-bandmate turns up

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at Clay's door with a plea for help--the kind of mission that only the very brave or the very stupid would sign up for. It's time to get the band back together. WINNER OF THE DAVID GEMMELL MORNINGSTAR AWARD FOR BEST FANTASY DEBUT. WINNER OF THE REDDIT/FANTASY AWARD FOR BEST DEBUT FANTASY NOVEL. For more from Nicholas Eames, check out: [Bloody Rose](#)

"This book is a message from autistic people to their parents, friends, teachers, coworkers and doctors showing what life is like on the spectrum. It's also my love letter to autistic people. For too long, we have been forced to navigate a world where all the road signs are written in another language." With a reporter's eye and an insider's perspective, Eric Garcia shows what it's like to be autistic across America. Garcia began writing about autism because he was frustrated by the media's coverage of it; the myths that the disorder is caused by vaccines, the narrow portrayals of autistic people as white men working in Silicon Valley. His own life as an autistic person didn't look anything like that. He is Latino, a graduate of the University of North Carolina, and works as a journalist covering politics in Washington D.C. Garcia realized he needed to put into writing what so many autistic people have been saying for years; autism is a part of their identity, they don't need to be fixed. In *We're Not Broken*, Garcia uses his own life as a springboard to discuss the social and policy gaps that exist in supporting those on the spectrum. From education to healthcare, he explores how autistic people wrestle with systems that were not built with them in mind. At the same time, he shares the experiences of all types of autistic people, from those with higher support needs, to autistic people of color, to those in the LGBTQ community. In doing so, Garcia gives his community a platform to articulate their own needs, rather than having others speak for them, which has been the standard for far too

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long.

Stats and Models for Neverborn

NEW YORK TIMES BESTSELLER • Red Rising hit the ground running and wasted no time becoming a sensation. Golden Son continues the stunning saga of Darrow, a rebel forged by tragedy, battling to lead his oppressed people to freedom. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY NPR, BUZZFEED, AND BOOKLIST • “Gripping . . . On virtually every level, this is a sequel that hates sequels—a perfect fit for a hero who already defies the tropes. [Grade:] A”—Entertainment Weekly As a Red, Darrow grew up working the mines deep beneath the surface of Mars, enduring backbreaking labor while dreaming of the better future he was building for his descendants. But the Society he faithfully served was built on lies. Darrow’s kind have been betrayed and denied by their elitist masters, the Golds—and their only path to liberation is revolution. And so Darrow sacrifices himself in the name of the greater good for which Eo, his true love and inspiration, laid down her own life. He becomes a Gold, infiltrating their privileged realm so that he can destroy it from within. A lamb among wolves in a cruel world, Darrow finds friendship, respect, and even love—but also the wrath of powerful rivals. To wage and win the war that will change humankind’s destiny, Darrow must confront the treachery arrayed against him, overcome his all-too-human desire for retribution—and strive not for violent revolt but a hopeful rebirth. Though the road ahead is fraught with danger and deceit, Darrow must choose to follow Eo’s principles of love and justice to free his people. He must live for more. Praise for Golden Son “Stirring . . . Comparisons to The Hunger Games and Game of Thrones series are inevitable, for this tale has elements of both.”—Kirkus Reviews “Brown writes layered, flawed characters . . . but plot is his most breathtaking strength. . . .

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Every action seems to flow into the next.”—NPR Don't miss any of Pierce Brown's Red Rising Saga: RED RISING • GOLDEN SON • MORNING STAR • IRON GOLD • DARK AGE

From the incomparable Emmy, Grammy, and Tony Award winner, a powerful and revealing autobiography about race, sexuality, art, and healing It's easy to be yourself when who and what you are is in vogue. But growing up Black and gay in America has never been easy. Before Billy Porter was slaying red carpets and giving an iconic Emmy-winning performance in the celebrated TV show Pose; before he was the groundbreaking Tony and Grammy Award-winning star of Broadway's Kinky Boots; and before he was an acclaimed recording artist, actor, playwright, director, and all-around legend, Porter was a young boy in Pittsburgh who was seen as different, who didn't fit in. At five years old, Porter was sent to therapy to “fix” his effeminacy. He was endlessly bullied at school, sexually abused by his stepfather, and criticized at his church. Porter came of age in a world where simply being himself was a constant struggle. Billy Porter's Unprotected is the life story of a singular artist and survivor in his own words. It is the story of a boy whose talent and courage opened doors for him, but only a crack. It is the story of a teenager discovering himself, learning his voice and his craft amidst deep trauma. And it is the story of a young man whose unbreakable determination led him through countless hard times to where he is now; a proud icon who refuses to back down or hide. Porter is a multitalented, multifaceted treasure at the top of his game, and Unprotected is a resonant, inspirational story of trauma and healing, shot through with his singular voice.

Stats and Models for Arcanist

The climax to the epic Malazan Book of the Fallen series that will determine how the world is ruled. Savaged by the K'Chain Nah'Ruk, the Bonehunters march for Kolanse, where waits an

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unknown fate. Tormented by questions, the army totters on the edge of mutiny, but Adjunct Tavore will not relent. One final act remains, if it is in her power, if she can hold her army together, if the shaky allegiances she has forged can survive all that is to come. A woman with no gifts of magic, deemed plain, unprepossessing, displaying nothing to instill loyalty or confidence, Tavore Paran of House Paran means to challenge the gods – if her own troops don't kill her first. Awaiting Tavore and her allies are the Forkrul Assail, the final arbiters of humanity. Drawing upon an alien power terrible in its magnitude, they seek to cleanse the world, to annihilate every human, every civilization, in order to begin anew. They welcome the coming conflagration of slaughter, for it shall be of their own devising, and it pleases them to know that, in the midst of the enemies gathering against them, there shall be betrayal. In the realm of Kurald Galain, home to the long lost city of Kharkanas, a mass of refugees stand upon the First Shore. Commanded by Yedan Derryg, the Watch, they await the breaching of Lightfall, and the coming of the Tiste Liosan. This is a war they cannot win, and they will die in the name of an empty city and a queen with no subjects. Elsewhere, the three Elder Gods, Kilmandaros, Errastas and Sechul Lath, work to shatter the chains binding Korabas, the Otataral Dragon, from her eternal prison. Once freed, she will rise as a force of devastation, and against her no mortal can stand. At the Gates of Starvald Demelain, the Azath House sealing the portal is dying. Soon will come the Eleint, and once more, there will be dragons in the world. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A strikingly original exploration of what it might mean to be authentically human in the age of artificial intelligence, from the author of the critically-acclaimed Interior States. "Meghan

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O’Gieblyn is a brilliant and humble philosopher, and her book is an explosively thought-provoking, candidly personal ride I wished never to end ... This book is such an original synthesis of ideas and disclosures. It introduces what will soon be called the O’Gieblyn genre of essay writing.” —Heidi Julavits, author of *The Folded Clock* For most of human history the world was a magical and enchanted place ruled by forces beyond our understanding. The rise of science and Descartes's division of mind from world made materialism our ruling paradigm, in the process asking whether our own consciousness—i.e., souls—might be illusions. Now the inexorable rise of technology, with artificial intelligences that surpass our comprehension and control, and the spread of digital metaphors for self-understanding, the core questions of existence—identity, knowledge, the very nature and purpose of life itself—urgently require rethinking. Meghan O’Gieblyn tackles this challenge with philosophical rigor, intellectual reach, essayistic verve, refreshing originality, and an ironic sense of contradiction. She draws deeply and sometimes humorously from her own personal experience as a formerly religious believer still haunted by questions of faith, and she serves as the best possible guide to navigating the territory we are all entering.

Join the conversation . . . With more than one hundred women restaurateurs, activists, food writers, professional chefs, and home cooks—all of whom are changing the world of food. Featuring essays, profiles, recipes, and more, *Why We Cook* is curated and illustrated by author and artist Lindsay Gardner, whose visual storytelling gifts bring nuance and insight into their words and their work, revealing the power of food to nourish, uplift, inspire curiosity, and effect change. “Prepare to be blown away by Lindsay Gardner’s illustrations. Her gift as an artist is part of this fluid conversation about food with some of the most intriguing women, and

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you'll never want it to end. Why We Cook highlights our voices and varied perspectives in and out of the kitchen and empowers us to reclaim our place in it.” —Carla Hall, chef, television personality, and author of Carla Hall’s Soul Food “Why We Cook is a wonderful, heartwarming antidote to these trying times, and a powerful testament to unity through food.” —Anita Lo, chef and author of Solo and Cooking Without Borders “This book is a beautiful object, but it’s also much more than that: an essay collection, a trove of recipes, a guidebook for how we might use food to fight for and further justice. The women in its pages remind us that it’s in the kitchen, in the field, and around the table that we do our most vital work as human beings—and that, now more than ever, we must.” —Molly Wizenberg, author of A Homemade Life and The Fixed Stars

The last battle is the greatest of all battles Narnia ... where lies breed fear ... where loyalty is tested ... where all hope seems lost. During the last days of Narnia, the land faces its fiercest challenge -- not an invader from without but an enemy from within. Lies and treachery have taken root, and only the king and a small band of loyal followers can prevent the destruction of all they hold dear in this, the magnificent ending to The Chronicles of Narnia.

Stats and Models for Guild

#1 NEW YORK TIMES BESTSELLER • Red Rising thrilled readers and announced the presence of a talented new author. Golden Son changed the game and took the story of Darrow to the next level. Now comes the exhilarating next chapter in the Red Rising Saga: Morning Star. **ITW THRILLER AWARD FINALIST** • “[Brown’s] achievement is in creating an uncomfortably familiar world of flaw, fear, and promise.”—Entertainment Weekly Darrow would have lived in peace, but his enemies brought him war. The Gold overlords demanded his

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obedience, hanged his wife, and enslaved his people. But Darrow is determined to fight back. Risking everything to transform himself and breach Gold society, Darrow has battled to survive the cutthroat rivalries that breed Society's mightiest warriors, climbed the ranks, and waited patiently to unleash the revolution that will tear the hierarchy apart from within. Finally, the time has come. But devotion to honor and hunger for vengeance run deep on both sides. Darrow and his comrades-in-arms face powerful enemies without scruple or mercy. Among them are some Darrow once considered friends. To win, Darrow will need to inspire those shackled in darkness to break their chains, unmake the world their cruel masters have built, and claim a destiny too long denied—and too glorious to surrender. Praise for Morning Star "There is no one writing today who does shameless, Michael Bay-style action set pieces the way Brown does. The battle scenes are kinetic, bloody, breathless, crazy. Everything is on fire all the time."—NPR "Morning Star is this trilogy's Return of the Jedi. . . . The impactful battles that make up most of Morning Star are damn near operatic. . . . It absolutely satisfies."—Tordotcom "Excellent . . . Brown's vivid, first-person prose puts the reader right at the forefront of impassioned speeches, broken families, and engaging battle scenes . . . as this interstellar civil war comes to a most satisfying conclusion."—Publishers Weekly (starred review) "A page-turning epic filled with twists and turns . . . The conclusion to Brown's saga is simply stellar."—Booklist (starred review) Don't miss any of Pierce Brown's Red Rising Saga: RED RISING • GOLDEN SON • MORNING STAR • IRON GOLD • DARK AGE

Dragon City. It's a grim, gritty metropolis ruled over by the Dragon Emperor, with legions of zombies scratching at the city walls by night. Whether in the streets of Goblintown or the prestigious halls of the Academy of Arcane Apprenticeship, people try to scrape by, make a

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living, and survive from one day to the next. You, however, are looking for something more than simple survival. And in this city, if you don't make your own adventure, another adventure is sure to find you. Based on the fantasy noir novels of bestselling author Matt Forbeck and powered by Monte Cook's Cypher system, *Shotguns & Sorcery: The Roleplaying Game* contains everything you need to launch your campaign. Grab a wand, a shotgun, and hold on tight to your flying carpet--it's going to be a bumpy ride.

Through the Breach From Nightmares

NEW YORK TIMES BESTSELLER • The stunning conclusion to Robin Hobb's *Fitz and the Fool* trilogy, which began with *Fool's Assassin* and *Fool's Quest* "Every new Robin Hobb novel is a cause for celebration. Along with millions of her other fans, I delight in every visit to the Six Duchies, the Rain Wilds, and the Out Islands, and can't wait to see where she'll take me next."—George R. R. Martin More than twenty years ago, the first epic fantasy novel featuring *FitzChivalry Farseer* and his mysterious, often maddening friend the Fool struck like a bolt of brilliant lightning. Now New York Times bestselling author Robin Hobb brings to a momentous close the third trilogy featuring these beloved characters in a novel of unsurpassed artistry that is sure to endure as one of the great masterworks of the genre. *Fitz's* young daughter, *Bee*, has been kidnapped by the Servants, a secret society whose members not only dream of possible futures but use their prophecies to add to their wealth and influence. *Bee* plays a crucial part in these dreams—but just what part remains uncertain. As *Bee* is dragged by her sadistic captors across half the world, *Fitz* and the Fool, believing her dead, embark on a mission of revenge that will take them to the distant island where the Servants reside—a place the Fool once called home and later called prison. It was a hell the Fool escaped, maimed and

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blinded, swearing never to return. For all his injuries, however, the Fool is not as helpless as he seems. He is a dreamer too, able to shape the future. And though Fitz is no longer the peerless assassin of his youth, he remains a man to be reckoned with—deadly with blades and poison, and adept in Farseer magic. And their goal is simple: to make sure not a single Servant survives their scourge.

"Kids on Bikes is a collaborative storytelling roleplaying game about small towns and big adventures! Jump right into the action quick and create your own band of rag-tag mystery solvers today!"--Publisher's website.

Grab your plasma rifles, spell components, and jetpacks! Name your game; Fate Core is the foundation that can make it happen. Fate Core is a flexible system that can support whatever worlds you dream up. Have you always wanted to play a post-apocalyptic spaghetti western with tentacle monsters? Swords and sorcery in space? Wish there was a game based on your favorite series of books, film, or television, but it never happened? Fate Core is your answer. Fate Core is a tabletop roleplaying game about proactive, capable people who lead dramatic lives. The type of drama they experience is up to you. But wherever they go, you can expect a fun storytelling experience full of twists...of fate. **GAME INFORMATION** Number of players: 3-6 Age of players: 12+ Length: 2-8 hours Type of Game: Roleplaying Game Languages Available: English Suggested Retail: \$25.00 Game Designers: Leonard Balsera, Brian Engard, Jeremy Keller, Ryan Macklin, Mike Olson

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

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pound the Paradiso front, where brave men and women fight ceaselessly to maintain a defensive line which the 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...

Someone stole my kid brother's bike...Someone sabotaged the pep rally...Someone destroyed the Homecoming queen's reputation...The world is full of mysteries. It's up to your group of intrepid teen sleuths to solve them. In Bubblegumshoe, players step into the shoes of high-schoolers solving mysteries in a modern American small town. Discover clues, solve problems, and throw down with enemies in this streamlined RPG based on the GUMSHOE system. In this stand-alone game, you'll find: Rules to create your Sleuth's web of relationships and make the most of GUMSHOE's resource-management A simple setting system designed for large scale town creation all the way down to scene locations, plus extensive information on Drewsbury, a ready-to-go setting A variety of short mystery starters, including a full introductory mystery: Hey! That's My Bike! Extensive support to help GMs create their own mysteries using pre-established characters and settings Rules for social Throwdowns as well as physical altercations to reflect the drama of high school noir A slimmed-down list of investigative abilities vs GUMSHOE's default to make for faster decision making Bubblegumshoe. The secrets will out.

As the insectoid alien Swarm surges across another system in the Vast, the heroes are the only survivors of a doomed military battalion. After retreating through several miles of war-torn terrain to a fortified command post, they receive orders to evacuate the planet and rescue any

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civilians along the way. Among the refugees is a shirren priest of the Forever Queen Hylax, a mysterious ancient insect-goddess whose temple seems to be of particular interest to the Swarm. By relying on their wits--and each other--the heroes just might make it into orbit before the Swarm completely overruns their world. "Fate of the Fifth" is a Starfinder Roleplaying Game adventure for four 1st-level characters. This adventure begins the Attack of the Swarm! Adventure Path, a six-part, monthly campaign in which the heroes fight back against a ruthless and nigh-unstoppable alien invasion. This adventure also includes a player's guide to battling the Swarm, an exploration of the Swarm's origins and biology, and a selection of new Swarm monsters and other terrible threats. Each monthly full-color softcover Starfinder Adventure Path volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweeping scale and epic challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more!

A brilliantly written, page-turning, post-dystopian debut from Eyal Kless, about a society hoping to salvage the technology of a lost generation, a mysterious missing boy who can open doors no one else can, and a scribe who must piece together the past to determine humanity's future. More than a hundred years have passed since the Catastrophe brought humanity to the brink of extinction. Those who survived are changed. The Wildeners have reverted to the old ways—but with new Gods—while others place their faith in the technology that once powered their lost civilization. In the

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mysterious City of Towers, the center of the destroyed Tarakan empire, a lowly scribe of the Guild of Historians is charged with a dangerous assignment. He must venture into the wilds beyond the glass and steel towers to discover the fate of a child who mysteriously disappeared more than a decade before. Born of a rare breed of marked people, the child, Rafik—known as “The Key”—was one of a special few with the power to restore this lost civilization to glory once again. In a world riven by fear and violence, where tattooed mutants, manic truckers, warring guilds and greedy mercenaries battle for survival, this one boy may have singlehandedly destroyed humanity’s only chance for salvation—unless the scribe can figure out what happened to him.

This second canon novel expands on the events of Season 2 of the epic, Emmy® Award-winning Netflix fantasy TV show, *The Dragon Prince*. XADIA IS CALLING... The Dragon Prince has hatched! Now the princes of Katolis, Callum and Ezran, along with Moonshadow elf Rayla, have one goal: deliver the defenseless dragon to his mother in the magical land of Xadia. Things get complicated when the High Mage’s children, Claudia and Soren, track down the questing princes. Should Callum and Ezran trust two humans they’ve known forever, or the elf they’ve just met? In Katolis, High Mage Lord Viren schemes to gain the support of the other human kingdoms, and that of a much more mysterious ally... The tensions of war between Xadia and the Human Kingdoms are ready to explode. As fiery battles erupt and hidden truths come to light, friendships will be tested, plans will be set into motion, and everyone will face their most

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difficult choices yet. Written by Aaron Ehasz (co-creator of The Dragon Prince and head writer of Avatar: The Last Airbender) and Melanie McGanney Ehasz, this second canon novel based on the Netflix original series finally gives fans the full story.

Gigantic fleets prowl the starlanes, mysterious aliens devise inexplicable fates for humankind, devilish scientists operate enormous engines of destruction and swashbuckling princes defend their world from ancient empires... This is the rock and roll space-pulp universe of Starblazer Adventures! Using the Ennie Award winning FATE System, revised for intense space opera RPG action, Starblazers adds big picture gaming rules for starship creation and combat, fleet battles, facing epic space monsters or giant star relics, setting up and running galactic empires or Star Patrol outposts and how to deal with intergalactic diplomacy, conspiracies, social intrigue and ancient powers. Starblazer Adventures is your gateway to rock and roll sci-fi adventure, bringing friends together to save the galaxy in new and dangerous ways in this exciting gaming experience from Cubicle 7!

NEW YORK TIMES BESTSELLER • Pierce Brown's relentlessly entertaining debut channels the excitement of The Hunger Games by Suzanne Collins and Ender's Game by Orson Scott Card. "Red Rising ascends above a crowded dystopian field."—USA Today **NAMED ONE OF THE BEST BOOKS OF THE YEAR BY ENTERTAINMENT WEEKLY, BUZZFEED, AND SHELF AWARENESS** "I live for the dream that my children will be born free," she says. "That they will be what they like. That they will

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own the land their father gave them.” “I live for you,” I say sadly. Eo kisses my cheek. “Then you must live for more.” Darrow is a Red, a member of the lowest caste in the color-coded society of the future. Like his fellow Reds, he works all day, believing that he and his people are making the surface of Mars livable for future generations. Yet he toils willingly, trusting that his blood and sweat will one day result in a better world for his children. But Darrow and his kind have been betrayed. Soon he discovers that humanity reached the surface generations ago. Vast cities and lush wilds spread across the planet. Darrow—and Reds like him—are nothing more than slaves to a decadent ruling class. Inspired by a longing for justice, and driven by the memory of lost love, Darrow sacrifices everything to infiltrate the legendary Institute, a proving ground for the dominant Gold caste, where the next generation of humanity’s overlords struggle for power. He will be forced to compete for his life and the very future of civilization against the best and most brutal of Society’s ruling class. There, he will stop at nothing to bring down his enemies . . . even if it means he has to become one of them to do so. Praise for *Red Rising* “[A] spectacular adventure . . . one heart-pounding ride . . . Pierce Brown’s dizzyingly good debut novel evokes *The Hunger Games*, *Lord of the Flies*, and *Ender’s Game*. . . . [Red Rising] has everything it needs to become meteoric.”—*Entertainment Weekly* “Ender, Katniss, and now Darrow.”—Scott Sigler “Red Rising is a sophisticated vision. . . . Brown will find a devoted audience.”—*Richmond Times-Dispatch* Don’t miss any of Pierce Brown’s *Red Rising*

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Saga: RED RISING • GOLDEN SON • MORNING STAR • IRON GOLD • DARK AGE

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.

A tragic family history told in a collection of imaginary letters to a famed collector, Moise de Camondo Letters to Camondo is a collection of imaginary letters from Edmund de

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Waal to Moise de Camondo, the banker and art collector who created a spectacular house in Paris, now the Musée Nissim de Camondo, and filled it with the greatest private collection of French eighteenth-century art. The Camondos were a Jewish family from Constantinople, “the Rothschilds of the East,” who made their home in Paris in the 1870s and became philanthropists, art collectors, and fixtures of Belle Époque high society, as well as being targets of antisemitism—much like de Waal's relations, the Ephrussi family, to whom they were connected. Moise de Camondo created a spectacular house and filled it with art for his son, Nissim; after Nissim was killed in the First World War, the house was bequeathed to the French state. Eventually, the Camondos were murdered by the Nazis. After de Waal, one of the world's greatest ceramic artists, was invited to make an exhibition in the Camondo house, he began to write letters to Moise de Camondo. These fifty letters are deeply personal reflections on assimilation, melancholy, family, art, the vicissitudes of history, and the value of memory.

Supplement/Expansion for the Through the Breach RPG.

A fast, fun, friendly RPG for players of all skill levels. This book is comprehensive for your tabletop games, including the very best Game Mastering how-to's, monsters, adventures, maps, characters, and loot! See lots more about ICRPG at www.icrpg.com

All this snow and no holidays? What's a stranded human to do? Create a new holiday, of course. Georgie and the other women decide to bring some new traditions and cheer to the sa-khui. More babies are born, presents are exchanged, and a new romance blossoms between a

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human woman desperate for a change, and the alien determined to protect her.

"This collection of stories tells the origin of that tribe. It includes all eight of the Lost tribe of the Sith stories, as well as Pandemonium, the final chapter."--Publisher description.

Prolific dwarven author and heroic companion of the Dragon Age games, Varric Tethras brings us the collected edition of his breakthrough crime-noir drama, *Hard in Hightown* (with help from his trusted human confidante, Mary Kirby)! This volume is beautifully illustrated by Stefano Martino, Álvaro Sarraseca, Andres Ponce, and Ricardo German Ponce Torres, with a painted cover by E.M. Gist! Twenty years of patrols have chiseled each and every stone of the Kirkwall streets into city guardsmen *Donnen Brennokovic*. Weary and weathered, *Donnen* is paired with a recruit so green he might as well have leaves growing out of his armor. When the mismatched pair discover a dead magistrate bleeding out on the flagstones, they're caught up in a clash between a shadowy organization known only as the *Executors* and a secretive group of *Chantry* agents--all over some ancient artifact. This is a prose novel featuring 24 black and white full page images.

Critically acclaimed author and psychoanalyst *Mikita Brottman* offers literary true crime writing at its best, taking us into the life of a murderer after his conviction—when most stories end but the defendant's life goes on. On February 21, 1992, 22-year-old *Brian Bechtold* walked into a police station in *Port St. Joe, Florida* and confessed that he'd shot and killed his parents in their family home in *Silver Spring, Maryland*. He said he'd been possessed by the devil. He was eventually diagnosed with schizophrenia and ruled "not criminally responsible" for the murders on grounds of insanity. But after the trial, where do the "criminally insane" go? *Brottman* reveals *Brian's* inner life leading up to the murder, as well as his complicated afterlife

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in a maximum security psychiatric hospital, where he is neither imprisoned nor free. During his 27 years at the hospital, Brian has tried to escape and been shot by police, and has witnessed three patient-on-patient murders. He's experienced the drugging of patients beyond recognition, a sadistic system of rewards and punishments, and the short-lived reign of a crazed psychiatrist-turned-stalker. In the tradition of *One Flew Over The Cuckoo's Nest*, *Couple Found Slain* is an insider's account of life in the underworld of forensic psych wards in America and the forgotten lives of those held there, often indefinitely.

Everyone believes that Raziel's parents are long dead. Everyone but Raziel. He knows the flying city that took them is real. He is sure that if he can just find it, he can find them too. And the first step to finding them is getting answers from a creature living in an ancient, abandoned fortress just a few miles away. To get to it Raziel will need a way past the high walls and the knights that guard his town, through the twisting forest paths and to defend himself against the monsters lurking among the trees. Answers to questions that have tormented him for years are just within reach. Or so he thinks. The fort is not the mere ruin he thought and Raziel is not the only one seeking it. Someone from his home has made a deal for terrible power and his master is neither kind nor forgiving. They want the creature defending the fort dead and if Raziel is going to find his answers he will have to face them, a horde of monsters, disbelief from the adults around him and his own inner demons. But Raziel won't let any of that stop him. After all, it wouldn't be fun without a challenge.

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