

## The Expanse Roleplaying Game

Leviathan Wakes Gods of Risk Auberon Modern AGE Basic Rulebook Fantasy AGE Basic Rulebook Cibola Burn Titansgrave Cortex Prime Game Handbook Caliban's War Blue Rose: the AGE RPG of Romantic Fantasy The Book of Fiends Dragon Age RPG Core Rulebook Persepolis Rising The Expanse Roleplaying Game Orbital 2100 The Expanse Leviathan Wakes Icons Babylon's Ashes The Expanse Game Master's Kit Strange Dogs Rogue Trader Tiamat's Wrath Nemesis Games The Younger Gods A Song of Ice and Fire Roleplaying The Vital Abyss The Expanse: Abzu's Bounty The Art and Making of the Expanse Paleomythic Your Best Game Ever Altermity Core Rulebook The Ultimate Micro-RPG Book Anarchy The Freeport Trilogy The Shadow of the Gods Tales From the Loop Firefly Mindjammer Icons Superpowered Roleplaying: the Assembled Edition

### Leviathan Wakes

Enjoy these 40 expertly crafted micro-RPGs that are fast, fun, easy to learn, and come in a variety of genres—from space exploration to jungle dungeon crawlers—everything you need to pick up and play today. Get gaming fast with The Ultimate Micro-RPG Book including brand-new micro-RPGs created by experts across the gaming world. From space exploration to jungle dungeon crawlers this book has everything you need to pick up and play today. With these quick-start games, you can create your own adventures, alone or with friends, without any prep, and with minimal set up and pieces. Whether you're new to RPGs or working towards your level 20 mage, this collection is a great way to try out different games and systems, and test your roleplay skills on different character types and situations.

### Gods of Risk

A novella set in the universe of James S. A. Corey's NYT-bestselling Expanse series, Auberon explores a new and alien world and the age-old dangers that humanity has carried with it to the stars. Now a Prime Original series. Auberon is one of the first and most important colony worlds in humanity's reach, and the new conquering faction has come to claim it. Governor Rittenaar has come to bring civilization and order to the far outpost and guarantee the wealth and power of the Empire. But Auberon already has its own history, a complex culture, and a criminal kingpin named Erich with very different plans. In a world of deceit, violence, and corruption, the greatest danger Rittenaar faces is love. The Expanse Leviathan Wakes Caliban's War Abaddon's Gate Cibola Burn Nemesis Games Babylon's Ashes Persepolis Rising Tiamat's Wrath The Expanse Short Fiction The Butcher of Anderson Station Gods of Risk The Churn The Vital Abyss Strange Dogs Auberon

### Auberon

In the thrilling conclusion to The Dreamers, the Vlagh prepares for one merciless attack that will pit her forces against the might of both the Elder Gods and the Younger Gods. All may be for naught, however, if the allies fail to respond to the fact that one within their ranks is losing her mind.

### Modern AGE Basic Rulebook

### Fantasy AGE Basic Rulebook

A novella set in the hard-scrabble world of James S. A. Corey's NYT-bestselling Expanse series, Strange Dogs

follows a family of colonists on Laconia where a new generation of humanity struggles with the profound changes that come with making a home on an alien world. Now a Prime Original series. Like many before them, Cara and her family ventured through the gates as scientists and researchers, driven to carve out a new life and uncover the endless possibilities of the unexplored alien worlds now within reach. But soon the soldiers followed and under this new order Cara makes a discovery that will change everything. The Expanse Leviathan Wakes Caliban's War Abaddon's Gate Cibola Burn Nemesis Games Babylon's Ashes Persepolis Rising Tiamat's Wrath The Expanse Short Fiction The Butcher of Anderson Station Gods of Risk The Churn The Vital Abyss Strange Dogs

### Cibola Burn

### Titansgrave

"The Expanse created by James S.A. Corey."

### Cortex Prime Game Handbook

A novella set in the hard-scrabble world of James S. A. Corey's NYT-bestselling Expanse series, Gods of Risk tells the story of Bobbie Draper following the events of Caliban's War. Now a Prime Original series. As tension between Mars and Earth mounts, and terrorism plagues the Martian city of Londres Nova, sixteen-year-old David Draper is fighting his own lonely war. A gifted chemist vying for a place at the university, David leads a secret life as a manufacturer for a ruthless drug dealer. When his friend Leelee goes missing, leaving signs of the dealer's involvement, David takes it upon himself to save her. But first he must shake his aunt Bobbie Draper, an ex-marine who has been set adrift in her own life after a mysterious series of events nobody is talking about. The Expanse Leviathan Wakes Caliban's War Abaddon's Gate Cibola Burn Nemesis Games Babylon's Ashes Persepolis Rising Tiamat's Wrath The Expanse Short Fiction The Butcher of Anderson Station Gods of Risk The Churn The Vital Abyss Strange Dogs

### Caliban's War

Official companion book to the hugely successful TV series, showcasing spectacular concept art and candid behind-the-scenes photography, accompanied by quotes from the showrunners. The Expanse is a modern TV revelation. Adapted from the hugely popular novels by James S. A. Corey, this Hugo Award-winning story of conspiracy, adventure and intrigue in a galaxy tearing itself apart through civil war has captivated audiences worldwide with its high-concept vision of the future. The Art and Making of The Expanse goes behind the scenes of the first three seasons of the show, exploring how the bestselling books were turned into one of the most highly regarded science fiction TV series of the 21st century. Packed with stunning concept art and compelling photography, the cast, crew and creators reveal the ideas, processes, inspirations and obstacles behind the making of this massively popular series.

### Blue Rose: the AGE RPG of Romantic Fantasy

The basis for the new Amazon Prime Original Series! Perfect for fans of E.T. and Stranger Things—the first narrative artbook from acclaimed author and artist Simon Stålenhag about a fictionalized suburban town in the 1980s inhabited by fantastic machines and strange, imaginative beasts. In 1954, the Swedish government ordered the construction of the world's largest particle accelerator. The facility was complete in 1969, located deep below the pastoral countryside of Målaröarna. The local population called this marvel of technology The Loop. These are its strange tales. From the same author who wrote the imaginative artbook

The Electric State, this “haunting,” (The Verge) “sophisticated sci-fi” (The Nerdist) follows the bizarre stories from otherworldly creatures and is a page-turner you won't be able to put down.

### The Book of Fiends

The first book in the revolutionary New York Times bestselling Expanse series, a modern masterwork of science fiction. Leviathan Wakes introduces Captain James Holden, his crew, and Detective Miller as they unravel a horrifying solar system wide conspiracy that begins with a single missing girl. Now a Prime Original series. Humanity has colonized the solar system - Mars, the Moon, the Asteroid Belt and beyond - but the stars are still out of our reach. Jim Holden is XO of an ice miner making runs from the rings of Saturn to the mining stations of the Belt. When he and his crew stumble upon a derelict ship, the Scopuli, they find themselves in possession of a secret they never wanted. A secret that someone is willing to kill for - and kill on a scale unfathomable to Jim and his crew. War is brewing in the system unless he can find out who left the ship and why. Detective Miller is looking for a girl. One girl in a system of billions, but her parents have money and money talks. When the trail leads him to the Scopuli and rebel sympathizer Holden, he realizes that this girl may be the key to everything. Holden and Miller must thread the needle between the Earth government, the Outer Planet revolutionaries, and secretive corporations - and the odds are against them. But out in the Belt, the rules are different, and one small ship can change the fate of the universe.

"Interplanetary adventure the way it ought to be written." - George R. R. Martin  
The Expanse  
Leviathan Wakes  
Caliban's War  
Abaddon's Gate  
Cibola Burn  
Nemesis Games  
Babylon's Ashes  
Persepolis Rising  
Tiamat's Wrath  
The Expanse Short Fiction  
The Butcher of Anderson Station  
Gods of Risk  
The Churn  
The Vital Abyss  
Strange Dogs  
Auberon

### Dragon Age RPG Core Rulebook

We've Got Your Vile Darkness Right Here! Devils, demons, and daemons-these are the ultimate servants of evil. Learn all their foul secrets in The Book of Fiends, the definitive sourcebook on these fell creatures. This tome collects Green Ronin's critically acclaimed Legions of Hell and Armies of the Abyss sourcebooks and combines them with the long awaited treatment of daemons, Hordes of Gehenna. All the fiends have been updated to the 3.5 rules, and the material on demons and devils has been revised and expanded. Details on the plane of Gehenna, its rulers, and inhabitants are also revealed for the first time. The Book of Fiends is jam-packed with evil for your campaign, including: Over 130 daemons, devils, demons, and other creatures of the Lower Planes, illustrated and with complete 3.5 stats. Monsters with CRs from A1/2 to 40; there are foes for characters of all levels. Brand new devils and demons that add to the classic fiends of Legions of Hell and Armies of the Abyss. Two core classes, the black-hearted Thaumaturge and the dreaded Unholy Warrior, complete with Epic-level progressions. Info on the celestial choirs and the fallen angels. Inspired illustrations by top artists like Sam Wood, Raven Mimura, Dennis Detwiller, Toren Atkinson, and Brian Despain. Details on the nine Lords of Hell, the seven Exarchs of Gehenna, and a plethora of Demon Princes. 4 infernal prestige classes for servants of Hell. A handy index by Challenge Rating. A bonus appendix by Enkwell Press detailing two cities of the Lower Planes. Ties to other popular Green Ronin products, such as The Book of the Righteous, The Avatar's Handbook, and The Unholy Warrior's Handbook. The Book of Fiends provides profoundly evil foes your players will never forget.

### Persepolis Rising

Readers of The Expanse novels have thrilled to the adventures of the crew of the Rocinante. Now it's your turn to make your mark! Abzu's Bounty presents a series of six full-length scenarios designed for a new crew of characters in The Expanse Roleplaying Game. They embark on a series of adventures, from a fateful discovery in the rings of Saturn to acquiring their own ship to a deadly confrontation that could change the

course of history for the entire solar system. Abzu's Bounty is the perfect way to kick off a new campaign. Get ready for launch!

### The Expanse Roleplaying Game

The second book in the NYT bestselling Expanse series, *Caliban's War* shows a solar system on the brink of war, and the only hope of peace rests on James Holden and the crew of the *Rocinante's* shoulders. Now a Prime Original series. We are not alone. On Ganymede, breadbasket of the outer planets, a Martian marine watches as her platoon is slaughtered by a monstrous supersoldier. On Earth, a high-level politician struggles to prevent interplanetary war from reigniting. And on Venus, an alien protomolecule has overrun the planet, wreaking massive, mysterious changes and threatening to spread out into the solar system. In the vast wilderness of space, James Holden and the crew of the *Rocinante* have been keeping the peace for the Outer Planets Alliance. When they agree to help a scientist search war-torn Ganymede for a missing child, the future of humanity rests on whether a single ship can prevent an alien invasion that may have already begun .

..

### Orbital 2100

### The Expanse

The fifth book in the NYT bestselling Expanse series, *Nemesis Games* drives the crew of the *Rocinante* apart, and as they struggle to survive, the inner planets fall victim to an enemy's catastrophic plan. Now a Prime Original series. A thousand worlds have opened, and the greatest land rush in human history has begun. As wave after wave of colonists leave, the power structures of the old solar system begin to buckle. Ships are disappearing without a trace. Private armies are being secretly formed. The sole remaining protomolecule sample is stolen. Terrorist attacks previously considered impossible bring the inner planets to their knees. The sins of the past are returning to exact a terrible price. And as a new human order is struggling to be born in blood and fire, James Holden and the crew of the *Rocinante* must struggle to survive and get back to the only home they have left. *Nemesis Games* is a breakneck science fiction adventure following the bestselling *Cibola Burn*. The Expanse *Leviathan Wakes* *Caliban's War* *Abaddon's Gate* *Cibola Burn* *Nemesis Games* *Babylon's Ashes* *Persepolis Rising* *Tiamat's Wrath* The Expanse Short Fiction *The Butcher of Anderson Station* *Gods of Risk* *The Churn* *The Vital Abyss* *Strange Dogs*

### Leviathan Wakes

*Icons Superpowered Roleplaying* is a tabletop game of superhero adventure that lets you devise stories of the imagination with your friends, based around the heroes you create. The new Assembled Edition revises and expands the original game, putting all options you want under one cover. *Icons* features quick character creation, a flexible game system that's easy to learn, and flavorful rules to give your games that comic book feel. *Icons* is your all-in-one package for superhero roleplaying adventure: quick, easy, descriptive, and fun!

### Icons

The book is the basis for the first season of *The Expanse*, a new original series premiering on Syfy in December 2015. *Leviathan Wakes* is James S. A. Corey's first novel in the epic series *the Expanse*, a modern masterwork of science fiction where humanity has colonized the solar system. Two hundred years after migrating into space, mankind is in turmoil. When a reluctant ship's captain and washed-up detective find themselves involved in the case of a missing girl, what they discover brings our solar system to the brink of

civil war, and exposes the greatest conspiracy in human history. The Expanse Leviathan Wakes Caliban's War Abaddon's Gate Cibola Burn Nemesis Games The Expanse Short Fiction The Butcher of Anderson Station Gods of Risk The Churn Drive

### Babylon's Ashes

In August 2000, Green Ronin released the adventure *Death in Freeport* and kicked off the d20 phenomenon. This *Ennie* and *Origins Award* winning adventure was the first in the *Freeport* trilogy, which was completed by *Terror in Freeport* and *Madness in Freeport*. All three adventures have been out of print for years, but that's about to change. To celebrate the five-year anniversary of both the company and *Freeport*, Green Ronin is bringing together the entire trilogy under one cover for the first time. This new edition has been updated to the 3.5 rules and revised and expanded to make the campaign more detailed and complete. It's time to return to the city that started it all. They don't call *Freeport* "the City of Adventure" for nothing.

### The Expanse Game Master's Kit

NOW A PRIME ORIGINAL SERIES Thirteen hundred gates have opened to solar systems around the galaxy. But as humanity builds its interstellar empire in the alien ruins, the mysteries and threats grow deeper. In the dead systems where gates lead to stranger things than alien planets, Elvi Okoye begins a desperate search to discover the nature of a genocide that happened before the first human beings existed, and to find weapons to fight a war against forces at the edge of the imaginable. But the price of that knowledge may be higher than she can pay. At the heart of the empire, Teresa Duarte prepares to take on the burden of her father's godlike ambition. The sociopathic scientist Paolo Cortázar and the Mephistophelian prisoner James Holden are only two of the dangers in a palace thick with intrigue, but Teresa has a mind of her own and secrets even her father the emperor doesn't guess. And throughout the wide human empire, the scattered crew of the *Rocinante* fights a brave rear-guard action against Duarte's authoritarian regime. Memory of the old order falls away, and a future under Laconia's eternal rule - and with it, a battle that humanity can only lose - seems more and more certain. Because against the terrors that lie between worlds, courage and ambition will not be enough . . . The Expanse series: *Leviathan Wakes* *Caliban's War* *Abaddon's Gate* *Cibola Burn* *Nemesis Games* *Babylon's Ashes* *Persepolis Rising* *Tiamat's Wrath* Praise for the Expanse: 'The science fictional equivalent of *A Song of Ice and Fire*' NPR Books 'As close as you'll get to a Hollywood blockbuster in book form' io9.com 'Great characters, excellent dialogue, memorable fights' wired.com 'High adventure equalling the best space opera has to offer, cutting-edge technology and a group of unforgettable characters . . . Perhaps one of the best tales the genre has yet to produce' Library Journal 'This is the future the way it's supposed to be' Wall Street Journal 'Tense and thrilling' SciFiNow

### Strange Dogs

The fourth book in the NYT bestselling Expanse series, *Cibola Burn* sees the crew of the *Rocinante* on a new frontier, as the rush to colonize the new planets threatens to outrun law and order and give way to war and chaos. Now a Prime Original series. Hugo Award Winner for Best Series Enter a new frontier. "An empty apartment, a missing family, that's creepy. But this is like finding a military base with no one on it. Fighters and tanks idling on the runway with no drivers. This is bad juju. Something wrong happened here. What you should do is tell everyone to leave." The gates have opened the way to a thousand new worlds and the rush to colonize has begun. Settlers looking for a new life stream out from humanity's home planets. Ilus, the first human colony on this vast new frontier, is being born in blood and fire. Independent settlers stand against the overwhelming power of a corporate colony ship with only their determination, courage, and the skills learned in the long wars of home. Innocent scientists are slaughtered as they try to survey a new and alien world. The struggle on Ilus threatens to spread all the way back to Earth. James Holden and the crew of his

one small ship are sent to make peace in the midst of war and sense in the midst of chaos. But the more he looks at it, the more Holden thinks the mission was meant to fail. And the whispers of a dead man remind him that the great galactic civilization that once stood on this land is gone. And that something killed it. The Expanse Leviathan Wakes Caliban's War Abaddon's Gate Cibola Burn Nemesis Games Babylon's Ashes Persepolis Rising Tiamat's Wrath The Expanse Short Fiction The Butcher of Anderson Station Gods of Risk The Churn The Vital Abyss Strange Dogs

### Rogue Trader

The seventh book in the NYT bestselling Expanse series, Persepolis Rising finds an old enemy returning home with more power and technology than anyone thought possible, and the crew of the aging gunship Rocinante tries to rally forces against the new invasion. Now a Prime Original series. An old enemy returns. In the thousand-sun network of humanity's expansion, new colony worlds are struggling to find their way. Every new planet lives on a knife edge between collapse and wonder, and the crew of the aging gunship Rocinante have their hands more than full keeping the fragile peace. In the vast space between Earth and Jupiter, the inner planets and belt have formed a tentative and uncertain alliance still haunted by a history of wars and prejudices. On the lost colony world of Laconia, a hidden enemy has a new vision for all of humanity and the power to enforce it. New technologies clash with old as the history of human conflict returns to its ancient patterns of war and subjugation. But human nature is not the only enemy, and the forces being unleashed have their own price. A price that will change the shape of humanity -- and of the Rocinante -- unexpectedly and forever. Persepolis Rising is a breakneck science fiction adventure following the bestselling Babylon's Ashes. The Expanse Leviathan Wakes Caliban's War Abaddon's Gate Cibola Burn Nemesis Games Babylon's Ashes Persepolis Rising Tiamat's Wrath The Expanse Short Fiction The Butcher of Anderson Station Gods of Risk The Churn The Vital Abyss Strange Dogs

### Tiamat's Wrath

The Fantasy AGE Basic Rulebook is your entry point to tabletop roleplaying. Now you can be the hero in your own sword and sorcery adventures! This is the game played on Wil Wheaton's new tabletop RPG show, Titansgrave: The Ashes of Valkana. The Adventure Game Engine (AGE) rules are easy to learn, and feature an innovative stunt system that keeps the action tense and exciting. This Basic Rulebook includes full 20 level advancement for all three classes, a new magic system, advice for players and GMs, and an introductory adventure so you can get started right away. You can use Fantasy AGE to run adventures in the campaign setting of your choice or a world of your own creation. A new AGE is upon us!

### Nemesis Games

The United States burned in apocalyptic fire. Twenty cities seared to radioactive ash. Freezing winters and scorching summers force survivors into a brutal cycle of scavenging. Don some leather. Load your last bullet. The war for the roads has begun. ANARCHY 2nd Edition is a role-playing game of post-apocalyptic adventure based on the OpenD6 system. Complete with a starter adventure, descriptions of the world, and much more. The game features a unique character creation that is new to the OpenD6 system. Money no longer exists, so the rules and skills have been tailored accordingly. This rulebook provides a setting framework for Game Masters to build sandbox worlds in the post-apocalyptic wastelands. Tips for using Google Maps to simplify campaign and session preparation are included as well. Players create characters three years after a nuclear war. Play begins as they are shedding the remnants of the old world. They are not Mad Max yet, but could be if they can face the crashing waves of anarchy. Features Optional Zombie Rules New Advantages and Disadvantages New Skills Random tables for character creation Nine Random Salvage Charts New Hardcore Character Type for play three years after the war 22 Character Types for play 15 years

after the war And More! NOTE: To play this game you need to know the OpenD6 RPG rules. Good news! The rulebook is free! Download the PDF at this link: <http://www.dicegeeks.com/opend6-rpg-free-pdf/>

### The Younger Gods

Paleomythic is a roleplaying game of grim survival and mythical adventures in the land of Ancient Mu, a harsh prehistoric world full of mysterious ruins and temples to explore, huge and terrible creatures that roam and spread fear across the land, and nefarious mystics and sorcerers who plot dark schemes from the shadows. It is a world of biting cold winters, of people hunting and foraging to survive, and tribes that wage relentless war. Taking on the roles of hunters, healers, warriors, soothsayers, and more, players will navigate a world of hostile tribes, otherworldly spirits, prehistoric beasts, and monstrous creatures lurking in the dark places of the world. Players have huge scope in sculpting the game experience that best suits them, whether it's a gritty survival story without a trace of the mystical or a tale of grand adventure and exploration in a mythic setting.

### A Song of Ice and Fire Roleplaying

Modern AGE is a roleplaying game that lets you have exciting adventures in any era from the Industrial Revolution to the near future. The game can handle everything from two-fisted action to urban fantasy to weird conspiracies. Modern AGE uses the Adventure Game Engine (AGE), the ENnie Award-winning system made popular by the Dragon Age, Fantasy AGE, and Blue Rose RPGs. The Basic Rulebook includes a new, classless implementation of the AGE system, 20 levels of advancement, an innovative stunt system, psychic and magic powers, rules for chases, player and GM advice, and an introductory adventure so you can hit the ground running. Options let you tune the rules for grim and gritty stories, high adventure, or something in between. Enter the Modern AGE!

### The Vital Abyss

The Expanse RPG brings the universe of James S.A Corey's sci-fi novels to the tabletop. Being a GM for such a rich setting is a big job, so The Expanse Game Master's Kit is here to help. It provides a sturdy, full-color GM screen with essential tables and references for game-play on one side and evocative artwork on the other. It also includes 4 quick reference cards that put the stunts and actions at your fingertips, a combat tracker that you can write on with wet or dry erase markers, a set of pre-generated Player Characters, and a complete adventure to launch your crew right into the exciting universe of The Expanse!

### The Expanse: Abzu's Bounty

In Dragon Age, a pen & paper roleplaying game of dark fantasy adventure, you and your friends take on the personas of warriors, mages, and rogues in the world of Thedas and try to make your names by overcoming sinister foes and deadly challenges. Based on the video game franchise, this Core Rulebook includes the full rules for the Dragon Age RPG under one cover for the first time, including the Adventure Game Engine.

### The Art and Making of the Expanse

Aldis, the Kingdom of the Blue Rose, shines as a new light following the dark age of the Sorcerer Kings. Now, envoys of the Sovereign's Finest strive to protect Aldis. Aided by the rhydan - their psychic animal allies - the champions of the Blue Rose guard the Light against the power of the Shadow. This book gives you everything you need to play.

### Paleomythic

Lure of the Expanse, the latest book for Rogue Trader, features three adventures set amongst the unexplored stars beyond the Imperium. Wealth and glory await those with the courage to venture into the farthest reaches of space. In "Eye of the Needle," your Explorers will travel to the perilous port of Footfall to learn of a dark prophecy of long-lost riches. In "The Heathen Trail," the Explorers find themselves on the path of uncountable riches but they must cross the wild tracts of the Heathen Stars. Threats abound, but can the Explorers transform danger into rewards? Finally, in "The World Beyond," the Explorers discover the location of the legendary treasure world. Now, can they prevail against a host of enemies?

### Your Best Game Ever

A novella set in the hard-scrabble world of James S. A. Corey's NYT-bestselling Expanse series, The Vital Abyss is the secret history of the cataclysmic events that occurred on Eros station, and the revelation of what came after. . . Now a Prime Original series. HUGO AWARD WINNER FOR BEST SERIES Somewhere in the vast expanse of space, a group of prisoners lives in permanent captivity. The only company they have is each other and the Belters who guard them. The only stories they know are the triumphs and crimes that brought them there. The only future they see is an empty life in an enormous room. And then the man from Mars came along . . . The Expanse Leviathan Wakes Caliban's War Abaddon's Gate Cibola Burn Nemesis Games Babylon's Ashes Persepolis Rising Tiamat's Wrath Leviathan Falls The Expanse Short Fiction The Butcher of Anderson Station Gods of Risk The Churn The Vital Abyss Strange Dogs Auberon

### Alternity Core Rulebook

### The Ultimate Micro-RPG Book

IT IS THE SECOND AGE OF SPACE In the seventeenth millennium, the New Commonality of Humankind is expanding, using newly-discovered faster-than-light travel to rediscover lost worlds colonised in the distant past. It's a time of turmoil, of clashing cultures, as civilisations shudder and collapse before the might of a benevolent empire ten millennia old. In the Solenine Cluster, things are going from bad to worse, as hyper-advanced technologies destabilise a world in chaos. Thaddeus Clay and his SCI Force special ops team are on the trail of the Transmigration Heresy. What they find is something beyond even their imagining - something which could tear the whole Commonality apart "Thrilling adventure and mystery wrapped up with an inventive, mind-bending look at mankind's future." - Howard Andrew Jones, author of The Desert of Souls "Science fiction like this never dies." - Chris Helton, Dorkland "Complex, gripping the most original sci-fi you're likely to get" - G\*M\*S Magazine "a very exciting and intelligently-written novel that should be on the reading list of every SF fan!" - Stargazer's World "William Gibson-like in the intensity of the ideas it introduces a heady mixture of action, crunchy science fiction elements and that perennial cyberpunk or transhuman question: what does human mean?" - Shores of Night

### Anarchy

You watched the show; now play the game! Titansgrave: The Ashes of Valkana is Wil Wheaton's new tabletop RPG show on Geek & Sundry. It introduces an original science fantasy setting that mixes high magic and hi-tech. Written by a stellar team of award-winning designers, this companion book for the Fantasy AGE RPG gives you background info on Titansgrave, and all the adventures you saw on the show. The adventures include new encounters and options that will let you make the story your own. So grab your blaster and ready your spells, Titansgrave needs heroes!

### The Freeport Trilogy

The sixth novel in James S.A. Corey's New York Times bestselling Expanse series--now a new original series from the Syfy Channel, coming December 14th 2015. The final war has started. The protomolecule, fairly quiescent since the opening of the gates, has identified its enemy and is arming itself for battle. Humanity is at most a tool in its post-human arsenal. When people, ships, and even places begin to disappear, Holden and the crew of the Rocinante have to face the fact that the thing they've been hauling through the depths of space only appears to be Detective Miller. The time when the protomolecule's agenda and humanity's overlapped has passed. As the protomolecule takes control of the ancient networks and relays, the final battle begins. Holden and his allies are faced with the decision of whether to blow the gates, trapping humanity in beads of disconnected worlds, or engage in a battle that they can only lose no matter who wins.

### The Shadow of the Gods

### Tales From the Loop

Orbital 2100 is a science fiction setting for Cepheus Engine and other Classic 2D6 SF RPGs. It has realistic (TL 9) feel that is set within our own solar system. The Earth is locked in a Cold War with the people of Luna. Both face off, 400,000 km apart, threatening mutual annihilation whilst they compete to colonise the moons of Jupiter and Saturn. Older colonies such as Mars and Mercury are independent and caught up in this struggle for solar system supremacy. Spacecraft use nuclear thermal rockets and create gravity by spinning pods or centrifuges, this is spaceflight as envisaged today! In keeping with the near-future and hard-science fiction themes, role-playing campaigns focus on real people doing real jobs. The game has rules, technology and advice to allow scenarios based around deep space haulage, asteroid mining, salvage, rescue and exploration. Colour cover, with B&W interior. Claim a free copy of the full colour PDF by contacting Zozer: <https://www.paulelliottbooks.com/contact.html>

### Firefly

Keep Flyin'! Prepare for thrilling, new adventures in the 'Verse with the Firefly Roleplaying Game! Set six years after the Unification War, the Firefly Roleplaying Game faithfully branches story elements from the popular FOX television series, while simultaneously expanding on the Firefly setting. Powered by the Cortex Plus system, which emphasizes character interaction and story development, this core rulebook features everything you need to venture into the black, including character archetypes, ship stats and creation rules, locations and planetary systems, a detailed Episode guide, story hooks, and more.

### Mindjammer

Based on the bestselling books and tying into the hit television series, THE EXPANSE ORIGINS reveals the untold origins of the crew members of The Rocinante. As interplanetary tensions reach an all-time high, the crew of The Rocinante finds themselves at the center of a conflict that threatens to destroy all of human civilization. But before they were heroes, each member of the crew faced moments that would come to define them and brought them one step closer to the ship they now call home.

### Icons Superpowered Roleplaying: the Assembled Edition

What kid raised in recent generations hasn't pretended to be a superhero at some point: worn a cape, "flown" around, bounced imaginary bullets or shot "blasts of power" from hands or eyes? Why not? After all, the

superhero is the perfect modern fantasy: powerful, respected, and loved by the public, but with a message of responsibility, duty, truth, and justice that appeals to parents as well as kids. In countless comic books (and now "graphic novels"), cartoons, and live-action television shows and films, superheroes continue to thrill and capture our imagination while also celebrating some of our better qualities. Who wouldn't want to be a hero? With ICONS, you can be! Steve Kenson, the designer of the best-selling *Mutants & Masterminds* delivers a superpowered new role-playing game, inspired by the fast-playing old-school games and the new generation of narrative role-play! Within its pages are complete rules for character creation, abilities and powers, random adventure generation, a rogue's gallery of villains, a complete adventure and all the superheroic action you can handle!

[Read More About The Expanse Roleplaying Game](#)

[Arts & Photography](#)

[Biographies & Memoirs](#)

[Business & Money](#)

[Children's Books](#)

[Christian Books & Bibles](#)

[Comics & Graphic Novels](#)

[Computers & Technology](#)

[Cookbooks, Food & Wine](#)

[Crafts, Hobbies & Home](#)

[Education & Teaching](#)

[Engineering & Transportation](#)

[Health, Fitness & Dieting](#)

[History](#)

[Humor & Entertainment](#)

[Law](#)

[LGBTQ+ Books](#)

[Literature & Fiction](#)

[Medical Books](#)

[Mystery, Thriller & Suspense](#)

[Parenting & Relationships](#)

[Politics & Social Sciences](#)

[Reference](#)

[Religion & Spirituality](#)

[Romance](#)

[Science & Math](#)

[Science Fiction & Fantasy](#)

[Self-Help](#)

[Sports & Outdoors](#)

[Teen & Young Adult](#)

[Test Preparation](#)

[Travel](#)