

Gumshoe Rpg

Soldiers of Pen and Ink is a Trail of Cthulhu campaign set in the dark heart of the Spanish Civil War

The Cold War is over. Bush's War is winding down. You were a shadowy soldier in those fights, trained to move through the secret world: deniable and deadly. Then you got out, or you got shut out, or you got burned out. You didn't come in from the cold. Instead, you found your own entrances into Europe's clandestine networks of power and crime. You did a few ops, and you asked even fewer questions. Who gave you that job in Prague? Who paid for your silence in that Swiss account? You told yourself it didn't matter. It turned out to matter a lot. Because it turned out you were working for vampires. Vampires exist. What can they do? Who do they own? Where is safe? You don't know those answers yet. So you'd better start asking questions. You have to trace the bloodsuckers' operations, penetrate their networks, follow their trail, and target their weak points. Because if you don't hunt them, they will hunt you. And they will kill you. Or worse. *Nights Black Agents* brings the GUMSHOE engine to the spy thriller genre, combining the propulsive paranoia of movies like *Ronin* and *The Bourne Identity* with supernatural horror straight out of *Bram Stoker*. Investigation is crucial, but it never slows down the action, which explodes with expanded options for bone-crunching combat, high-tech tradecraft, and adrenaline-fueled chases. Updating classic Gothic terrors for the postmodern age, *Nights Black Agents* presents thoroughly modular monstrosity: GMs can build their own vampires, mashup their own minions, kitbash their own conspiracies to suit their personal sense of style and story. Rack silver bullets in your Glock, twist a UV bulb into your Maglite, keep watching the mirrors and pray you've got your vampire stories straight.

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

Owl Hoot Trail is a fantasy steampunk Western game (reviewed [here](#) and [here](#)) published by Pelgrane in 2013. Clinton R. Nixon wrote the core of the game that Matt Breen and I developed. Our aim wasn't to make a Western-flavored fantasy game that felt like D&D with spurs; it was to make a game just as deadly and cinematic as your favorite Clint Eastwood movie, except with giant steampunk monstrosities, gun-slinging Orcs, Dwarvish prospectors, and blandly smiling grifters who demolish you in a hand of poker while they chat secretly with each other in Elvish. If we ended up with female halfling marshals gunning down owlbear rustlers at high noon, we were hitting our design goals.

An *Ennie*- and *Golden Geek*-award-winning supplement for *Trail of Cthulhu*. These cycles of experience, of course, all stem from that worm-riddled book. I remember when I found it in a dimly lighted place near the black, oily river where the mists always swirl. *The Book. Forbidden Tomes. Bookhounds of London* is a brand new campaign setting for *Trail of Cthulhu*, packed with period detail, where the Investigators seek out books about horror and strangeness and become, seemingly inevitably, drawn into the horror themselves. It provides in-depth material on London in the 1930s, carefully slanted towards Mythos investigators. *An Ancient City. Bookhounds London* is a city of cinemas, electric lights, global power and the height of fashion. It's about the horrors the cancers that lurk in the capital, in the very beating heart of human civilization. A Templar altar might well crouch, mostly forgotten, in the dreary Hackney Marshes, but altars to false gods tower over the metaphorical swamps of Fleet Street and Whitehall. And as for lost, prehuman ruins whose to say what lies under London, if you dig deep enough? Terrible Choices. The PCs aren't stalwart G-men or tweedy scholars exploring forbidden frontiers. Instead, they acquire maps (and maybe guidebooks) to those forbidden frontiers from fusty libraries and prestigious auction houses. They are Book-Hounds, looking for profit in mouldy vellum and leather bindings, balancing their own books by finding first editions for Satanists and would-be sorcerers. They may not quite know what they traffic in, or they may know rather better than their clientele, but needs must when the bills come in. This volume includes: 32 authentic full-colour maps with unique new street index of London in the 1930s, and plans of major buildings. A Mythos take on London in the 1930s, packed with contacts, locations and rumours. New abilities such as Document Analysis, Auction and Forgery, as well as new oc

Inspired by Robert W. Chambers' influential cycle of short stories, it pits the characters against the reality-altering horror of *The King in Yellow*. This suppressed play, once read, invites madness or a visit from its titular character, an alien ruler intent on invading and remolding our world into a colony of his planet, Carcosa. Four books, served up together in a beautiful slipcase and GM screen set, confront your players with an epic journey into reality horror: *Belle Époque Paris*, where a printed version of the dread play is first published. Players portray American art students in its absinthe-soaked world, navigating the Parisian demimonde and investigating mysteries involving gargoyles, vampires, and decadent alien royalty. *The Wars*, an alternate reality in which the players take on the role of soldiers bogged down in the great European conflict of 1947. While trying to stay alive on an eerie, shifting battlefield, they investigate supernatural mysteries generated by the occult machinations of the Yellow King and his rebellious daughters. Aftermath, set later in the same reality, in present day North America. A bloody insurrection has toppled a dictatorial regime loyal to Carcosa. Players become former partisans adjusting to ordinary life, trying to build a just society from the ashes of civil war. But not all of the monsters have been thoroughly banished--and like it or not, they're the ones with the skills to hunt them and finish them off.

It's easy to get clues with GUMSHOE, but don't make it too easy!

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

One player. One Gamemaster. This corebook combines the award-winning *Night's Black Agents* setting with the innovative GUMSHOE One-2-One rules, designed for the thrilling intensity of head-to-head play. Create your own Agent, or take on the role of Leyla Khan - an ex-MI6 officer who must confront her own half-remembered past as a thrall of the vampires. Play through three complete adventures for Leyla Khan, or use them as templates to create your own mysteries. We'll give you the tools you need to battle the undead princes and crime lords, all alone. But will it be enough? Find out, with *Night's Black Agents: Solo Ops!* Made in the USA.

A roleplaying game of angry decisions, ugly ethics, and black city streets. A game of film noir. "A Dirty World" rethinks the One-Roll Engine to focus relentlessly on character. Hard-boiled

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

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

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 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.

A Science Fiction GUMSHOE RPG created as part of an Illustration Senior Thesis.

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

This new edition of Dracula adds new letters and recordings, diary entries long thought lost, and documents suppressed by Her Majestys Government until now. From the first tentative contact between British intelligence and the un-dead, to the werewolf of Walpurgisnacht, to the cataclysmic disappearance of Dracula in volcanic fire, read the story youve known for years for the first time.

Hardback book

RuneQuest Core book

The City Guide That Shatters Reality! At the end of the 19th century, an American art student went to Paris, read a play called The King in Yellow, and lost his grip on reality. Head reeling from absinthe, bedeviled by unseen adversaries, he realized that the alien world the play described, Carcosa, had sunk its traces throughout the City of Lights. As he explored Paris in search of its decadent influence, he created a scrapbook. A guide for himself, and for those who would come after him. Yoked together from existing travelogues, newspapers, and the disquieting ephemera of the occult tradition, it laid out a skewed portrait of a haunted city. Absinthe in Carcosa is an indispensable city guide for The Yellow King Roleplaying Game and a stunning, full-color visual artifact in its own right. Made in the USA.

Now a Silver ENnie award winner and Golden Geek award nominee.

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

You love Dungeons and Dragons. As an experienced dungeon master you've run dozens, if not hundreds of games. You put a lot of work into making your games great. What if there's another way to look at how you prepare your game? What if it turned out you could spend less time, less energy, and have a better game as a result?It's time to unleash the Lazy Dungeon Master.Written in the style of Sly Flourish's Dungeon Master Tips and Running Epic Tier D&D Games, The Lazy Dungeon Master shows a new approach to game preparation, one that takes less time and gives your game the freedom to grow at the table. This book will help dungeon master prepare awesome games for any version of D&D.Based on the real-world experiences of hundreds of dungeon masters and dozens of professional game designers, the Lazy Dungeon Master includes interviews with veteran D&D DMs and a complete toolkit to help you improvise an entire game.Whether you play 1st, 2nd, 3rd, 4th, Pathfinder, or the D&D Next playtest; The Lazy Dungeon Master has tips, techniques, and advice to make preparation easier and help you run a flexible and entertaining game.

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-managementA 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 settingA 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 settingsRules for social Throwdowns as well as physical altercations to reflect the drama of high school noirA slimmed-down list of investigative abilities vs GUMSHOE's default to make for faster decision makingBubblegumshoe. The secrets will out.

Toward the end of the year 1920 the Government of the United States had practically completed the programme, adopted during the last months of President Winthrop's

administration. The country was apparently tranquil. Everybody knows how the Tariff and Labour questions were settled. The war with Germany, incident on that country's seizure of the Samoan Islands, had left no visible scars upon the republic, and the temporary occupation of Norfolk by the invading army had been forgotten in the joy over repeated naval victories, and the subsequent ridiculous plight of General Von Gartenlaube's forces in the State of New Jersey. The Cuban and Hawaiian investments had paid one hundred per cent and the territory of Samoa was well worth its cost as a coaling station. The country was in a superb state of defence. Every coast city had been well supplied with land fortifications; the army under the parental eye of the General Staff, organized according to the Prussian system, had been increased to 300,000 men, with a territorial reserve of a million; and six magnificent squadrons of cruisers and battle-ships patrolled the six stations of the navigable seas, leaving a steam reserve amply fitted to control home waters. The gentlemen from the West had at last been constrained to acknowledge that a college for the training of diplomats was as necessary as law schools are for the training of barristers; consequently we were no longer represented abroad by incompetent patriots. The nation was prosperous; Chicago, for a moment paralyzed after a second great fire, had risen from its ruins, white and imperial, and more beautiful than the white city which had been built for its plaything in 1893. Everywhere good architecture was replacing bad, and even in New York, a sudden craving for decency had swept away a great portion of the existing horrors. Streets had been widened, properly paved and lighted, trees had been planted, squares laid out, elevated structures demolished and underground roads built to replace them. The new government buildings and barracks were fine bits of architecture, and the long system of stone quays which completely surrounded the island had been turned into parks which proved a god-send to the population. The subsidizing of the state theatre and state opera brought its own reward. The United States National Academy of Design was much like European institutions of the same kind. Nobody envied the Secretary of Fine Arts, either his cabinet position or his portfolio. The Secretary of Forestry and Game Preservation had a much easier time, thanks to the new system of National Mounted Police. We had profited well by the latest treaties with France and England; the exclusion of foreign-born Jews as a measure of self-preservation, the settlement of the new independent negro state of Suanee, the checking of immigration, the new laws concerning naturalization, and the gradual centralization of power in the executive all contributed to national calm and prosperity. When the Government solved the Indian problem and squadrons of Indian cavalry scouts in native costume were substituted for the pitiable organizations tacked on to the tail of skeletonized regiments by a former Secretary of War, the nation drew a long sigh of relief. When, after the colossal Congress of Religions, bigotry and intolerance were laid in their graves and kindness and charity began to draw warring sects together, many thought the millennium had arrived, at least in the new world which after all is a world by itself.

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

Gumshoe for TwoOceanview Publishing

USA Today best-selling author A hooker who's not a hooker—a hand without a body—what's next for Mort? Ex-IRS agent turned gumshoe-in-training, Mortimer Angel, is approached by a beautiful hooker, Holiday, in a casino bar in Reno. Mort first met Holiday two months ago, but now learns that she's not really a hooker. She's a college engineering student, searching for her younger sister, Allie, who disappeared three months ago. Having seen Mort in the news, Holiday knows he's a PI who finds missing persons. While in the bar with Mort, Holiday gets an unexpected phone call from Allie who says she's in Gerlach, a small town in Nevada. The call is cut off. Holiday hires Mort on the spot, dragging him off to Gerlach. On the way out of town, Mort picks up a FedEx disturbing package. When Mort finds a connection between Allie and US Senator Harry "Liar" Reinhart, a presidential candidate who vanished without a trace three days ago, things quickly turn deadly—very deadly. The perfect mix of John Sanford and Carl Hiaasen While all of the novels in the Mortimer Angel Gumshoe Series stand on their own and can be read in any order, the publication sequence is: Gumshoe Gumshoe for Two Gumshoe on the Loose Gumshoe Rock Gumshoe in the Dark (coming June 2021)

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

A detective role-playing game in a city of ordinary people and legendary powers

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

The world is yours to save or lose. A decade ago, a band of occult investigators battled against the summoning of an ancient and monstrous evil. They failed. Now, you must piece together what went wrong. The campaign begins wherever the PCs hail from, and then quickly moves on to an asylum and an overgrown plantation estate in Savannah, Georgia. Their investigation then takes them to the sordid streets of Los Angeles, and from there to Bangkok, Malta, Mexico City, the Yucatán jungle, and Ethiopia, which the PCs may visit in any order, as they hunt down clues and try to destroy the avatars of a terrible god-thing. Investigate ancient crypts, abandoned estates, and festering slums. Explore choked jungles and the crushed psyches of your predecessors. Follow in their footprints, and make new ones of your own. This time, there won't be another chance. *Eternal Lies* is a massive new campaign for *Trail of Cthulhu* by Will Hindmarch and Jeff Tidball with Jeremy Keller. It is now available as a hardback book or PDF, or you can get a reduced-price digital bundle from the store with the soundtrack album.

Follow the Trail of Cthulhu into the Dreamlands

Cthulhu Confidential is a roleplaying game designed for one player and one game master. It's powered by the GUMSHOE One-2-One game system which retunes, rebuilds and reimagines the acclaimed GUMSHOE investigative rules set, as seen in such hit roleplaying games as *Trail of Cthulhu* and *Nights Black Agents*, for one player and one GM. Together, you create a story that evokes the classic solo protagonist mystery format. *Cthulhu Confidential* drops your hero into the noir nightscape of hardboiled-era Los Angeles, New York or Washington, DC. Meet powerbrokers and politicians, rub shoulders with Hollywood studio bosses and fiery evangelists. Face narrow-eyed G-Men, bent cops and dangerous crime lords. But beneath it all, under the scrim of all this human endeavor, lives corruption so old and inhuman you'll need all your courage and resourcefulness to face it. Choose one of three heroes with their own settings and adventures: Langston Wright is an African-American war veteran and scholar in WW2-era DC with a keen intellect. Dex Raymond is a hard-boiled private detective in 1930s Los Angeles with a nose for trouble. And Vivian Sinclair is *The New York Herald's* most determined scoop-hound. Each is a lone investigator, equipped with smarts, fists, and just maybe a code of honor, uncovering their town's secret truths. But what happens when you scratch the veneer of human malfeasance to reveal an eternal evil—the malign, cosmic indifference of HP Lovecraft's Cthulhu Mythos? Made in the U.S.

The more you discover, the more the Mythos infects your mind. Your friends cannot be trusted, your knowledge means nothing, and everything you hold dear turns to dust.

A collection of 31 Lovecraftian monsters, written for *Trail of Cthulhu* but usable in any Mythos horror game. Featuring nine all-new creatures that have never taken stat-block form in any game before! Lovecraft created his "shadowy congeners" because the stories of vampires and werewolves had become too familiar and formulaic to evoke true horror. Almost a century later, his own monstrous races have likewise begun to seem like comfortable story furniture rather than unnerving signals that the world is horrible and wrong. In *Hideous Creatures: A Bestiary of the Cthulhu Mythos*, we present a comprehensive look at Lovecraft's hideous creatures, from as many angles as we can. Our goal is contradiction, surprise, and most especially the uncanny: the recognition of something familiar as something weird. Creatures are not just antagonists to fight or flee from; they are entire adventures by themselves, leaving physical traces, occult clues and madness in their eldritch wake. *Hideous Creatures: A Bestiary of the Cthulhu Mythos* is the *Trail of Cthulhu* bestiary written by Mythos giant Kenneth Hite and fellow experts Gareth Ryder-Hanrahan, Becky Annison, Helen Gould and Ruth Tillman, in the tradition of the award-winning *Book of Unremitting Horror* and the *13th Age Bestiary*. Made in the USA.

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"Twenty-one tales that, in Chabon's words, 'venture to the limits of the human capacity for terror and revulsion... armed only with an umbrella and a very dry wit.' The stories here represent the best of James's work. They are set in the leisurely, late-Victorian, middle-class world of country houses, seaside inns, out-of-the-way railway stations, and cathedral closes, where gentlemen of independent means and antiquarian tastes suddenly find themselves confronted by terrifying agents of supernatural malice. But what these tales are really about, writes Chabon, 'is ultimately the breathtaking fragility of life, of 'reality,' of all the structures that we have erected to defend ourselves from our constant nagging suspicion that underlying everything is chaos, brutal and unreasoning.'"--Amazon.com.

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