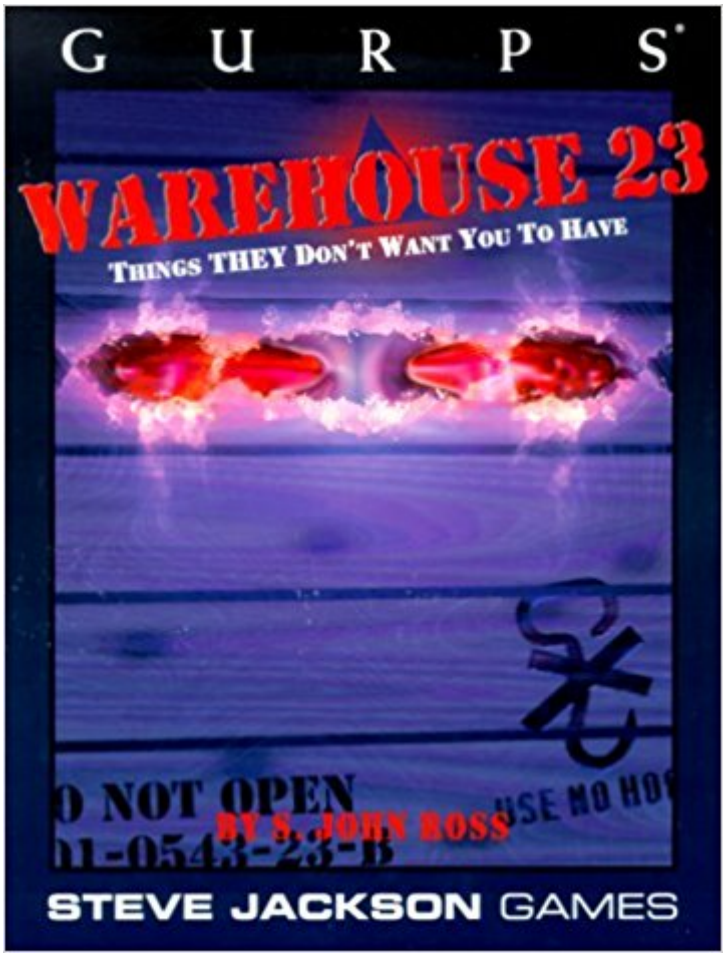
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GURPS Warehouse 23 (GURPS: Generic Universal Role Playing System)



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Synopsis

DANGER! THIS SIDE UP! The Ark of the Covenant rests in a crate next to the gold plates of Moroni and the dissected corpses of the Martian invaders. Frozen in ice you'll find the Jersey Devil, a Yeti, and a bacteria that can eat any metal - it just can't STOP. Growing in a hidden hydroponics facility is a plant with a fruit that tastes like steak, with enough nutrition in a single serving to sustain you for a week. The plates they serve it on in the cafeteria are made of a 100% biodegradable plastic that - while it's still fresh - can absorb the kinetic energy of a tank shell without even spilling your drink. You don't want to know what's in the drink. The global power balance teeters on the brink of chaos. We touch too much too soon. We discover things we were never meant to comprehend: Relics created by the whim of mad genius, or aliens, or gods - or godlike DEMONS . . . substances so potent that a handful could destroy our world, computers so subtle that no network is secure from their manipulation, sorceries dark enough to annihilate the purest soul. Somewhere, those with true Power have built a facility to imprison these forces . . . for proper study. For our own good. To insure order. Until THEY decide to unleash them. They know WE aren't yet ready for the contents of Warehouse 23. But are they? Your players will be delighted. At first.

Book Information

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Customer Reviews

Great RPG reference, fun to read on it's own...Has unique items, fun insights and great stories for any Modern Dayish Warehouse 13 (Yeah I know) type story...

This is the single best RPG supplement I have ever read. Your gaming collection is incomplete

without it.

You only thought you knew conspiracies. But in this book, it all comes to light! WAREHOUSE 13 is a light-hearted look at the paranoid that lurks inside all of us. The premise is that somewhere, hidden away in a secluded mountainside, is a darkened storage facility that contains a myriad of things that THEY don't want you to know exist!And what a collection!Clones of current and past presidents, androids, mind-control devices, the Ark of the Covenant, the Spear of Logenes, even up-to-date files on YOU! It's all in here! If you have ever imagined that our beloved and benign government might be hiding something from us, this book will put you onto cloud nine!A wonderfully delightful addition to any conspiracy-based game, or just a rollicking good read!

This book is awesome, I am a huge conspiracy nut and this book showed me just some of the stuff that our government might be hiding from us. Even if you are not a fan of roleplaying games, I sincerely recommend this book if you are a fan of conspiracies, or are just too damned paranoid for your own good.

There's some great stuff for your campaign in here. I've already used it in mine (a government conspiracy / Bigfoot sort of thing). Some of the artifacts could have had a better basis in history (but then again, maybe they do :-)

Do you believe? Whether you are a fringe researcher or you subscribe to Conspiracies Monthly, this book is for you! It is chock full of conspiracies and artifacts from history. More than a simple game product, the book is also a fantastic read.Packed with gaming information in the GURPS style, Warehouse 23 is also full of behind-the-scenes conspiracy information. S. John Ross is obviously a man-in-black and knows far too much for his own good. From the legendary Ark of the Covenant to clones of world leaders, the warehouse has it all.

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