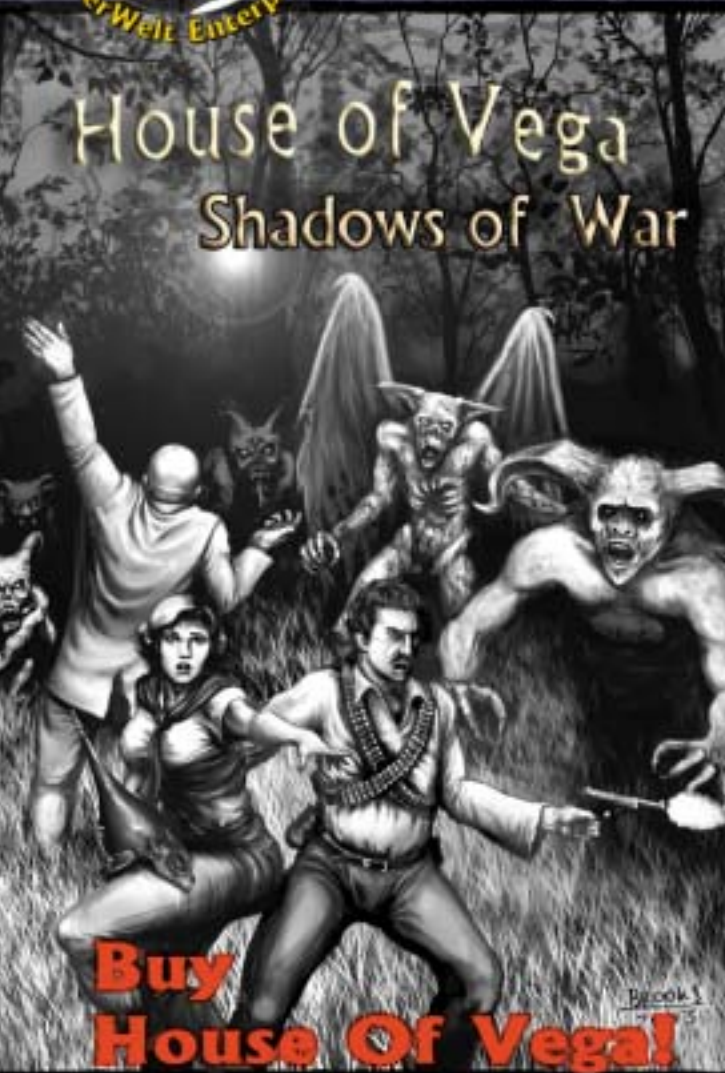


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House of Vega Shadows of War



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House Of Vega

House of Vega is HinterWelt's first supplement for the Shades Of Earth Alternate History Role-Playing Game. It takes the reader through the intrigue of 1938 Spain in the midst of a revolution and a Europe at conflict with itself.

House of Vega contains more than a module but what we like to call a scenario. The scenario gives the GM AND the Player everything they need to run and play adventures in a setting. This supplement contains new classes, skills, maps, locations, beasts, foes and setting characters along with a full adventure. It introduces two new organizations the Spanish Communist Party and the International Brigade.

Premise: Alternative Historical Paths with Magic

Genre: Alternative History

Setting: 1938 Europe and Spain

Game System Play: Supplement for Shades of Earth using the Iridium System

Complexity of Play: Medium

Selling Points:

- 1) New Organizations.
- 2) New material not available elsewhere.
- 3) Campaign seeds.
- 4) Detailed Setting Characters.
- 5) Basis for numerous adventures.

Target Market: GMs and Players looking to expand their Shades of Earth experience. Historical Players look for alternative history stories.

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