

Orpheus™

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"This is Radio Free Death..."

... the Voice of the Afterlife. Science thinks it's shattered the barrier between life and death, but it's only opened the floodgates. Stop meddling with the affairs of ghosts and close the doors before something follows you back through. You should have left some secrets buried, because now they won't go back to sleep without a fight."

I See Dead People

It's called projecting, the ability to separate the soul from the body and interact with ghosts. It's a multi-billion dollar enterprise for companies like Orpheus Group, which offers its services to public and private interests. It's also a portent of dark things to come.

Orpheus is a new type of game, a ghost story for ghosts told in a six-book limited series. Hardcover.

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Authors: Brian Armor, John Chambers, Genevieve Cogman, Richard Dansky, B.D. Flory, Harry Heckel IV, Ellen Kiley, James Kiley, Matt McFarland, Dean Shomshak & Colin Suleiman

Developer: Lucien Soulban

Artist: William O'Connor

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Type of Book

A hardcover core rulebook (book one) for the **Orpheus** six-book limited series

Related Books

Vampire: The Masquerade®,
Werewolf: The Apocalypse™,
Mummy: The Resurrection™

For Players

- A bold new approach to game design and storytelling
- A fast-paced game with new powers, new character-creation options and a unique story that builds with each book
- A brand-new approach to playing ghosts in the World of Darkness®

For Sellers

- A novel approach to a game line, with an overarching story planned over the course of six books
- A self-contained series, designed to draw in new and old Storyteller fans alike
- Fiction by novelist and fan favorite Richard Dansky

Suggested for mature readers.

