

Jalizar City Of Thieves Savage Worlds Beasts Barbarians S2p30004

The Book of Random Tables 4: Fantasy Role-Playing Game AIDS for Game Masters
Totems of the Dead Players Guide
The Pirate's Guide to Freeport
Shaintar
Deadlands Reloaded
Neoexodus
Apocalypse Prevention, Inc
Mighty Tiny
Fantasy Towns
Darkfall
The No-Prep Gamemaster
Infinem
Tales from the Vulgar Unicorn
Caladon Falls
Scarred Lands Campaign Setting
Colonies
The Book of Random Tables: Quests: Adventure Ideas for Fantasy Tabletop Role-Playing Games
Clockwork & Chivalry 2nd Edition
Core
Noir Knights
Nemesis
Marshal's Handbook
The Broken Covenant of Calebais
Accursed
Dungeon Crawl Classics 24
True20
Freeport Companion
13th Age
Glorantha
Freeport Companion
Totems of the Dead
Timezero (S2p30110)
Hellfrost
The Book of Steel
The Book of Random Tables 3
True20
Adventure Roleplaying
Sargava, the Lost Colony
The Winds of Gath
Beasts & Barbarians (S2p30002)

The Book of Random Tables 4: Fantasy Role-Playing Game AIDS for Game Masters

Learn this history of this desperate Chelish colony and the ancient traditions it upholds more strongly even than in the fallen homeland. Explore Eleder, the capital city of Sargava, and the many intrigues that keep it balanced on a knife's edge of extinction. Choose a campaign trait suitable to the Serpent's Skull or a host of jungle adventures, learn the secrets of the tribal beliefs of the Mwangi, and join one of several pirate clans prowling the colony's western shores in this invaluable player reference for the Pathfinder Roleplaying Game. Each volume of the Pathfinder Companion contains several player-focused articles exploring the volume's theme as well as short articles with innovative new rules for social, magic, religious, and combat-focused characters, as well as a persona section detailing helpful NPCs and traits to better anchor the player to the campaign.

Totems of the Dead Players Guide

Exodus boasts a turbulent history - from the rise of the Kaga to the defeat of the First Ones and the events of the Twilight War. From creation of the Imperial Alliance to the present crisis that threatens to tear that alliance apart. Great heroes and terrible villains drove its march, though even in hindsight the two are not always easily separated. Theirs were the titanic passions, the burning obsessions and base treacheries in which modern Exodus was forged and tempered. The world of Exodus Needs heroes
Inside this book you will find you'll need to embark on adventures in the exciting setting of NeoExodus: The history of the world of Exodus from The Reign of the First Ones to The Dominion-Protectorate Wars and The Twilight War to the creation of the Imperial Alliance. The Nation of Exodus including the powerful Caneus Empire, to the magic wielding Dominion, to the mechanical powered Arman Protectorate, the unifying Imperial Alliance and many more. Religious of Exodus including The Cult of the Emissary, Khayne, Lawgiver, Sanguine Covenant and Xonism. 9 All new races usable as player characters or NPCs including the Cavians who are psionic rat-men; the Cyneans

who are arcane crystalline humanoids; Dalreans who are plantlike humanoids; and the P'tans who are feline-looking creatures that can conjure black lightning. New Base classes, archetypes and prestige classes including Apothecary, High Guard, Janissary, Peacekeeper and Protectorate Artillerist. Over 80 new Feats including Anatomical Targeteer, Black Lightning Sheath, Craft Magic Candle, Hail of Thorns, Information Network, Plantsight and Terran Sorcery. Over 55 new spells including Babble Sphere, Bind Shape Changer, Cone Of Claws, Feast Of Maggots, Hellish Reprisal, Sensory Depravation and Wall Of Silence. New mundane and magical items including Alchemist's Bandolier, Bal spearclub, Instant Rope, Magic Candles, Panther Hide Armor, Quick-Setting Glue and Telescopic Staff. Over 20 new monsters and Templates including Arcaneslime, Draco, Necryos, Protectorate Golem and Razofiend.

The Pirate's Guide to Freeport

Shaintar

Morden has fallen to the Witches, but their banes continue to prey off of the mortal survivors. This book of adventures presents a variety of different challenges for Morden's Witchmarked heroes to overcome. New foes are introduced and locations are expanded. The adventures range in scope, with some suited to a single evening's entertainment, while others could encompass several nights of play. Any of them can be interspersed with the Plot Point Campaign included in the Accursed core book. Accursed: Ill Omens includes works by an all-star cast of gaming writers. Shane Hensley, Rich Baker, Sean Patrick Fannon, and Colin McComb - among others - all contributed to this compilation. Please note: Accursed Ill Omens is not a complete game. It requires Accursed, Savage Worlds Core Rulebook, and the Savage Worlds Horror Companion for play.

Deadlands Reloaded

50 Towns, Villages, and Cities for Tabletop RPGs with Maps and Adventure Ideas Do you play Dungeons and Dragons, Pathfinder, or another fantasy RPG? If so, these towns and cities will cut down your GM and DM prep time. Each town comes with a map and three adventures ideas. Plus history, government structure, information about the economy, imports and exports, population, demographics, businesses, and attractions or landmarks.

Neoexodus

A Scarred Continent One of the main battlefields of the Divine War fought between gods and titans, the continent of Ghelspad lies shattered by the conflict. Nations re-emerge to reclaim the scarred continent, yet so much of the ancient land remains to be re-discovered. Ghelspad holds the ruins of civilizations destroyed in the Divine War, geography transformed by the struggles of gods, and no end of treasures and perils for those who would dare find them. This hardcover campaign world book is the definitive guide to this vast and dangerous land first described in Creature Collection and Relics & Rituals. Compatible with 3rd Edition Rules Sword

and Sorcery "TM" books are published under the Open Gaming License and are 100% compatible with 3rd Edition rules and the D20 System. This region sourcebook for the Scarred Lands can also be dropped into any fantasy campaign.

Apocalypse Prevention, Inc

This is the tale of the 1930s Great Depression as you've never experienced it. For Heroic characters who are feeling in a particularly heroic mood, Noir Knights is part of our American Grit realm, where the characters are government agents investigating paranormal activity across a hard boiled film noir America. Whether it's a cardboard city of hobos protected by magic wards scratched into dumpsters, swampland encounters in Florida backwaters full of unnatural activity, or supernatural conspiracies in Washington D.C.'s corridors of power, the truth is out there. Industry and legend clash in a time of folk heroes, hobo mages, and secret societies. America is a nation of dust and determination. Ride the rails and prove your mettle.

Mighty Tiny

Cut down your Game Master prep time with 25 1D100 random tables. Do you play Dungeon & Dragons, Pathfinder, or other fantasy tabletop role-playing games? If so, these random tables come in handy any time your players are searching or exploring. Don't waste your time prepping things your players will never see. Just pull out these tables and create a quality gaming experience simply by rolling dice. In this fourth volume of the Fantasy RPG Random Tables book series, you will find items in a dragon's lair, critical hit and miss tables, underground and jungle encounters, a bounty board, and much more.

Fantasy Towns

Roleplaying in Glorantha for the 13th Age rules system.

Darkfall

This is the tale of Earl Dumarest. Space-wanderer, gladiator-for-hire, seeker of Man's forgotten home. Dumarest's search begins on the ghost-world of Gath, where he becomes unwilling champion of the Matriarch of Kund, and must undergo a fight-to-the-death at stormtime. Victory could give Dumarest his first clue to the whereabouts of the planet he fled from as a child - an obscure world scarred by ancient wars, which lies countless light years from the thickly populated centre of the galaxy; a world no-one else in the inhabited universe believed exists. Earth, the birthplace of Man. (First published 1967)

The No-Prep Gamemaster

Belly up to Thieves' World®'s favorite bar for tales told by such fantasy stars as Philip José Farmer, David Drake, Janet Morris, and others. In the second shared-world anthology of the Thieves' World® series, we see "the gods themselves taking a hand in the fight for the hearts, minds and souls of the citizens of

Sanctuary” (Fantasy-Faction). Via contributions from Philip José Farmer, David Drake, Lynn Abbey, A.E. van Vogt, Janet Morris, Andrew J. Offutt, and Robert Lynn Asprin, you’ll revisit the nefarious characters of Sanctuary, including One-Thumb, the proprietor of the Vulgar Unicorn; Regli, a nobleman; Illyra, the seer; Hanes, the thief; the crime lord, Jubal; and introducing Tempus Thales, the immortal mercenary. “It’s the best kind of sequel, the kind which was not meticulously planned from the start, unlike the deliberate megafranchises being created today, which may be plotted out for a decade in advance of the launch. . . . An important book in the series . . . Many elements which will be exploited to huge degree and cast a huge shadow over later pages are introduced here for the first time. . . . In some ways, it provides an anticipatory, even direct, model for the grimdark of the nineties which would follow.” —World of Antra

Infinem

The Pirate's Guide to Freeport created a new baseline for Freeport adventures but focused purely on the setting. The True20 Freeport Companion gives players and narrators everything they need to enjoy exciting campaigns in the City of Adventure with the True20 rules. The book includes new heroic roles and feats, True20 stats for all the major NPCs and creatures, an alternate magic system, and a new Freeport adventure. Set sail for a new world of adventure with the True20 Freeport Companion!

Tales from the Vulgar Unicorn

Caladon Falls

Stealing aboard the mechamagical Thunder Trains that carry undead souls to the dreaded outlands, the elfin Spyre and the ferran Mara escort a renegade mechamage to the site of a bold plan of rebellion. Original.

Scarred Lands Campaign Setting

Colonies

TRAVEL THE LANDS OF SNOW AND ICE A world of adventure at your fingertips! This supplement for the Hellfrost setting details the entire continent of Rassilon. From the snow-shrouded wastes of the High Winterlands to the relatively warm hills of the southern Hearthlands, this book covers every realm and major settlement, plus numerous sites of adventure. A handy reference section provides the GM with information of how to construct his own steads, villages, and towns. Organized with the GM's needs in mind, each realm covers basic socio-political information, important background, the nation's government and military, adventure hooks, as well as notes on the geography and major locales. Also covered in this volume are important organizations of less than savory reputation. Now your heroes can fight the cultists of the Ashen veil, who crave immortality through necromancy, defend remote settlements from the cannibalistic Cult of the Bear God, and confront the

Seekers of the Black Key, who desire nothing less than to release the forces of the Abyss. The Hellfrost Gazetteer contains no rules information, making it a valuable resource regardless of your favoured roleplaying system. Hellfrost: Gazetteer is a core book in the epic Hellfrost setting for the award-winning Savage Worlds RPG.

The Book of Random Tables: Quests: Adventure Ideas for Fantasy Tabletop Role-Playing Games

Clockwork & Chivalry 2nd Edition Core

Fifty years ago, the covenant of Calebais was destroyed. No one knows how or why such a powerful and well-defended group of wizards could possibly fall. Now the truth behind the tragedy comes to light as you and your friends uncover this mystery. From faerie-inhabited forests to the long-abandoned ruins of a wizardly palace to the inner chambers of a secretive convent, The Broken Covenant of Calebais goes to the roots of roleplaying -- to the early days of fantasy stories -- when realism, romance, mystery, and magic were foremost in mind. This revised edition of The Broken Covenant of Calebais is the third version of the adventure to be published for Ars Magica. Calebais was the first adventure published for the First Edition of the game, and was reworked for Second Edition. Now, to coincide with the release of the game's Fifth Edition, this classic has been revised and expanded once more. Although the plot, setting, and atmosphere remain the same, the text has been almost completely rewritten to integrate this classic adventure into the newest and best version of Ars Magica.

Noir Knights

In the age of discovery. Two countries are on the brink of war. An underground organization plans to create the spark that will ignite war. Two friends uncover the conspiracy. Welcome to the world of Mighty Tiny. The two mightiest empires Mosputa and Ratveria, have an uneasy truce, on the verge of a truly lasting peace. But a group known as the Triad plans to bring the two countries back into a devastating war that will leave themselves as the masters.

Nemezis

Marshal's Handbook

Need adventure ideas for Dungeons & Dragons or Pathfinder? Cut down your GM prep with 1000 quest options. This book is a collection of quests or adventure ideas for the use in fantasy tabletop role-playing games. The ideas are organized by a broad topic and are placed in a random table format. Each table has one hundred ideas. You can use these adventure ideas to run RPG sessions in several ways. You can read through the tables and choose an idea. You can take several ideas and combine them into one scenario for a campaign. You can roll randomly on a table to find an adventure on the fly. You can also use these ideas as side quests within original or premade campaigns. The first six tables contain ideas that range from

story hooks to scenarios to globe-spanning adventures. These tables are organized under the topics: Dungeons Hooks, Royal Quests, Forest Quests, Doorways to Another World, Town Quests, and Sea Quests. The next three tables are as follows: Questing Beasts, Quest Objects, and Lost Cities. Here you will find the name of a thing and a bit of context. These are meant to be used as the goal of the quest. How the goal is attained is up to the gamemaster. Meta-Quests is the last table in the book. It is a list of simple ideas that can be used as micro-quests much like collecting feathers in Angry Birds or bobbleheads in the Fallout videogames.

The Broken Covenant of Calebais

Accursed

Apocalypse Prevention, Inc. has acted in the shadows, protecting humanity and the Earth from supernatural threats since the Black Plague. They have their hands in almost every facet of human life and have personally stopped the world from ending more times than one would guess. With their technological advancements and pacts with demon races, they equip their agents with the tools they need to fight against the end times. The supernatural underworld is filled with magic, demons, and cybernetics, but their existence is unknown to the everyday person. That is API's job after all. Come join the fight to protect Earth! Book includes:- Full details regarding API, their methods, and motivations - 10 Playable Races, from Humans to the shapeshifting Changelings to the aquatic Lochs- Fully Immersive Combat Mechanics, putting you inside the action!- Complete rules for cybernetics and 18 customizable Paths of Magic

Dungeon Crawl Classics 24

"The Marshal's Handbook is the setting book for Deadlands Reloaded." -- From back cover

True20 Freeport Companion

True20 Adventure Roleplaying is the next evolution in game design from the company that brought you Mutants & Masterminds and Blue Rose. True20 offers a simplified and streamlined game system for all your roleplaying adventures. This core rulebook contains everything you need to get started, from character creation and combat to special abilities, supernatural powers and equipment. True20 also contains several sample campaign settings, including the winners of Green Ronin's Setting Search. Each setting provides something different and shows off the strength and flexibility of the rules. If you want a fast, simple, and fun game system that's still familiar to players of the world's most popular RPGs, if you want a vehicle for creating worlds of adventure, then True20 is for you

13th Age Glorantha

Freeport Companion

Do you play D&D or Pathfinder? Tired of spending hours preparing for an RPG session? This book provides helpful tips, so you can become a no-prep gamemaster. It is organized into three sections: Arcana, Three Keys, and Arrows in the Quiver. The Arcana section deals with my history and struggles with learning how to gamemaster and why I decided to stop preparing for sessions. The Three Keys section is the heart of the No-Prep Gamemaster. These short chapters provide the framework on which anyone can begin to gamemaster without preparation. Arrows in the Quiver is a selection of tips and tricks that any GM can use to cut down preparation time.

Totems of the Dead

They came out of nowhere and started ripping the world apart, one city at a time. Using power on a scale never before seen, Warlocks wielding the magic of the Wild have a mission: raise armies and annihilate the entire continent of Austeria. Set in the fantasy realm of Relic, this book looks at warfare through the eyes of common soldiers - soldiers whose side is losing the war. Take the challenge. Roleplay in a fantasy world without cute pointy-eared elves, where the dwarves aren't cookie-cutter copies of Tolkein's stout, bearded mountain folk. Focus on a daily life and death struggle where the enemy is cruel, powerful, and around every corner. Take the challenge. Let your adventurers become mankind's only hope.

Timezero (S2p30110)

Hellfrost

Humanity has fallen, the survivors fight to live each and every day. Most people have congregated into massive walled cities called Beacons. A race of squid-faced beings called the Ancient Ones have risen from the depths of the earth and now seek to claim the planet for themselves. Their ancient enemy the Angelics are here as well, but they seem to only be watching for now. You are a hero, you trek outside the safety of the Beacons for wealth, adventure and survival. As the human race teeters on the edge of extinction, will you be the hero the saves us all?

The Book of Steel

Freeport (the pirate-themed fantasy setting) has proven popular with gamers, spawning multiple editions and titles. This sourcebook provides all the rules needed to run campaigns in the Freeport setting using the Pathfinder RPG system from Paizo Publishing. The Freeport Companion features game stats for the setting's major characters, new core classes and prestige classes, new magic items and spells, and rules for character insanity. An introductory adventure is also included.

The Book of Random Tables 3

"The Marshal's Handbook is not a complete game. The Weird West Player's Guide is also required to play " -- From back cover

True20 Adventure Roleplaying

Sargava, the Lost Colony

The Winds of Gath

Do you play Dungeons and Dragons or Pathfinder? Are you spending hours on GM prep? Well, no longer. Cut down game master prep time with 25 1D100 fantasy random tables. Find items for a cell, a wine cellar, a dead orc, and more. Also, exciting random encounters for different terrains. Plus food and drink. Some of the tables in the book: Inn Names Names of Knightly Orders Desert Encounters Forest Locations Road Encounters Items in a Cell Items in a Chest Items on a Dead Orc Jewelry Items in a Wagon Items in a Wine Cellar Beers Thieves Guild Quests Dungeon Health Side Effects Get The Book of Random Tables and The Book of Random Tables 2

Beasts & Barbarians (S2p30002)

Freeport is Green Ronin's signature city setting and has been home to thousands of RPG campaigns since its launch in 2000. Classic fantasy elements, cruel-hearted pirates and Lovecraftian horror come together in the rum-fueled metropolis known as the City of Adventure. Now a new era is beginning. The Pirate's Guide to Freeport is the definitive new sourcebook for the City of Adventure, set 5 years after the events of the original Freeport trilogy. This is a pure setting book, focusing entirely on the people, places, politics, and perils of Freeport and containing no game statistics of any kind. The Pirate's Guide to Freeport can thus be used with any fantasy RPG and Green Ronin will be providing companion products for popular systems like True20 and d20.

[ROMANCE](#) [ACTION & ADVENTURE](#) [MYSTERY & THRILLER](#) [BIOGRAPHIES &
HISTORY](#) [CHILDREN'S](#) [YOUNG ADULT](#) [FANTASY](#) [HISTORICAL FICTION](#) [HORROR](#)
[LITERARY FICTION](#) [NON-FICTION](#) [SCIENCE FICTION](#)