Dawnforgedcast

This new D&D sourcebook details various races that dwell in the wilderness, offering Dungeons & Dragons(players extensive information on the classic races of elves and halflings, new rules, information for interaction, new spells, and new magic items attuned to each race.
Rise of the Dungeon Master tells, in graphic form, the story of Gary Gygax, co-creator of Dungeons & Dragons, one of the most influential games ever made. Like the game itself, the narrative casts the reader into the adventure from a first person point of view, taking on the roles of the different characters in the story. Gygax was the son of immigrants who grew up in Lake Geneva, WI, in the 1950s. An imag
a virtual world based on science fiction novels, military history and strategic games like chess. In the mid-1970s, he co-created the wildly popular Dungeons & Dragons game, determining the rules and inventing the signature 20-sided dice. Starting out in the basement of his home, he was soon struggling to keep up with the demand. Gygax was a purist, in the sense that he was adamant that players use the
rules of the game remain flexible. A creative mind with no real knowledge of business, he made some strategic errors and had a falling out with the game's co-creator, his close friend and partner, David Arneson. By the late 1970s the game had become so popular among kids that parents started to worry -- so much so that a mom's group was formed to alert parents to the dangers of role play and fantasy. T
fires of the young fans who continued to play the game, escaping into imaginary worlds. Before long, D&D conventions were set up around the country and the game inspired everything from movies to the first video games. With D&D, Gygax created the kind of role playing fantasy that would fuel the multibillion dollar video game industry, and become a foundation of contemporary geek culture.
Now for 5th Edition! Frog God Games unleashes the next iteration of its iconic Tome of Horrors series for 5th Edition. Hordes of sinister adversaries, restless dead, and other horrific monstrosities to gleefully challenge your players' expectations. Bursting with hundreds of creatures, new additions as well as converted classics, in a library-bound and stitched full color volume, the next Tome of Horrors will be
edition campaign. Everybody needs more monsters. The Tome of Horrors for Fifth Edition includes a selection of creatures from earlier volumes as a kick off for an entire series of fifth edition books.
A terrible Red King wars with an awful Queen, and together they battle into being a rigid, wrong world... and this book has everything you need to run it. (And any other place in your first, second, third, fourth or fifth edition game that might require intrigue, hidden gardens, inside-out-rooms, scheming monarchs, puzzles or beasts, liquid floors, labyrinths, growing, shrinking, duelling, broken time, Mome Raths
explanations for where players who missed sessions were, or the rotting arcades and parlors of a palace that was once the size of a nation.)
Path Of Legend
Rules Compendium
The Masks of God
Fantasy Gang Rumbles
Exploring Styles and Contemporary Techniques
Nordic Larp
Tome of Beasts 2 Lairs brings you 14 standalone, single-map adventures for the 5th edition of the world's first roleplaying game. Each adventure features new monsters from the Tome of Beasts 2! Some adventures also feature monsters from the first Tome of Beasts and the Creature Codex, and all three books are required for maximum playability. Each adventure is intended to take one or two sessions to complete and includes
a map, adventure hooks, and treasures for your adventurers. The adventures include: To Track a Thief, Level 1 The Forsaken Fort, Level 3 The Twisted Wreath, Level 3 Tragedy at Thyrdun Outpost, Level 3 Shrine of the Hungry Dead, Level 4 Caverns of the Crystal Monolith, Level 5 Fight for Horseshoe Rock Oasis, Level 5 The River Tomb, Level 6 House of the Worm God, Level 7 Terror at the Mountain Lotus Temple, Level 8
Tunnels Below Skulltop Tor, Level 9 Crucible of Golems, Level 10 Fire and Fury, Level 13 Towers of the Three Regents, Level 15
Provides detailed information on magical paraphernalia and spells for players of Dungeons and Dragons
For three decades, Dragon magazine has been the official monthly resource for Dungeons & Dragons players. Many monster, classes and even campaign settings that have gone on to define the modern game first appeared in Dragon's pages, and a history of the magazine is a history of the game itself. The Dragon Compendium collects the most popular classic articles from throughout Dragon magazine's proud history, all
updated to the current edition of the D&D rules. Selected with the input of current and former editors and D&D fans across the world, the articles in this 256-page volume are proven favorites-material you will want to reference again and again. From new DBD publisher Paizo Publishing!
Kobolds & Cobblestones is a skirmish wargame for rumbles between gangs in the city of Ordinsport's seedy underbelly. Players hire gangs of criminals, thugs and enforcers from a number of classic Fantasy races, and attempt to take control of the underworld and establish themselves as the city's kingpins. Playing card-based mechanics and a cunning bribery element keep players on their toes, as a one-sided battle can turn
around in a flash.
Kingdoms & Warfare
The Story of Dungeons & Dragons and The People Who Play It
Crypt of the Everflame
Bastards of Golarion
Snake Eyes
Dawnforge
Oath of the Frozen King is the first book in our new Adventure Kit product line. The core concept behind the Adventure Kit is to find an RPG sweet spot somewhere between pre-written adventure modules and your own simple prep notes. We've created a versatile, flexible
framework for you to build your own adventures quickly and easily while the kit does all of the heavy lifting. The Oath of the Frozen King Adventure Kit boasts replay value that is virtually unheard of in a roleplaying game product - designed to let Game Masters choose the
pieces they like, and fine-tune to their group's playstyle. With limitless possibilities for customization, no two instances of Oath of the Frozen King will be the same.
Exile of the Hidden City. Adept of forgotten mysteries. Sorceress of the Celestial Nadir. Haunted by nightmares and driven by desire, Ususi defied the will of her people and ran away, venturing alone into the outside world her people abandoned centuries ago. Now Ususi
tracks down the relics that brought both prosperity and doom to her people. But when an old adversary finds her trail, she discovers the danger she thought past might only be beginning. From the Paperback edition.
Never miss a turn with the Pathfinder Combat Pad initiative tracker. Usable with any roleplaying game, this wet and dry erase board includes magnets that stick right to it! List the names of heroes and foes on the magnets using a wet or dry erase marker, then place them in
initiative order. When the order changes, simply slide the magnets to their new places. Take the uncertainty out of battle with the Pathfinder Combat Pad! Includes: - 1 Double-sided magnetic wet and dry erase board - 2 Sheets of magnets, each with: - 13Blue player
character magnets - 13Red enemy magnets - 9Green nonplayer character magnets - 2Round arrows - 2Turn arrows - 2 Next round magnets
Every year when the leaves begin to fall, the small town of Kassen conducts a rite of passage in which it sends a band of young, would-be adventurers to the abandoned crypt of the town founder to recover the Everflame, a magical fire that is kept burning throughout the
winter. Each year the youths' mettle is tested by traps, illusory monsters, and other challenges before returning home to a festival honoring their coming of age. Yet this year something has gone terribly wrong! Now the adventurers face real danger, and the fate of the
town rests on their inexperienced shoulders! Designed specifically for the new Pathfinder Roleplaying Game rules and designed by Jason Bulmahn, the new game's primary designer, Crypt of the Everflame spotlights exciting new rules updates and character abilities, making it
an ideal introductory adventure for Pathfinder RPG players.
Book of Vile Darkness
Kobolds & Cobblestones
Dragon Compendium
Fantastic Medieval Adventure Game
Dungeons and Dragons Supplement
Oath of the Frozen King
The best way to start playing the 4th Edition Dungeons & Dragons Fantasy Roleplaying Game. Designed for one-to-five players, this boxed game contains everything needed to start playing.
The definitive reference guide of "Dungeons & Dragons]" core rules, this supplement takes all of the games most important rules and presents them in a single comprehensive, easy-to-reference volume for players and Dungeon Masters.
During the great apocalypse, humanity fled to the depths of the underground enclaves. In genetic laboratories, researchers tried to breed a new being, splicing human and animal DNA, creating a beast intelligent yet strong enough to survive in the devastated world. The enclaves have fallen - but the animals fight for freedom has only just begun.
Inside the pockets of this lavishly illustrated protective folder, you'll find a full set of fifth edition Dungeons & Dragons character sheets for use in any D&D campaign. This product includes three additional styles of double-sided character sheets giving veteran players options based on their individual play preference and spell sheets for keeping track of their magical repertoire. Each
character sheet provides plenty of room to keep track of everything that makes a character unique. Also included is an introductory character sheet designed specifically to help ease new players into the game. Fans can use these character sheets to welcome new players to the world's greatest roleplaying game or choose a variant that fits their preferences.
Gary Gygax and the Creation of D&D
Starfinder Adventure Path
Dungeons and Dragons Accessory
Dungeon Master's Guide
Pathfinder Combat Pad
Adventure Kit
Offers tips, advice, and strategies for mastering the game, Dungeons and Dragons.
The Dawnforge campaign setting offers players and DMs an opportunity to explore a mythic age of magic and wonder. In this full-length adventure campaign, fledgling heroes take their first steps on the path of legend. From Saranor to Ebernath, from the dawn elf city of Ersevor to the night elf outposts of the Morningstar Mountains, the heroes must uncover clues to an ancient mystery - a riddle whose answer may reveal the origins and nature of arcane magic. Requires the
use of the Dungeons & Dragons Player's Handbook, published by Wizards of the Coast, Inc. This product utilizes updated material from the v.3.5 revision.
"Stronghold & Followers explains both the practicality of owning a keep (how much it costs to build, the costs to maintain it, what sort of impact it would have on local politics) and gives a variety of benefits for those players who choose to build or take over one." -- Comicbook.com website: https://comicbook.com/gaming/2018/12/14/stronghold-and-followers-dungeons-and-dragons/ (viewed July 16, 2019)
In this third book of the Sundering series kicked off by R.A. Salvatore and the dark elf Drizzt, SCRIBE award-winning author Erin M. Evans thrusts her signature character Farideh into a maelstrom of devilish politics and magical intrigue that will have far-reaching implications for the future of the Forgotten Realms. As the chaos of the Sundering rages around her, young warlock Farideh faces a more personal turmoil wrought by a deal she made with a devil years ago.
Hoping to protect her twin sister, she leaves everything she holds dear to assist a wizard in a scheme that pits the devils of the Nine Hells against the gods above. But when Farideh casts the spell to enter the wizard’s remote mountaintop fortress, she picks up a stowaway—a Harper agent named Dahl who isn’t so inclined to follow devilish demands. Dahl attempts to escape only to run into a village of odd people, lurking behind an impenetrable wall. Forced to gaze into the
villagers’ souls, Farideh points out the ones who seem different, only to watch as the wizard’s guard carts them off to fates unknown. Are these villagers or prisoners? Are they blessed or doomed by the gods? As the wizard’s guessing game proves more and more diabolical, Farideh resolves to unravel his secrets—even if it means she’ll lose her own soul to the Nine Hells. From the Hardcover edition.
Modern Homebrew Recipes
Dungeons and Dragons Fantasy Roleplaying Game
White Box
Incident at Absalom Station
Tome of Beasts 2: Lairs
Numenera Starter Set
Infinite broken night. Milky alien moons. Wavering demons of gold. Held in this jail of immortal threats are three perfect sisters...Maze of the Blue Medusa is a dungeon. Maze of the Blue Medusa is art. Maze of the Blue Medusa works with your favorite fantasy tabletop RPGs. And Maze of the Blue Medusa is the madly innovative game book from the award-winning Zak Sabbath of A Red & Pleasant Land and Patrick Stuart of Deep Carbon Observatory. Lethal gardens,
soul-rending art galleries, infernal machines--Maze of the Blue Medusa reads like the poetic nightmare of civilizations rotted to time, and plays like a puzzle-box built from risk and weird spectacle.Praise for Zak Sabbath:"Zak is not just imaginative, he's bold. Which means that while he recognizes the value of fantasy traditions, he doesn't hesitate for a moment to throw out anything that's become tired or dull."-- Monte Cook, author of NumeneraPraise for Patrick Stuart's
Fire on the Velvet Horizon:"Superpositioning with strange panache, Velvet Horizon is an (outstanding) indie role-playing-game supplement, and an (outstanding) example of experimental quasi-/meta-/sur-/kata-fiction. Also a work of art. Easily one of my standout books of 2015."-- China Miéville, author of Perdido Street Station
This definitive book on Dungeons & Dragons, one of the original ultimate nerd subcultures, traces its origins on the battlefields of ancient Europe through the hysteria that linked it to satanic rituals and teen suicides, and to its apotheosis as father of the modern video game industry.
Snake Eyes. Soldier, ninja. Respected member of G.I. Joe. His real name is classified; his past a blank slate. Finally all previously depicted events are woven together with new tales and secrets to create the definitive origin of one of pop culture's most enduring icons.
Deep beneath the ground, in those regions where the echoes of mankind's feet are seldom heard, where even firelight is a bizarre intruder from a long-forgotten place, the foes of mankind breed and multiply. It is a realm of dark chaos - for these creatures of the echoing deeps count each other as rivals and enemies. It is a place without peace, a place without virtues, a place where every countenance of evil is to be found in sluggish torpor, stirring restlessly in dreams of
cruelty and hatred. These dark and deadly provinces are known as the Under Realms. Most named regions in the Under Realms are quite distinct from each other, whether by geological formation or by the types of inhabitants that have established themselves in strategically important areas. Characters who enter this area expecting to find drowic elves, deep gnomes, and other "normal" features of the Under Realms will swiftly discover the error of their thinking. The Vaults
of the Sunless Sea, located to the north of the Cyclopean Deeps, might fit that description, but the Cyclopean Deeps are a different and decidedly more unpleasant area into which the denizens of the Vaults seldom venture. This series of adventures forms a mini-campaign in the depths of the earth, suitable for a party of 4+ characters with an average level of 10-12, or 8+ characters with an average level around 7. For Swords & Wizardry.
Cypher System Rulebook
Mutant Year Zero Genlab Alpha Core
Monster Manual 2
Darkvision
D&D Character Sheets
Goddesses and Sirens
The most evil and complex elements of the Dungeons & Dragons world are presented for the first time--such as moral dilemma, slavery, human sacrifice, prostitution, and other sensitive issues--to allow players to add a level of complexity to their campaigns.
Hundreds of old and new monsters for your 4th edition D&D(R) game! This core rulebook presents hundreds of monsters for your D&D campaign. Classic monsters such as centaurs and frost giants make their first 4th edition appearance here. In addition, this book includes scores of new monsters to challenge characters of heroic, paragon, and epic levels.
White Box: Fantastic Medieval Adventure Game is an easy to learn role-playing game inspired by the original edition by Gygax and Arneson. It is compatible with Swords & Wizardry WhiteBox.
Games - Role-Playing and FantasyStandard Hardcover Edition
Core Rulebook II V.3.5
Creative Mythology
Into the Wyrd and Wild
Strongholds & Followers
Rise of the Dungeon Master
Weapons of Legacy
Studies the development of man's philosophical views of supreme beings in primitive, Eastern, and Western culture.
A Ship Without a Crew When a brutal gang war breaks out on adocking bay in Absalom Station, the player characters are recruited by theStarfinder Society to investigate the unexpected bloodshed. Delving into thestation's seedy Spike neighborhoods, the heroes confront the gangs and discoverthat both were paid to start the riot and that the true conflict is between tworival mining companies battling over a new arrival in orbit around the station:a mysteriously deserted ship and the strange asteroid it recovered from theDrift. To head off further violence, the heroes are asked to investigate theship and discover what happened to its crew, as well as the nature of theasteroid it tows. But what the players find there will set in motion events thatcould threaten the entirety of the Pact Worlds and change the face of the galaxyforever... This volume of Starfinder Adventure Pathlaunches the Dead Suns Adventure Path and includes: * "Incident at Absalom Station," aStarfinder adventure for 1st-level characters, by Robert G.McCreary. * A gazetteer of Absalom Station, byJames L. Sutter. * Magical relics inspired by the lostplanet Golarion, by Owen K.C. Stephens. * An archive of new alien creatures, byJason Keeley and Robert G. McCreary. * Statistics and deck plans for a newstarship designed just for the player characters, plus details on a new planetin the Codex of Worlds, by Robert G. McCreary.
A wickedly whimsical adventure for the world’s greatest roleplaying game. Once every eight years, the fantastic Witchlight Carnival touches down on your world, bringing joy to one settlement after the next. Its owners, Mister Witch and Mister Light, know how to put on a good show. But there’s more to this magical extravaganza than meets the eye! The carnival is a
gateway to a fantastic Feywild domain unlike anything found on the Material Plane. Time has not been kind to this realm, however, and dark days lie ahead unless someone can thwart the dastardly schemes of the Hourglass Coven. The Wild Beyond the Witchlight takes adventurers from the Witchlight Carnival to Prismeer, a Feywild domain of delight, and is designed
for characters of levels 1–8. This book comes with a poster map that shows the carnival on one side and Prismeer on the other. • Explore the Plane of Faerie in the first official D&D adventure set primarily in the Feywild • Easily drop The Witchlight Carnival into any campaign—for passage into the Feywild or just a night of carnival games and wild entertainment • Introduces two races—play as a fairy or as a harengon, a race of humanoid rabbits • Adds two backgrounds—the Feylost who grew up in the Feywild, and a Witchlight Hand who works at the carnival • All encounters can be resolved without resorting to combat, rewarding clever ideas and creative roleplay • Classic 1980s Dungeons & Dragons characters return, including
Warduke, Strongheart, and Kelek
From the best-known mixed-blood races, like half-elves and half-orcs, to beings with just a touch of another race's blood in their veins, the most successful species are the most flexible. Learn what powers your blood might hold and draw upon the magic of your diverse heritage with new options for mixed-race characters, spells, and magic items to coax forth the might of
latent powers, new feats and equipment, and more.
Cyclopean Deeps Volume 1 - Swords & Wizardry
Midgard Heroes Handbook
Races of the Wild
A Red & Pleasant Land
The Wild Beyond the Witchlight: A Feywild Adventure (Dungeons & Dragons Book)
Tome of Horrors 5e
Encyclopedia MagicaTSR
Craft beer is about innovation, discovery and interpretation. Homebrewing is about all that and more! As the beer scene evolves, so do the beer styles we know and love. In Modern Homebrew Recipes, Grandmaster Beer Judge and author Gordon Strong takes you on a guided journey of brewing discovery that includes
information about some of the latest BJCP style changes. Following a primer on specific mashing and hopping techniques, recipe formulation fundamentals and how to adapt recipes to your system, Strong shares more than 100 distinctive recipes.Strong also provides specific advice and sensory profiles for each beer.
Strong’s recipes are provided as-brewed, with delicious variations to get the creative juices flowing. Modern Homebrew Recipes is more than a book of recipes; it’s a book that sets brewers on the path to discovering what’s new in the world of homebrewing.
The ultimate guide to magic itemsespecially weaponsof rich heritage. Weapons of Legacy provides a wealth of information on magical weapons with rich histories. The book includes many pre-defined weapons, outlining their names, history, powers, stats, necessary rituals for unlocking their powers, and adventure hooks.
How the weapons can gain power is discussed, as well as the feats with which they might be used. Also included are discussions of other magic items such as magic armor, rings, and staves. AUTHOR BIO: BRUCE R. CORDELL, an Originsaward-winning author, has designed over 30 game titles, including theExpanded Psionics
Handbook. He also co-authoredSandstorm,Libris Mortis: The Book of Undead,Planar Handbook,Epic Level Handbook, andUnderdark. KOLJA RAVEN LIQUETTE is best known for authoring The Waking Lands web site. He has also published articles inDragon Magazine. TRAVIS STOUT is a freelance designer who has written several
articles for Dragon Magazine and whose previous design credits includeLost Empires of Faerun and thePlayer's Guide to Faerun.
Of Dice and Men
Declassified
Maze of the Blue Medusa
The Wizards
Encyclopedia Magica