

Arcana Rising Rpg

The core table top gaming book for the Dystopia Rising universe, the Dystopia Rising Corebook provides all of the basics a group of friends needs to dive into the Dystopian future. Set in the post zombie apocalyptic future, the Dystopia Rising universe intertwined human drama with fast paced cinematic action. In a world filled with the undead, the greatest threats still have a pulse. Can you survive the zombie apocalypse? Age Past is a new form tabletop RPG that allows the players complete customization and control over their characters. Age Past uses a fantastic new rolling system called Elegant10 that scales well and allows players to choose how they roll.

Get everything you need to adventure in the Forgotten Realms on the exciting Sword Coast, home to the cities of Baldur's Gate, Waterdeep, and Neverwinter. Crafted by the scribes at Green Ronin in conjunction with the Dungeons & Dragons team at Wizards of the Coast, the Sword Coast Adventurer's Guide provides D&D fans with a wealth of detail on the places, cultures, and deities of northwestern Faerûn. The Sword Coast Adventurer's Guide is also a great way to catch up on recent events in the Forgotten Realms, to get background on locations featured in the Rage of Demons storyline coming in September, and to learn the lore behind video games like Neverwinter and Sword Coast Legends. Here are just a few of the features you'll find in the Sword Coast Adventurer's Guide:

- Immersive Adventuring: This campaign sourcebook provides players and Dungeon Masters material for creating vibrant fantasy stories along the Sword Coast.
- New Character Options: The book offers new subclass options, such as the Purple Dragon Knight and the Swashbuckler, for many of the classes presented in the Player's Handbook, as well as new subraces and backgrounds specific to the Forgotten Realms.
- Adventure in the Forgotten Realms: Discover the current state of the Forgotten Realms and its deities after the Spellplague and the second Sundering. You'll also get updated maps of this area of the Realms.
- Compatible with Rage of Demons storyline: Make characters for use with the Out of the Abyss adventure and fight back the influence of the demon lords in the Underdark below the Sword Coast.
- Insider Information: Learn the background behind locations, such as Luskan and Gracklstugh, featured in the upcoming digital RPG, Sword Coast Legends, from n-Space. With new character backgrounds and class options, players will love the storytelling possibilities of playing a noble of Waterdeep, an elf bladesinger, or one of the other new options, while Dungeon Masters will relish a book full of mysterious locations and story hooks to keep players adventuring on the Sword Coast for years to come. Look for Sword Coast Adventurer's Guide to be available on November 3.

Clash with the gods of Theros in this campaign sourcebook for the world's great roleplaying game. Play DUNGEONS & DRAGONS in the MAGIC: THE GATHERING world of Theros—a realm shaped by the wrath of gods and the deeds of heroes, where champions vie for immortal favor and a place among legends.

- Rise above the common throng with SUPERNATURAL GIFTS, abilities that give you remarkable powers that set you on the path to legend.
- Explore Theros as a SATYR or LEONIN—mythic cat-like heroes from Magic: The Gathering. Mythic Odysseys of Theros introduces these races to fifth edition D&D for the first time.
- Master new powers with Magic: The Gathering-inspired SUBCLASSES like the Bard's College of Eloquence and the Paladin's Oath of Heroism.
- Encounter MYTHIC MONSTERS, creatures whose power and renown are such that their names are truly living myths.
- Wield the weapons of the gods—five signature artifacts used by Theros's deities.

Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming. Fifth edition D&D draws from every prior edition to create a universally compelling play experience.

Arcana means secrets, and these Arcana Chronicles short stories from #1 New York Times bestselling author Kresley Cole are filled with

them. Experience firsthand the beginning of the end and behold the apocalypse through the eyes of characters you only thought you knew. Ashes to ashes . . . Evie Greene's story of the Flash is just one of many. All over the world, those connected in some way to the lethal Arcana game—like Death, Jack, and Fortune—must first survive a horrifying night of blood and screams. We all fall down. Some will have to grapple with new powers; all will be damned to a hellish new existence of plague, brutality, desolation, and cannibalism. Find out who they lost, why they endure, and what they sacrificed in order to live past Day Zero. . . .

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Explosive action and epic adventure fill the modern world when fantasy and reality collide. In Urban Arcana, heroes armed with swords, spells, shotguns, and cell phones dive headlong into trouble with monsters, mobsters, cabals, and corporations. Take a deep breath, and discover the realms of fantasy within the griffy shadows of the modern world. To use this product, you also need the d20 Moorn Roleplaying Game core rulebook. For players and Gamemasters, this product is compatible with other d20 System roleplaying games. Book jacket. You belong to one of the great dynastic houses of commerce, and you bear an arcane symbol of your house's power on your skin. This dragonmark makes you special. It grants you access to arcane powers. Whether it's a gift of the great dragon Eberron or a sign of the draconic Prophecy, no one knows. However, one thing is certain: Those who possess dragonmarks have a destiny, the exact nature of which has yet to be revealed....

Discover everything there is to know about dragons—the most iconic of D&D monsters—in this quintessential reference guide. Meet Fizban the Fabulous: doddering archmage, unlikely war hero, divine avatar of a dragon-god—and your guide to the mysteries of dragonkind. What is the difference between a red dragon and a gold dragon? What is dragonsight? How does a dragon's magic impact the world around them? This comprehensive guide provides Dungeon Masters with a rich hoard of tools and information for designing dragon-themed encounters, adventures, and campaigns. Dragonslayers and dragon scholars alike will also appreciate its insight into harnessing the power of dragon magic and options for players to create unique, memorable draconic characters. • Introduces gem dragons to fifth edition! • Provides Dungeon Masters with tools to craft adventures inspired by dragons, including dragon lair maps and detailed information about 20 different types of dragons • Adds player character options, including dragon-themed subclasses for monks and rangers, unique draconic ancestries for dragonborn, additional spell options, and a feat • Presents a complete dragon bestiary and introduces a variety of dragons and dragon-related creatures—including aspects of the dragon gods, dragon minions, and more • Reveals the story of the First World and the role the dragon gods Bahamut and Tiamat played in its creation and destruction

Provides guidance and fresh angles to the Dungeons & dragons game Eberron.

Take a stand against the giants in this adventure for the world's greatest roleplaying game Giants have emerged from their strongholds to threaten civilization as never before. Hill giants are stealing all the grain and livestock they can while stone giants have been scouring settlements that have been around forever. Fire giants are press-ganging the smallfolk into the desert, while frost giant longships have been pillaging along the Sword Coast. Even the elusive cloud giants have been witnessed, their wondrous floating cities appearing above Waterdeep and Baldur's Gate. Where is the storm giant King Hekaton, who is tasked with keeping order among the giants? The humans, dwarves, elves, and other small folk of the Sword Coast will be crushed underfoot from the onslaught of these giant foes. The only chance at survival is for the small folk to work together to investigate this invasion and harness the power of rune magic, the giants' weapon against their ancient enemy the dragons. The only way the people of Faerun can restore order is to use the giants' own power against them. To

defeat giants, you need to be giant!

Sharp, sarcastic, and efficiently lethal, John Charming would feel right at home having drinks with Dean Winchester and Harry Dresden. If you're looking for a new urban fantasy series to pick up, CHARMING is a guaranteed page-turner. John Charming isn't your average Prince... He comes from a line of Charmings -- an illustrious family of dragon slayers, witch-finders and killers dating back to before the fall of Rome. Trained by a modern day version of the Knights Templar, monster hunters who have updated their methods from chain mail and crossbows to Kevlar and shotguns, John Charming was one of the best--until a curse made him one of the abominations the Knights were sworn to hunt. That was a lifetime ago. Now, John tends bar under an assumed name in rural Virginia and leads a peaceful, quiet life. That is, until a vampire and a blonde walked into his bar... CHARMING is the first novel in a new urban fantasy series which gives a new twist to the Prince Charming tale. Pax Arcana CharmingDaringFearlessIn Shining ArmorLegend Has It Short Fiction in the Pax Arcana world:Charmed I'm SureDon't Go Chasing WaterfallsPushing LuckSurreal EstateDog-GoneBulls Rush InTalking Dirty

The Tales of Arcana® 5E Race Guide features over 200 5E playable races for use as player or non-player characters in your 5E (5th Edition) campaigns. This guide is essential for Story Masters and players who wish to go beyond traditional races like humans, elves, and dwarves. With the races in these pages, you'll be able to reimagine your roleplaying games and create weird, fantastical campaigns. Even if you have no desire to play 5E, this guide is a great resource for worldbuilding. Will you play as a forest-dwelling sasquatch or tree squid? Swim the murky depths as a grindylow or merfolk? Or perhaps entertain villagers as a toon or a clown? Perhaps your Story Master will have you square off in combat with the foul-smelling krampus or a band of mischievous kasa-obake? There are races here that will resonate with traditional players as well as newer or younger players. Welcome, Arcanaut, to your next adventure!

Create heroic characters for the world's greatest roleplaying game. The Player's Handbook is the essential reference for every Dungeons & Dragons roleplayer. It contains rules for character creation and advancement, backgrounds and skills, exploration and combat, equipment, spells, and much more. Use this book to create characters from among the most iconic D&D races and classes. Publisher's Weekly #1 Best Seller in Hardcover Nonfiction Wall Street Journal #1 Best Seller in Hardcover Nonfiction • In Dungeons & Dragons, you and your friends coauthor your own legend. Guided by a Dungeon Master, you create characters and play their roles in a story, rolling dice and navigating maps as you unfold a tale as limitless as your imagination. • The Player's Handbook is the first of three D&D core rulebooks, along with the Monster Manual and the Dungeon Master's Guide. The Player's Handbook is the cornerstone. It's the foundational text of D&D's fifth edition—for beginners and for veterans alike. • The Player's Handbook walks you through how to create a Dungeons & Dragons character—the role you'll play in the D&D world. • Dungeons & Dragons is the world's greatest roleplaying game. Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming.

R. S. Belcher's debut novel, *The Six-Gun Tarot*, was enthusiastically greeted by critics and readers, who praised its wildly inventive mixture of dark fantasy, steampunk, and the Wild West. Now Belcher returns to Golgotha, Nevada, a bustling frontier town that hides more than its fair share of unnatural secrets. 1870. A haven for the blessed and the damned, including a fallen angel, a mad scientist, a pirate queen, and a deputy who is kin to coyotes, Golgotha has come through many nightmarish trials, but now an army of thirty-two outlaws, lunatics, serial killers, and cannibals are converging on the town, drawn by a grisly relic that dates back to the Donner Party...and the dawn of humanity. Sheriff Jon Highfather

and his deputies already have their hands full dealing with train robbers, a mysterious series of brutal murders, and the usual outbreaks of weirdness. But with thirty-two of the most vicious killers on Earth riding into Golgotha in just a few day's time, the town and its people will be tested as never before—and some of them will never be the same. The Shotgun Arcana is even more spectacularly ambitious and imaginative than The Six-Gun Tarot, and confirms R. S. Belcher's status as a rising star. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The most detailed D&D™ sourcebook on combat ever released.

Muties. Freaks. Abominations. Radscum. Monsters. The twisted victims of radiation, biochemical warfare, and mutagenic agents, mutants are outsiders, loathed, feared, shunned, and victimized by the ranks of normal humanity. Whether unique in their taint or members of stable groups of new radborn species, mutants may possess abilities strange or horrific, may be threat or ally, individuals every bit as complex and individual as any normal man. Humans and beasts alike may bear mutations, and there are whispers that such perversions of nature have occurred as to allow plants to think and move like men... Irradiated Freaks is the mutant supplement for the Atomic Highway Roleplaying Game.

The story of the arcane table-top game that became a pop culture phenomenon and the long-running legal battle waged by its cocreators. When Dungeons & Dragons was first released to a small hobby community, it hardly seemed destined for mainstream success--and yet this arcane tabletop role-playing game became an unlikely pop culture phenomenon. In Game Wizards, Jon Peterson chronicles the rise of Dungeons & Dragons from hobbyist pastime to mass market sensation, from the initial collaboration to the later feud of its creators, Gary Gygax and Dave Arneson. As the game's fiftieth anniversary approaches, Peterson--a noted authority on role-playing games--explains how D&D and its creators navigated their successes, setbacks, and controversies. Peterson describes Gygax and Arneson's first meeting and their work toward the 1974 release of the game; the founding of TSR and its growth as a company; and Arneson's acrimonious departure and subsequent challenges to TSR. He recounts the "Satanic Panic" accusations that D&D was sacrilegious and dangerous, and how they made the game famous. And he chronicles TSR's reckless expansion and near-fatal corporate infighting, which culminated with the company in debt and overextended and the end of Gygax's losing battle to retain control over TSR and D&D. With Game Wizards, Peterson restores historical particulars long obscured by competing narratives spun by the one-time partners. That record amply demonstrates how the turbulent experience of creating something as momentous as Dungeons & Dragons can make people remember things a bit differently from the way they actually happened.

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.

In the second book of the Arcana Chronicles Evie has now fully come into her powers as the tarot Empress. And Jackson was there to see it all. In the aftermath of killing Arthur, the tarot Alchemist, Evie realizes that a war is brewing between the other teens that, following the apocalypse, have been given powers and its kill or be killed. Things get even more complicated when Evie meets Death, the mysterious, sexy Endless Knight. Somehow the Empress and Death share a romantic history - one that Evie can't remember, but Death can't forget. She is drawn to the Endless Knight, but is in love with Jack. Determined to discover why she's been granted these powers, Evie struggles to accept her place in a prophecy that will either save the world, or completely destroy it.

THEY WILL DO WHATEVER IT TAKES TO CLAIM IT AS THEIR OWN In 2016 a pair of amateur astronomers spot an unidentified object – an object one hundred kilometres across and heading towards Earth. As it approaches, NASA and the Russian-Indian-Brazilian Coalition race to land vehicles on the unexplored surface. With power, money and politics behind each mission, both crews have orders to stop at nothing to get there first. Zack Stewart, NASA's team leader, is determined to succeed. But as they're about to land, violent explosions from the meteorite's surface propel it directly into Earth's orbit. Analysis shows the explosions were timed and deliberate – but by whom and why? As the world holds its breath, Zack makes a discovery that will change the course of humanity... forever. 'Recalls Arthur C. Clarke at his heights ... Better still, there's more to come!' Gregory Benford 'Prepare to have your world rocked' Robert J. Sawyer 'Plotted like an old-school SF story, it's firmly in the modern cinematic trend in its writing style' SFX 'One of the most entertaining novels I've read this year' FantasyBookCritic blog

Explore the horrors of Ravenloft in this campaign sourcebook for the world's greatest roleplaying game. Terror stalks the

nightmare realms of Ravenloft. No one knows this better than monster scholar Rudolph Van Richten. To arm a new generation against the creatures of the night, Van Richten has compiled his correspondence and case files into this tome of eerie tales and chilling truths.

- Travel (perhaps even by choice) to Ravenloft's expanded Domains of Dread—each domain with its own unique flavor of horror, thrilling story hooks, and grisly cast of characters
- Craft your own D&D horror settings, add tension with optional rules, and get advice for running a game that's ghastly in all the right ways
- Create characters with lineages tied to vampires, undead, and hags, horror-themed subclasses, the Investigator background, and "Dark Gifts" that may be a double-edged sword
- Unleash nightmarish monsters from an expanded bestiary, and browse a collection of mysterious trinkets
- Explore Ravenloft in the included Dungeons & Dragons adventure—play as a stand-alone adventure or drop it into your current game for a bit of sinister fun

In the aftermath of a cataclysmic event, sixteen-year-old Evie, from a well-to-do Louisiana family, learns that her terrible visions are actually prophecies and that there are others like herself--embodiments of Tarot cards destined to engage in an epic battle.

A new groundbreaking Virtual Reality MMO, a giant corporation with unknown motives, and a regular druid lost in the mix. Atlas finally gets the chance to play the latest VRMMO game. The first of its kind to feature a true Full Dive experience. Atlas must brave this new world head on, armed with his spells and the ability to shapeshift. A strange dungeon forces him to reevaluate everything he thought he knew about this game. Is the company behind this game truly what it seems to be, or is there a nefarious purpose hidden below the surface?

Arcana Rising Valkyrie Press Unbound A Dark Fantasy LitRPG Mountaineer Press

Forced to leave the comfort of Death's world to save Jack from The Lovers, Evie meets her allies on a frozen wasteland to launch an attack that requires Jack and Death to work together. By the best-selling author of the Immortals After Dark series.

Includes spells, character classes, magic weapons, and other items used in playing Dungeons and Dragons.

For the first time, renowned gaming expert Martin Hackett brings together fantasy role-playing and fantasy wargaming. The result is a complete gaming system, allowing experienced or novice players to explore a fictional world in character by taking part in adventures and going on to lead armies into battle, conquer territory and found empires. Fantasy role playing took off in the late 1970s with the rise of TSR's Dungeons and Dragons. Fantasy wargaming, by contrast, is the clash of two or more mythical armies, played out with miniatures and scenery on a tabletop battlefield.

Grab your plasma rifles, spell components, and jetpacks! Name your game; Fate Core is the foundation that can make it happen. Fate Core is a flexible system that can support whatever worlds you dream up. Have you always wanted to play

a post-apocalyptic spaghetti western with tentacle monsters? Swords and sorcery in space? Wish there was a game based on your favorite series of books, film, or television, but it never happened? Fate Core is your answer. Fate Core is a tabletop roleplaying game about proactive, capable people who lead dramatic lives. The type of drama they experience is up to you. But wherever they go, you can expect a fun storytelling experience full of twists...of fate. **GAME INFORMATION** Number of players: 3-6 Age of players: 12+ Length: 2-8 hours Type of Game: Roleplaying Game Languages Available: English Suggested Retail: \$25.00 Game Designers: Leonard Balsera, Brian Engard, Jeremy Keller, Ryan Macklin, Mike Olson

A game too good to be true. A golden opportunity. A nightmare he can't escape. If Arthur Mallory plays one more steaming pile of garbage disguised as a virtual role-playing game, he might hang up his gaming hat for good. When he discovers the new "deep dive" game Worlds Unbound, he decides it might be worth a try. If it sucks, he'll just return it the next day and cancel the financing. The game is everything he could have wanted, even without elves or dwarves or character creation. The magic system has him hooked. He's willing to overlook the mangled sleep schedule and crippling nightmares if it means feeling that power running through his veins. But when an accident leaves his headset broken, he realizes he might be cut off from the magic - and the game - for good. He's not going to let that happen.

HOW DO YOU WANT TO DO THIS? A war brews on a continent that has withstood more than its fair share of conflict. The Dwendalian Empire and the Kryn Dynasty are carving up the lands around them, and only the greatest heroes would dare stand between them. Somewhere in the far corners of this war-torn landscape are secrets that could end this conflict and usher in a new age of peace—or burn the world to a cinder. Create a band of heroes and embark on a journey across the continent of Wildemount, the setting for Campaign 2 of the hit Dungeons & Dragons series Critical Role. Within this book, you'll find new character options, a heroic chronicle to help you craft your character's backstory, four different starting adventures, and everything a Dungeon Master needs to breathe life into a Wildemount-based D&D campaign... · Delve through the first Dungeons & Dragons book to let players experience the game as played within the world of Critical Role, the world's most popular livestreaming D&D show. · Uncover a trove of options usable in any D&D game, featuring subclasses, spells, magic items, monsters, and more, rooted in the adventures of Exandria—such as Vestiges of Divergence and the possibility manipulating magic of Dunamancy. · Start a Dungeons & Dragons campaign in any of Wildemount's regions using a variety of introductory adventures, dozens of regional plot seeds, and the heroic chronicle system—a way to create character backstories rooted in Wildemount. Explore every corner of Wildemount and discover mysteries revealed for the first time by Critical Role Dungeon Master, Matthew Mercer.

An illustrated guide to the history and evolution of the beloved role-playing game told through the paintings, sketches,

illustrations, and visual ephemera behind its creation, growth, and continued popularity. FINALIST FOR THE HUGO AWARD • FINALIST FOR THE LOCUS AWARD • NOMINATED FOR THE DIANA JONES AWARD From one of the most iconic game brands in the world, this official DUNGEONS & DRAGONS illustrated history provides an unprecedented look at the visual evolution of the brand, showing its continued influence on the worlds of pop culture and fantasy. Inside the book, you'll find more than seven hundred pieces of artwork—from each edition of the core role-playing books, supplements, and adventures; as well as Forgotten Realms and Dragonlance novels; decades of Dragon and Dungeon magazines; and classic advertisements and merchandise; plus never-before-seen sketches, large-format canvases, rare photographs, one-of-a-kind drafts, and more from the now-famous designers and artists associated with DUNGEONS & DRAGONS. The superstar author team gained unparalleled access to the archives of Wizards of the Coast and the personal collections of top collectors, as well as the designers and illustrators who created the distinctive characters, concepts, and visuals that have defined fantasy art and gameplay for generations. This is the most comprehensive collection of D&D imagery ever assembled, making this the ultimate collectible for the game's millions of fans around the world.

Fight the War Against Draconic Oppression in this Adventure for the World's Greatest Roleplaying Game In an audacious bid for power the Cult of the Dragon, along with its dragon allies and the Red Wizards of Thay, seek to bring Tiamat from her prison in the Nine Hells to Faerun. To this end, they are sweeping from town to town, laying waste to all those who oppose them and gathering a hoard of riches for their dread queen. The threat of annihilation has become so dire that groups as disparate as the Harpers and Zhentarim are banding together in the fight against the cult. Never before has the need for heroes been so desperate. • The first of two adventures in the Tyranny of Dragons™ story arc, Hoard of the Dragon Queen provides everything a Dungeon Master needs to create an exciting and memorable adventure experience. • Fans of the Dungeons & Dragons® Roleplaying Game can get a sample of what this product has in store for them through the D&D Encounters™ in-store play program. • Adventure design and development by Kobold Press.

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