

Blades Of Khorne Cards Docdroid

A tactical accessory for the world's greatest roleplaying game This sturdy double-sided, grid-lined play surface is ideal for when your DUNGEONS & DRAGONS campaign gets tactical. One side features a stone floor good for dungeon and city encounters alike, while the other features terrain useable for a wide range of rural and wilderness encounters. Additionally, the D&D Adventure Grid folds up for easy transport and storage, and can be used with both wet-erase and dry-erase pens interchangeably. Pens and miniatures not included. The leader in providing contemporary fantasy entertainment, Dungeons & Dragons is the wellspring for the entire modern game industry, digital as well as analog. This newest edition draws from every prior edition to create a universally compelling play experience, and exemplifies the true spirit of a game that holds captive the hearts and minds of millions of players worldwide.

10/07/2153, 0617. All human personnel is to be evacuated immediately from Production Facility Mechatron-7, on direct orders from the Noatun Central Command. Control over Mechatron-7 is to be temporarily transferred to A.I. construct NODOS, to secure continued production.

Aldis, the Kingdom of the Blue Rose, shines as a new light following the dark age of the Sorcerer Kings. Now, envoys of the Sovereign's Finest strive to protect Aldis. Aided by the rhydan - their psychic animal allies - the champions of the Blue Rose guard the Light against the power of the Shadow. This book gives your everything you need to play.

Change is coming to Theah's western nations. Tensions rise as disenfranchised, war-weary people grow restless under the unrelenting rule of the nobility. Now, the people look towards revolution as the only respite.

Superheroes wear masks Come along as Elmo's gets ready to go off to school and be a mask hero Today is a very exciting day--it's Elmo is heading off to school, and he wants to be a school superhero Join Elmo as he gets ready like a hero and learns about wearing masks and hand washing. It's going to be a SUPER day With the help of Elmo and his mommy, this all new story from world-renowned education brand Sesame Workshop will help children combat school anxiety and understand new experiences like wearing masks, frequent hand washing, and social distancing. Heroes Wear Masks reminds readers that it's super to help everyone stay healthy Plus includes bonus tips for grown-ups in the back

In Dragon Age, a pen & paper roleplaying game of dark fantasy adventure, you and your friends take on the personas of warriors, mages, and rogues in the world of Thedas and try to make your names by overcoming sinister foes and deadly challenges. Based on the video game franchise, this Core Rulebook includes the full rules for the Dragon Age RPG under one cover for the first time, including the Adventure Game Engine.

A superhero setting like no other. A role-playing game campaign book that includes techniques and lessons from over 22 years of play. A tribute to one of the greatest creators in the RPG industry, created using Champions 6th Edition.

Give grappling a well-deserved boost with this gripping gaming supplement. Usable with RPGs from the OSR through 5e.

A good Game Master never has enough monsters, and a good player always has time to kill a few more! The newest hardcover rulebook for the smash hit Pathfinder Roleplaying Game presents more than 300 new creatures for all your fantasy RPG needs. From classic creatures like undead dragons, hippogriffs, and the Jabberwock to denizens of the outer planes like demons, proteans and the all-new aeons, the Pathfinder RPG Bestiary 2 is packed from cover-to-cover with exciting surprises and fuel for a thousand campaigns! The Pathfinder RPG Bestiary 2 includes: - More than 300 different monsters including new golems, giants, dragons, planar denizens, and classic creatures from mythology and gaming tradition - An innovative format that gives each creature its own page or two-page spread for complete ecological detail and ease of reference - Dozens of monstrous variants to modify creatures and keep players on their toes - Numerous lists of monsters to aid in navigation, including lists by Challenge Rating, monster type, and habitat - Universal monster rules to simplify special attacks, defenses, and qualities like breath weapons, damage reduction, and regeneration - Suggestions for monstrous cohorts - Plenty of new animal companions and familiars - AND MUCH, MUCH MORE!

(The original SKU was solicited as "5th Edition Archives Vol.2", but unfortunately, there was an error at the printer and the SKU used needs to be updated to this information.) The Players Guide to Aihrde unleashes a plethora of new gaming material for the 5th Edition of the world's most popular role playing game. Though created as a companion to the long selling world of Aihrde source book, The Codex of Aihrde, the Players Guide is designed for use in any setting or homebrew game. Within you'll find -- Demi-Human Classes: Dwarf, Elf, Goblin, Gnome & Halfling --- New Equipment include primitive Guns, Cannon and more -- New Spells for All Classes -- Gods and the Powers they Bequeath -- More Guilds. Expand your understanding of the world and the game. Made in the USA.

The next generation of fantasy is here! Go behind the scenes of Dragon Age: Inquisition, the most ambitious game ever created by legendary developer BioWare! Featuring hundreds of never-before-seen artworks and captions from the developers themselves, this volume offers revealing insight into the inspiration and creation of every facet of Dragon Age: Inquisition, from the heroes, to the wondrous weapons they wield, the powerful beasts that they battle, and the extraordinary world that they inhabit.

"Space is vast, dark, and not your friend. Gamma rays and neutrino bursts erupt from dying stars to cook you alive, black holes tear you apart, and the void itself boils your blood and seizes your brain. Try to scream and no one can hear you - hold your breath and you rupture your lungs. Space isn't as empty as you'd think, either - its frontiers are ever expanding. Rival governments wage a cold war of aggression while greedy corporations vie for valuable resources. Colonists reach for the stars and gamble with their lives - each new world tamed is either feast or famine. And there are things lurking in the shadows of every asteroid - things strange and different and deadly. Things alien. This is the official ALIEN tabletop roleplaying game - a universe of body horror and corporate brinkmanship, where synthetic people play god while space truckers and marines serve host to newborn ghoulish creatures. It's a harsh and unforgiving universe and you are nothing if not expendable. Stay alive if you can"--Back cover.

Breathe life into your tabletop Dungeons & Dragons(R) game with these full color dungeon tiles. Infinitely expandable and easy to set up, these dungeon tiles allow you to create the adventures you want to play. This box contains 16 durable, double-sided, fully illustrated tile sheets, featuring grasslands, ruins, sandy beaches, and other terrain elements that Dungeon Masters can use to build exciting encounters. Use these tiles to make fantastic wilderness maps to enhance your tabletop roleplaying game experience. For use with the Dungeons & Dragons Fantasy Roleplaying Game.

Magick and Clockwork battle for supremacy in a world turned upside down! The Seventeenth Century is a time of romantic Cavaliers and dour Puritans, religious strife and political upheaval. England, a land riddled with hunger, pestilence and superstition, is gripped by Civil War. A multitude of competing factions struggle to survive. The King has been executed and Cromwell has usurped power. But in this richly-imagined alternate history, the conflict continues. Two great armies lay waste to the country, the Royalists aided by fearsome Alchemical magicks, the Roundheads by mighty Clockwork death-machines. Old beliefs

are crumbling and the future is up for grabs. With a heart filled with Righteousness and a cause worth fighting for, you enter the maelstrom. Adventure in a detailed and vibrant setting, powered by Mongoose Publishing's RuneQuest II system. This is the first of a series of releases which will provide adventures and sourcebooks for the Clockwork & Chivalry background - from Cakebread & Walton: Purveyors of Fine Imaginings.

Before that there had been wild enough stories accounts of mysterious trips to Thibet, the African interior, the Arabian desert, the Amazon valley, Alaska, and certain little-known islands of the South Pacific

Formed in the aftermath of the Horus Heresy, the Flesh Tearers, veterans of the Blood Angels Legion now cast adrift, gather behind their leader, Chapter Master Amit, and set out to forge their own destiny. None of the scions of Sanguinius are as bloody or wrathful as the Flesh Tearers. The fury of this Chapter, scorned by the Blood Angels and many of their successors, is legendary. Within them, the Black Rage is made manifest, a curse on the Imperium and its enemies. In the uncertain years following the end of the Great Heresy, it fell to Amit to lead this benighted Chapter. Upon his shoulders lay a heavy burden, for to prevent their own self-annihilation, the Flesh Tearers must not only fight their many foes but their very nature itself.

In the Night Amidst The Day followers of our Hero of Heroes can easily see for themselves that the earth experienced gross darkness at the ninth hour as Christ was dying on the cross. And as this event is described according to new dead Sea scrolls it becomes clear why millions of believers enjoy being in love with God, but not just in love, but passionately, wildly, logically, happily, joyfully and all consumingly in love with He Who ascended to places where Hell was not and descended to places where Heaven could never be. And way back when people saw the sun's refusal to shine that happening guided God's enlightened into some real blessed realities. And as Rod Serling use to say, the Lord's faithful few shall discover that there's a fifth dimension way beyond the things that are known to Man. And that's an unseen place as endless as space and as timeless as infinity. And that's also the middle ground between the most marvellous light of the Gospel and the gross darkness of outer places where reprobates shall be cast into for evermore. But that dimension is also the middle zone between science and superstition, and God and the devil. And that unseen place of many unanswered questions lies between the pit of Man's most carnal fears and the peak of his spiritual knowledge. For that kind of tranquil place is a Twilight Zone kind of space, seldom found, that can only be entered through prayer alone. Some amazing bonus literature is also included.

There Are No Safe Paths In This Part Of The World. Remember You Are Over The Edge Of The Wild Now, And In For All Sorts Of Fun Wherever You Go. Wilderland Adventures Contains Seven Ready-To-Play Adventures For The 5E Ogl-Compatible Adventures In Middle-Earth Complete Scenarios That Can Be Played Separately, Or As An Epic Campaign.

Flesh TearersGames Workshop

Enter the graveyard of doomed ships. Experienced seafarers know better than to risk the dangers of the Stranglesea: that terrible place where castaways cling to existence in the rotting hulks of trapped ships, and deadly creatures feast on the unwary. Now a band of adventurers must enter the Stranglesea and attempt to rescue the enigmatic engineer Inigo Sharpe from his imprisonment. But Sharpe is both more and less than they were prepared for and the forces of an enemy icon want him for their own sinister purposes. The Strangling Sea is a seafaring 13th Age Roleplaying Game adventure by Robin D. Laws for a party of 4-6 1st-level adventurers.

Evil schemes are afoot in Cauldron, a metropolis of merchants built into the caldera of a long-dormant volcano. Driven by the dreams of an insane demon prince, bizarre cultists known as the Cagewrights scheme from ancient tunnels beneath the volcano, stoking it once more to terrible life. To prevent their agenda, your band of adventurers must brave haunted jungle ruins, slay mighty dragons, and bind themselves to a layer of the infinite Abyss. Will their swords and spells be enough to save the Shackled City? From new DBD publisher Paizo Publishing!

The REIGN Enchiridion is a digest-size paperback that contains the complete rules for Greg Stolze's hit fantasy roleplaying game "REIGN: A Game of Lords and Leaders." REIGN expands the frontiers of fantasy gaming by elevating the action to an international stage. Monarchs, mercenaries and merchant princes gamble armies and fortunes to win nations in a rich and vibrant fantasy setting. REIGN's simple but complete rules model the triumphs and disasters of societies as small as a village or as large as a realm-spanning religion. With REIGN, your characters can defend threatened nations, bring prosperity to desperate provinces, make laws and perpetuate justice... or, if you prefer, loot, conquer and pillage on a vast and awesome scale.

Rome, the greatest empire the world has ever known, limitless in breadth and power, magnificent in its glory! But something evil, ancient and unknowable gnaws at the heart of the empire. Dark gods, trapped for centuries in thrice-warded tombs, have been disturbed by Roman plunderers. A secret war is fought daily between those who would harness this strange power for themselves, and those who fear it signals the very end of the empire. Across the sea, roused from eternal slumber by a world awash with war, by omens and pagan slaughter, a Great Old One waits for the way to be opened. A cosmic terror that man was not meant to know. Those who know its name tremble, and only the very brave-or very foolish-incant it for their own ends. They whisper it in darkness; they cry it from atop blasted hills; they scream it to the raging oceans. "Cthulhu..."

The Players Guide to Robert E. Howards Conan: Adventures in an Age Undreamed Of takes you into the world of Conan the Barbarian, a place where astonishing heroes battle loathsome monsters, raise swords against dire sorcery, and travel to exotic and unknown lands!

Born of the federal government's 1928 raid on the degenerate coastal town of Innsmouth, Massachusetts, the covert agency known as Delta Green spent four decades opposing the forces of darkness with honour, but without glory. Stripped of sanction after a disastrous 1969 operation in Cambodia, Delta Green's leaders made a secret pact: to continue their work without authority, without support, and without fear. Delta Green agents slip through the system, manipulating the federal bureaucracy while pushing the darkness back for another day- but often at a shattering personal cost. When an agent vanishes, leaving behind a lifetime of mystery and igniting a future of peril, a Delta Green Team is pulled into a vortex of horror and deception, destiny and betrayal. From the Smokey Mountains of Eastern Tennessee to the snow covered beltway of Washington, from the depths of Fort Leavenworth prison to the sunny tropics of Puerto Rico, from the sky over China to the jungles of Cambodia, we are there, following a scarlet skein of tangled causality through time and space that threatens to ignite a war between Delta Green and its bitterest enemy. The dancers at the soul of time are calling across the gulf of infinity. Won't you join the dance? Over the last 15 years, Goodman Games has established a reputation for publishing some of the best adventure modules in the industry. Now we present our advice on how you can write great adventures! This compilation of articles is authored by two dozen of the industrys best-known adventure writers. Each article gives a different perspective on how to write adventure modules that dont suck, written by authors with decades of experience and prominent published credits. By the time youre done reading this book, youll be on the path to designing great adventure modules on your own. Whether youre an experienced writer or an aspiring novice, youll find something of value in this book! Made

in the USA.

You who have dreamed of finding the love worth fighting for, the friends worth fighting with, and the secrets of the martial arts: dream no longer. Welcome to Shen Zhou: a China that never was, a land of mysteries and adventures, appearing for the first time in the Legends of the Wulin Role Playing Game. Welcome to the Wulin itself to the "world of martial arts," where the dreams and ambitions of heroes collide. Become a wuxia hero, with a grander-than-life personality, capable of great joy and overwhelming melancholy. Step outside the accepted order of things: it cannot contain the immense passions and inspirations that move you. Take up your blade and join your martial brothers. Master an array of new and powerful kung fu styles and learn the deep mysteries of the secret arts. It's time to become a legend. Guard the Sun and Moon. Weave the Divine Iron Web. Invoke the Hell-Pattern Judgment. Practice the Hidden Execution Strike. Recite the Mantra of Immolation. Call upon the Iron Buddha's Disapproval. Fly like the Golden Crow. Wield the Lotus-Forged Needles. Master medicine, confound your enemies with the secret arts of intrigue, and read from the sacred registers. Inflict curses and blessings. Practice extraordinary Daoist techniques. Carry the lightning of Heaven hidden in your hand.

TO THE DEVIL WITH EMPTY SEAS! WERE BOUND FOR WATERS WHERE THE SEAPORTS ARE FAT, AND THE MERCHANT SHIPS ARE CRAMMED WITH PLUNDER!

Two barely conceivable beings have fought a war for a generation over Sajavedra, a barely legendary land far to the southeast. They wish to claim its rich harvests of souls and fields, its intricate networks of ley lines and temples, for their own. They have devastated it utterly. A forgotten weapon in their war, a neglected sorcery fallen from a distracted archons attention, lies in the Qelong River valley at the edge of this near-cosmic battlefield. Qelong is Kenneth Hites hellish southeast Asian setting inspired by fantasy quest drama and war stories like Valhalla Rising, Apocalypse Now, and The Good, the Bad, and the Ugly. Suitable for character levels 4-6, usable with LotFP Weird Fantasy Role-Playing and other traditional role-playing games.

If you could live out any story, any moment; what would you experience? Dreamchaser is an immersive story building game where players imagine the story they want to experience. They imagine a goal for their game; their story. They let that goal inspire them, imagining characters to play and experiences to have. Experiences they want to share. They live out that story wherever it takes them; a story of pursuing their dreams. Just imagine all that we can achieve together...

Fallen icons, apocalyptic fire giants, and a purple dragon who throws the best parties: welcome to 13th Age Bestiary 2!

Fields of Blood: The Book of War provides everything you need to rule a nation, raise an army, and assault your enemies on the battlefield. With rules governing anything from small keeps to vast nations, your character can now be a hero both in the dungeon and on the battlefield. Features: A complete set of detailed wargame rules based on the d20 system mechanic to resolve combat at any scale; rules for leading troops, from a small squad of men to an army of thousands; rules for governing, from the cost of building and maintaining a small keep, to taxing a nation of millions; rules for NPC nations allowing GMs to run several dozen opposing realms at a time; leadership rules for every class, using your character's strengths to lead an army; rules for using miniatures, or tracking the battles on a simple map; new prestige classes for every character type, designed for use with this system; and more!

Lost is the poor soul borne aloft in the grip of the ancient red dragon featured in a spectacular panoramic vision by Tyler Jacobson on this durable, four-panel Dungeon Master's Screen. The interior rules content on this new screen has been revisited and refreshed as a direct result of feedback received from D&D fans everywhere. - The screen's landscape orientation allows the Dungeon Master to easily see beyond the screen and reach over, even as it keeps die rolls and notes hidden from players. - Provides an at-a-glance reference for the most relevant and often used in-game information, equipping Dungeon Masters of all skill levels with essential support. - An excellent resource for new and existing Dungeons Masters to facilitate inspired adventures and an engaging play experience. This newest edition draws from every prior edition to create a universally compelling play experience, and exemplifies the true spirit of a game that holds captive the hearts and minds of millions of players worldwide.

A roleplaying game of angry decisions, ugly ethics, and black city streets. A game of film noir. "A Dirty World" rethinks the One-Roll Engine to focus relentlessly on character. Hard-boiled private eyes, dirty cops and femmes fatale make their hard choices and hide their grubby secrets. "A Dirty World" features... * A unified conflict mechanic, where gunfights, duels of deceit and emotional blackmail not only work the same way, but fuse seamlessly. * "Swift Justice" character development. Instead of tracking and spending points, your character's abilities improve in direct reaction to the game's events. * One-Roll Mysteries, a mechanic to spit out intricate plots with one throw of the dice. * Rules that don't merely support drama, they are drama. Only meaningful choices push your character forward. There is no easy way, by definition.

Dunnsmouth is diseased and rotten to the core. Beset by malefactors supernatural and mundane, Dunnsmouth slowly dies in the swamp. But within the rot are mysteries to be solved, evil to be fought, and the Weird to be encountered. Scenic Dunnsmouth features an innovative village generation system using dice and playing cards to ensure that every expedition to Dunnsmouth is unique; the adventure never plays the same way twice. The threats, their intensity, which villagers are present, which alliances they hold, and even the village map, are all randomly determined before play. Scenic Dunnsmouth is an adventure for characters of levels 2-5 for use with Lamentations of the Flame Princess Weird Fantasy Role-Playing and other traditional role-playing games.

Devils, demons, and daemons--these are the ultimate servants of evil. Learn all their foul secrets in the Book of the Fiends, the definitive Fifth Edition sourcebook on these fell creatures. This tome presents over 130 of horrific fiends hailing from Hell, the Abyss, and Gehenna, with Challenge Ratings ranging from 0 to 31. The original edition of the Book of Fiends was one of the most critically acclaimed books of the d20 era. Now Dungeons & Dragons designer Robert J. Schwalb has reimaged all the creatures, character options, and more for Fifth Edition. It builds on the information found in the core rulebooks, expanding and revealing all you could ever want to know about these evil planes and their inhabitants. The Book of Fiends provides profoundly wicked foes your players will never forget.

The path west is long, but despite Selena's progress, New Canaan is never far enough behind her. It was there that her parents were killed, forcing her and her little brother Simon to flee the tyrannical state. Now, New Canaan wants control over every last inch of America-That-Was. Only the Republic of California can stand against it—but not without the data stick in Selena's pocket, rumored to contain vital information about New Canaan's deadly new weapon. As winter closes in, Selena races south in search of an open passage to the coast. She must pass through Nuevo Juarez, where a ruthless leader named Thorin has seized power. Selena runs afoul of Thorin's men and is separated from her brother, captured, and auctioned off at the city's thriving slave market. Her only way out is through the Iron Circle, a fighting ring where the city's most fearsome warriors pit their skills against one another. As the populace and Thorin watch Selena rise through the ranks, Selena earns a reputation she doesn't want and the attention of man with the power to destroy her and what's left of America-That-Was.

Change has come to the people of Aztlan. The Theans arrived one hundred years ago and failed in their ambitions of conquest, but their words and desires changed everything. For the first time in thousands of years, the Aztlan people speak of a unified land. The three old nations vie for dominance of their splintered empire, and their ambitions consume all who walk these lands.

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