

Hackmaster 4th Edition Gamemasters Guide

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Blood in Ferelden

Call of Cthulhu 7th Ed. QuickStart

Contains three full-length, ready-to-play adventures for the Dragon Age tabletop roleplaying game based on BioWare's Dragon Age: Origins video game.

Gaming Hacks

This is the game we played 20 years ago. True to the original style and philosophy that made the game great. Simple, flexible rules allow players and game masters alike to roll play and roleplay. This stand-alone tome provides all the rules you need to play the game. Use as a rules set for other retro-clone games, as well as your old modules.

Shadowrun Sprawl Wilds

Time flies when you're having fun, but flying through time can present a whole host of problems. Whether accidentally creating paradoxes, upsetting the course of history or trying to Put Things Right, you're going to need to know your way around the Vortex. You need a guide a companion. This supplement for Doctor Who: Adventures in Time and Space gives more information on Time Lords, temporal mechanics and time machines. It also takes an in-depth look at earth's important role in time and space, covering prehistory to the 51st Century - a vital aid for running historical campaigns at any time in earth's colourful history.

Heroes of Thornwall

Fantasy Craft

Alexander Kotov's trilogy, of which this is the second volume and now available in digital format for the first time, marks a landmark in chess literature. For the first time, a leading player managed to tackle the important elements of chess mastery

in a methodical way which all chess players could understand, spiced with insight and colourful observation. Furthermore, his ideas and approach are as relevant to players today as they were when the books were first published. Alexander Kotov was one of the strongest players of the immediate post-war period, twice reaching the Candidates stage of the World Championship. He was also one of the leading Soviet trainers but is primarily remembered for his trilogy of classic works on chess coaching, of which *Think Like a Grandmaster*, one of the best-selling chess books of all time, was the first volume, and *Play Like a Grandmaster* the second.

The Time Traveller's Companion

Warhammer Fantasy Roleplay takes your customers back to the Old World. Get the gang together, create your (anti)heroes, and set off to make your way through the vile corruption, scheming plotters and terrifying creatures intent on destruction. The Warhammer Fantasy Roleplay Rulebook contains everything you need for grim and perilous roleplaying adventures in the Old World. 320 page full color hardcover

Ninth World Guidebook

Play Like a Grandmaster

Salt and Sea Dogs: The Pirates of Tellene

"The Knights of the Dinner table are embarking on their greatest adventure ever The Bag Wars saga!! From the secret lair of Rot Gut the Swack Iron Dragon to the lost temple of Ali Gee through the veiled caves of Agin Kyree and then finally into bag world itself!!"--P. [4] of cover.

Master of the Game

Original Adventures Reincarnated #1 - Into the Borderlands

A new source of power for the Dungeons & Dragons® roleplaying game! This supplement introduces a magical substance called incarnum into the D&D game. With this book, the players characters can meld incarnum—the power of souls living, dead, and unborn—into magical items and even their own bodies, granting them special attacks, defenses, and other abilities (much as magic items and spells do). Incarnum can be shaped and reshaped into new forms, giving characters tremendous versatility in the dungeon and on any battlefield. This book also features new classes, prestige classes, feats, and other options for characters wishing to explore the secrets of incarnum, as well as rules and advice for including incarnum in a D&D campaign.

Rocket Age

Every Dungeon Master needs a screen to conceal notes and dice rolls and to have

valuable charts and information close at hand. This Forgotten Realms accessory includes a 32-page booklet of tables and topography and a four-panel screen containing a wealth of information and featuring original artwork on the front.

Knights of the Dinner Table

Explains the philosophy of being Master of the Game in role playing games, discusses the problems and rewards, and tells how to establish and manage RPG conventions and how to create an RPG publication

30 Years of Adventure

Tome of Battle

Understanding games—whether computer games, card games, board games, or sports—by analyzing certain common traits. Characteristics of Games offers a new way to understand games: by focusing on certain traits—including number of players, rules, degrees of luck and skill needed, and reward/effort ratio—and using these characteristics as basic points of comparison and analysis. These issues are often discussed by game players and designers but seldom written about in any formal way. This book fills that gap. By emphasizing these player-centric basic concepts, the book provides a framework for game analysis from the viewpoint of a game designer. The book shows what all genres of games—board games, card games, computer games, and sports—have to teach each other. Today's game designers may find solutions to design problems when they look at classic games that have evolved over years of playing. Characteristics of Games—written by three of the most prominent game designers working today—will serve as an essential reference for game designers and game players curious about the inner workings of games. It includes exercises (which can also serve as the basis for discussions) and examples chosen from a wide variety of games. There are occasional mathematical digressions, but these can be skipped with no loss of continuity. Appendixes offer supplementary material, including a brief survey of the two main branches of mathematical game theory and a descriptive listing of each game referred to in the text.

Roger Zelazny's Visual Guide to Castle Amber

Wrath of the Vohven

Wrath of the Vohven is a multi-part adventure set in the southern island continent of Svimohzia. Sponsored by the Jade Lion Trading Company, the players have the opportunity to engage in a variety of adventures - some of considerable extent - as they explore the vast jungle spanning the Izhoven river basin. Along their journey they will encounter several heretofore unknown monsters as they make their way to a final confrontation with a rogue agent of the company who has quite possibly gone mad.

Characteristics of Games

Provides detailed information on Castle Amber

Dungeon Master's Screen

Your Dungeon, Your Dragon, Your Way The ultimate fantasy toolkit is here! At last, you can run a full-blown fantasy campaign of any scale using the award-winning Spycraft engine, or introduce some unexpected adventure into any Crafty setting! More than just another retread, Fantasy Craft gets back to why we love gaming in the first place. It's about the stakes, and raising them. It's about the odds, and beating them. It's about legends, and making them. It's about you. Roll your dice like a hero again.

Magic of Incarnum

The nine martial disciplines presented in this supplement allow a character with the proper knowledge and focus to perform special combat maneuvers and nearly magical effects. Information is also included on new magic items and spells and new monsters and organizations.

GM Mastery

An expert on game history selects 38 of his favorite amusements, all of which can be played by children or adults with common items such as cards, dice, checkerboards, and pencil and paper.

Swords & Wizardry Complete Rulebook

The Borderlands. An untamed wild region far flung from the comforts and protection of civilization.

Dave Arneson's Blackmoor

You live in any sprawl long enough, you'll find out that there's a lot more to it than businessmen and soykaf stalls. Any sprawl worth its mettle has its dark corners, its forgotten places, its spots that are just as wild and untamed as the deepest rainforest. Seattle, the prime metroplex in the world for shadowrunning, is filled with such places, and Sprawl Wilds gives shadowrunners a chance to tour them. From a fortress-like Barrens farm recovering from a mysterious attack to a dark secret hidden in a clinic, runners have a chance to see the sites most people never encounter, and uncover information that some people want to stay secret at any cost. They'll meet jaded smugglers, wary police officers, passionate activists, hardened criminals, wounded warriors, and at least one deranged killer. The questions are, will they survive long enough to collect a paycheck and how much of the sprawl will be nothing more than dust when they're done with it? Sprawl Wilds is a collection of Shadowrun Missions developed for major summer gaming conventions. These adventures have been adapted for both Shadowrun, Twentieth Anniversary Edition and Shadowrun, Fifth Edition, and they provide hours of

shadowrunning goodness for experienced street veterans and new shadowrunners alike. With complete game information, including NPC stats, these adventures are poised to plunge players into urban chaos!

Torchbearer

In the year 3050 the mysterious invaders known as the Clans struck without warning from beyond known space. Their advanced 'Mechs destroyed all opposition and captured planet after planet. Now the Clans' secrets are revealed in Field Manual: Warden Clans. The second of two volumes on the Clans, this BattleTech sourcebook describes the seven most noble Clans: Cloud Cobra, Coyote, Diamond Shark, Ghost Bear, Goliath Scorpion, Snow Raven, and Steel Viper. Each Clans tactics, uniforms and battle histories are described in detail, along with new Clan 'Mechs and equipment.

Battletech Field Manual

Honoring the thirtieth anniversary of the popular role-playing game, this richly illustrated retrospective takes a close-up look at the past, present, and future of the Dungeons & Dragons franchise, featuring a selection of essays, facts, and photographs that capture the events, products, personalities, art, and influence of the game through the years. Reprint.

A Gamut of Games

Aimed at avid and/or highly skilled video gamers, 'Gaming Hacks' offers a guide to pushing the limits of video game software and hardware using the creative exploits of the gaming gurus.

Sengoku

The Sengoku: Character Sheets book contains 41 illustrated and revised, two-sided character sheets, plus 11 additional blank (un-illustrated) character sheets. Features 41 illustrations of popular character profession templates -- samurai, bushi, priests, mystics, shinobi and more!

Warhammer Fantasy Roleplay 4e Core

HORROR ROLEPLAYING IN THE WORLDS OF H.P. LOVECRAFT "The Great Old Ones ruled the earth aeons before the rise of humankind. Originally they came from the gulfs of space and were cast down by even greater beings. Remains of their cyclopean cities and forbidden knowledge can still be found on remote islands in the Pacific, buried amid the shifting sands of vast deserts, and in the frigid recesses of the polar extremes. Now they sleep — some deep within the enveloping earth and others beneath the eternal sea, in the drowned city of R'lyeh, preserved in the waters by the spells of mighty Cthulhu. When the stars are right they will rise, and once again walk this Earth." Welcome to Chaosium's CALL OF CTHULHU 7th EDITION QUICK-START rules, a booklet that collects the essential rules for CALL OF CTHULHU 7th Edition and presents them in abbreviated form. This

book comprises a complete basic roleplaying game system, a framework of rules aimed at allowing players to enact a sort of improvisational radio theater—only without microphones—and with dice determining whether the characters succeed or fail at what they attempt to do. In roleplaying games, one player takes on the role of the gamemaster (or Keeper, in Call of Cthulhu), while the other player(s) assume the roles of player characters (investigators, in Call of Cthulhu) in the game. The gamemaster also acts out the roles of characters who aren't being guided by players: these are called non-player characters (NPCs). From its origin, CALL OF CTHULHU was designed to be intuitive and easy to play. Character attributes follow a 3D6 curve, and the other CALL OF CTHULHU mechanics are even simpler. Virtually all rolls determining success or failure of a task are determined via the roll of percentile dice. This means that there's less fiddling with dice of different types, and the concept of a percentile chance of success is extremely easy for beginners and experienced players to grasp. Use this booklet to play CALL OF CTHULHU immediately, and to discover the improvements to the system. Games rules, an updated character sheet, and a classic adventure are included.

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