

Living Greyhawk Journal

Allastassia: Talented, beautiful, powerful. But is it enough? Life is complex; people love, people disagree, people change. And sometimes people do things they deeply regret. It isn't easy being the highly talented daughter of the most powerful enchantress in all the land; there are a lot of ... expectations. Then, one day Allastassia wakes up to find out that everything is changing; her life, her body, the beliefs with which she has structured her whole entire world. What is she becoming, and what does that mean in a world filled with expectations? Will those who loved her for what she once was still love her for what she must become? The Chrysalis is a dangerous time for a young enchantress, more especially for one as powerful as Allastassia. Sages tell they must be nourished with kind words and gentle herbs, or they may release an entire lifetime of magic in a single, devastating and destructive act - the shattering of the Chrysalis. Who will Allastassia turn to in a time of such dangerous change?

Provides detailed information on magical paraphernalia and spells for players of Dungeons and Dragons North of the Bergruken, upon the broken slopes of the Massif the suns fading brilliance outlines the ancient ruins of the once thriving metropolis of Gaxmoor. The former beacon of Imperial power mysteriously vanished ages ago. Now it has returned, beckoning brave adventurers to explore its ruins and crypts, and to vanquish the chaos and evil that lies within. The Lost City of Gaxmoor is a complete adventure setting that takes characters from levels 1-10. Playable in any home brew setting or in the World of Ahrde! Made in the USA. This lavishly illustrated guide explores the magical, medieval fantasy world of Eberron, bringing to life its magic and mystery.

Dungeons and Dragons Accessory

Dungeon of Dread

Hall Of Many Panes

The Tae'anaryn and the Enchantress's Chrysalis

Blue Scales, Red Secrets

Science, technology & medicine

High fantasy, Epic adventure, the power of a simple choice. Kialessa is different. She has horns. She has a tail. She doe

Collects top-selected magazine content from the past year, providing a range of character options for players as well as ideas and campaign-building support for Masters, in an official guide that is complemented by previously unpublished designer notes.

During the eight year run of Living Greyhawk, the world's largest role-playing campaign,

the Bandit Kingdoms region produced over 130 unique adventures. For the first time ever, these narrative threads are woven into one cohesive tapestry. For those who helped shape these events, this comprehensive resource memorializes their struggles against Iuz's oppressive rule. For others, this compilation provides both a glimpse into Oerth's most chaotic and deadly region, and ideas for use in home campaigns set in the Bandit Kingdoms.

GAMES/GAMEBOOKS/CROSSWORDS

Part 2 of the Shadows of Riverton Adventure Path

Expressive Processing

City of Hawks

Artifact of Evil

Quest of the Tae'anaryn

Complete Mage

As with most adventure modules, this one is packed with action...confrontation and combat. There is more, though. The players must think, as must their game personas. There is sufficient problem solving herein to suit most, even hardened veterans. The same is true for being "in character," and role-playing with proper dialog-comedic, dramatic, and the rest are all possible here. As for the other elements of the game form, well, only unless you, the Game Master, wish to work them in will they be found. The adventure doesn't include much in the way of extensive exploration, as you'll see, although there are many unique and wonderful places to visit.

Business, intrigue, politics, and so forth are not likely given the setting, save for innovative addition to the work. As for story, other than the backstory that opens the adventure, that must await the conclusion of the action, can then be told as a tale of what occurred. This is for gaming, not stage presentation, after all. This adventure is suitable for a party of six d20 adventurers of 8th or greater level. If the party is to be given a free hand in deciding the order in which the panes are accessed then a few of the characters should be of the 9th or 10th level. With just a little work of the GM's part characters of 11th-14th level could adventure here-simply increase the number of monsters encountered, add extra levels to the NPCs, or place horrific guardian creatures here and there as pickets for the areas already detailed.

Everything a player needs to adventure in the Forgotten Realms, the most popular setting in the

D&D "RM" game can be found right here: history, maps, non-player characters, geography, economics, societies, organizations, religions, politics, monsters, magic items, spells ... even a start-up adventure in the Realms!

Caric, a brave knight, challenges the evil wizard in his mountain hideaway. The reader's choices determine the outcome of the plot.

A simple escort mission has brought you to the edge of the canyon known as The Scar.

Unfortunately, the road you are on passes by Dragon Spur-Home of Morginstaler, Red Dragon of the Scar. What could make the dragon worried enough that he coerces your group into investigating some strange kobolds? You are afraid you are about to find out. Blue Scales, Red Secrets is the first adventure in the LG BK Classics series and was originally published as IUZ6-02 Blue Scales, Red Secrets for the RPGA's Living Greyhawk campaign. Blue Scales, Red Secrets is designed to be played during the course of one four-to-six hour session. The scenario can be run as a stand-alone adventure or random encounter in your sandbox campaign as it can easily be adapted for use with any campaign setting. All Wizards of the Coast intellectual property has been removed from this version of the adventure. Blue Scales, Red Secrets is a module designed for four to six characters of levels five to seven (APL 6) and uses the medium XP advancement track. Each encounter includes optional scaling suggestions for more powerful parties. This adventure also contains a brand-new 2nd-level spell, metamagic feat, revised Spell Mastery feat, miscellaneous magic items, monster templates, and poison. This adventure is suitable for use with the Pathfinder Roleplaying Game and the 3.5 edition of the world's oldest fantasy roleplaying game. The Open Game License can be found on page 27 of this product.

City of Towers

Skiing Heritage Journal

Dragon Magazine Annual

A Novel of Fantastic Action in a World where Magic is Law

Volo's Guide to Monsters

Draconomicon

High fantasy, Epic adventure, the power of a simple choice. Kialessa is different. She has horns. She has a tail. She doesn't burn. With all this difference how will she find a way to fit in a world that doesn't seem to want her? On the other hand, perhaps being different is just what the world desperately needs? The book is already receiving great feedback from its young readers. Karlie, a young fan of fantasy and superheroes stories, called it "just as good as Harry Potter." Emily, an avid

reader said, "it was un-put-downable." The *Tae'anaryn* is intended to be a 'thinking' book that discusses challenging issues children face daily, set at the safe distance of a fantasy setting. "This book is not only entertaining, it is helpful," says Dr Joe. "How do you deal with the challenges of facing a new school, especially if you looked or believed very differently from everyone else there? How do you find the purpose of your life in particular? How can you promote the changes in your life that you need? This book deals with these kinds of big questions so often brushed over in our busy lives, but we can learn a lot from fantasy literature, and have a great time doing it!" Dr Joe has a lifelong passion for philosophy, science, and fantasy, having written academic papers for the international journal of science education as well as award winning fantasy for the Dungeons & Dragons Living Greyhawk fantasy campaign setting. Dr Joe lives in Brisbane with his wife and three daughters. The *Tae'anaryn* is available in all good book stores or online at www.wombatbooks.com. Buy it now! First chapter reader online click: [Here Deleted Scene: The Team Deleted Scene: The Celebration Reader Feedback](#): "Very awesome and amazing and once you start reading you just can't stop!!" - Sarah. Buzzwords review - <http://www.buzzwordsmagazine.com/2013/05/the-tanaryn.html>

"I took your book home and read it and I think it is fabulous. In the beginning it looked like a regular young person's story about school bullies and then the story really took off when the space ship took off. I love the creatures and worlds you created. I think you have managed to combine the science into it in a really good way. It does not slow the story down but adds an extra dimension to the story for those that want it. I think it would make an exciting movie too." - Nikki, Self published author. About the author: Dr Joe has a lifelong passion for philosophy, science, and fantasy, having written academic papers for the international journal of science education as well as award winning fantasy for the Dungeons & Dragons: Living Greyhawk fantasy campaign setting. Dr Joe lives in Brisbane with his wife and three daughters. The *Tae'anaryn* is available in all good book stores or online at www.wombatbooks.com. Buy it now!

The story of Gord's early years - his growth from a helpless infant to a formidable enemy of Evil.

Skiing Heritage is a quarterly Journal of original, entertaining, and informative feature articles on skiing history. Published by the International Skiing History Association, its contents support ISHA's mission "to preserve skiing history and to increase awareness of the sport's heritage."

An art-filled sourcebook for all things draconic in the Dungeons & Dragons world, this title includes information on playing dragons and dragon-like creatures, how to run a dragon in a fight, and how to both fight dragons and work with them as allies. The book itself is designed in a prestige format, with heavy use of art throughout and constructed of premium materials. (Games/Gamebooks/Crosswords)

Digital Fictions, Computer Games, and Software Studies

An Adventurer's Guide to Eberron

The National Live-stock Journal

Encyclopedia Magica

BDKR1: the Unofficial Living Greyhawk Bandit Kingdoms Summary

A legendary adventure updated for the Dungeons & Dragons game, this all-new adventure provides hours of play as users race against an evil band of priests attempting to unleash the dark god upon the world.

Former adventurer and treasure hunter Sheva Callister is offered a special, mysterious reward by a noble from the city of Ptolus in exchange for her retrieval of a seemingly unimportant brooch. Against her better judgment, Sheva takes the job and finds herself in a complex web of deception. Young adult.

In the slums of Beggartown outside of Riverton, people frequently go missing, never to be heard from again. However, this time, a halfling family has been kidnapped and someone powerful wants them rescued. Thanks to your connections, you have been tasked with locating the kidnapper's hideout, infiltrating it, and rescuing the missing family. Problem is, everyone is pretty sure that gnolls are to blame... Against the Slavers is the second part of the Shadows of Riverton adventure path and is designed to be played during the course of two or three four-hour sessions. The scenario can also be run as a standalone adventure in your sandbox campaign as it can easily be adapted for use with any campaign setting. Against the Slavers is an APL 2 or 3 module designed for four to six characters and uses the medium XP advancement track. Each encounter includes optional scaling suggestions for more powerful parties. Successful completion of the adventure will take 2nd-level characters to 3rd level. This scenario also includes a settlement stat block for the large town of Beggartown as well as information about the town's places of interest and notable NPCs. In this adventure, you can recruit mercenaries to help you rescue the slaves, become embroiled in local gang politics, and pit your character against a wide variety of opponents in gladiatorial combats to the death in the infamous Chapel of Slaughter, winning fame and (small) fortune. This adventure also contains a new spell, as well as new drawbacks and magic items, and more advanced gnolls than you can shake a stick at (not recommended, gnolls hate that). This adventure is suitable for use with the Pathfinder Roleplaying Game and the 3.5 edition of the world's oldest fantasy roleplaying game. The Open Game License can be found on page 53 of this product.

Immerse yourself in monster lore in this supplement for the world's greatest roleplaying game This is NOT just another Monster Manual! Volo's Guide to Monsters provides something exciting for players and Dungeon Masters everywhere. · A deep dive into the lore behind some of D&D's most popular and iconic monsters · Dozens of monsters new to the fifth edition to include in your epic adventures · New playable races to allow you to build characters to fit nearly any type of story in your D&D game. The esteemed loremaster Volothamp Geddarm is back and he's written a fantastical dissertation, covering some of the most iconic monsters in the Forgotten Realms. Unfortunately, the Sage of Shadowdale himself, Elminster, doesn't believe Volo gets some of the important details quite right. Don't miss out as

Volo and Elminster square off (academically speaking of course) to illuminate the uninitiated on creatures both common and obscure. Uncover the machinations of the mysterious Kraken Society, what is the origin of the bizarre frogemoth, or how to avoid participating in the ghastly reproductive cycle of the grotesque vargouille. Dungeon Masters and players will get some much-needed guidance as you plan your next venture, traipsing about some dusty old ruin in search of treasure, lore, and let's not forget ... dangerous creatures whose horns, claws, fangs, heads, or even hides might comfortably adorn the walls of your trophy room. If you survive. Research has never been so dangerous!

Monte Cook's Ptolus

Return to the Temple of Elemental Evil

A Monthly Publication Devoted Exclusively to Live-stock Interests. Separate Departments for Horses, Cattle, Sheep, Seine, Poultry, and the Dairy ...

Campaign Setting

National Live Stock Journal

Howl of the Carrion King

The Legacy of Fire Adventure Path begins in the desert nation of Katapesh, where the heroes must attempt to retake a conquered town from a pack of fearsome gnolls. From there, the trail leads to the fortress known as the House of the Beast, an ancient map-world created by one of the most powerful wizards in history, and even the legendary City of Brass on the Plane of Fire.

The City of Towers launches a brand new novel line set in the world of Eberron, Wizards of the Coast's newest D&D® campaign setting. Author Keith Baker's proposal for the exciting world of Eberron was chosen from 11,000 submissions, and he is the co-author of the Eberron Campaign Setting, the RPG product that launched the setting. The Eberron world will continue to grow through new roleplaying game products, novels, miniatures, and electronic games. AUTHOR BIO: Keith Baker is a freelance writer and game designer. In 2003 his proposal for the world of Eberron was selected as the winner in the Wizards of the Coast fantasy setting search. From the Paperback edition.

From the complex city-planning game SimCity to the virtual therapist Eliza: how computational processes open possibilities for understanding and creating digital media. What matters in understanding digital media? Is looking at the external appearance and audience experience of software enough—or should we look further? In Expressive Processing, Noah Wardrip-Fruin argues that understanding what goes on beneath the surface, the computational processes that make digital media function, is essential. Wardrip-Fruin looks at “expressive processing” by examining specific works of digital media ranging from the simulated therapist Eliza to the complex city-planning game SimCity. Digital media, he contends, offer particularly intelligible examples of things we need to understand about software in general; if we understand, for instance, the capabilities and

histories of artificial intelligence techniques in the context of a computer game, we can use that understanding to judge the use of similar techniques in such higher-stakes social contexts as surveillance. Everything a Dungeon Master needs to start up a Greyhawk campaign! Features extensive histories of the world, a detailed look at the City of Greyhawk, and hooks for hours of adventure in the world where the adventures began.

Expedition to the Ruins of Greyhawk

Greyhawk

Journal

Gazetteer

Forgotten Realms

HCA Comics Dallas Auction Catalog #824

Faerun's deadliest dungeon beckons! Expedition to Undermountain is a Dungeons & Dragons super-adventure that revisits the greatest dungeon in the Forgotten Realms campaign setting. Located beneath the city of Waterdeep, Undermountain has lured countless heroes to their doom. Like other adventures in the "Expedition" series, this product takes a classic D&D location, updates it for D&D v.3.5, and features many new surprises. Rich with source material for players and a new combat encounter format designed to make the Dungeon Master's job easier, as well as information to help Dungeon Masters adapt the adventure to serve their home campaigns.

From the frozen wastes of the witch-queen to the scorching deserts of Osirion, explore the world of Pathfinder and the GameMastery Modules like never before. This 64-page, full-color gazetteer contains information about all of the major kingdoms and cities of the Pathfinder Chronicles world, including Absalom, Chelifax, Varisia, and much more. 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!

This follow-up to the "Player's Handbook" is designed to aid players and provide more character options.

Domains of Dread

The Dreaming Dark

The Publisher's Weekly American Book-Trade Journal

The Lost City of Gaxmoor

Farmer's Advocate and Home Journal

SoR2: Against the Slavers

The first full-length Forgotten Realms adventure in three years! This adventure showcases the classic high fantasy for which the Forgotten Realms setting is known. Sons of Gruumsh features an epic quest to prevent war between the orcs of Thar and the cities of the Moonsea. Though set in the Forgotten Realms, Dungeon Masters can place this adventure anywhere in the Realms, or easily adapt it for their own D&D® campaigns. This adventure features encounters written to facilitate the use of D&D Miniatures and is designed for 4th-level characters.

Taking a fresh look at arcane magic in the D&D game, this guide provides new ideas that put arcane magic into the hands of the players and Dungeon Masters in interesting ways. It also provides new types of feats, spells, warlock invocations, prestige classes, and magic items for characters that cast arcane spells.

This super-adventure supplement, designed for characters of level 8-13, revisits Castle Greyhawk and the classic dungeon beneath. It is usable as a mini-campaign on its own, a story arc in a Dungeon Masters regular campaign, or as a series of small side adventures with a big payoff.

BDKR1: the Unofficial Living Greyhawk Bandit Kingdoms Summary Createspace Independent Pub

The Adventure Begins

City by the Spire

Living Greyhawk Gazetteer

The Shackled City

Choice, Set Free 1

Player's Handbook II

Add a touch of horror to your AD&D game with this medieval Gothic setting! Vampires, werewolves, forbidding castles, and ghoul kinds inhabit the Demiplane of Dread. Features new rules for creating heroes native to the domains, adapting magic to the de dealing with fear and horror checks when the characters experience the true terror that dominates the Ravenloft "RM" camp

Sons of Gruumsh

Expedition to Undermountain

Adventure Path