

## ***Neverwinter Profession Sorcier Devastateur***

*The gods and goddesses of purity and goodness have many holy crusaders and pious clerics among their faithful, ready to take up the cause to fight the forces of evil. But some stand above the others, and follow specialized paths to righteousness that grant powerful abilities and focused talents customized to fulfill a specific role among the faithful. Pathfinder Player Companion: Paths of the Righteous presents fourteen such specializations in the form of unique prestige classes associated with fourteen of the Pathfinder campaign setting's good-aligned deities, along with additional new options to bolster your character's crusade against the wicked and devious villains of the world!*

*A Game of Lost Children*

*Pathfinder Campaign Setting: Nidal, Land of Shadows*

**Numenera is a science fantasy roleplaying game set in the far distant future. Humanity lives amid the remnants of eight great civilizations that have risen and fallen on Earth. These are the people of the Ninth World. This new world is filled with remnants of all the former worlds: bits of nanotechnology, the dataweb threaded among still-orbiting satellites, bio-engineered creatures, and myriad strange and wondrous devices. These remnants have become known as the numenera. Player characters explore this world of mystery and danger to find these leftover artifacts of the past, not to dwell upon the old ways, but to help forge their new destinies, utilizing the so-called 'magic' of the past to create a promising future. Numenera: Character Options is a supplement for Numenera and provides new options for Numenera characters. In addition to new descriptors and foci, Numenera: Character Options offers new mutations, new non-human races, new esoterics, new fighting moves, and new tricks of the trade. It also introduces new kinds of descriptors, expanding the concept to include character origins and negative traits, along with new rules for customizing characters, switching descriptors and foci, and more!**

***Paths of the Righteous***

***City by the Spire***

THE MOST AWESOME ADVENTURE EVER. Since the invention of the adventure module, there have only been five adventures that were rated the most awesome, the most epic. Broodmother Sky Fortress leaves them all behind. Its got these creatures that are half shark. Half elephant. All badass. They fly around in this cloud fortress, wrecking everything in the campaign until the players step up to stop them. Its all terribly exciting! And all brought to you by none other than the world-famous Arch-Mage of Old-School, Jeff Rients! As an added bonus, weve included a Greatest Hits of the ol Arch-Mages essays and game tools to build your campaign into the unstoppable juggernaut youve always wanted it to be. Your game wont suck anymore! Broodmother SkyFortress: Buying any other adventure is just throwing your money away. The Sylphid [by M. Robinson].

Mindjammer

Former adventurer and treasure hunter Sheva Callister is offered a special, mysterious reward by a noble from the city of Pt exchange for her retrieval of a seemingly unimportant brooch. Against her better judgment, Sheva takes the job and finds her

complex web of deception. Young adult.

Libreté

Broodmother Skyfortress

*IT IS THE SECOND AGE OF SPACE... In the seventeenth millennium, the New Commonality of Humankind is expanding, using newly-discovered faster-than-light travel to rediscover lost worlds colonised in the distant past. It's a time of turmoil, of clashing cultures, as civilisations shudder and collapse before the might of a benevolent empire ten millennia old. In the Solenine Cluster, things are going from bad to worse, as hyper-advanced technologies destabilise a world in chaos. Thaddeus Clay and his SCI Force special ops team are on the trail of the Transmigration Heresy. What they find is something beyond even their imagining - something which could tear the whole Commonality apart... "Thrilling adventure and mystery wrapped up with an inventive, mind-bending look at mankind's future." - Howard Andrew Jones, author of The Desert of Souls "Science fiction like this never dies." - Chris Helton, Dorkland "Complex, gripping... the most original sci-fi you're likely to get..." - G\*M\*S Magazine "a very exciting and intelligently-written novel that should be on the reading list of every SF fan!" - Stargazer's World "William Gibson-like in the intensity of the ideas it introduces... a heady mixture of action, crunchy science fiction elements and that perennial cyberpunk or transhuman question: what does human mean?" - Shores of Night*

*Numenera Character Options*

*A land chained in shadow Ten thousand years ago, faced with extinction, the terrified leaders of Nidal heard whispers in their minds-promises of salvation for their nation if only they'd submit their people's bodies and souls to perpetual servitude. Those leaders' assent transformed them into conduits for Zon-Kuthon, the god of envy and pain, and has sealed Nidal's fate to this day. Pathfinder Campaign Setting: Nidal, Land of Shadows draws back the curtain from one of Golarion's most wicked and mysterious theocracies. Within these pages, you'll find: ?Detailed descriptions of Nidal's history, including its tragic fall into Zon-Kuthon's grasp. ?An in-depth gazetteer of the entire nation, from settlements to more sinister features. ?Malevolent adventure sites from the Castle of the Captive Sun to the Tower of Slant Shadows. ?A bestiary of shadowy creatures, including the suffragan kyton, that lurk in Nidal and*

*beyond. Pathfinder Campaign Setting: Nidal, Land of Shadows is intended for use with the Pathfinder campaign setting, but it can be easily adapted to any fantasy world.*

*Monte Cook's Ptolus*

**The Sylphid [by M. Robinson].Pathfinder Campaign Setting: Nidal, Land of Shadows**