

Pathfinder Paper Miniatures

Pathfinder Adventure Path**The Brinewall Legacy (Jade Regent 1 Of 6)**Paizo Pub Lic

Founded by a famous dragonslayer, the small town of Belhaim has become a sleepy rural community just off the beaten path, a settlement where everyone knows everyone and strangers are the talk of the town. But when Belhaim’s peace and quiet is shattered by the sudden collapse of the last standing tower of its founder’s castle, things quickly bloom out of control. Why were there bodies of kobolds amid the rubble? What’s the sinister secret behind the strange sounds of flapping wings in the night? And what’s happened to local wizard Balthus Hunclay, who’s not answering knocks on his door? The collapsed tower had long been an eyesore to the cantankerous old man—could he have had something to do with its destruction? And what of the rumors of strange stirrings in nearby Dragonfen? Has Belhaim’s ancient draconic nemisis returned? The Dragon’s Demand is a deluxe super-adventure for 1st-level characters, and includes 64 action-packed pages of adventure and new monsters, plus a beautiful double-sided, full-color poster map of the town of Belhaim and an important miniatures-scale battleground! Players can expect to reach 7th level by the time they complete this epic adventure—if they manage to survive the wrath of a dragon when his demands aren’t met!

A wickedly whimsical adventure to the world’s greatest roleplaying game. Once every eight years, the fantastic Witchlight Carnival touches down on your world, bringing joy to one settlement after the next. Its owners, Mister Witch and Mister Light, know how to put on a good show. But there’s more to this magical extravaganza than meets the eye! The carnival is a gateway to a fantastic Feywild domain unlike anything found on the Material Plane. Time has not been kind to this realm, however, and dark days lie ahead unless someone can thwart the dastardly schemes of the Hourglass Covenant. The Wild Beyond the Witchlight takes adventurers from the Witchlight Carnival to Prismeer, a Feywild domain of delight, and is designed for characters of levels 1-8. This book comes with a poster map that shows the carnival on one side and Prismeer on the other. Explore the Plane of Faerie in the first official D&D adventure set primarily in the Feywild Easily drop The Witchlight Carnival into any campaign—for passage into the Feywild or just a night of carnival games and wild entertainment Introduces two races—play as a fairy or as a harengon, a race of humanoid rabbits Adds two backgrounds—the Feylost who grew up in the Feywild, and a Witchlight Hand who works at the carnival All encounters can be resolved without resorting to combat, rewarding clever ideas and creative roleplay Classic 1980s Dungeons & Dragons characters return, including Warduke, Strongheart, and Kelek

As the war with the bandit kings of the River Kingdoms escalates, the nascent kingdom of Varhold to the east of the heroes’ new realm falls silent. An investigation reveals that something dire has seized Varhold, leaving an entire town empty of life or even signs of violence. What fell influence from the wildlands east of the River Kingdoms is responsible for the Varhold vanishing? This volume of Pathfinder contains the first detailed look at the blasted plains east of the Inner Sea region, a ruined swath of the realm of Iobaria ruled today by sinister druids, feral barbarians, centaur tribes, and an ancient slumbering menace whose remnants still haunt this realm today. A

Pathfinder Roleplaying Game adventure for 5th-level characters.
The Emerald Spire Superdungeon
Pathfinder Adventure Path
Fortress of the Stone Giants
Jade Regent
Shattered Star Adventure Path
Hurl Spells Faster than Ever Before with this Invaluable Accessory from Wizards of the Coast and GaleForce 9 The Spellbook cards are an invaluable resource for both players and Dungeon Masters. With these spell details at their fingertips, they can save time, keep the action up, and avoid stalling the game by flipping through books. Each deck contains laminated cards that players and Dungeon Masters can use as a quick reference resource during Dungeon & Dragons tabletop play. There are currently eight decks (each sold separately): Arcane Spell Deck (For any class that utilizes arcane cantrips and spells like wizards and sorcerers), Bard Spell Deck, Cleric Spell Deck, Druid Spell Deck, Paladin Spell Deck, Martial Powers & Races Deck (Includes spell-like racial abilities, Monk and Barbarian spell-like abilities, and fighter maneuvers), Ranger Spell Deck, Xanathar’s Guide to Everything Spell Deck (Contains spells found in the D&D supplement, Xanathar’s Guide to Everything)
The heroes finally reach the distant land of Tian Xia, only to once again attract the attention of the oni of the Five Storms. But not everyone wants them dead - the heroes must meet a mysterious woman named Miyaro who promises to lead them to allies deep in the Forest of Spirits. These mysterious spiritual guardians - known as kami - reveal that the oni of the Five Storms once dwelt in a fortress known as the House of Withered Blossoms, deep in the forest. Much can be learned at this fortress, but a few of the old inhabitants remain... A Pathfinder Roleplaying Game adventure for 10th-level characters, Forest of Spirits continues the Jade Regent Adventure Path, a sweeping quest that takes the heroes from familiar territory in Varisia all the way across the ice fields of the Crown of the World to distant Tian Xia, the land of the Dragon Empires.
Release the beasts! Heroes abound in the Age of Lost Omens, but for every great hero, there is an even greater monster. Lost Omens Monsters of Myth provides details on 20 of the most infamous and terrifying monsters from the Inner Sea region and beyond. Uncover the secrets of some of Golarion’s greatest monsters from the Sandpoint Devil to Fafhneir, the Father of All Linnorms, and more. Monsters of Myth provides rumors, tales, and even treasures for the brave adventurers willing to face these legendary creatures!
Give life to your NPCs with Shattered Star Face Cards! More than 50 key characters fill this gorgeously illustrated deck designed for use with the Shattered Star Adventure Path, but suitable for use in any fantasy roleplaying game. Each card includes the character’s name, role in the Shattered Star Adventure Path, space to record key details, and artwork by Paizo’s finest illustrators. These Face Cards bring the cast of the Adventure Path to your tabletop and allows your players to look into the face of the enemy!
The Brinewall Legacy (Jade Regent 1 Of 6)
Pathfinder Pawns

Sword of Valor (Wrath of the Righteous 2 Of 8)
The Varnhold Vanishing
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. Create heroic characters for the world’s greatest roleplaying game. The Player’s Handbook is the essential reference for every Dungeons & Dragons minier. 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.

Ruthie and Ezra Dillon’s dad and uncle just bought an old Hollywood movie studio, known for all the best horror flicks of the 50s but those classic on screen monsters have returned to the real world with a vengeance! Ruthie and Ezra Dillon’s dad and uncle just bought an old Hollywood movie studio, known for all the best horror flicks of the 50s! The family plans to revive the old place and start making scary movies for the modern era, which Ruthie and Ezra are eager to star in. What they don’t realize, though, is that the old classic monsters like Wolfenscream, the Lagoonatics, and the Wasp-Keeper are all a little bit TOO real. ...and theyre coming back with a vengeance!

Make legendary stories in the world’s greatest roleplaying game. All you need to run a Dungeons & Dragons game is your imagination, some dice, and this book. The Dungeon Master’s Guide teaches you how to run D&D adventures for your players—how to invent monsters for them to fight, mysteries for them to solve, and fantasy worlds for them to explore. ‘[The Dungeon Master’s Guide] is the one book to rule them all, the most comprehensive and powerful set of resources needed to run a game of D&D. ’ —Charlie Hall, Polygon.com ‘D&D acolytes are everywhere...Tech workers from Silicon Valley to Brooklyn have long-running campaigns, and the showrunners and the novelist behind ‘Game of Thrones’ have all been Dungeon Masters.—Neima Jahromi, The New Yorker • The Dungeon Master’s Guide is one of the three main Dungeons & Dragons books, along with the Player’s Handbook and Monster Manual. It’s a reference used by the Dungeon Master (the game’s narrator) to create adventures—to run Dungeons & Dragons games and fill them with characters and stories. • The Dungeon Master’s Guide (DMG) is full of tools to help you immerse players in the game. What’s the demon lord’s secret weakness? Are the orcsih invaders a criminal enterprise, or traitorous allies? Dozens of tables throughout the book help inspire your decisions and keep the game flowing smoothly. • In the Dungeon Master’s Guide (DMG), even the tables tell tales. A legendary sword takes five decades to craft. How created it, and why? A tavern-crawling gnome has an eye twitch. How did she get it, and when? In every detail it an architecture for narrative—and the Dungeon Master’s Guide has all the tools you need to flesh it out with ease. - 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. • 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.

Dungeons & Dragons Spellbook Cards: Creature & NPC Cards (D&D Accessory)
The perfect tool to help Dungeon Masters manage villagers, allies, and villains during gameplay. These 182 durable, laminated cards represent any non-player characters (NPCs) your players might meet during your next D&D game. From a bandit captain’s saving throws to a giant spider’s stealth bonus, these cards let DMs select, organize, and access the information they need to avoid disruptions during that critical encounter. • All 182 cards have up-to-date game statistics on one side, and 66 of them include evocative art to help to bring battles to life without revealing the rules text. • An evergreen accessory useful for all fifth edition Dungeons & Dragons tabletop gameplay • An invaluable resource for EVERY Dungeon Master • A new line of massive monsters debuts with this menacing black dragon. A fearsome dragon heralds the arrival of the new Dungeons & Dragons® Icons product line! Part of the D&D® miniatures Game portfolio, these new, non-randomized figures portray the larger side of the Dungeons & Dragons creature collection. These limited edition monsters are proportionally sized per D&D roleplaying rules to be either Gargantuan (4"x4"base) or Colossal (6"x6" base). These premium figures will only be available to collect for a limited time after each release.

From adamantium armor to wings of flying, every magic item in the Dungeon Master’s Guide is on a card of its own in this easy-to-use deck of cards. Keep your game moving along when the adventurers find that crucial magical treasure, by providing your players with a card that is quick and easy to reference in and out of the game. • Contains 294 durable, laminated cards for a hoard of magical weapons, armor, and other wondrous items from the D&D Dungeon Masters Guide. - Official game statistics provided on one side, and evocative art of the item on the other. - The perfect tool to help Dungeon Masters equip their villains or dole out rewards to their players’ heroes.

When the Licktoad goblines of Brineswump Marsh get hold of a card of fireworks, adventurers are needed to handle the explosive and annoying situation. But in vanquishing the pyromaniac goblins, the heroes uncover a secret that has been hidden in the marsh for nearly a quarter of a century - a secret that sends them north to the mysterious ruins of Brinewall and where a powerful legacy waits to be rediscovered. A Pathfinder Roleplaying Game adventure for 1st-level characters, The Brinewall Legacy launches the Jade Regent Adventure Path, a sweeping quest that takes the heroes from familiar territory in Varisia all the way across the ice fields of the Crown of the World to distant Tian Xia, the land of the Dragon Empires.

This volume also includes details on oni - wicked, shape-changing spirits - in the Pathfinder world, a detailed look at the village of Sandpoint and its environs, as well as an overview of the entire pulse-pounding Jade Regent campaign! Plus, five terrifying new monsters in the Pathfinder Bestiary, new adventures of Varian Jeggare and Radovan (stars of the Pathfinder Tales novels Prince of Wolves and Master of Devils) in the Pathfinder’s Journal, and much more!

Pathfinder Player Character Pawn Collection
Pathfinder Pawns Bestiary 5 Box
Frostgrave: The Frostgrave Folio
My Miniature Library

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.

The Frostgrave Folio is the complete collection of all previously released Frostgrave mini-book supplements in one printed volume. This includes Hunt for the Golem, a three-scenario campaign in which the warbands hunt down a rogue golem, Sellsword, which introduces rules for experience-gaining captains to help lead warbands, Dark Alchemy, which expands the rules for potions and potion brewing, and Arcane Locations which gives additional options for bases and base upgrades. The book also includes a completely new mini-supplement, The Ravages of Time, collecting nearly two years’ worth of Frostgrave material, this collection is a necessary addition to any wizard’s library.

You love Dungeons and Dragons. As an experienced dungeon master you’ve run dozens, if not hundreds of games. You put a lot of work into making your games great. What if there’s another way to look at how you prepare your game? What if it turned out you could spend less time, less energy, and have a better game as a result?It’s time to unleash the Lazy Dungeon Master.Written in the style of Sly Flourish’s Dungeon Master Tips and Running Epic Tier D&D Games, The Lazy Dungeon Master shows a new approach to game preparation, one that takes less time and gives your game the freedom to grow at the table. This book will help dungeon master prepare awesome games for any version of D&D.Based on the real-world experiences of hundreds of dungeon masters and dozens of professional game designers, the Lazy Dungeon Master includes interviews with veteran D&D DMs and a complete toolkit to help you improvise an entire game.Whether you play 1st, 2nd, 3rd, 4th, Pathfinder, or the D&D Next playtest; The Lazy Dungeon Master has tips, techniques, and advice to make preparation easier and help you run a flexible and entertaining game.

Awesome tools, rules, and adventure content for every Dungeon Master. If you’re a Dungeons & Dragons player interested in taking on the role of the Dungeon Master, or if you’re an experienced DM looking for more game advice, tools, and adventure content, the Dungeon Master’s Kit™ has exactly what you need to build your own Dungeons & Dragons campaign and excite the imaginations of you and your players. This deluxe box contains rules and advice to help Dungeon Masters run games for adventurers of levels 1–30. It also includes useful DM tools such as a Dungeon Master’s screen (with tables and rules printed on the inside), die-cut terrain tiles and monster tokens, and fold-out battle maps.
Game components : 96-page book of rules and advice for Dungeon Masters • 32-page monster book • Two 32-page adventures • 3 sheets of die-cut monster tokens • 2 double-sided battle maps • Fold-out Dungeon Master’s screen

Colossal Red Dragon
Just Beyond: Monstrosity
D&D Adventure Grid
Dungeon Master’s Screen
A Book of Mentors

Continuing their search for Baba Yaga, the heroes take the Dancing Hut to the planet of Triaxus, seventh world in Golarion’s solar system, now in the middle of its decades-long winter. The heroes soon find themselves embroiled in a conflict between the dragonriders of the Skyfire Mandate and the barbarian armies of a white dragon warlord in their hunt for more clues to the whereabouts of Baba Yaga. Will the PCs ally with one of the warring factions to get the information they need, or will their quest come to an end on a distant, alien world? Continuing the Reign of Winter Adventure Path, The Frozen Stars is a Pathfinder Roleplaying Game adventure for 10th-level characters that includes a double-sized gazetteer detailing the borderlands between the Skyfire Mandate and the Drakelands of Triaxus, several new monsters, and new fiction in the Pathfinder’s Journal by Kevin Andrew Murphy.

Show off your character with the Player Character Pawn Collection, featuring more than 200 pawns for use with Pathfinder Second Edition or any tabletop fantasy RPG! Printed on sturdy cardstock, each pawn presents a beautiful full-color image to represent a wide variety of player characters! Each cardstock pawn slots into a size-appropriate plastic base from any of the Bestiary Box collections or the Pathfinder Pawns Base Assortment, making the pawns easy to mix with traditional metal or plastic miniatures. There’s one pawn for every combination of ancestry and class from the Core Rulebook. This product also supports the Advanced Player’s Guide, with a selection of pawns for every new ancestry in that book, a pawn for each archetype, as well as a pawn for every combination of Core Rulebook ancestry and Advanced Player’s Guide class. You’ll also find a selection of pawns for the ancestries in Lost Omens Character Guide, as well as multiple familiars and animal companions! The player characters of the Pathfinder Core Rulebook and Advanced Player’s Guide come to life on your tabletop! Each has its own abbreviation and identification number for easy search. The Pathfinder Player Character Pawn Collection includes: Ancestry/Class combinations: Assassin Champion Assassin Cleric Assassin Monk Assassin Oracle Assassin Swashbuckler Catfolk Fighter Catfolk Investigator Catfolk Rogue Catfolk Swashbuckler Catfolk Wizard Changeling Barbarian Changeling Druid Changeling Fighter Changeling Rogue Changeling Witch Dhmipr Fighter Dhmipir Investigator Dhmipir Rogue Dhmipr Sorcerer Dhmipr Swashbuckler Dwarf Dwarf Fighter Dwarf Rogue Dwarf Sorcerer Dwarf Swashbuckler Dwarf Witch Dwarf Wizard Elf Barbarian Elf Bard Elf Champion Elf Cleric Elf Druid Elf Fighter Elf Monk Elf Oracle Elf Ranger Elf Rogue Elf Sorcerer Elf Swashbuckler Elf Witch Elf Wizard Gnome Champion Gnome Cleric Gnome Druid Gnome Fighter Gnome Investigator Gnome Monk Gnome Oracle Gnome Ranger Gnome Rogue Gnome Sorcerer Gnome Swashbuckler Gnome Witch Gnome Wizard Goblin Alchemist Goblin Barbarian Goblin Bard Goblin Champion Goblin Cleric Goblin Druid Goblin Fighter Goblin Investigator Goblin Monk Goblin Oracle Goblin Ranger Goblin Rogue Goblin Sorcerer Goblin Swashbuckler Goblin Witch Goblin Wizard Half-Elf Alchemist Half-Elf Barbarian Half-Elf Bard Half-Elf Bard Half-Elf Champion Half-Elf Cleric Half-Elf Druid Half-Elf Fighter Half-Elf Investigator Half-Elf Monk Half-Elf Oracle Half-Elf Ranger Half-Elf Rogue Half-Elf Sorcerer Half-Elf Swashbuckler Half-Elf Witch Half-Elf Wizard Half-Orc Alchemist Half-Orc Barbarian Half-Orc Bard Half-Orc Champion Half-Orc Cleric Half-Orc Druid Half-Orc Fighter Half-Orc Monk Half-Orc Oracle Half-Orc Ranger Half-Orc Rogue Half-Orc Sorcerer Half-Orc Swashbuckler Half-Orc Witch Half-Orc Wizard Halfling Alchemist Halfling Barbarian Halfling Bard Halfling Cleric Halfling Druid Halfling Fighter Halfling Investigator Halfling Monk Halfling Oracle Halfling Ranger Halfling Rogue Halfling Sorcerer Halfling Swashbuckler Halfling Witch Halfling Wizard Hobgoblin Alchemist Hobgoblin Fighter Hobgoblin Witch Human Alchemist Human Alchemist Human Alchemist Human Alchemist Human Barbarian Human Barbarian Human Bard Human Bard Human Champion Human Champion Human Cleric Human Cleric Human Druid Human Druid Human Fighter Human Fighter Human Investigator Human Monk Human Monk Human Oracle Human Oracle Human Ranger Human Ranger Human Rogue Human Rogue Human Rogue Human Rogue Human Swashbuckler Human Swashbuckler Human Witch Human Witch Human Wizard Human Wizard Kobold Rogue Kobold Sorcerer Leshy Druid Leshy Monk Leshy Ranger Leshy Rogue Lizardfolk Fighter Lizardfolk Fighter Lizardfolk Rogue Orc Alchemist Orc Barbarian Orc Fighter Orc Oracle Orc Ranger Ratfolk Alchemist Ratfolk Bard Ratfolk Cleric Ratfolk Cleric Ratfolk Tengu Tengu Oracle Tengu Rogue Tengu Wizard Tiefling Cleric Tiefling Fighter Tiefling Monk Tiefling Sorcerer Tiefling Witch Archetypes Catfolk Dual-Weapon Disciple Elf Eldritch Archer Elf Herbalist Elf Shadowdancer Gnome Linguist Gnome Loremaster Goblin Scrounger Half-Elf Acrobat Half-Elf Celebrity Half-Orc Assassin Half-Orc Gladiator Halfling Familiar Master Human Archaeologist Human Archer Human Bastion Human Beastmaster Human Blessed One Human Bounty Hunter Human Cavalier Human Cavalier (Mounted) Human Dandy Human Dragon Disciple Human Duelist Human Horizon Walker Human Marshal Human Martial Artist Human Medic Human Poisoner Human Ritualist Human Scout Human Scroll Trickster Human Vigilante (Social) Human Viking

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.

With stories ranging from illustrated fairytale to well-loved nonsense rhymes and books of butterflies, birds and flowers, plus blank books for you to complete yourself, you’ll have everything you need to make a little library of beautifully illustrated books. The books are simple to make - just cut, fold and glue. The kit comes with a miniature bookshelf to press out and make, and easy-to-follow, fully illustrated instructions. Plus the box transforms into a beautiful library scene!
Bethorm
Dungeons & Dragons Dungeon Master’s Guide (Core Rulebook, D&D Roleplaying Game)
Kingmaker
Gargantuan Black Dragon
Querp - Greenskins
Driven to battle by a maniacal warlord, the once-peaceful Stone Giants of the Storval Plateau threaten to destroy the sleepy town of Sandpoint.
Spacefaring humans and aliens conquer the lush planet Tékumel. Then a disaster casts the entire star system into a pocket dimension! Cut off for millennia, the survivors revert to savagery - while mastering the magic which operates in their new universe. Strange creatures prowl the wilderness. Mighty heroes battle in the arena.
Underground chambers hold vast treasures. Pirates rook the steaming seas. Automagons guard ancient technological wonders. Enemies plot the overthrow the Empire. Hostile aliens seek the destruction of Mankind. The Undying Wizards guard and manipulate the timeline. Nexus points open to the Demon Realms. And the Pariah Gods seek the end of existence itself! Powered by the skill-based Pocket Universe system, PCs can have almost any combination of abilities. Join a legion or hire your sword to the highest bidder. Become a sorcerer mastering ancient spells. Engage in foreign intrigue, seek adventure, study secrets of the ancient past... Tékumel is a world of exotic adventures!
The Fallout: Wasteland Warfare roleplaying game builds on the narrative wargame experience of the tabletop miniatures game and will include new rules for character creation and creating adventures in the wasteland. Delve into abandoned Vaults, ruined cities, strange facilities, and antiquated military bases. Encounter Super Mutants, Raiders, Survivors, Vault Dwellers, the Brotherhood of Steel, the Institute and the Enclave, and many more! Will you roam wide and far, or build up and protect your settlement? For those who want to create your own unique characters or use the faction based Archetype cards to start your own hero and see them grow from adventure to adventure. Includes: Complete rules for tabletop roleplaying in the wasteland, based on the popular Fallout: Wasteland Warfare miniatures game. Full rules for character creation, archetypes and original player ideas alongside existing characters from the Fallout universe. Packed with lots of full colour photographic scenes of the Fallout: Wasteland Warfare range to inspire your adventures! Interact with familiar characters and creatures drawn from the world of Fallout. Background on the locations and factions that players can encounter. 3 free adventures in a linked campaign or for use as one-shot missions to support GM’s. Guidance for players to use their settlement as a base of operations. Advice and tools to help GM’s create and excite new adventures in the Fallout universe. Every copy of the Fallout: Wasteland Warfare Roleplaying Game Expansion will come with a printed code to get you a set of free downloadable files: PDF copy of the rulebook, Character cards from Fallout: Wasteland Warfare, Weapon cards from Fallout: Wasteland Warfare, Character Archetype cards, Character Playmat. Can be played as a standalone product using free downloadable cards and a set of the Fallout: Wasteland Warfare Dice (MUH051279) sold separately. Made in the UK.
Rag-tag armies of mercenaries from the northern nation of Brevoyn have turned their attention south to the region of the River Kingdoms called the “Stolen Land,” and hope to reclaim control of these lands to expand their power. Yet the dangerous denizens of the Stolen Land will not give up their lairs quietly. The heroes are one of four groups sent south to explore these wilderness realms and establish colonies, yet the dense woodlands and rugged hills of this region are far from safe. Will the heroes be able to wrest control of the realm from the monstrous bandit known only as the Stag Lord? A Pathfinder Roleplaying Game adventure for 1st-level characters, this volume of Pathfinder kicks off the highly anticipated Kingmaker Adventure Path, in which the heroes win and defend a small kingdom from threats foreign and domestic. This Pathinder volume also includes a gazetteer of Brevoyn and extensive rules for exploring, taming, and holding wildlands in preparation for founding a new nation. The Pathfinder Bestiary section introduces five all-new monsters perfect for Kingmaker adventuring. Award-winning author and gaming icon Jeff Grubb (Forgotten Realms: Azure Bonds) brings a lighter side to Pathfinder with the first installment of a new fiction arc for the Pathfinder Journal.

The Plane of Tékumel RPG
Dungeons & Dragons Tactical Maps Reincarnated (D&D Accessory)
Dungeons & Dragons Spellbook Cards: Magic Items (D&D Accessory)
The Mecha Hack

A new line of massive monsters is joined by the most iconic Dungeons & Dragons® creature. This intimidating dragon is the second figure in the new Dungeons & Dragons Icons product line! Part of the D&D ® Miniatures Game portfolio, these new, non-randomized figures portray the larger side of the Dungeons & Dragons creature collections. These limited edition monsters are proportionally sized per D&D roleplaying rules to be either Gargantuan (4"x4"base) or Colossal (6"x6" base). These premium figures will only be available to collect for a limited time after each release.

Bring your Dungeons & Dragons game to life with this collection of twenty beautifully rendered, full-color, tactical poster maps. Maps are a key element of every Dungeons & Dragons campaign. A map’s importance in bringing your world to life can’t be overstated. The same can be said for your encounter maps. Sometimes you need a visual representation of the area your adventurers are in, or perhaps tactical combat is simply the way your group rolls. However you play, we’ve got you covered. Twenty beautifully rendered, tactical poster maps are contained here, perfect for bringing any D&D game to life. • 20 full color poster maps. Each is adorned with a 1-inch grid, perfect for use with D&D miniatures. • A wide assortment of terrain, environments, and locations are represented. • This “Best of” collection is carefully chosen from some of our most exciting adventures: - Tomb of Horrors (4th edition) - Vor Rukoth (4th edition) - Demon Queen’s Enclave (4th edition) - Death’s Reach (4th edition) - The Book of Vile Darkness (4th edition) - Kingdom of the Ghouls (4th edition) - Dungeon Master’s Kit (4th edition) - Orcs of Stonefang Pass (4th edition) - Fields of Ruin (3rd edition) - Gargantuan Blue Dragon (3rd edition) - Vaults of the Underdark (4th edition) - Legend of Drizzt Scenario Pack (3rd edition) - Colossal Red Dragon (3rd edition) - Red Hand of Doom (3rd edition)

Take your QUERP game to a new world, a world of Goblets, Orcs and Trolls. Except this time, YOU are the Goblin. Take your lowly Greenskin character from the corner of the Dungeon and who know what he may become. This volume contains rules for 6 Greenskin races, new professions, new monsters and new spells. There are descriptions of Greenskin society and even a whole setting complete with maps, history and Gazetteer. Ideal for campaigns from a Greenskin point of view or for ideas to enhance your normal QUERP game. This supplement requires a copy of the QUERP rule book as published by Greywood Publishing.

"The highest achievers share some of their lowest moments, and there is much wisdom to be gained from those struggles. Captivating, thought-provoking."—David Faber, CNBC The path to success is rarely easy or direct, and good mentors are hard to find. In Getting There, thirty leaders in diverse fields share their secrets to navigating the rocky road to the top. In an honest, direct, and engaging way, these role models describe the obstacles they faced, the setbacks they endured, and the vital lessons they learned. They dispense not only essential and practical career advice, but also priceless wisdom applicable to life in general. Getting There is for everyone—from students contemplating their futures to the vast majority of us facing challenges or seeking to reach our potential. “Kudos to Gillian Zoe Segal for assembling this remarkable group of visionaries and helping them all tell their stories without filters or false bravado. Getting There is both empowering and illuminating.”—Piper Kerman, New York Times–bestselling author of Orange Is the New Black “Life-changing, real-world advice.”

—Vanity Fair “Reading Getting There is like having an intimate, one-on-one talk with some of the world’s most fascinating and accomplished people. You will be taken aback by their honesty, entertained by their anecdotes, and, most of all, learn invaluable lessons about both business and life. This book is fantastic—you will not be able to put it down!”—JJ Ramberg, bestselling author of It’s Your Business “Somehow, Gillian Zoe Segal has gotten these leaders to share their stories in a unique, authentic, and revealing way.”—Robert Steven Kaplan, former president and CEO of the Federal Reserve Bank of Dallas

Reign of Winter
30 Tiny Books to Make, Read and Treasure
Fallout Wasteland Warfare Roleplaying Game Licensed, Full Color, Hardback
Pathfinder Module
Siege of Dragonfen
Discover the ancient secrets of The Emerald Spire, a gigantic dungeon brimming with incredible danger and phenomenal mysteries! With 16 levels designed by a who’s-who of gaming legends, including best-selling author Ed Greenwood, gaming icon Frank Mentzer, and Paizo’s most prominent veterans, The Emerald Spire takes players on a deadly delve into the depths of this mysterious dungeon, its ancient levels each impaled by a mysterious green crystal. Starting at 1st level, novice adventures will rise from facing goblins and deadly traps to high-level battles with the clockwork soldiers of a lost empire and even a forgotten master of creation. Designed to be a complete dungeon-delving campaign, Pathfinder Module: The Emerald Spire Superdungeon features seven new monsters, a detailed description of the nearby settlement of Fort Inevitable, and the history of the Spire and the surrounding territory, which features prominently in the new Pathfinder Online massively multiplayer online game. A hardcover, 16-level, Pathfinder mega-dungeon designed for characters level 1-13.

Forest of Spirits
Pathfinder Lost Omens: Monsters of Myth
Getting There
Pathfinder Playtest Rulebook