

## Savage Worlds Character Sheet Hellfrost Setting

*The year is 1636 and France is a troubled nation. A great and terrible evil gnaws at its core. Darkness stalks the land. All that stands between chaos and order are the King's Musketeers. Explore a France of swashbuckling action, powerful magic, daring deeds, courtly intrigue, witty repartee, and vile monsters! The characters are France's bravest and proudest defenders, the King's Musketeers. Pitted against them is a plethora of corrupt nobles, black magicians, fell demons, and twisted secret societies. Set at the height of power of Cardinal Richelieu and Louis XIII, All for One: Regime Diabolique mixes the action of literary works such as the Count of Monte Cristo and The Three Musketeers with horror and intrigue to create a unique, vibrant setting. The high-action is powered by Ubiquity, an innovative role playing game system that emphasizes storytelling and cinematic action. Strap on your sword, salute the King, and prepare to fight the creatures of darkness! All for One: Regime Diabolique is a complete roleplaying game from Triple Ace Games.*

*Now for 5th Edition! Frog God Games unleashes the next iteration of its iconic Tome of Horrors series for 5th Edition. Hordes of sinister adversaries, restless dead, and other horrific monstrosities to gleefully challenge your players' expectations. Bursting with hundreds of creatures, new additions as well as converted classics, in a library-bound and stitched full color volume, the next Tome of Horrors will be a must have for your 5th edition campaign. Everybody needs more monsters. The Tome of Horrors for Fifth Edition includes a selection of creatures from earlier volumes as a kick off for an entire series of fifth edition books.*

*A complete player's handbook, this guide welcomes players to the heroic combat action variation on fantasy roleplaying games that they have long wanted, but which no other book had previously delivered.*

*Drakonheim City of Bones*

*GURPS Lite*

*Immortal Legends*

*Marvel Heroic Roleplaying*

*Seven Days to the Grave*

*The city-state of Korvosa, largest in all Varisia, has prospered over the last century since its abandonment by its founding nation of Chelixa. Its port brims with black-and-red-flagged ships - the colors of both Korvosa and Chelixa - endlessly trading fineries from the south for Varisian curiosities and her land's natural bounty. As such, Korvosa rightfully claims to be the most cultured and civilized city in the region, yet visitors might also grant the city-state the titles of most decadent, exploitative, and socially stratified. This book serves as an exhaustive guide to the city, including details on all major points of interest, profiles on the city's movers and shakers, and countless adventure hooks for enterprising GMs to expand upon.*

*The ultimate super roleplaying game returns to reclaim its crown in Champions Complete! All the legendary flexibility and power of the renowned HERO System 6th Edition rules engine, plus all the superhero goodness Champions has been famous for over 30 years, now in one pulse-pounding, senses-shattering, heroic handbook of superpowered action! At 240 pages, Champions Complete includes everything superhero gamers need, and nothing they don't. New players will love the unmatched freedom of Champions that allows them to create and play exactly the hero they imagine. Longtime fans will appreciate the tight, concise new approach, presenting the full game system in a fraction of its former length. CREATE and play the hero that you want. AN excellent purchase for first time players and handy companion for long time players. THE Hero System you know and love, in a condensed and easy to use format. INCLUDES everything a gamemaster needs to create anything from a single session to an extended campaign. Note: This product (Champions Complete/HERO2000) is a stand-alone, moderately priced book for playing Champions: arguably the most popular and longest-running superhero game in roleplaying history. It contains all of the rules necessary to play Champions: The Super Roleplaying Game, with no other book required.*

*The Ultraviolet Grasslands and the Black City is a tabletop role-playing game book, half setting, half adventure, and half epic trip; inspired by psychedelic heavy metal, the Dying Earth genre, and classic Oregon Trail games. It leads a group of 'heroes' into the depths of a vast and mythic steppe filled with the detritus of time and space and fuzzy riffs.*

*Marshal's Handbook*

*Pip System Corebook*

*Fate*

*Broken Earth (Pathfinder)*

*Pathfinder: Curse of the Crimson Throne*

Ulverland is a systemless Gothic Gaslight Fantasy campaign setting. The book describes the haunted kingdom of Ulverland, its people, its history, and brief sketches of adventure-ready locations for use in your role-playing games.

Driven to battle by a maniacal warlord, the once-peaceful Stone Giants of the Storval Plateau threaten to destroy the sleepy town of Sandpoint.

To save the city from disaster, Drakonheim made a deal with a cabal of necromancers. Now this cabal, the Gray Society, holds the real power in the city. Drakonheim is a fantasy city full of intrigue and surrounded by dangers. Goblins dwell in the sewers, undead walk the streets, and aristocrats scheme for greater power.

Hobgoblins ride across the northern plains, lizardfolk rule the southern swamps, and all manner of monsters hunt in the western mountains. Drakonheim is a system-free setting; you can use it with any fantasy roleplaying game. It can serve as a quick stopping point, or as the center of an entire campaign.

Secret Agents of CROSS

Monte Cook Presents Iron Heroes

The First Great Powers

Shaintar

Escape from Old Korvosa

***A Gothic Fantasy supplement for old-school fantasy role-playing games. This book contains house rules, random tables, new spells, new monsters, and a campaign setting for Gothic Fantasy adventures in the old-school fantasy RPG system of your choice.***

***A post-singularity sci-fi setting that explores transhumanism and post-scarcity societies against a backdrop of action, adventure, conspiracy and intrigue.***

***Old Korvosa is under quarantine, a sprawling slum contained by roadblocks and guardposts manned by remorseless Hellknights and sinister plague doctors. While the rest of Korvosa stifles under an increasingly brutal martial law, the quarantined streets of Old Korvosa descend into true bedlam. Yet the one man who may hold the truth behind the perils that have brought Korvosa to its knees is lost inside the quarantine zone. Can he be rescued from the clutches of a new menace rising in the festering pits of Old Korvosa, and what secrets does he know that could justify the bounties for his death? This volume of Pathfinder presents an in-depth exploration of the rakshasas of the world of Golarion and reveals details on one of the world's most sinister networks of assassins, the Red Mantis.***

***Nova Praxis***

***Ulverland***

***Tome of Horrors 5e***

***The Saxon Thief***

**Suitable for any Dungeons & Dragons( game, this indispensable resource contains information about new monsters, each one illustrated and accompanied by a new stat block.**

**The heroes return to Korvosa to find their home city in a stranglehold of martial law and cruelty - and that Queen Ileosa has neared her goal of achieving immortality! With the holy weapon Serithial in their hands, they must confront old enemies and explore ancient Thassilonian ruins if they hope to save the people of Korvosa from fueling a mad queen's lust for immortality. This installment of Pathfinder closes out the Curse of the Crimson Throne Adventure Path, and also features a discussion of Varisia's largest dungeon - the untold vaults below Castle Korvosa, full details on the notorious dragon behind the Curse of the Crimson Throne, and many new monsters to vex and plague high-level heroes.**

**TRAVEL THE LANDS OF SNOW AND ICE A world of adventure at your fingertips! This supplement for the Hellfrost setting details the entire continent of Rassilon. From the snow-shrouded wastes of the High Winterlands to the relatively warm hills of the southern Hearthlands, this book covers every realm and major settlement, plus numerous sites of adventure. A handy reference section provides the GM with information of how to construct his own steads, villages, and towns. Organized with the GM's needs in mind, each realm covers basic socio-political information, important background, the nation's government and military, adventure hooks, as well as notes on the geography and major locales. Also covered in this volume are important organizations of less than savory reputation. Now your heroes can fight the cultists of the Ashen veil, who crave immortality through necromancy, defend remote settlements from the cannibalistic Cult of the Bear God, and confront the Seekers of the Black Key, who desire nothing less than to release the forces of the Abyss. The Hellfrost Gazetteer contains no rules information, making it a valuable resource regardless of your favoured roleplaying system. Hellfrost: Gazetteer is a core book in the epic Hellfrost setting for the award-winning Savage Worlds RPG.**

**Basic Game**

**Crown of Fangs**

**The Ultraviolet Grasslands**

**Sci-Fi That Kicks Ass**

**Gazetteer**

**The mightiest monsters and foulest foes of nightmare and legend rampage into your Pathfinder Roleplaying Game campaign with Bestiary 4! This collection of creatures shatters all past thresholds of danger and destructiveness with phenomenally powerful beings like demon lords, kaiju, juggernauts, and Great Old Ones - including invincible Cthulhu! Terrors like nosferatu vampires, clockwork dragons, twisted fleshwarps, and sadistic tooth fairies number among the more than 250 monsters collected to challenge heroes of every level of play - from first-level novices to mythic champions. New familiars, player-friendly races, and other allies also rise to aid characters in combating this host of horrors, while new templates - like mummified and fungal creatures - breathe fearsome new menace into your existing monstrous arsenal. Strike fear in the hearts of the mightiest heroes and shake the foundations of your campaign with Pathfinder Roleplaying Game: Bestiary 4.**

**The Golden Ratio examines the presence of this divine number in art and architecture throughout history, as well as its ubiquity among plants, animals, and even the cosmos. This gorgeous book—with layflat dimensions that closely approximate the golden ratio—features clear, enlightening, and entertaining commentary alongside stunning full-color illustrations by Venezuelan artist and architect Rafael Araujo. From the pyramids of Giza, to quasicrystals, to the proportions of the human face, the golden ratio has an infinite capacity to generate shapes with exquisite properties. This book invites you to take a new look at this timeless topic, with a compilation of research and information worthy of a text book, accompanied by over 200 beautiful color illustrations that transform this into the ultimate coffee table book. Author Gary Meisner shares the results of his twenty-year investigation and collaboration with thousands of people across the globe in dozens of professions and walks of life. The evidence will close the gaps of understanding related to many claims of the golden ratio's appearances and applications, and present**

new findings to take our knowledge further yet. Whoever you are, and whatever you may know about this topic, you'll find something new, interesting, and informative in this book, and may find yourself challenged to see, apply, and share this unique number of mathematics and science in new ways.

Into the Odd contains everything you need to create a character and explore an industrial world of cosmic meddlers and horrific hazards. This is a fast, simple game, to challenge your wits rather than your understanding of complex rules. You seek Arcana, strange devices hosting unnatural powers beyond technology. They range from the smallest ring to vast machines, with powers from petty to godlike. Beside these unnatural items that they may acquire, your characters remain grounded as mortals in constant danger. The game is 48 pages, containing: Original artwork from Jeremy Duncan, Levi Kornelsen, and others. The fastest character creation out there, getting you playing as soon as possible. Player rules that fit on a single page, keeping a focus on exploration, problem solving, and fast, deadly combat. The complete guide to running the game as Referee. From making the most of the rules to creating your own monsters and Arcana. Sample monsters, arcanum, traps, and hazards. Character advancement from Novice to Master Rules for running your own Company, and taking it to war with an original mass combat system. Complete guide to the Odd World, from the cosmopolitan city of Bastion and its hidden Underground, through to backwards Deep Country, the unexplored Golden Lands. The Iron Coral, sample expedition site to test the players' survival skills. The Fallen Marsh, a deadly wilderness to explore. Hopesend Port, a settlement to regroup and sail on to further adventure. Thirteen bonus pages of tools and random tables from the Oddpendium.

Nemezis

Beasts & Barbarians (S2p30002)

Kindred of the Ebony Kingdom

Fortress of the Stone Giants

The Divine Beauty of Mathematics

Welcome to the Fate Freeport Companion! For over a decade, Freeport has stood as one of fantasy gaming's most distinctive cities. Home to pirates, foul cults, terrifying monsters, vicious gangs, crime lords, and a whole host of corrupt politicians, Freeport is a dynamic setting, offering a unique blend of high adventure and cosmic horror. In these packed covers, you'll find: \* Rules design by noted Fate Core authorities Brian Engard and Clark Valentine. \* A new skill system for Fate Core that utilizes six base stats: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. \* A brand-new magic system that melds classic fantasy RPG flavor with Fate Core rules. \* An all-new insanity and madness system to evoke the popular Lovecraftian overtones of the City of Adventure. \* Rules for using weapons, armor, magic items, and even firearms! \* Stats for Freeport monsters, including the freakish blemmyae and the dreaded burnlings. \* Details on the core races and how they fit in the city, as well as rules for importing a new player character race in Fate. \* Statistics for over 75 heroic allies and terrible villains described in The Pirate's Guide to Freeport. \* Fury in Freeport: A new adventure module you launch a brand-new Freeport campaign! The Fate Freeport Companion is your rules guide to exploring Green Ronin Publishing's Freeport, whether as a daring hero looking for adventure, or as a Gamemaster seeking new worlds to explore, this sourcebook is an indispensable accessory for fans of both Freeport and the Fate Core System!

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 industry's best-known adventure writers. Each article gives a different perspective on how to write adventure modules that don't suck, written by authors with decades of experience and prominent published credits. By the time you're done reading this book, you'll have the path to designing great adventure modules on your own. Whether you're an experienced writer or an aspiring novice, you'll find something of value in this book! Macmillan, USA.

"The Marshal's Handbook is not a complete game. The Weird West Player's Guide is also required to play ..." -- From back cover

Regime Diabolique

Character Sketches of Romance, Fiction and the Drama

Tales of the Grotesque and Dungeonesque

Bulldogs! Fate Core

How to Write Adventure Modules That Don't Suck

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.

The civil unrest in Korvosa has been dealt with, only to be replaced by a far more deadly and insidious threat. A horrific disease that leaves its dead deformed and faceless sweeps through the streets of Korvosa, death borne on the wind and steeped in the stones. Mass graves crowd the outer walls and plague doctors stalk the

streets in a desperate attempt to prevent the sickness from spreading, yet is there something more to the plague than meets the eye? This volume contains supplementary rules for handling large-scale urban disasters, such as plagues and famines, and also presents a detailed exploration of Abadar, the god of cities and wealth. Several new monsters associated with sickness and disease round out the bestiary.

"By hook or by bishop's crook, Ventianus will see him dead by nightfall." While Cuthbert and Eadmund pursue a thief through the deserted streets of an enemy city, others plot to turn their help into harm and their honour into shame. Outwitted and outnumbered, they stumble into a nest of conspiracies that may send Britain crashing back into the bloodshed and chaos from which it just emerged. But Eadmund has more in the game than Cuthbert knows, and deciding who to trust may become the most dangerous choice of all. Every treasure has a secret, every saint has a past.

All for One

An Introduction to Roleplaying

Galaxy

Champions Complete

Monster Manual IV

The rediscovery of Babylon and Assyria in the 1840s transformed Western views on the origins of civilisation. The excavation of Nineveh proved that even the Greeks, Romans and Egyptians together did not constitute the ancient world. These peoples had nothing to do with the beginnings of civilisation on Earth. It was in Mesopotamia that humanity took the first steps on its path towards the society we know today. The Sumerians inaugurated civilisation itself, but it was the Babylonians and then the Assyrians who fulfilled its potential. Their early experiments in state formation remain fascinating to us today: just like our governments, for a thousand years Babylon and Assyria grappled with the challenges of organising central power, administering distant territories, and engineering social harmony in empires and their cities. These achievements form one of the momentous episodes in human history; the Mesopotamian invention of writing revolutionised our minds and increased our intellectual possibilities a hundredfold. The First Great Powers is a revelation: of kingship, warfare, society and religion. Here at last we can discover what it meant to be an ancient Mesopotamian living in such an extraordinary world.

Hellfrost Gazetteer Cubicle 7 Entertainment Limited

Bombs fell. Billions died. Now you must pick up the pieces and rebuild this Broken Earth. Broken Earth is an adventure-setting that takes place in a post-apocalyptic version of Earth. In it, heroes struggle to rebuild what was once the northern Midwest of the United States, and a tiny bit of southern Central Canada. As an adventure-setting, Broken Earth includes many compelling locations and adventures, but also gives the heroes freedom to explore the world. This book contains everything a GM needs to run a prolonged campaign in the Broken Earth setting, including locations, NPCs, plot points, mutant monsters, and a detailed first adventure that brings the party together. It also has new edges, races, and powers for players to use with their Broken Earth characters.

Into the Odd

System Toolkit

Edge of Anarchy

Fate Freeport Companion

Hellfrost