

The Cthulhu Hack Three Faces Of The Wendigo Rpgnow Com

She comes. The skies bleed. The earth groans. The sea howls. . . . The world is rent asunder as the Kraken Queen claws her way from hell. And the only ones standing in her way are a young man with a piece of steel and a voice in his head, his many companions, and their many, many problems. As Lenk journeys to the island of Jaga, the tomb of Ulbecotthon, he is hunted—by enemies, by the woman he loves, by the demon he has to kill, by an army of any number of bloodthirsty purple berserkers, savage lizardmen, vicious monsters, and colossal demons. In the lands where sky and sea have forgotten they were ever separate, Lenk and his companions' destinies await at the tip of a sword and the mouth of hell.

A family relocates to a small house on Ash Tree Lane and discovers that the inside of their new home seems to be without boundaries

When the evil Stygian sorcerer Ethram-Fal casts a spell on conan, harnessing the Cimmerian's skills for his own purposes, Conan must ally himself with the sorceress Zelandra, who demands a hefty price for her cooperation. Reissue.

13th Age is the highly-anticipated new rules–light fantasy RPG from two legendary game designers – Jonathan Tweet and Rob Heinso of Dungeons & Dragons fame, combining an old–school approach with indie story game design. Players take the roles of fortune-seeking adventurers in a world where powerful individuals called Icons pursue goals that may preserve an ancient empire, or destroy it.. By defining each characters relationship to the Icons, along with a rich background and a trait that makes him or her unique in the world, 13th Age lays the groundwork for epic stories that emerge through play.

The Roleplaying Game of Romantic Fantasy

Herbert West
A Biography
Goodman Games 2019 Yearbook Presents Riders on the Phlogiston
The Best of H. P. Lovecraft

"Herbert West—Reanimator" is a story by American horror fiction writer H. P. Lovecraft. The story is the first to mention Lovecraft's fictional Miskatonic University. It is also notable as one of the first depictions of zombies as scientifically reanimated corpses, with animalistic and uncontrollable temperament. The narrator is a doctor who went to medical school with the titular character. Informing the reader that Herbert West has recently disappeared. The narrator goes on to explain how he met West when they were both young men in medical school, and the narrator became fascinated by West's theories, which postulated that the human body is simply a complex, organic machine, which could be "restarted." West initially tries to prove this hypothesis, but is unsuccessful. West realizes he must experiment on human subjects. The two men spirit away numerous supplies from the medical school and set up shop in an abandoned farmhouse. At first, they pay a group of men to rob graves for them, but none of the experiments are successful. West and the narrator go into grave robbing for themselves. One night, West and the narrator steal a corpse of a construction worker who died just that morning in an accident. They take it back to the farmhouse and inject it with West's solution, but nothing happens. Later an inhuman scream is heard from within the room containing the corpse which forces the two students to instinctively flee into the night. West accidentally tips over a lantern and the farmhouse catches fire. West and the narrator escape. The next day, however, the newspaper reads that a grave in potter's field had been molested violently the night before, as with the claws of a beast.

Arkady and Boris Strugatsky are widely known as the greatest Russian writers of science fiction, and their 1964 novel Hard to Be a God is considered one of the greatest of their works. It tells the story of Don Rumata, who is sent from Earth to the medieval kingdom of Arkanar with instructions to observe and to influence, but never to directly interfere. Masquerading as an arrogant nobleman, a dueler and a brawler, Don Rumata is never defeated but can never kill. With his doubt and compassion, and his deep love for a local girl named Kira, Rumata wants to save the kingdom from the machinations of Don Reba, the First Minister to the king. But given his orders, what role can he play? Hard to Be a God has inspired a computer role-playing game and two movies, including Aleksei German's long-awaited swan song. Yet until now the only English version (out of print for over thirty years) was based on a German translation, and was full of errors, infelicities, and misunderstandings. This new edition—translated by Olena Bormashenko, whose translation of the authors' Roadside Picnic has received widespread acclaim, and supplemented with a new foreword by Hari Kunzru and an afterword by Boris Strugatsky, both of which supply much-needed context—reintroduces one of the most profound Soviet-era novels to an eager audience.

Laird Barron's skill has emerged as one of the strongest voices in modern horror and dark fantasy fiction, building on the eldritch tradition pioneered by writers such as H. P. Lovecraft, Peter Straub, and Thomas Ligotti. His stories have garnered critical acclaim and been reprinted in numerous year's best anthologies and nominated for multiple awards, including the Crawford, International Horror Guild, Shirley Jackson, Theodore Sturgeon, and World Fantasy Awards. His debut collection, The Imago Sequence and Other Stories, was the inaugural winner of the Shirley Jackson Award. He returns with his second collection, Occultation. Pitting ordinary men and women against a carnivorous, chaotic cosmos, Occultation's eight tales of terror (two never before published) include the Theodore Sturgeon and Shirley Jackson Award-nominated story "The Forest" and Shirley Jackson Award nominee "The Lagerstatte." Featuring an introduction by Michael Shea, Occultation brings more of the spine-chillingly sublime cosmic horror Laird Barron's fans have come to expect.

LOVECRAFT THE MAN LOVECRAFT THE WRITER LOVECRAFT THE CULT FIGURE His name conjures macabre visions of ghoulish beasts, creeping monsters, ghastly fantasies. His stories have spawned a following that ranks him with Edgar Allan Poe and Lord Dunsany. But Lovecraft was himself the most bizarre of all his characters!

The Ravenar Sagas

Conan and the Emerald Lotus

Stories

The Yellow Sign

The Apex Book of World SF: Volume 1

Atomic-Age Cthulhu

SOME ARE SCIENCE-FICTION TALES The Church exiles deviants off-planet. Humans sail the seas in living ships. A woman willingly becomes victim to tribal aliens. A time machine changes a couple's marriage. Humorous insanity in a religious dystopia. A man discovers the perfect woman. The Soviets race to beat the Americans to the moon—and beyond. A woman needs a high-tech solution to her marital problems. OTHERS

ARE FANTASY TALES An undead woman hopes of being exiled by the Zombie King. A man weds a mermaid in a union destined to end in a year. A frustrated woman finds a supernatural cure for her woes. Four women offer godhood to a wino. A girl is sworn to celibacy, and her suitors risk death if they defile her. A princess kidnapped by a demon is desperate for rescue by her one true love. A captured werewolf faces a bizarre deal. SEVERAL ARE HORROR TALES A voyeur sees more than he expects. An Ancient Demigod demands human sacrifices. A couple receive night visits from demons. A serial killer experiences a supernatural threat. A man flees a creature not quite his wife. A plague blacks the glass in a man's house. Strange auras tell a man to strangle a woman he's never met. ALL ARE SALACIOUS TALES And all of these stories have one thing in common: an erotic theme. Sex isn't the whole story, but it's always part of the story. These salacious tales will take you on journeys across genres, from romance to lust, from teases and titillations to explicit stories and graphic sex. There's something for everyone... and probably more stories for you than you might expect. FEATURING 22 TALES by J.T. Beckett Milena Benni Julie Dixon David M. Fitzpatrick Jane Gallagher Janix Jenn

Amy Judkins Holly Knight E.W. Lee William Markly O'Neal Corwin Merrill Robert M. Palmer Frances Pauli Dalibor Perkovic Aleksandar Ijzak and JOHN GRANT, two-time Hugo Award winner and winner of the Locus Award and World Fantasy Award

The story is told by Albert N. Wilmarth, an instructor of literature at Miskatonic University in Arkham. When local newspapers report strange things seen floating in rivers during a historic Vermont flood, Wilmarth becomes embroiled in a controversy about the reality and significance of the sightings, though he sides with the skeptics. Wilmarth uncovers old legends about monsters living in the uninhabited hills who abduct people who venture or settle too close to their territory.

HisHer came Conan the Cimmerian, black-haired, sullen-eyed, sword in hand, a thief, a reaver, a slayer, with gigantic melancholies and gigantic mirth, to tread the jeweled thrones of the Earth under his sandalled feet.

"The oldest and strongest emotion of mankind is fear, and the oldest and strongest kind of fear is fear of the unknown."—H. P. LOVECRAFT, "Supernatural Horror in Literature"
Howard Phillips Lovecraft forever changed the face of horror, fantasy, and science fiction with a remarkable series of stories as influential as the works of Poe, Tolkien, and Edgar Rice Burroughs. His chilling mythology established a gateway between the known universe and an ancient dimension of otherworldly terror, whose unspeakable and monstrous landscapes—dread Cthulhu, Yog-Sothoth, the Plateau of Leng, the Mountains of Madness—have earned him a permanent place in the history of the macabre. In Tales of the Cthulhu Mythos, a pantheon of horror and fantasy's finest authors pay tribute to the master of the macabre with a collection of original stories set in the fearsome Lovecraft tradition. "The Call of Cthulhu by H. P. Lovecraft: The slumbering monster-gods return to the world of mortals. , Notebook Found in a Deserted House by Robert Bloch: A lone farmboy chronicles his last stand against a hungry backwoods evil. , Cold Print by Ramsey Campbell: An avid reader of forbidden books finds a treasure trove of deadly volumes—available for a bloodcurdling price. , The Freshman by Philip José Farmer: A student of the black arts receives an education in horror at notorious Miskatonic University. PLUS EIGHTEEN MORE SPINE-TINGLING TALES!

A Very Simple Introduction to the Terrifyingly Beautiful World of Computers and Code

Tales of the Cthulhu Mythos

Hard to Be a God

The Apocalypse Codex

Haling State

Mark Z. Danielewski's House of Leaves

That evening I took my usual walk in Washington Park, pondering over the occurrences of the day. I was thoroughly committed. There was no back out now, and I stared the future straight in the face. I was not good, not even scrupulous, but I had no idea of deceiving either myself or Tessie. The one passion of my life lay buried in the sunlit forests of Britanny. Was it buried forever? Hope cried "No!" For three years I had been listening to the voice of Hope, and for three years I had waited for a footstep on my threshold. Had Sylvia forgotten? "No!" cried Hope. I said that I was not good. That is true, but still I was not exactly a comic opera villain. I had led an easy-going reckless life, taking what invited me of pleasure, deploring and sometimes bitterly regretting consequences. In one thing alone, except my painting, was I serious, and that was something which lay hidden if not lost in the Breton forests. It was too late now to regret what had occurred during the day. Whatever it had been, pity, a sudden tenderness for sorrow, or the more brutal instinct of gratified vanity, it was all the same now, and unless I wished to bruise an innocent heart my path lay marked before me. The fire and strength, the depth of passion of a love which I had never even suspected, with all my imagined experience in the world, left me no alternative but to respond or send her away. Whether because I am so cowardly about giving pain to others, or whether it was that I have little of the gloomy Puritan in me, I do not know, but I shrank from disclaiming responsibility for that thoughtless kiss, and in fact had no time to do so before the gates of her heart opened and the flood poured forth. Others who habitually do their duty and find a sullen satisfaction in making themselves and everybody else unhappy, might have withstood it. I did not. I dared not. After the kiss had abated I did tell her that she might better have loved Ed Burke and worn a plain gold ring, but she would not hear of it, and I thought perhaps that as long as she had decided to love somebody she could not marry, it had better be me. I, at least, could treat her with an intelligent affection, and whenever she became tired of her infatuation she could go none the worse for it. For I was decided on that point although I knew how hard it would be. I remembered the usual termination of Platonic liaisons and thought how disgusted I had been whenever I heard of one. I knew I was undertaking a great deal for so unscrupulous a man as I was, and I dreaded the future, but never for one moment did I doubt that she was safe with me. Had it been anybody but Tessie I should not have bothered my head about scruples. For it did not occur to me to sacrifice Tessie as I would have sacrificed a woman of the world. I looked the future squarely in the face and saw the several probable endings to the affair. She would either tire of the whole thing, or become so unhappy that I should have either to marry her or go away. If I married her we would be unhappy. I with a wife unsuited to me, and she with a husband unsuitable for any woman. For my past life could scarcely entitle me to marry. If I went away she might either fall ill, recover, and marry some Eddie Burke, or she might recklessly or deliberately go and do something foolish. On the other hand if she tired of me, then her whole life would be before her with beautiful vistas of Eddie Burkes and marriage rings and twins and Harlem flats and Heaven knows what. As I strolled along through the trees by the Washington Arch, I decided that she should find a substantial friend in me anyway and the future could take care of itself. Then I went into the house and put on my evening dress for the little faintly perfumed note on my door said, "Have a cab at the stage door at eleven," and the note was signed "Edith Carmichael, Metropolitan Theater, June 19th, 189-"
Dunnsmouth is diseased and rotten to the core. Beset by malefactors supernatural and mundane, Dunnsmouth slowly dies in the swamp. But within the rot are mysteries to be solved, evil to be fought, and the Weird to be encountered.Scenic Dunnsmouth features an innovative village generation system using dice and playing cards to ensure that every expedition to Dunnsmouth is unique; the adventure never plays the same way twice. The threats, their intensity, which villagers are present, which alliances they hold, and even the village map, are all randomly determined before play. Scenic Dunnsmouth is an adventure for characters of levels 2-5 for use with Lamentations of the Flame Princess Weird Fantasy Role-Playing and other traditional role-playing games.
Blue Rose is a roleplaying game of romantic fantasy, inspired by novelists like Mercedes Lackey, Diane Duane, and Tamora Pierce. The game focuses on heroic and good-hearted characters working together to defend the enlightened kingdom of Aldis from harm. Most characters have at least minor psychic powers and some have intelligent magical animals as their devoted allies. Blue Rose has everything players need to get started, including complete rules for character creation, social interactions, reputations and psychic powers. The game also uses the innovative damage mechanic from Green Ronin's hit Mutants & Masterminds RPG. The forthcoming Blue Rose Companion will provide expanded setting information, monstrous foes, magic items, and live action rules. Blue Rose uses Wizards of the Coast's Open Game License.
When Jack Kerouac witnesses signs of the return of Cthulhu, he recruits fellow beats Neal Cassidy and William S. Burroughs for a road trip that climaxes in a confrontation with a Lovecraftian cult.

Pickman's Model

Salacious Tales

Blue Rose

A Miscellany of the Macabre

Eldritch Tales

Goblin Quest - Softcover: A Game of Fatal Incompetence

Forty days from now, a dark cult will congregate somewhere in the United States to summon a cosmic entity of infinite horror! The only hope for the world is a group of four intrepid investigators who will stop at nothing to find the necessary clues, identify the cult, and stop the great ritual before it is too late! Four Against the Great Old Ones is a game of Lovecraftian dread and horror set in the 1930s. It is an old-school pen-and-paper game that can be enjoyed in solitaire, cooperatively, or as an RPG-lite. It is a standalone game based on the Four against Darkness system, modified to include Insanity, Helpers, 8 new main characters, a unique clue system, 6 possible final encounters (each a full mini-game), and more. Narrative-driven and true to its source material, Four Against the Great Old Ones will provide you with a deep immersion in Lovecraft's world. The game is designed to be challenging, and will require determination,

A New Call of Cthulhu Roleplaying Game from Chaosium Inc.Cthulhu Dark Ages950 A.D. -- The world is torn apart: empires and kingdoms have endured two centuries of invasions, and now warlords fight over the remains like wild dogs. The clergy is weak and morally depraved, cities are depopulated, trade is stagnant and violence reigns everywhere. History is coming into the Sixth Age of humankind, the ultimate age before the end of the world.The Byzantine Theodoros Philetas translated the Al Azif into Greek, and renames it the Necronomicon. It will take one century before that blasphemous tome is finally condemned, and most copies destroyed.CTHULHU DARK AGES continues with Lovecraft's sinister tradition of men and women struggling against the dark forces of the Cthulhu Mythos, but in a time nearly one thousand years before Lovecraft's birth.CTHULHU DARK AGES is a complete roleplaying game using Chaosium's classic Basic Roleplaying System. All you need to play are some dice and some friends.For more info, or graphics contact mailto: dustin@chaosium.com

Deep dweren cities of the underworld, Infested by conquering orcs, Enslaved by demons of skull and pyre ... Black labyrinths of mad demigods, Proving grounds for daring adventurers And graveyards for greedy fools ... Twisting passages, all alike, Where lurking trolls and shadow beasts Guard the deepest riddles of the nether. "If you have ever wanted to know how to quickly and masterfully create your own mega-dungeon for your pen-and-paper Fantasy Role-Playing Game (PnP FRPG) campaigns, this is the perfect book for you. This Game Master's guide will show you, step by step, how to take your vague-yet-promising ideas and how

to sculpt them with precise and careful design decisions (enhanced, if you prefer, by random die rolls), allowing you to conceive an endless mega-dungeon in record time. Best of all, the CASTLE OLDSKULL CLASSIC DUNGEON DESIGN GUIDE is also system-neutral. No matter which of the many FRPGs you choose to play, from basic skill level to advanced, a first edition or a fifth or anything in between, the lessons you master here will serve you in your gaming for years to come. Learn how to make the most of your ever-dwindling prep time, so that you can spend those saved hours gaming with your friends! This old school Guide is filled to overflowing with more than 450 pages of design material and dungeon generation tables. Highlights include: * Hack and slash and beyond. 39 adventure scenarios, with 20 diabolical twists, totaling 780 great ideas for your next campaign. * A myriad of options. Over 10,000 unusual benefactors ("quest givers"),

unusual wilderness encounters your players will never forget, and extensive rumor and dungeon history generation systems. * Every endless labyrinth ever, under one cover. Extensive details on realistic underworlds, hundreds of dungeon dressing ideas, over 10,000 room types, and much more. * The imagined made real. A complete second book is included herein as a detailed example of dungeon design, featuring over 60 pages of specific examples. The Goblin Head campaign environment supplement reveals exactly how a 13-level mega-dungeon can be conceived in a matter of hours. The CLASSIC DUNGEON DESIGN GUIDE is brought to you by Kent Bonney and Dan Imprints, a role-player and Game Master with over 30 years of play experience. Best of all, if there are any other materials you would like to see relating to dungeon design, feel free to contact the author. Many more CASTLE OLDSKULL supplements are being prepared specifically to support

the players, initiates and Game Masters of the Old School Revival (OSR). This Guide is your gateway to the realms of sword and sorcery. Join us for the adventure! (A complete reference work designed to supplement existing pen-and-paper Fantasy Role-Playing Games. 12 chapters, over 100 section topics, 60,000 words, 475+ pages; organized via a fully ordered table of contents. Just one of the proud creations available now from Wonderland Imprints - Only the Finest Works of Fantasy.)

Persephone Hazard, a member of the Laundry who is as beautiful as she is unpredictable, investigates an American televangelist who seems to be able to miraculously heal people.

Occultation

Reanimator

The Whisperer In Darkness

Four Against the Great Old Ones

Lovecraft

Learn Python 3 the Hard Way

[CALL OF CTHULHU ROLEPLAYING] ATOMIC-AGE CTHULHU brings Lovecraftian horror roleplaying into the post-war golden age. Here you find background and history that led to the development of the 1950s world, along with new skills and professions for your investigators. A number of Sinister Seeds are included to help you grow your own 1950s horrors, but seven complete adventures are ready for you to spring on your unsuspecting players.
A roleplaying game that lets players tell the stories of ambitious, but short-lived, goblins.
"Halting State [is] a near-future story that is at once over-the-top and compellingly believable." – Vernor Vinge, author of Rainbows End In the year 2018, Sergeant Sue Smith of the Edinburgh constabulary is called in on a special case. A daring bank robbery has taken place at Hayek Associates—a dot-com start-up company that's just floated onto the London stock exchange. But this crime may be a bit beyond Smith's expertise. The prime suspects are a band of marauding orcs with a dragon in tow for fire support. The bank is located within the virtual reality land of Avalon Four, and the robbery was supposed to be impossible. When word gets out, Hayek Associates and all its virtual "economies" are going to crash hard. For Smith, the investigation seems pointless. But the deeper she digs, the bigger the case gets. There are powerful players—both real and pixelated—who are watching her every move. Because there is far more at stake than just some game-head's fantasy financial security...
Six timeless stories of supernatural terror and macabre imagination by "the 20th century's greatest practitioner of the classic horror tale" (Stephen King). H. P. Lovecraft's unique literary vision has influenced generations of authors whose work comprises its own subgenre: Lovecraftian horror. His legacy can be seen everywhere, from the HBO drama series Lovecraft Country to the enduring Cthulhu Mythos—a fictional universe first developed by Lovecraft in several of the stories included here. An essential collection for any horror fan, this volume presents some of Lovecraft's finest short fiction, including "The Call of Cthulhu," "The Dunwich Horror," and "The Shadow Over Innsmouth," among others.

Three Faces of the Wendigo

The Atrocity Archives

Conan – Jeweled Thrones of the Earth

Three Investigations for the Cthulhu Hack

Darklost

Mythos Horror in The 1950s

Where once the mighty Kane has passed, no one who lives forgets. Now, down the trail of past battles, Kane travels again. To the ruins of a devastated city peopled only with half-men and the waif they call their queen. To the half-burnt tavern where a woman Kane wronged long ago holds his child in keeping for the Devil. To the cave kingdom of the giants where glory and its aftermath await in Hugo. To the house of death itself where Kane retrieves a woman in love. The past, the future, the present – all these are one for Kane as he travels through the centuries. Contents: "Undertow" "Two Suns Setting" "The Dark Muse" "Raven's Eyrie" "Lynorits Reprise" "Sing a Last Song of Valdesse"
The first novel in discovery award-winning author Charles Stross's witty Laundry Files series. Bob Howard is a low-level techie working for a super-secret government agency. While his colleagues are out saving the world, Bob's under a desk restoring lost data. His world was old and safe - but then he went and got Noticed. Now, Bob is up to his neck in spycraft, parallel universes, dimension-hopping terrorists, monstrous elder gods and the end of the world. Only one thing is certain: it will take more than a full system reboot to sort this mess out ...

The Apex Book of World SF, edited by Lavie Tidhar, features award-winning science fiction and fantasy short stories from Asia, Eastern Europe and around the world. The world of speculative fiction is expansive; it covers more than one country, one continent, one culture. Collected here are sixteen stories penned by authors from Thailand, the Philippines, China, Israel, Pakistan, Serbia, Croatia, Malaysia, and other countries across the globe. Each one tells a tale breathtakingly vast and varied, whether caught in the ghosts of the past or entangled in a postmodern age. Among the spirits, technology, and deep recesses of the human mind, stories abound. Kites sail to the stars, technology transcends physics, and wheels cry out in the night. Memories come and go like fading echoes and a train carries its passengers through more than simple space and time. Dark and bright, beautiful and haunting, the stories herein represent speculative fiction from a sampling of the finest authors from around the world. Table of Contents: S.P. Somtow (Thailand) — "The Bird Catcher" Jetse de Vries (Netherlands) — "Transcendence Express" Guy Hasson (Israel) — "The Levantine Experiments" Han Song (China) — "The Wheel of Samsara" Kaaron Warren (Australia/Fiji) — "Ghost Jail" Yang Ping (China) — "Wizard World" Dean Francis Altar (Philippines) — "L'Aquione du Estrellas (The Kite of Stars)" Nir Yaniv (Israel) — "Cinderers" Jamil Nasir (Palestine) — "The Allah Stairs" Tunku Halim (Malaysia) — "Biggest Baddest Bomoh" Alette de Boador (France) — "The Lost Xuyan Bride" Kristin Mandigma (Philippines) — "Excerpt from a Letter by a Social-realist Aswang" Aleksandar Ziljak (Croatia) — "An Evening in the City Coffeehouse, With Lydia on My Mind" Anil Menon (India) — "Into the Night" Mélanie Fazi (France, translated by Christopher Priest) — "Elegy" Zoran Živković (Serbia, translated by Alice Coppie-Tošić) — "Compartment" Cover art and design by Sarah Anne Langton. Writers of: "From S.P. Sotmw's World Fantasy Award-winning "The Bird Catcher," a restrained horror tale of a young boy's friendship with Thailand's most infamous human "monster," to "Wizard World," Galaxy Award winner Yang Ping's story of high-tech gamers, this extraordinary anthology of 16 tales introduces English-speaking readers to some of the world's best writers of sf, horror, fantasy, and metafiction. Contributors include Jamil Nasir (Palestine), Aleksandar Ziljak (Croatia), Guy Hasson (Israel), Kaaron Warren (Australia/Fiji), and Jetse de Vries (Netherlands). VERDICT This literary window into the international world of imaginative fiction, the first in a new series, is sure to appeal to adventurous sf fans and readers of fiction in translation." —Library Journal "The great thing about Tidhar's collection is that it is full of such masterpieces. You do have to get used to having your mind warped as if by some powerful psychedelic. You'll definitely feel that way after Zoran Živkovic and his Goodot-like explorations. Or after Guy Hassan's thought experiment about the nature of mind and thought. But once you get used to the idea, you can settle in and enjoy the ride." —42SciFi-Fantasy.com, Randy Lazarus "These stories deserve to be heard!" —Frederik Pohl

You Will Learn Python 3! Zed Shaw has perfected the world's best system for learning Python 3. Follow it and you will succeed—just like the millions of beginners Zed has taught to date! You bring the discipline, commitment, and persistence; the author supplies everything else. In Learn Python 3 the Hard Way, you'll learn Python by working through 52 brilliantly crafted exercises. Read them. Type their code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you'll learn how a computer works, what good programs look like; and how to read, write, and think about code. Zed then teaches you even more in 5+ hours of video where he shows you how to break, fix, and debug your code—live, as he's doing the exercises. Install a complete Python environment Organize and write code Fix and break code Basic mathematics Variables Strings and text Interact with users Work with files Looping and logic Data structures using lists and dictionaries Program design Object-oriented programming Inheritance and composition Modules, classes, and objects Python packaging Automated testing

Basic game development Basic web development It'll be hard at first. But soon, you'll just get it—and that will feel great! This course will reward you for every minute you put into it. Soon, you'll know one of the world's most powerful, popular programming languages. You'll be a Python programmer. This Book Is Perfect For Top beginners with zero programming experience Junior Cthulhu Dark Ages

Conan Horrors of the Hyborian Age Conan RPG Supp. Hardback
Night Winds
13th Age RPG
Castle Oldskull Gaming Supplement CDDG1

Dread Trident

In modern-day Los Angeles, Victor Renquist, a centuries-old vampire, seeks to establish a "colony" of the undead but first must prevent the meddling of a quasi-religious cult. By the author of The Time of Feasting. Reprint.
H. P. Lovecraft was one of the greatest horror writers of all time. His seminal work appeared in the pages of legendary Weird Tales and has influenced countless writer of the macabre. This is one of those stories.

All new tales of Cumbrian horror inspired by H.P. Lovecraft's legendary Cthulhu mythos! Cumbrian Cthulhu Volume Three Nine stories of Lakeland Lovecraft by new writers, accompanied by the beautifully grotesque illustrations of Andy Paciorek. Features part two of Richard W Straw's epic 'Langdale & Pike' trilogy! All profits from book sales will be donated to the Lake District Search and Mountain Rescue Association (LDSAMRA)

Cumbrian Cthulhu writers, artists and contributors have kindly given their work for free.

When the son of a wealthy, politically powerful family is found dead, London constable and sorcerer's apprentice Peter Grant investigates this case, which is linked to a rogue magician known as the Faceless Man--and which takes him deep within the deadliest subway system in the world. Original. 50,000 first printing.

The Skybound Sea

Move Under Ground

Tabletop Role-Playing Games and the Modern Fantastic

The Mecha Hack

The Pen and Paper Solo and Cooperative Game of Lovecraftian Horror

Large Print

Dread Trident examines the rise of imaginary worlds in tabletop role-playing games (TRPGs), such as Dungeons and Dragons. With the combination of analog and digital mechanisms, from traditional books to the internet, new ways of engaging the fantastic have become increasingly realized in recent years, and this book seeks an understanding of this phenomenon within the discourses of trans- and posthumanism, as well as within a gameist model. The book explores a number of cases of foundational TRPGs. Dungeons and Dragons provides an illustration of pulp-driven fantasy, particularly in the way it harmonizes its many campaign settings into a functional multiverse. It also acts as a supreme example of depth within its archive of official and unofficial published material, stretching back four decades. Warhammer 40k and the Worlds of Darkness present an interesting dialogue between Gothic and science-fiction elements. The Mythos of HP Lovecraft also features prominently in the book as an example of a realized world that spans the literary and gameist models. Detailed fantasy worlds are becoming ever more popular as a way of experiencing a touch of the magical within modern life. Reworking Northrop Frye's definition of irony, Dread Trident theorizes an ironic understanding of this process and in particular of its embodied forms.

Following on from the phenomenal success of NECRONOMICON comes ELDRITCH TALES. Howard Phillips Lovecraft died at the age of 47, but in his short life he turned out dozens of stories which changed the face of horror. His extraordinary imagination spawned both the Elder God Cthulhu and his eldritch cohorts, and the strangely compelling town of Innsmouth, all of which feature within these pages. This collection gathers together the rest of Lovecraft's rarely seen but extraordinary short fiction, including the whole of the long-out-of-print collection FUNGI FROM YOGGOTH. Many of these stories have never been available in the UK! Stephen Jones, one of the world's foremost editors of dark fiction, will complete the Lovecraft story in his extensive afterword, and award-winning artist Les Edwards will provide numerous illustrations for this must-have companion volume to NECRONOMICON.

One of the most popular releases of the year returns! This annual compilation of articles for DCC RPG includes Riders on the Phlogiston, the 2018 Gen Con tournament adventure module. In addition it includes a yearbook of the great new Goodman Games community content from the last year! Made in the USA. First published in Weird Tales, Part 1, June 1930; Part 2, July 1930. Kane goes to Africa on the trail of an English girl named Marilyn Tafarel, kidnapped from her home and sold to Barbary pirates by her cousin. When he finds the hidden city of Negari, he encounters Nakari, "the vampire queen of Negari".

Cumbrian Cthulhu Volume Three

Scenic Dunnsmouth

Erotic Science Fiction, Fantasy, and Horror

The Moon of Skulls (Illustrated)

Whispers Under Ground

Three Viking Adventures for Cthulhu Dark Ages

Horrors of the Hyborian Age is the definitive guide to creatures inhabiting the dark tombs, ruined cities, forgotten grottos, dense jungles and sinister forests of Conan's world. This collection of beasts, monsters, undead, weird races and mutants are ready to pit their savagery against the swords and bravery of the heroes of the Hyborian variety of creatures, such as wild animals, dinosaur and living plant horrors. Elementals, golems, sapient magic circles and other beings. Classic Monsters presented with a Howardian flair such as siren, vampire, lamia and mummy. Lovecraftian menaces such as Old Ones, colors from the Outer Dark, dimensional shamblers. The monstrous offspring of the serpent god Set. New creature qualities and abilities, rules for creating mutations and chimerical horrors. New Beast and and Beast Master archetypes and backgrounds. This book requires the Robert E. Howards Conan: Adventures in an Age Undreamed of Core book to use. Made in the UK.

The Classic Dungeon Design Guide