

Demon Wars Campaign Setting

It is a time of magic and monsters, a time when only a few scattered points of light glow with stubborn determination amid a rising tide of shadows. It is a time when only the bravest heroes dare tread the wild of the unknown... About a century ago, the collapse of Nerath, the last empire of the world, ushered in a dark age that continues to this day, the peace and prosperity of the past seemingly lost forever. However, even those fabled days weren’t without a few blemishes. One of these was Emperor Magroth the First, a tyrant and a conqueror; cruel, ambitious, filled with delusions of grandeur and dreams of destiny, and more than a bit insane. During Magroth’s reign, rumors of necromancy and demon worship were rampant, but the truth was far worse. Thanks to deals he made, pacts he agreed to, and rituals he performed, death was not the end Emperor Magroth. Instead, a piece of him was drawn into the Shadowfell where he became the ruler of a domain of dead. From this vantage, the old king prepared for his return—and the new empire he would forge from the ruins of old. Now Magroth has made a new deal with Orcus, the Demon Prince of Undeath, that frees him from his eternal prison for a year and a day. In that time, Magroth must re-establish his ancient kingdom while also accomplishing a series of terrible tasks for Orcus. To this end, Magroth’s plans intersect with two other threats that are rising in the world. Where these threats meet, the world shudders. And it falls to our heroes to keep the fragile lights of civilization burning for another day

Within Tunnels & Trolls Campaign Settings #1 you will find; Campaign Setting #1: Gamma-Trollworld—Have you ever wanted to play Tunnels & Trolls in a true post-apocalyptic setting? Now for the first time ever you have the chance to do so, with two ready-to-run GM adventures (Truck Stop Blues & Death Dwarves Attack) and one mini-solo. Campaign Setting #2: Superheroes Power Trip—BAM! Power Trip is an all new hard hitting, mind bending, super power flinging, action oriented thrill ride of a T&T Supplement that is fully Tunnels & Trolls 7.5v Edition compatible. It also comes with two ready-to-run GM adventures. Campaign Setting #3: New Khazan—Now have the chance to play (and GM) in a true sci-fi setting using the Tunnels & Trolls rules. It has been written in a way to be easily compatible with all editions of T&T. The New Khazan Supplement doesn’t just leave the GM with nothing to start with. Included in this rules supplement you will find a Solo and a GM Adventure to help you jump start your very own T&T sci-fi campaign (on any number of planets).

Welcome to a unique, intuitive and fast moving fantasy role-playing game. Supremely adaptable, you will be able to recreate your favourite fantasy world or develop your own land of magic, mystery and conflict. Playable with a standard deck of playing cards, a 14 sided dice or nothing at all but pencils, paper and a vivid imagination. Inside you'll find -
A swift and straightforward storytelling system
Character creation possibilities galore
A huge range of magical styles and traditions supported with dozens of spells
A plethora of customizable combat options
Extensive equipment listings
A wealth of astonishing creatures and personalities
An introductory scenario to get you up and running
Buckets of options and resources to help you tailor Horizons to your own needs and preferences
Leave the mundane behind and dive mind first into a world of wonder

The Medical Department of the United States Army in the World War

The Blade of the Flame

The Novice

Explorer's Guide to Wildemount (D&D Campaign Setting and Adventure Book) (Dungeons & Dragons)

Sundered Reaches Campaign Setting

Land of Heaven and the Abyss

The magical world of Corona is engulfed in darkness as Pony's son Ayrlian attempts to conquer all of Corona, while the gemstone-bearing Pony struggles to free the land from the malevolent forces that threaten to destroy it.

This full-length adventure for the newest D&D campaign setting is designed to showcase many of the most unique traits of the Eberron realm.

(Note: This is a campaign requiring the Catalyst RPG system. Visit http://www.cherrypickedgames.com/catalyst/ for the base game or to purchase a PDF of Civil Unrest). The Human-Demon War has pushed America to its breaking point. Two new nations have emerged to combat the horde, though their ideological differences fuel strife despite our species' suffering. "'Civil Unrest"' follows the players' journey as neutral mercenaries trying to preserve these fragile alliances. This guide aids game masters in directing a Catalyst campaign. "'Civil Unrest"' takes 3-5 players through a shorter, 4-session campaign.

Worldshaker

The Worldwound

Out of the Abyss

Civil Unrest - A Catalyst RPG Campaign

Age of Exploration Fantasy

The Mark of Nerath

Explore the lands of Eberron in this campaign sourcebook for the world's greatest roleplaying game. This book provides everything players and Dungeon Masters need to play Dungeons & Dragons in Eberron—a war-torn world filled with magic-fueled technology, airships and lightning trains, where noir-inspired mystery meets steampunking adventure. Will Eberron enter a prosperous new age or will the shadow of war descend once again? Dive straight into your pulp adventures with easy-to-use locations, complete with maps of floating castles, skyscrapers, and more. • Explore Sharn, a city of skyscrapers, airships, and noisih intrigue and a crossroads for the world's war-enticed peoples. • Include a campaign for characters venturing into the Mourmland, a mist-cloaked, corpse-littered land twisted by magic. • Meld magic and invention to craft objects of wonder as an artificer—the first official class to be released for fifth edition D&D since the Player's Handbook. • Flesh out your characters with a new D&D game element called a group patron—a background for your whole party. • Explore 16 new race/subrace options including dragonmarks, which magically transform certain members of the races in the Player's Handbook • Confront horrific monsters born from the world's devastating wars.

Get everything you need to adventure in the Forgotten Realms on the exciting Sword Coast, home to the cities of Baldur's Gate, Waterdeep, and Neverwinter. Crafted by the scribes at Green Ronin in conjunction with the Dungeons & Dragons team at Wizards of the Coast, the Sword Coast Adventurer's Guide provides D&D fans with a wealth of detail on the places, cultures, and delights of northwestern Faerûn. The Sword Coast Adventurer's Guide is also a great way to catch up on recent events in the Forgotten Realms, to get background on locations featured in the Rage of Demons storyline coming in September, and to learn the lore behind video games like Neverwinter and Sword Coast Legends. Here are just a few of the features you'll find in the Sword Coast Adventurer's Guide: • Immersive Adventuring. This campaign sourcebook provides players and Dungeon Masters material for creating vibrant fantasy stories along the Sword Coast. • New Character Options. The book offers new subclass options, such as the Purple Dragon Knight and the Swashbuckler, for many of the classes presented in the Player's Handbook, as well as new subclasses and backgrounds specific to the Forgotten Realms. • Adventure in the Forgotten Realms. Discover the current state of the Forgotten Realms and its details after the Spellplague and the second Sundering. You'll also get updated maps of this area of the Realms. • Compatible with Rage of Demons storyline. Make characters for use with the Out of the Abyss adventure and fight back the influence of the demon lords in the Underdark below the Sword Coast. • Insider Information. Learn the background behind locations, such as Luskan and Gracklstugh, featured in the upcoming digital RPG, Sword Coast Legends, from n-Space. With new character backgrounds and class options, players will love the storytelling possibilities of playing a noble of Waterdeep, an elf bladesinger, or one of the other new options, while Dungeon Masters will relish a book full of mysterious locations and story hooks to keep players adventuring on the Sword Coast for years to come. Look for Sword Coast Adventurer's Guide to be available on November 3.

In the Demon Awakens, bestselling author R. A. Salvatore creates an astonishing new world for readers to explore—and an intrepid hero to lead the way. Elbryan Wynden, who must confront the dark fides of destiny in his epic search for justice and peace. . . . A great evil has awakened in the land of Corona, a terrible demon determined to spread death and misery. His goblin armies and fearsome giants ravage the settlements of the frontier, and in the small village of Dundallir their merciless attack leaves behind two shattered orphans: Pony and her life-long friend, the youth Elbryan. Taken in by elves, Elbryan is raised to become a formidable ranger—a bestial role that will lead him into harrowing confrontation. Meanwhile, on a far-off island, a shower of gemstones will fall onto the black sand shores. These heaven-sent stones carry within them an incredible power—the key to all that is good in the world and all that is evil, and it is up to one young monk to liberate them from the corrupt monastery that harvests them. Pray that they don't fall into the wrong, clawed hands. . . .

The Inner Sea

Ice Kingdoms Campaign Setting

The Thieves of Blood

Eberron: Rising from the Last War (D&D Campaign Setting and Adventure Book)

Shadows of the Last War

Anniversary Edition

" ... requires the use of the Dungeons & Dragons Player's handbook, third edition published by Wizards of the Coast."--Cover back.

Provides guidance and fresh angles to the Dungeons & dragons game Eberron.

Demon Wars Campaign SettingFast Forward Entertainment Incorporated

Biblical and Classical Civilizations

Lords of Chaos: Book of the Damned

The Medical Department of the U.S. Army in the World War

Pathfinder Campaign Setting: Book of the Damned Volume 3

Women Soldiers in the American Civil War

Horizons

A study of the hundreds of women who disguised themselves as male soldiers to fight on both sides of the Union and Confederate conflict chronicles the stories of Jennie Hodgers, Frances Clayton, and Loretta Velazquez, among others. Reprint. 15,000 first printing.

HOW DO YOU WANT TO DO THIS? A war brews on a continent that has withstood more than its fair share of conflict. The Dwendalian Empire and the Kryn Dynasty are carving up the lands around them, and only the greatest heroes would dare stand between them. Somewhere in the far corners of this war-torn landscape are secrets that could end this conflict and usher in a new age of peace—or burn the world to a cinder. Create a band of heroes and embark on a journey across the continent of Wildemount, the setting for Campaign 2 of the hit Dungeons & Dragons series Critical Role. Within this book, you'll find new character options, a heroic chronicle to help you craft your character's backstory, four different starting adventures, and everything a Dungeon Master needs to breathe life into a Wildemount-based D&D campaign... • Delve through the first Dungeons & Dragons book to let players experience the game as played within the world of Critical Role, the world's most popular livestreaming D&D show. • Uncover a trove of options usable in any D&D game, featuring subclasses, spells, magic items, monsters, and more, rooted in the adventures of Exandria—such as Vestiges of Divergence and the possibility manipulating magic of Unumancy. • Start a Dungeons & Dragons campaign in any of Wildemount's regions using a variety of introductory adventures, dozens of regional plot seeds, and the heroic chronicle system—a way to create character backstories rooted in Wildemount. Explore every corner of Wildemount and discover mysteries revealed for the first time by Critical Role Dungeon Master, Matthew Mercer.

Welcome to Tal'Dorei, a fantasy-filled continent brimming with grand tales of heroes and adventure - and eagerly awaiting your own epic stories. Soar on a skyship from the metropolis of Emon to the distant haven of Whitestone, venture into wilderness rife with terrifying monsters and wayward mages, and uncover magic items that range from simple trinkets to the legendary Vestiges of Divergence. The hit series Critical Role first explored this continent through the epic adventures of Vox Machina. Now the world moves on in their wake. This campaign setting is newly revised and expanded to cover the exciting conclusion of the Vox Machina campaign and the characters lives in the years following. Let your footsteps, too, shape the fate of Tal'Dorei and perhaps the wider world of Exandria.This definitive, art-filled tomb is revised and expanded, containing everything you need to unlock the rich campaign setting of Tal'Dorei and make it your own:- A guide to each major region, with story hooks to fuel your campign- Expanded character options, including 9 subclasses and 5 backgrounds- Magic items such as the Vestiges of Divergence, legendary artifacts that grow in power with their wielders. -Dozens of creatures, including many featured in the Critical Role campaigns- New lore and updated stat blocks for each member of Vox Machina

PunkApocalyptic the RPG

Mists of Akuma

Campaign Setting

A Dungeons & Dragons Novel

The Empire Abroad and the Empire at Home

Wrath of the Gods

This rift is known as the Worldwound, and through it, the demon horde has infested an entire region. While the demon armies have been held in check by barbarians and crusaders alike, the region within that was once Sarkoris is now ruled by fiends. Worse, the Worldwound itself is slowly growing - if something isn't done to halt this blight, it and the demons it spawns may one day swallow all of Golarion! This Pathfinder sourcebook explores the demon-blighted land of the Worldwound (site of the new Wrath of the Righteous Adventure Path) in great detail. Ruined cities (such as the shattered capital city of Iz, the frozen city of Dyinglight, and the river city of Undarion), key historical sites (like the Circle of the Hierophants - birthplace of the druidic sect known as the Green Faith), and more are presented, along with an exhaustive examination of the strange and otherworldly hazards of the region. The book also includes several adventure sites ready for exploration, along with a few locations like the holdout town of Gundrun, which can serve heroes as (relatively) safe harbor in a deadly land. Finally, an extensive bestiary presents more than a dozen new monsters and demons and enemy NPCs along with two new monster templates, ensuring your PCs will never lack for foes in this devastated realm.

The exciting world of the Pathfinder Roleplaying Game comes alive in this giant 320-page full-color hardcover campaign setting! Fully revised to match the new Pathfinder RPG rules, this definitive volume contains expanded coverage of the 40+ nations in the world of Golarion's Inner Sea region, from ruin-strewn Varisia in the north to the sweltering jungles of the Mwangi Expanse in the south to crashed sky cities, savage frontier kingdoms, powerful city-states and everything in between. A broad overview of Golarion's gods and religions, new character abilities, magic items, and monsters flesh out the world for both players and Game Masters. A beautiful poster map reveals the lands of the Inner Sea in all their treacherous glory. The two-time ENnie Award-winning Pathfinder world provides classic adventuring style and cutting-edge game design perfectly suitable for any fantasy roleplaying game!

A CAPTIVATING STORY OF JOURNEY AND SACRIFICE Uled, the originator of the carnivorous Aern, the plantlike Vael, and the reptilian Zaur, has completed his plan to return from the dead, unleashing an army of undead creatures on the living world. Prince Rivvek has achieved peace between his people and the Aern, but at the cost of his capital city and the departure of a large portion of his military on a suicide mission to attempt the rescue of the Lost Command, a group of one thousand Armored Aern who carried their assault into the Never Dark to help win the last Demon War. The goal is to gain the forgiveness of the Aern and to be accepted as something other than Oathbreakers by Rae'en, the leader of the Aern and daughter of Kholster. Kholster, who only recently became the god of death, must work together with other new deities to bring balance to the heavens and stop Uled. Can he prevent Uled's undead army from ravaging the world in time to save Rae'en and those he still loves in the mortal realm?

Kansas Government Journal and Kansas Municipalities

Critical Role

Kansas Municipalities

Eberron Adventure

African American Literature and the Era of Overseas Expansion

Runaways - A Catalyst RPG Campaign

(Note: This is a campaign requiring the Catalyst RPG system. Visit http://www.cherrypickedgames.com/catalyst/ for the base game or to purchase a PDF of Runaways.) Over a year has passed since the demons took Earth from humanity. Survivors cling to life outside of the demon-controlled cities, struggling to find food, warmth, and security. “Runaways” follows the players through this harsh reality as they escape a demon slave market and chase rumors of a safe haven across the Rocky Mountains. This guide aids game masters in directing a Catalyst campaign. “Runaways” takes 3-5 players through a short, 4-session campaign.

The world has gone to hell and nearly everyone who has lived through it has gone mad.In PunkApocalyptic: The RPG, based on the wild and irreverent miniatures game of the same name by Bad Roll Games, you and your friends assume the roles of mercenaries who roam theWasteland. In this bleak and radioactive land, you fight to survive, explore the ruins of whatcame before, and trade blood, sweat, and tears for the precious bullets that have become theland's currency. Explore the radioactive ruins, fight battle-crazed mutants, negotiate withbizarre cultists, bargain with junkers and scavengers, and unearth fantastic relics from the past.Brutal and filthy, PunkApocalyptic: The RPG offers thrilling adventures steeped in the carnage ofa bleak and devastated future.

In The Empire Abroad and the Empire at Home, John Cullen Gruesser establishes that African American writers at the turn of the twentieth century responded extensively and idiosyncratically to overseas expansion and its implications for domestic race relations. He contends that the work of these writers significantly informs not only African American literary studies but also U.S. political history. Focusing on authors who explicitly connect the empire abroad and the empire at home (James Welton Johnson, Sutton Griggs, Pauline E. Hopkins, W.E.B. Du Bois, and others), Gruesser examines U.S. black participation in, support for, and resistance to expansion. Race consistently trumped empire for African American writers, who adopted positions based on the effects they believed expansion would have on blacks at home. Given the complexity of the debates over empire and rapidly with which events in the Caribbean and the Pacific changed in the late nineteenth and early twentieth centuries, it should come as no surprise that these authors often did not maintain fixed positions on imperialism. Their stances depended on several factors, including the foreign location, the presence or absence of African American soldiers within a particular text, the stage of the author's career, and a given text's relationship to specific generic and literary traditions. No matter what their disposition was toward imperialism, the fact of U.S. expansion allowed and in many cases compelled black writers to grapple with empire. They often used texts about expansion to address the situation facing blacks at home during a period in which their citizenship rights, and their very existence, were increasingly in jeopardy.

God's Demon

Neiyar

Tal'Dorei Campaign Setting Reborn

Eberron

Immortals

Sword Coast Adventurer's Guide

Dare to descend into the Underdark in this adventure for the world’ s greatest roleplaying game The Underdark is a subterranean wonderland, a vast and twisted labyrinth where fear reigns. It is the home of horrific monsters that have never seen the light of day. It is here that the dark elf Gromph Baenre, Archmage of Menzoberranzan, casts a foul spell meant to ignite a magical energy that suffuses the Underdark and tears open portals to the demonic Abyss. What steps through surprises even him, and from that moment on, the insanity that pervades the Underdark escalates and threatens to shake the Forgotten Realms to its foundations. Stop the madness before it consumes you! A Dungeons& Dragons® adventure for characters of levels 1-15

The powerful Lord Sargatanas, Brigadier-general in Beelzebub's host, is restless. For millennia Sargatanas has ruled dutifully over an infernal metropolis, but he has never forgotten what he lost in the Fall. He is sickened by what he has done and what he has become. Now, with a small event—a confrontation with a damned soul—he makes a decision that will reverberate through every being in Hell. Sargatanas decides to attempt the impossible, to rebel, to win his way Home and bring with him anyone who chooses to follow...be they demon or soul. He will stake everything on fighting all the abominable forces of Hell arrayed against him, when the prize is nothing less than redemption. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

*Critical Role has taken the roleplaying world by storm and now you can join the adventure! Until now, the wondrous and dangerous lands of Tal'Dorei have been the sole stomping grounds of the show's adventuring company, Vox Machina. But now, you can explore these realms in a tome from the pen of Game Master Matt Mercer himself! Will you find one of the revered Vestiges of Divergence or perhaps discover part of the Chroma Conclave's legacy? Can you help the Ashari in their sacred charge to prevent the elemental vortices from overwhelming the world, or will you find yourself embroiled in the machinations of the Clasp? This setting book takes an in-depth look at the history, people, and places of Tal'Dorei, and includes new backgrounds, magic items, and monsters for the Fifth Edition rules"—Amazon.com.

Horsemen of the Apocalypse

Tal'dorei Campaign Setting

The Medical Dept. of the U.S. Army in the World War

Demon Wars Campaign Setting

End of the World Rpg

Twin Crowns

Devils may seek to corrupt your faith and mind, and demons certainly look to twist your body and destroy your home. But the fiends known as demons seek something altogether more fundamental from mortals - they seek life itself! Evil without the distraction of binding law or capricious chaos, they look to the world with hungry eyes for fresh souls to consume. Horseman of the Apocalypse continues the Book of the Damned series by taking a detailed look at the demons - ushers of catastrophe and harbingers of disaster. Personally the worst way a person can die, demons constitute the third arm of major fiendish races, hailing from the nightmare realm of Abaddon, where they are led by four legendary figures- the so-called Horsemen of the Apocalypse!

Mists of Akuma is an eastern fantasy noir steampunk campaign setting for use with the newest edition of the world's most popular tabletop roleplaying game. Using new mechanics steeped in eastern lore, the book focuses on providing in-depth urban settings and a diverse array of character options to make truly unique parties of adventurers perfectly suited to survive the decay and desperation in Soburin. Bengoshi (governmental agents) empowered to deputize individuals in service of the Masuo Dynasty are attempting to hold the apocalypse at bay but intrigue and graft are as common and deadly as the corrupting fog, and the ancient threat's influence is spread all the further by the despair of Emperor Hitoshi's subjects. In the 340-page deluxe version of the Mists of Akuma rulebook, you'll find... An overview of the recent history of Soburin and basic information about the world including the dangerous Mists of Akuma, rules for traveling the prefectures, and what rigors maddened explorers must overcome to visit the apocalypse that has become of the other continents. Over 100 NPCs and monsters ranging from foreign generals to eastern dragons, powerful bengoshi and underlings from each of the 24 unique clans, and more than two dozen kami, oni, and tsukumogami! Cultural practices and traditions for Soburin inspired by and drawn from eastern lore. Gorgeous cover artwork by Claudio Pozas, interior scene illustrations by Indi Martin and Sara Shijo, and character illustrations by Jacob Blackmon and Nathanael Batchelor! A chapter each detailing three different cities, the capital of the Imperial Prefecture, Sarabashi, the advanced mechanical metropolis of Kyoto, and the traditionalist magic-steeped settlement of Nagabuki. Short stories with gorgeous full page illustrations at the start of each chapter to firmly posit the desperation and diversity inherent to adventuring in Soburin! Details on each of the two dozen clans of the prefectures, including the bengoshi that negotiate on the behalf of each ruling family's lord or lord and how the Kengen Occupation affected each region of Soburin. 7 new character backgrounds and guidelines for adapting existing character backgrounds when playing in Soburin as well as new conditions, the Culture skill, and 6 maps for the continent and its settlements by cartographers Michael McCarthy, Mike Myler, and Tommi Salama! 18 different archetypes that provide exciting theme-appropriate character options for every class! 14 new races to breathe life into Soburin, making it an exotic and unique world that is eager to shrug off the shackles of western imperialism. 32 new character feats, over 10 pages of equipment that ranges from new armor and weapons to steampunk prostheses and vehicles, and 22 new Eastern-themed spells! And more. This anniversary edition includes Revenge of the Pale Master, a 25-page mystery adventure set in Soburin.

The howling madness of the Abyss lurches to terrible life in Lords of Chaos (Book of the Damned, Volume 2), a harrowing look at the primordial nature of evil. Whether defending the world from the demonic horde or selling it out to your dark master, this 64-page campaign setting guidebook shines an unholy light on the darkest evils ever to befall the multiverse. Written by Pathfinder Editor-in-Chief and noted demon expert James Jacobs, Lords of Chaos (Book of the Damned, Volume 2) promises dark delights invaluable to any Pathfinder Roleplaying Game campaign! Lords of Chaos includes: • Detailed discussions of the 10 most important Abyssal realms and their fiendish rulers • Expanded information on two-dozen lesser demon lords and their nightmarish realms • Detailed ecologies of major known demon types, including how they are created and their roles on the "normal" world of the Material Plane • New demonic spells and magic items • The Demonic Initiate: A haunting demon cultist prestige class • A complete history of the Abyss and the unspeakable creatures who dwelled there before the advent of gods and demons • Several new demons and Abyssal monsters to challenge player characters

Summoner Book One

Galá Saga: Mejigs Universalis

Omnibus I

Tunnels and Trolls Campaign Settings #1

The Demon Awakens

An uncharted island guarded by an ancient beast. One civilization struggling against civil war. Another fighting to regain its lost glory. And a demon-god plotting to destroy them all. Neiyar: Land of Heaven and the Abyss is an all-new campaign setting for the d20 system. Featuring 15 new feats, 5 new PC races, new prestige classes, magic items, and spells. Learn hearth magic and defy the laws of arcane and divine magic. Take advantage of 21 new "Flaws" and earn additional feats. A complete d20 campaign setting including the game module The path of Destiny. Ditan used to make his living as an assassin — one of the best money could buy. But after a life-altering spiritual experience, he's turned his back on killing. All he wants is peace. But in a shoddy port city, his past catches up to him, and killing may be the only way to bring peace to a city on the verge of destruction. From the Paperback edition.

Discovering his rare ability to summon demons from another world, blacksmith's apprentice Fletcher practices his skills at a magical academy where he prepares to serve his Empire in the war against the Orcs. A first novel. Simultaneous eBook. They Fought Like Demons