

Ghost Towns Savage Worlds Deadlands S2p10212

Presents a collection of short stories featuring the Green Hornet and Kato from such authors as Matthew Baugh, John Everson, Deborah Chester, and F.J. Desanto.

She would know the world of vengeful gods and monsters, and the lengths one would go for love. And nothing would ever be the same for her again. Gifted thief Romeria has flourished from her days as a street kid pilfering wallets to survive. Now she thrives, stealing jewels from the rich under the involuntary employ of New York City's most notorious crime boss. But when an enigmatic woman secures her services at swordpoint, Romeria is plunged into a startling realm of opposing thrones, warring elven, and elemental magic she cannot begin to fathom. Her quest is straightforward: Steal a stone from Islor's sacred garden without anyone discovering her true identity, which would earn her certain death. But the identity she has inexplicably assumed is that of the captured Ybarisan princess—an enemy to Islor after she poisoned their beloved king and queen on the day she was to marry the prince. Her betrothed, the newly crowned King Zander, detests her with every grain of his handsome being. Fortunately for Romeria, she is more valuable to him alive than dead. Zander gives her a choice: life in a cell, or an acquittal of all charges in exchange for her help in exposing the growing plot against him. Romeria sees no other option and embraces the tricky role of smitten queen-to-be until she can escape, a ruse that brings her far closer to the king than she anticipated and threatens more than her safety. As she digs deeper into this sacred garden and the ancient feud between Ybaris and Islor, she discovers monstrous truths that could spell ruin for all.

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.

Aeres is a new setting for your adventurous 5th Edition campaign. The Chronicles of Aeres, the title of this guide, represents the histories, mythologies, heroes, villains, and struggles of this mystical realm. Aeres is filled to the brim with nostalgia, and its sensibilities are decidedly old school. It's a land that hearkens back to a classical age of fantasy—an age of larger-than-life heroes, true, but also a time when hapless farmhands and folksy Hobbits were coaxed into adventure by wizards, prophecies, and promises of magical treasure. For those who seek their fortune in this realm, the result is often peril and adventure—but just as often magic and charm. The Chronicles of Aeres World Guide will contain everything necessary for a Dungeon Master to create a fleshed out, action-packed adventure within the setting; in addition to dozens of new fantastical destinations to explore and colorful characters to meet, this guide offers both new and experienced players a full kit of tools to create a folkloric adventurer fully immersed in the storybook atmosphere of the realm.

Straight Outta Dodge City

The Chronicles of Aeres

World Guide

Deadlands Players' Guide

Marshal's Handbook

Rally Your Crew*Based on the best-selling novels by Brandon Sanderson and powered by an all new story-driven rules system, the Mistborn Adventure Game lets you explore, command, or liberate the oppressed world of Scadrial, battle the Lord Ruler's Inquisitors, and master the primal forces of Allomancy, Feruchemy, and Hemalurgy. It features new official fiction from Mr. Sanderson himself and loads of never-before-seen material, making it the ultimate resource for fans of the novels and those who want to experience the Final Empire firsthand.*

Deadlands: The Weird West*, Pinnacle's award-winning game of supernatural horror in the Old West continues to roll along. In 2000, new products allow players to take on the role of operatives for the Agency, wrestle with the curses of lycanthropy and vampirism, and learn the secrets of the latest developments in the New Science. Mad Scientists and their weird gizmos are the focus of this jam-packed sourcebook done in the format of a certain famous catalog of yesteryear. Alongside traditional weapons and equipment, player's can find rules for fantastic devices and the madmen (um, geniuses) who create them.*

Earthdawn 4th Edition regional supplement

Recommended by Charlaine Harris, author of the series that inspired HBO's hit series TRUE BLOOD, this new #1 Bestselling series will take readers by storm! They may have stolen my past, but I'll never let them take my future. When the walls between Man and Fae come crashing down, freeing the insatiable, immortal Unseelie from their icy prison, MacKayla Lane is caught in a deadly trap. Captured by the Fae Lord Master, she is left with no memory of who or what she is. Clawing her way back from oblivion is only the first

step Mac must take down a perilous path, from the battle-filled streets of Dublin to the treacherous politics of an ancient, secret sect, through the tangled lies of men who claim to be her allies into the illusory world of the Fae themselves, where nothing is as it seems - and Mac is forced to face a soul-shattering truth.

Mutated

Dead of Night

Starfinder Alien Archive 4

Fantasy World Maps for Game Master

Deadlands Reloaded

*This series is connected to the Darkness Series. Recomend reading this series after. There is something unique about Zoey Daniels. She can see the fae-a species kept hidden from the human world. Because of her talent, she is hired as a Collector by the Department of Molecular Genetics (DMG), a secret government agency that uses fae blood to save human lives, curing things like cancer and birth defects. She is trained to collect the fae, never considering them anything but soulless monsters who feed on humans like their personal buffet. When devastation strikes Seattle, everything Zoey knows is turned upside down. An electrical storm tangles her with Ryker, a ruthless wanderer, who looks like a Viking and kills like a brute. His hate for humans is as equal as her hate for fae. When DMG turns on Zoey, she can no longer trust the government agency she had spent years dedicating her life to and is forced into an alliance with the callous Viking. Ryker and Zoey's connection sends them down a road of lies, deceit, corruption, and murder. It won't be just the city left in embers.

Battle, befriend, or become more than 100 bizarre alien life forms in this all-new creature collection for the Starfinder Roleplaying Game! On countless worlds orbiting countless stars, strange and wonderful creatures await discovery. In this book, you'll

The newest book based on the hit Weird West RPG franchise Deadlands! Step right up to see the oddities and marvels of The Blackstone Family Circus and Travelling Wonder Show! Gasp at pit wasps the size of a man's forearm. Beware the pumpkin-headed corn stalker, lest it plant its roots in you! Annie Pearl is the keeper of oddities, the mistress of monsters. Her unique collection of creatures is one of the circus's star attractions, drawing wide-eyed crowds at every small frontier town they visit. But Annie is also a woman running from her past . . . and the mother of a mute young daughter, Adeline, whom she will do anything to protect. Hoping to fill its coffers before winter sets in, the circus steers its wagons to The Clearing, a remote community deep in the Oregon wilderness, surrounded by an ominous dark wood. Word is that a travelling show can turn a tidy profit at The Clearing, but there are whispers, too, of unexplained disappearances that afflict one out of every four shows that pass through the town. The Clearing has its secrets, and so does Annie. And it may take everything she has to save her daughter—and the circus—from both. A gripping tale of the Weird West, set on the haunted frontier of DEADLANDS, the award-winning game from Pinnacle Entertainment Group.

Deadlands: The Weird West, Pinnacle's award-winning game of supernatural horror in the Old West continues to roll along. In 2000, new products allow players to take on the role of operatives for the Agency, wrestle with the curses of lycanthropy and vampirism, and learn the secrets of the latest developments in the New Science. This terrific tome gives Marshals a whole stampede of new abominations to throw at unsuspecting posses. You'll even find profiles on some of the giants of horror, like Dracula, Frankenstein, and Springheel Jack. As if that weren't enough, this 128-page sourcebook also contains rules for lycanthropic and vampiric player characters. -- "Masquerade" our saddle-pillows.

Index Card RPG Core

Shaintar

Book O' the Dead

The Green Hornet Casefiles

Madam Crowl's Ghost and Other Tales of Mystery

The ultimate sourcebook for players wishing to explore the world of Eberron, the "Explorer's Handbook" showcases the multi-continental aspect of the Eberron setting. This handbook encourages players to explore the entire world rather than remain fixed in one region.

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

"The Marshal's Handbook is the setting book for Deadlands Reloaded." -- From back cover

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

Rifts Role-Playing Game

50 Unique and Customizable Regional Maps for Tabletop Role-Playing Games

Eberron Explorer's Handbook

Mistborn RPG (softcover)

Beasts & Barbarians (S2p30002)

Injected by a prison doctor with a formula designed to keep his consciousness awake after death, a condemned serial killer experiences unforeseen, contagious side effects and emerges from his grave to begin a murderous rampage that is combated by two small-town cops.

Jeff Mariotte's *Deadlands: Thunder Moon Rising*, the newest book based on the hit Weird West RPG franchise *Deadlands!* Fear is abroad in the *Deadlands* as a string of brutal killings and cattle mutilations trouble a frontier town in the Arizona Territory, nestled in the forbidding shadow of the rugged Thunder Mountains. A mule train is massacred, homes and ranches are attacked, and men and women are stalked and butchered by bestial killers who seem to be neither human nor animal, meanwhile a ruthless land baron tries to buy up all the surrounding territory--and possibly bring about an apocalypse. Once an officer in the Union Army, Tucker Bringloe is now a worthless drunk begging for free drinks at the corner saloon. When he's roped into a posse searching for the nameless killers, Tuck must rediscover the man he once was if he's to halt the bloodshed and stop occult forces from unleashing Hell on Earth . . . when the Thunder Moon rises.

"You can't beat this story for drama. . . . An omnibus of everything ever known, spoken, or written about Doc Holliday."

-Publishers Weekly "An engagingly written, persuasively argued, solidly documented work of scholarship that will surely take its place in the literature of the Old West." -Booklist In *Doc Holliday: The Life and Legend*, the historian Gary Roberts takes aim at the most complex, perplexing, and paradoxical gunfighter of the Old West, drawing on more than twenty years of research--including new primary sources--in his quest to separate the life from the legend. Doc Holliday was a study in contrasts: the legendary gunslinger who made his living as a dentist; the emaciated consumptive whose very name struck fear in the hearts of his enemies; the degenerate gambler and alcoholic whose fierce loyalty to his friends compelled him, more than once, to risk his own life; and the sidekick whose near-mythic status rivals that of the West's greatest heroes. With lively details of Holliday's spirited exploits, his relationships with such Western icons as Wyatt Earp and Bat Masterson, and the gunfight at the O.K. Corral, this book sheds new light on one of the most mysterious figures of frontier history.

"*Madam Cowl's Ghost and Other Tales of Mystery*" by Joseph Sheridan Le Fanu. Published by Good Press. Good Press publishes a wide range of titles that encompasses every genre. From well-known classics & literary fiction and non-fiction to forgotten?or yet undiscovered gems?of world literature, we issue the books that need to be read. Each Good Press edition has been meticulously edited and formatted to boost readability for all e-readers and devices. Our goal is to produce eBooks that are user-friendly and accessible to everyone in a high-quality digital format.

Lair of Deceit

Scenic Dunnsmouth

A Zombie Novel

A Fate of Wrath & Flame

Immortal Legends

Reviews over 400 seminal games from 1975 to 2015. Each entry shares articles on the genre, mod suggestions and hints on how to run the games on modern hardware.

RuneQuest Core book

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

From New York Times bestselling author Jonathan Maberry, the first in a thrilling series of novels based on *Deadlands*, a hugely successful role-playing game (RPG) set in the Weird, Weird West. Welcome to the *Deadlands*, where steely-eyed gunfighters rub shoulders with mad scientists and dark, unnatural forces. Where the Great Quake of 1868 has shattered California into

a labyrinth of sea-flooded caverns . . . and a mysterious substance called "ghost rock" fuels exotic steampunk inventions as well as plenty of bloodshed and flying bullets. In Ghostwalkers, a gun-for-hire, literally haunted by his bloody past, comes to the struggling town of Paradise Falls, where he becomes embroiled in a deadly conflict between the besieged community and a diabolically brilliant alchemist who is building terrible new weapons of mass destruction . . . and an army of the living dead! Deadlands is one of the most popular RPGs in history, with over a million Deadlands gaming books sold. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Race, Gender, Genre

Dreamfever

Doc Holliday

Supernatural and Science Fiction Elements in Novels, Pulps, Comics, Films, Television and Games, 2d ed.

City In Embers

Deadlands: The Weird West, Pinnacle's award-winning game of supernatural horror in the Old West continues to roll along. In 2000, new products allow players to take on the role of operatives for the Agency, wrestle with the curses of lycanthropy and vampirism, and learn the secrets of the latest developments in the New Science. The dead arise in this macabre sourcebook featuring new powers for those who have returned from the grave, as well as new rules for creating undead characters from scratch.

They Outnumber The Living. . . 25 to 1. Those are the odds of being struck down--and resurrected--by the savage plague that's sweeping the country, forcing survivors to band together against the dead. They're Growing Stronger. . . Even among the living, there is dissent. A new leader known as the Red Man has risen up and taken charge--and he's nearly as dangerous as the hungry dead. Some, like Bob Richardson and his friends, strike out on their own. Because if the men with guns don't get them, the zombies will. They're Getting Smarter. . . Fleeing the cities, Richardson and his crew find sanctuary in an abandoned farm. But their stronghold may not be strong enough. Something strange and terrifying is happening to the undead. They're banding together. Working as a group. Hungering for a common goal: human flesh. And lots of it. Praise for Joe McKinney and His Novels "A merciless, fast-paced and genuinely scary read that will leave you absolutely breathless." --Bram Stoker Award-winning author Brian Keene on Dead City "A fantastic tale of survival horror that starts with a bang and never lets up." --Zombiehub.com "A rising star on the horror scene."--Fearnnet.com

Deadlands: The Weird West, Pinnacle's award-winning game of supernatural horror in the Old West continues to roll along. In 2000, new products allow players to take on the role of operatives for the Agency, wrestle with the curses of lycanthropy and vampirism, and learn the secrets of the latest developments in the New Science. This sourcebook details the Confederacy from the front lines of Northern Virginia to the hidden dangers of Florida's Everglades.

Looking for inspiration for your next tabletop RPG campaign? Discover 50 premade Fantasy World Maps and start the adventure! Fantasy World Maps for Game Master book contains 50 unique and customizable regional maps. It's a perfect asset for tabletop role-playing game players and Game Masters. Maps can be filled with additional objects, roads, buildings, cities and other location features. Each map has an additional dot grid notebook-style page for story description, encounter details or extra space for mapping. The index page helps with navigating to the desired map quickly. About This Book 50 unique maps additional dot grid pages index page convenient size: 8.5 in x 8.5 in premium matte-finish cover design high-quality white paper

Deadlands: Thunder Moon Rising

Second Edition

Shovel Ready

Rascals, Varmints and Critters 2

Iopos

After a dirty bomb is unleashed on Times Square, Spademan, a hit man, takes an assignment to kill the daughter of a powerful evangelist only to discover that his mark holds a shocking secret and that his client may have a sinister agenda.

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.

Baen's Weird Western Fantasy and Horror Anthology Series Becomes a Trilogy! It's the final showdown between heroes and darkness in the Old West. And boy, howdy . . . it's a doozy! Humans versus monsters. Supernatural beings versus greater evils. We even throw in a dinosaur or two for fun. Come explore the untold myths of the west, one more time! Joe Lansdale [Bubba Ho-Tep, Hap & Leonard] takes us on a train ride of the damned in hopes of rescuing one innocent soul. Mercedes Lackey's [SERRATED Edge series, Valdemar Universe] duty-bound man races to claim sacred land. Jonathan Maberry [V-Wars, Joe Ledger] introduces us to a half-Comanche hired gun running out of time against some murderous ghosts. Alt-History legend Harry Turtledove [Videssos Cycle] gives us a West . . . slightly askew from our own. And James A. Moore [Predator: Hunters and Hunted] pits skinwalker against kachina in a Western anthology any historian would love! Plus Irene Radford looks for a new home for a house demon, Eytan Kollin raises golems, Kim May battles a mythical creature while dangling from an airship, and much, much more! Just when you thought it was safe to go West again, comes the third anthology in the Straight Outta series! Contributors: Joe R. Lansdale Mercedes Lackey James Van Pelt Ava Morgan Harry Turtledove Sam Stone Eytan Kollin Julie Frost Kim May James A. Moore Irene Radford David Boop Tex Thompson Jonathan Maberry At the publisher's request, this title is sold without DRM (Digital Rights Management). About prequel Straight Outta Tombstone: "The authors were having fun. Even when they are not playing the stories for

laughs, they are taking an opportunity to enjoy an opportunity to tell a story with a fresh twist, and expand out of their expected boundaries. Straight Outta Tombstone is a change-up pitch, which will leave readers laughing on occasion, spooked at times, and entertained throughout. The Galveston County Daily News

A fast, fun, friendly RPG for players of all skill levels. This book is comprehensive for your tabletop games, including the very best Game Mastering how-to's, monsters, adventures, maps, characters, and loot! See lots more about ICRPG at www.icrpg.com

The CRPG Book: A Guide to Computer Role-Playing Games

Back East: The South

Ghost story

Weird Westerns

The Life and Legend

From automatons to zombies, many elements of fantasy and science fiction have been cross-pollinated with the Western movie genre. In its second edition, this encyclopedia of the Weird Western includes many new entries covering film, television, animation, novels, pulp fiction, short stories, comic books, graphic novels and video and role-playing games. Categories include Weird, Weird Menace, Science Fiction, Space, Steampunk and Romance Westerns.

The Deadlands Roleplaying Game

Drakonheim City of Bones

Deadlands: Ghostwalkers

Deadlands: Boneyard

Encyclopedia of Weird Westerns