

The Rangers Of Taradoin The Heritage A Single And Multiplayer Roleplaying Game

The reader, as a young detective, investigates a murder mystery. By choosing specific pages, the reader determines the outcome of the plot.

The H?????t Man on E?rth (2020) ?? the tru? story ?f ?n? man, wh? ?urv?v?d inconceivable horrors during the H?l????u?t, ?nd ?ft?rw?rd made ?t h?? m????n to change the w?rld f?r th? b?tt?r. Edd?? J?ku ??w f??r?t-h?nd h?w a Fascist r?g?m? ??uld spark ?nt?-S?m?t?? hatred, ?nd turn former friends ?nd n??ghb?r? ?nt? killers. In t?lk?ng about wh?t happened, he shares h?w love ?nd k?ndn??? helped h?m t? ?urv?v? ?n? ?f th? worst ?tr????t??? ?n human h??t?r?.

It is a dark time for the Rangers of Taradoin. The Draï from the East, millenia old enemies, have grown in power, and are on the very verge of destroying not only the Rangers, but the entire world. Only one hope remains, that of an ancient sword, long lost artefacts of power, and a prophecy of one small boy who can save them all. Utilizing the best parts of a Multiplayer Roleplaying system which can be used independently from the book, the adventure falls into your hands, and it is up to you to find the fate of the world, to live the adventure, and shape the destiny of the one that is known as Drey Culler.

The World is threatened by the sinister designs of Darkness. The Immortal Evil of ancient days has returned to wreak vengeance, and only a single legacy stands in their path. Elven and Scion alike prepare for the ultimate battle, but, though skilled, are they ready for the darkness the comes upon them? You decide how your heroes will face the villains, either in a singleplayer storyline, or as a Group playing the Rangers of Taradoin RPG. Including a Bestiary of enemies, more classes and races, and increased ability to define the game to your needs, this is the definitive Roleplaying Gamebook for the Rangers of Taradoin RPG.

Shadowforce Archer

The First Journey

The Lost Jewels of Nabooti

Dungeon of Dread

Lords of Olympus

Ariona

The reader, as Brion the elf, must drive out a horde of monsters from his father's castle and locate a treasure hidden in the dungeon.

"There is something terribly wrong at your ninja friend Nada's magical dojo in Japan. Nada believes there is an ancient curse so powerful that it is killing her grandmother. YOU are a courageous and skilled ninja, but the threats to Nada's dojo will take all of your skills. Will you be a match for the shugenda warrior priests who hide in the rural mountainside? Keep your friends close, and your shuriken closer"--

A brand new edition of Life's Lottery - an exciting speculative fiction novel that invites the reader to assume the role of the protagonist! A role-playing novel that reveals how small decisions can have monumental consequences. If you choose the right possibilities you may live a long happy life, or be immensely rich, or powerful, or win the lottery. If you make other choices you may become a murderer, die young, make every mistake possible, or make no impression on life at all. The choice is yours.

The Rangers of TaradoinA Solo and Multiplayer Roleplaying GameiUniverse

Return of the Ninja

The Heritage a Single and Multiplayer Roleplaying Game

Kindred of the Ebony Kingdom

The Magnamund Companion

World Unbound

Talisman of Death

The new Roleplaying game: - 100% Beginner friendly - Epic guide to find new players - Fun, also as a standalone adventure

A world of scheming and treachery awaits! The Div-Tieflings want nothing more than to rule and subdue all those around them, caring little for the casualties that result from their often bloody and messy conquests! In this volume you will find: - a history and background information about the mischievous Div-Tieflings - alternate racial traits for any Tiefling - new class options: The bardic seducer and the fighter usurper - new adventure locations to challenge any player Come take the path of conquest and power!

"You have come to New Zealand with a team of archeologists to search for the Lost Tribe of Fiordland - a Maori tribe no one has seen for 200 years. You are deep in the wilderness when suddenly you're caught in a hunting snare. A Maori hunter is towering over you. He sets you free, then commands you to follow him. Will he lead you to the lost tribe? ... What happens next in the story? It all depends on the choices you make"--Back cover.

In this choose-your-own-path version of Hamlet, readers can play as either Hamlet, Ophelia, or King Hamlet, Sr., and then make decisions that will determine which direction the story will take.

Starport

A LitRPG Apocalypse: The System Apocalypse: Book 6

Who Killed Harlowe Thrombey?

National Roleplaying Game

To Be Or Not to Be

The Strike of 1957

Blaze likes to freeze things with his wand, Orion likes to sneak around so nobody can find him, and Angel is such a smooth-talker that no Creature in Starport can resist becoming friends with her. What kind of Character will you be? Designed for children aged 5-12, Starport is a one-of-a-kind game of shared imagination and storytelling. Start your epic adventure today!

You are Vitar Remembrick. Found without memory of who you are, you are about to find your importance in the epic struggle between good and evil. Both a Single Player and a Multiplayer Roleplaying game, The Rangers of Taradoin-The Heritage gives readers of all ages a game of choices and consequences.

Life is lawless and dangerous. Survivors like you either live in scattered, fortified towns or roam outside as bandits. YOUR mission is to cross the wilderness to the far-distant oil-refinery at San Anglo and bring vital supplies back to the peaceful town of New Hope. Even in the armed Dodge Interceptor you are given, the journey will be wild and perilous. Will YOU survive?

A gamebook in which the reader takes the role of the Prime Minister overseeing Britain's exit from the European Union. Combines satire and serious political analysis in the style of Yes Minister and The Thick of It.

A Spycraft Campaign Setting

The Beautiful Life of an Auschwitz Survivor By Eddie Jaku

Space Patrol

The Bounty Hunter

The Lost Tribe

The Warlock of Firetop Mountain

Dulcie grew up under 'The Act'. She was a fifteen year old girl in 1957, when her home of Palm Island in North Queensland was disturbed by a strike. On that day, her family's life changed forever, as Dulcie records in words and pictures. Essential reading for Queensland history.

YOU are Ariona, the daughter of a murdered blacksmith, who has sworn to avenge the death of your father. You are an established bounty hunter who is currently on the trail of a man named Kragil, wanted in three towns for selling deadly tonic to sick villagers. During your hunt for the criminal, you soon learn the man who killed your father has discovered the ability to raise the dead. Now, you must use your skills and courage to overcome this evil necromancer and his army of the undead before he can unleash his wrath on all the lands. Your choices lead to 13 endings! Explore-A-Quest is an exciting series, created by author Anthony Lampe, which features a diverse selection of interactive adventures all staring YOU! You can read these adventures in any order you decide! From sci-fi and fantasy to mystery and fairytale, this family-friendly series is fun for readers of all ages! Whenever you crave adventure, open a book and Explore-A-Quest! Explore-A-Quest Titles: Channel U Once Human Missing Money of Altevia Peacemaker: The Absorbing Rock Ariona: The Bounty Hunter Hunk and the Hydra Color version. Portray gods and demigods -- children of Olympian Gods, Titans, or Primordials in this diceless roleplaying game of multi-dimensional mythology Fantasy. Explore new realms or the classic worlds of Earth and Mythological Greece. Visit Zeus' Olympus, Poseidon's Seas, or Hades' Underworld. Mix politics with intrigue, alliances with wars as power-struggles and vengeance drive stories. Or, go the route of lesser power with mortals and heroes.

In a "choose your own adventure" story, the reader can decide what he or she would do if given the chance to become an Animorph, join Jake and the crew, and battle the Yeerks. Original.

Titan

The Rangers of Taradoin: Of Cuneral Larinon and the Scions--The Definitive Solo and Multiplayer Roleplaying Gamebook

The Demon's Claw

Div-Tieflings A Roleplaying Game Supplement

Warrior Princess

The Day Palm Island Fought Back

Diana: Warrior Princess is a modern-day role playing game with a difference. Imagine our world, as seen by someone as remote from us as we are from the ancient Greeks, and with as many gaps in their knowledge. Then imagine it converted into a TV series by a production company showing the loving attention to historical accuracy we have come to expect from such series.

Throw realism out of the window. Run adventures in which Eva Peron is Hitler's mistress, or JFK meets Queen Victoria. Zulu hordes swarm across Vietnam, the Spanish Inquisition stalk heretics in Manhattan, steam cars co-exist with ICBMs, Babbage engines, stealth bombers and sorcerers. A complete role playing game in 109 pages! Includes the complete adventure "Diana Does Dallas."

National Roleplaying Game (N-RPG) is an attempt to apply the mechanics of a tabletop roleplaying game to a simulation of politics. Similar to popular fantasy RPGs, it involves rolling dice to determine character traits, a game master that describes the story and surroundings, and open ended player decision making possibilities. Its subject, however, is not fantasy but national politics. Players assume control of the rulers of nations. It is their responsibility to make decisions and edicts, maintain diplomatic relations, conduct political campaigns, declare wars, and pass laws, in accordance with what is best from the point of view of the player character so that they may obtain victory points to compete with other players. All the while, the game master will describe the events of the political landscape, as well as the effects of player decisions. This rulebook is all that is necessary to play the game. It contains in depth procedures for character and nation creation, the core game mechanics, and all of the necessary procedures for conducting wars, elections, insurgencies, diplomacy, and any other political actions that the player may choose to take as they vie for political supremacy either at home or internationally.

This is the Official Handbook for the Zombie Apocalypse Game (ZAG). This volume includes both the Player's Handbook and Game Master's Handbook. ZAG is a roleplaying game that does not require reading volumes to become proficient; a game to be played over drinks and pizza; a game simple enough for those who have never played a roleplaying game to understand quickly yet leave enough depth for things to get serious if desired. Don't take it too seriously. It's only the zombie apocalypse.

Journey is a roleplaying game that puts you in the role of an explorer in the worlds of your own creation. Discover new details of these amazing places and gain inspiration from what you find. Perfect for writers, designers, and game masters.

Y-Modus

Triniton

The Diceless Roleplaying Game of Olympian Fantasy

Diana

Noctum

The Fighting Fantasy World

The Art of Lone Wolf features all of Gary Chalk's artwork from the original Lone Wolf books 1 to 8 (1984 to 1986). Autumn Snow, published by Megara Entertainment (2015) artwork is also included. Almost 200 pieces of black and white line work have been

The bestselling, classic, first-ever Fighting Fantasy title, relaunched for a new generation.

The darkest hour approaches... To recover the final fragment of the Sword of Life, you are forced to make an uneasy alliance with the exiled prince who seeks its twin, the Sword of Death. The next phase of your quest takes you through the alleyways of the city of Crescentium, where assassins lurk in the shadows and fanatic crusaders are vigilant to mete out punishment to any who break their harsh laws. But mortal foes are not your greatest threat. You must embark on a ship that voyages between worlds, face jinn and fire wizards, and contend against the still-powerful remnants of forgotten gods. In this land of sorcery, you will encounter terrors and wonders more fabulous than you have ever imagined - until your ultimate destination, the very shores of Life and Death, where you come face to face with your greatest foe. Blood Sword can be played either solo or in a team of up to four people, providing the most exciting challenge yet in fantasy adventures, combining the best of role-playing, novels and tabletop games. What reviewers say: ""A lush and gorgeous campaign, one of the best I've played..." ""Without exaggeration, the finest entry in the best 'ongoing story' gamebook series ever crafted..."

""A grand adventure. Ends on an absolutely awesome cliffhanger that leaves you just gasping to read the fourth book in the series..."

Four years ago, the Erethran Honor Guard arrived and threw John Lee into a Portal to another world. Since then, Earth has received no word of the intrepid adventurer. Until now.

The Art of Lone Wolf

Without Breaking Britain

Life's Lottery

Summary and Analysis of The Happiest Man on Earth

Return to Brookmere

A Tabletop Roleplaying Game for Kids

Can you survive an adventure on Sugarcane Island? The reader connects the passages through a series of decisions that can bring survival and rescue or certain death.

We summoned it with our malice. We made it grow by the strength of our hatred. We let it stay because we can't change our very natures. Nothing can force humans to commit acts of evil, only endow us with powers to indulge in our own sadistic proclivities. It's all around us, on every news channel and in every paper. The vile nature of man is evident. Some of us kill our parents and forsake our children, greed is our creed and instant gratification our pastime. There is no God; there is no heaven or hell. There is only the ancient darkness and the evil of man. Hope is fleeting and grace is no longer in our grasp. We gave the darkness a form and a realm of its own. It wishes to feed upon us but now some parts of it want more. Humankind has taught it to relish in the suffering of others in a way only humans can. Enter Noctum, an inner tale of survival horror. There is nothing more evil than your fellow man.

The bestselling authors of the award-winning Lone Wolf series have created a superb, four-color, fully illustrated guide to the fantastic world of Magnamund.

Make choices with your child and try to find the seven lost jewels for grandma's crown! Adapted from the bestselling Choose Your Own Adventure book where YOU choose what happens next to reach three happy endings.

A Solo and Multiplayer Roleplaying Game

The Simple and Fun Tabletop Roleplaying Game about the Zombie Apocalypse

Can You Brexit?

Journey: A Solo Roleplaying Game and Worldbuilding Tool for Writers, Game Masters, and the Uncommonly Curious

Referee's Rules

Fighting Fantasy™ is a brilliant series of adventure gamebooks created by games masterminds Steve Jackson and Ian Livingstone. Each book pits YOU - the reader - against a terrifying hoard of adversaries. Monsters like the foul Bloodbeast, the devilish Ganjee or noxious Orcs are all out to put a violent end to your daring quest. Often the choice is to kill or be killed... dare you enter the realm of Fighting Fantasy™? The once-peaceful world of Orb is in terrible danger. Dark forces are at work to unleash the awesome might of the Evil One – and only YOU can stop them. YOUR mission is to destroy the Talisman of Death before the dark lord 's minions reach you. But beware! Time is running out ...

Caric, a brave knight, challenges the evil wizard in his mountain hideaway. The reader's choices determine the outcome of the plot.

The Rangers of Taradoin

Sugarcane Island

Freeway Fighter

Zombie Apocalypse Game (Zag) Handbook

The Roleplaying Game

Slave Traders of Ganox