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The Fantasy AGE Basic Rulebook is your entry point to tabletop roleplaying. Now you can be the hero in your own sword and sorcery adventures! This is the game played on Wil Wheaton's new tabletop RPG show, Titansgrave: The Ashes of Valkana. The Adventure Game Engine (AGE) rules are easy to learn, and feature an innovative stunt system that keeps the action tense and exciting. This Basic Rulebook includes full 20 level advancement for all three classes, a new magic system, advice for players and GMs, and an introductory adventure so you can get started right away. You can use Fantasy AGE to run adventures in the campaign setting of your choice or a world of your own creation. A new AGE is upon us! "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. Novel readers and AD&D players are always looking for a new challenge. This product provides all the information they need to begin riding dragons in

the skies of Kryn. Beginners and experienced players alike will thrill at the glory and adventure of this newest guide to the Dragonlance campaign world. Leatherette cover. ****Marion, add to end of title: gn (PG1)**** Magnificent hardcover art books featuring the incredible images and lore of Magic: The Gathering®! Danger and adventure await in these pages, lavishly illustrated with the award-winning art of Magic: The Gathering®! "Just imagine what's waiting around the bend. Adventure. Discovery. Riches for the taking. This is why I sail." —Captain Lannery Storm Deep in the heart of Ixalan's verdant jungle lies a treasure beyond imagining. Join the peoples of this plane in their search for an ancient golden city as you explore these pages, lavishly illustrated with the award-winning art of Magic: The Gathering®! Here you can sail with daring pirates and call on the might of earth-shaking dinosaurs. The marooned Planeswalker Jace Beleren will be your guide in his search for the true power of the golden city. A whole world waits to be discovered. Come and join the struggle to claim the greatest treasure of Ixalan! Fantasirollespil. Poison never lies. Tali was once one of the seven martyrs of the forgotten compass. She barely escaped that life with her body and soul intact. Now she has a new life as a poison eater in the city of Enthait. Here she is hailed as one of the city's protectors. No one knows her history. No one has asked about her past. She's been here so long that Enthait is her home now, these are her people. She loves them and they her. But in the Ninth World, the past is a living, breathing thing. And when it hunts you down, you can run. You can fight. Or you can die. File Under: Science Fantasy The Eberron(R) world moves into 4th edition D&D(R)! This books contains all the information any DM would need about the world of Eberron. This exciting world is complete with soaring cities, vicious wars, and a gritty mean-streets style that harkens back to the traditions of film noir. The Eberron campaign setting is updated into the 4th edition D&D family with the Eberron Campaign Guide. Featuring all of the character elements from the core rulebooks, this updated version of the Eberron world is a must for any gamer that likes the magic-as-technology, film noir, high-adventure campaign setting that was chosen

from over 15,000 game submissions. "This supplement delves into the mysterious draconic Prophecy and various dragon-themed organizations. It explores the continent of Argonnessen, homeland of the dragons, and describes various new adventure sites. The book also investigates dragons on the continents of Khorvaire, Sarlona, and Xen'drik and provides several ready-to-play dragons for your campaign"--P. [4] of cover. Inside this book you will find a comprehensive overview of Sarlona's nations, governments, locations, communities, organizations, and NPCs; detailed maps of the continent; unique new feats, magic items, prestige classes, psionic powers, and spells; and bizarre monsters and templates unique to Sarlona. You watched the show; now play the game! *Titansgrave: The Ashes of Valkana* is Wil Wheaton's new tabletop RPG show on Geek & Sundry. It introduces an original science fantasy setting that mixes high magic and hi-tech. Written by a stellar team of award-winning designers, this companion book for the Fantasy AGE RPG gives you background info on *Titansgrave*, and all the adventures you saw on the show. The adventures include new encounters and options that will let you make the story your own. So grab your blaster and ready your spells, *Titansgrave* needs heroes! A source book for play and exploration across the mysterious Eberron continent of Xen'drik, this first in-depth book into the subject includes specific locations of interest, new information on the secretive drow of Xen'drik, adventure seeds, and more. You belong to one of the great dynastic houses of commerce, and you bear an arcane symbol of your house's power on your skin. This dragonmark makes you special. It grants you access to arcane powers. Whether it's a gift of the great dragon Eberron or a sign of the draconic Prophecy, no one knows. However, one thing is certain: Those who possess dragonmarks have a destiny, the exact nature of which has yet to be revealed.... This new D&D sourcebook details the major races of the Eberron world, with an in-depth look at the new races of the Eberron Campaign Setting, including changelings, the kalashtar, shifters, and the warforged. In the land of monsters, you'll want her by your side. Nyrielle Tam--better known by her code name, Thorn--is a Dark

Lantern sent undercover to a summit in the monstrous kingdom of Droaam. The beasts of Droaam have organized and want recognition from the kingdoms of Khorvaire. Breland attends to gauge its neighbors' reaction to the new state's demands of equality . . . and to take the opportunity to recover something long ago stolen by the mysterious Sheshka, Queen of the Medusas. It's up to Thorn to accomplish both, while keeping her King and Country out of war. The creator of the world of Eberron returns with a series that shows off Eberron's cross-genre capabilities--all the smarts and action of a spy thriller, with the magic and depth of world only fantasy can create. There's something here for every fan! From the Paperback edition. 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. The City of Towers launches a brand new novel line set in the world of Eberron, Wizards of the Coast's newest D&D® campaign setting. Author Keith Baker's proposal for the exciting world of Eberron was chosen from 11,000 submissions, and he is the co-author of the Eberron Campaign Setting, the RPG product that launched the setting. The Eberron world will continue to grow through new roleplaying game products, novels, miniatures, and electronic games. AUTHOR BIO: Keith Baker is a freelance writer and game designer. In 2003 his proposal for the world of Eberron was selected as the winner in the Wizards of the Coast fantasy setting search. From the Paperback edition. Everything a player needs to adventure in the Forgotten Realms, the most popular setting in the D&D "RM" game can be found right here: history, maps, non-player characters, geography, economics, societies, organizations, religions, politics, monsters, magic items, spells ... even a start-up adventure in the Realms! The end of the 23rd century. Earth lies in the grip of a new Ice Age. Famine, cold and fanatic cults threaten what is left of civilization. Humanity is on the brink of extinction. Nine of the strongest heroes of the age come seeking the ultimate prize: the Heart of Volent, an object with the power to reshape reality. All are ruthless, powerful, determined. To succeed they must work together. But only one can have the Heart. Choose your alliances with care. Weigh up who to trust. Be ready for

betrayal. When the moment comes, the future of mankind will rest on your judgement. * * *

Critical IF books are interactive adventures with a difference. You can be a mutant with the power to warp reality. A soldier whose combat skills are a match for any foe. A stealthy assassin leaping between rooftops. An explorer who can survive in the harshest conditions. Be anyone you can imagine. Choose from almost five hundred different character types, each with their own unique skills. Strong stories, vivid settings and compelling characters make Critical IF the game-changers of the interactive fiction genre. Put yourself in the heart of the story. A disgraced and exiled outcast, Karnath may be the only hope of stopping the chaos when the daughter of a noble family mysteriously vanishes, an ancient clan falls into ruin, and the dead themselves begin to disappear. Original. "Explore the most important frontier city of Xen'drik, where opportunity and peril walk hand in hand. Whether you're looking for shadowy ruins, sinister organizations, or a treasure-laden dungeon, Stormreach is the place to start. This Dungeons and Dragons supplement brings Stormreach to life with information on the movers and shakers, both in front of and behind the scenes; ready-to-use adversaries to challenge your characters; adventure hooks to spice up your game"--P. [4] of cover. Describes important locations, events, organizations, races, and features of the Eberron campaign setting, organized in an accessible and easily digestible format so that players can use the book as a handy reference guide. In addition, the book provides new feats, prestige classes, spells, and magic items. The definitive reference guide of "Dungeons & Dragons]" core rules, this supplement takes all of the game's most important rules and presents them in a single comprehensive, easy-to-reference volume for players and Dungeon Masters. Optimism, innovation, and the spirit of creativity fill these pages, lavishly illustrated with the award-winning art of Magic: The Gathering™! Welcome to Kaladesh—a vibrant, beautiful plane where anything is possible. Join the heroic Planeswalkers of the Gatewatch as they explore the Inventors' Fair, and let your imagination soar alongside thopters and airships crafted by the best artificers in the Multiverse. Come

discover the marvels of Kaladesh—its inhabitants, its inventors, and its artifacts. They all await you at the grand Inventors' Fair! The Skeletons is meditative structured freeform game for 1-6 players. You'll need a few hours of private space. The Skeletons flips the script on the classic dungeon crawl-- here you play not the intruders, but the guardians, cursed to spend all of eternity defending a tomb. As time passes, both the tomb and its guardians will change. Ferocious battles are fought and won, and the skeletons slowly remember who and what they once were. Melancholy, introspective and spanning epochs, The Skeletons is unlike anything you've ever played. Journey through Wildemount alongside the motley group known as the Mighty Nein! Encompassing the first chapters of Critical Role's second campaign, this tome illustrates the adventures of our unlikely heroes as they meet in Trostenwald, struggle through a heartbreaking encounter with the Iron Shepherds, and more. Featuring stunning works by artists from the Critter community, Critical Role: The Chronicles of Exandria -- The Mighty Nein is a beautiful way to revisit the origin of the Mighty Nein through the perspective of Expositor Beauregard Lionett and the archivists of the Cobalt Soul. The deluxe edition of The Chronicles of Exandria -- The Mighty Nein boasts 264 pages of art created by the Critical Role community and accompanying text written by Liam O'Brien, Taliesin Jaffe, Dani Carr, and the cast of Critical Role. It also includes the following extras, exclusive to the deluxe edition: A faux-leather, foil-stamped cover and decorative clamshell box featuring art by Lauryn Ipsum and designed by Cindy Caceres-Sprague An annotated cloth map of the Dwendalian Empire by Deven Rue A triptych-style lithograph featuring exclusive art by Sam Hogg Character sketches of each of the Mighty Nein by Nick Robles A flyer for the Fletching & Moondrop Traveling Carnival of Curiosities by Will Kirkby A sumptuous invitation to the Lavish Chateau by Helen Mask Blueprints for the Tinkertop Bolt Blaster 1000 by Fernando Furukawa A pamphlet on the Traveler by Ceri Giddens Flower sketches by Lauryn Ipsum TERRY PRATCHETT meets THE WITCHER in this pee-your-pants-laughing fantasy novel. Sure, you think you know the story of the fearsome red dragon, Dragonia. How

it terrorized the village of Skendrick until a brave band of heroes answered the noble villagers' call for aid. How nothing could stop those courageous souls from facing down the beast. How they emerged victorious and laden with treasure. But, even in a world filled with epic adventures and tales of derring-do, where dragons, goblins, and unlicensed prestidigitators run amok, legendary heroes don't always know what they're doing. Sometimes, they're clueless. Sometimes, beleaguered townsfolk are more hapless than helpless. And orcs? They're not always assholes, and sometimes, they don't actually want to eat your children. Heloise the Bard, Erithea's most renowned storyteller, is here to set the record straight. See, it turns out adventuring isn't easy, and true heroism is as rare as an articulate villager. Having spent decades propagating this particular myth (which, incidentally, she wrote), she's finally able to tell the real story...for which she just so happened to have a front-row seat. Welcome to Erithea. I hope you brought a change of undergarments; things are going to get messy.

hr “Evoking the dry humor of Terry Pratchett and absurdist trope subversions of Monty Python...Gibson’s story is clever, twisty, and bursting with sidesplittingly funny one-liners. Fantasy fans are guaranteed a laugh.” - Publisher’s Weekly “...if Gibson continues to put out work of this quality and high level of

entertainment, will be a success story along the lines of Michael R. Fletcher, M.L. Spencer, or Rob J. Hayes.” - Grimdark Magazine “I can't praise the story enough. If you want something light-hearted and fun to read that will zip by quickly, but still want to feel like you got the content you hoped for, this is definitely the book you should pick up.” - The Inkslinger Book Reviews “Mr. Sean Gibson would be extremely fun to play Dungeons and Dragons with.” - Verified Reviewer Provides guidance and fresh angles to the Dungeons & dragons game Eberron. Discover the truth about the great conflicts of the D&D multiverse in this supplement for the world's greatest roleplaying game. This tome is built on the writings of the renowned wizard from the world of Greyhawk, gathered over a lifetime of research and scholarship. In his travels to other realms and other planes of existence, he has made many friends, and has risked his life an equal number of times, to amass the knowledge contained herein. In addition to Mordenkainen's musings on the endless wars of the multiverse, the book contains game statistics for dozens of monsters: new demons and devils, several varieties of elves and duergar, and a vast array of other creatures from throughout the planes of existence.

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