

Dungeon Crawl Classics 18 Citadel Of The Demon Prince

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Original Adventures Reincarnated #1 - Into the Borderlands - Goodman Games 2018-07

The Borderlands. An untamed wild region far flung from the comforts and protection of civilization.

Forthcoming Books - Rose Arny 2003-04

Aerie of the Crow God - Andrew Hind 2006-01-01

Into the Wilds - Harley Stroh 2006-06

Castle Whiterock - Chris Doyle 2003-11-20

Teenage Mutant Ninja Turtles, Vol. 11: Attack on Technodrome - Tom Waltz 2015-07-01

Time is short as Krang accelerates his plan to terraform the Earth, which will kill all who live on it! A surprise alliance results in a daring plan-- and the stakes have never been higher! Collects issues #41_44.

Teenage Mutant Ninja Turtles #119 - Sophie Campbell 2021-07-14

April is on the run after discovering a scheme with dire consequences for Mutant Town. Meanwhile, the Mutanimals take drastic steps that will put them on a collision course with the TMNT!

Dungeon Crawl! (Minecraft Woodsword Chronicles #5) - Nick Eliopoulos 2020-07-07

Get ready for Book 5 in the ongoing chapter book series based on Minecraft! The adventures continue in the fifth official Minecraft chapter book based on the most popular video games of all time. When Po, Morgan, and three of their fellow Minecraft players track the Evoker King to his home in the heart of a perilous dungeon, they have to gear up for an epic fantasy quest filled with danger, dragons, and hostile mobs.

Meanwhile, in the real world, the school play seems to be full of its own traps and troubles. Are Po and his friends doomed in both worlds?! ©

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Tome of Horrors 2020 PoD Softcover - Frog God Games 2021-02

From the gargantuan, aquatic afanc, a hundred feet in length, to the eerie sphinx zombie bound by magic to guard forbidden lore, the Tome of

Horrors 2020 provides you with a wealth of beasts and legends to stock the forests, dungeons, skies, and oceans of your world. Creatures of the underworld, denizens of the elemental planes of existence - they're all to be found within the covers of this compendium! Necromancer Games is proud to bring you this resource for the Fifth Edition of the world's most popular role-playing game!

Citadel of the Demon Prince - Patrick Younts 2006-01-01

Teenage Mutant Ninja Turtles #93 - Tom Waltz 2019-04-24

"City at War, Part 1." The battle for control of New York City begins! As the city splinters into different human, mutant, and ninja factions, the TMNT find themselves in the middle of the chaos! Eight years of storytelling have led to this!

Teenage Mutant Ninja Turtles #91 - Tom Waltz 2019-02-13

Karai returns to New York City and means business! Will she come to Splinter and the TMNT seeking peace... or war?

The Demonplague - John Four 2019-11-26

Sandbox Meets Hexcrawl Meets Epic Storyline. Every millennium, a terrible evil trapped in the heart of the Luna Valley awakens to wipe civilization out -- and the last awakening happened 1,000 years ago...

This time, if the heroes don't stop the evil, more than just the Luna Valley will die. Welcome to The Demonplague, a rocking campaign that will take your players on a wild adventure rife with intrigue, secrets, and grim sword and sorcery action. With equal parts classic adventure, sandbox, hexcrawl, and old-fashioned dungeon crawl, The Demonplague lets you GM with little prep and at the same time offers your players total freedom and choice. Designed For Game Masters New GMs benefit from a classic linear structure that gradually leads them into the campaign's other styles. The Demonplague adventure comes in four parts, all of which you will get today for a complete campaign experience. Part I: The Frozen Necromancer Part II: The Winter Druid's Legacy Part III: Icefall Part IV: Xancrown's Prison Features A full-length 371 page D&D 5E campaign that takes characters from 1st to 20th level The self-contained Luna Valley setting lets you drop this campaign into any fantasy world without a hitch 21 diabolical new monsters for 5E including new undead and demonic foes 27 new NPCs with complete write-ups for excellent roleplay A fully-

stocked village brimming with intrigue Over a dozen dungeon and adventuring sites Two PDF versions included: 2-column for print and 1-column PDF for easier tablet and phone use* PDFs are fully bookmarked and searchable The Story A classic linear adventure core story arc with village intrigue, wilderness exploration, and dungeon mission play A sandbox stage when PCs are tough enough to brave the post-apocalyptic wilderness, letting them choose when and how to engage in story milestones A hexcrawl portion where you can dynamically generate the contents of any hex, letting players roam freely throughout the valley and make amazing discoveries A mega-dungeon finale with an exciting balance of roleplaying and action A player-driven narrative that puts tough choices in front of their characters to determine the direction and outcome of adventures Get the Demonplague today and run an unforgettable campaign for your friends!

Deathtrap Dungeon - Ian Livingstone 2009

Baron Sukumvit's devilish labyrinth of Fang is riddled with fiendish traps and bloodthirsty monsters.

Scarlet Citadel for 5th Edition - Steve Winter 2021-08-17

Once a functional fortress where wizards honed their eldritch craft, little now remains of the Scarlet Citadel--on the surface. The place now has a sinister and deadly reputation among adventurers and lorekeepers, and for good reason. The dungeon's well-trod stairs have seen few return from their journeys below. Here, deep underground, dwarven mercenaries once bred their owlbears for war, sorcerers from the White Forest practiced their arts, and strange cults from other realms drew from mysterious nodes of power. Ancient treasures and secrets are still scattered everywhere. Malevolent creatures spin shadowy webs, enchant foul magics, and summon forth dark gods. The Scarlet Citadel for 5th Edition hardcover is: * A massive hardcover tome containing a classic-style adventure for 10 levels of play, fully compatible for D&D 5E. * Easily paired with the Scarlet Citadel Map Folio, a fold-out set of playable battle maps from Kobold Press. * Suited for newcomers to tabletop RPGs as well as long-time Game Masters. * Optimized for evocative combats and magical mysteries, and brimming with plots and subplots to uncover. * Full of original traps and new monsters as well as a complete write-up of the nearby town of Redtower, where the adventurers can set up a home base.

Computer Gaming World - 1994

Crawling Under a Broken Moon Compilation - Reid San Filippo 2018-03-21

Contained within this mighty tome is all 18 issues of the *Crawling Under a Broken Moon* zine. Each issue is chock full of post-apocalyptic goodness set in the weird and wild world of Umerica! What you will find inside: Over 70 new post-apocalyptic monsters to plague your players. Two full adventures and several adventure locations set in Umerica. 15 new PC classes - Aetherian Hero, Battle Chanter, Clownight, Cro-Mentalist, Cyborg, Feral Urchin, Gray, Hologram, Hybird, Mutant, Petrol Head, Robo-

Priest, Sky-Sneak, Sorceraptor, & Technologist. And tons of random tables to create your own adventures, find strange artifacts, and generally make life weirder for your campaign. Over 500 pages of Umerican post-apocalyptic goodness! This product is compatible with the *Dungeon Crawl Classics Role Playing Game*

Aching God - Mike Shel 2018-03-27

"Closer, mortal. You are here, finally, to feed the Aching God..." The days of adventure are passed for Auric Manteo. Retired to the countryside and isolated with his scars and riches, he no longer delves into forbidden ruins seeking dark wisdom and treasure. But just as old nightmares begin plaguing his sleep, he receives an urgent summons back to that old life. To save his only daughter, he must return to the place of his greatest trauma: the haunted Barrowlands. Along with a group of inexperienced companions and an old soldier, he must confront the dangers of the ancient and wicked Djao civilization. He has survived fell beasts, insidious traps, and deadly hazards before. But how can he contend with the malice of a bloodthirsty living god? First volume in the planned epic fantasy trilogy *Iconoclasts*, *Aching God* is the debut novel by RPG adventure designer Mike Shel. This volume also includes an advanced preview of *Iconoclasts - Book II: Sin Eater*.

Dungeon Crawl Classics Lankhmar #1: Gang Lords of Lankhmar (DCC RPG Adv.) - Goodman Games 2019-10

A level 1 adventure set in Lankhmar! The City of the Black Toga: Home to hundreds of back alley courts, rotting tenements, and an endless number of gangs, whose fortunes rise and fall as surely as the tides of the Inner Sea. Each gang vies against the others, pitting beggar against bravo, slayer against thug, and gang lord against gang lord. Made in the US.

The Mysterious Tower - Joseph Goodman 2006-06

The Warlock of Firetop Mountain - Steve Jackson 2017-01-11

A dungeon quest and a dangerous treasure hunt... The reader must take on the role of an adventurer, travelling to find the treasure chest belonging to a powerful Warlock, deep within Firetop Mountain. This chest is guarded by a succession of terrifying monsters...

Teenage Mutant Ninja Turtles #104 - Sophie Campbell 2020-03-25

The Turtles confront Old Hob and challenge his vision of a Mutant Town under his control and the startling secret of his new enforcers is revealed! It's a pivotal moment for the Mutanimals, Mutant Town, and all mutantdom!

A Book of Golden Deeds - Charlotte Mary Yonge 1866

Teenage Mutant Ninja Turtles Volume 17: Desperate Measures - Tom Waltz 2017

"Based on characters created by Peter Laird and Kevin Eastman."

The Swords of Lankhmar - Fritz Leiber 2014-04-01

From the Grand Master of Science Fiction, the fifth book in a series that stands as "one of the great works of fantasy in this century" (Publishers

Weekly). The Swords of Lankhmar finds the city characteristically plagued by rats. Fafhrd and the Gray Mouser are in the employ of Glipekrio, the overlord, to guard a grain ship on its journey. Along the way, the rats onboard stage a rebellion and threaten to take the ship until a two-headed sea monster saves the day. If only there were two-headed sea monsters everywhere, Lankhmar would be safe, too. Alas, upon returning to the city, the two discover that Lankhmar is controlled by rats. It is a city known for its thieves and swine, but even the city's muddiest bottom feeders have never seen pillaging and plundering like this. And only the sorcerers Sheelba of the Eyeless Face and Ningauble of the Seven Eyes can scare this scourge. Mouser must shrink into the rat's world and Fafhrd must unleash the feared feline War Cats. Then the fun really begins. Before The Lord of the Rings took the world by storm, Leiber's fantastic but thoroughly flawed antiheroes, Fafhrd and Gray Mouser, adventured deep within the caves of Inner Earth, albeit a different one. They wondered and wandered to the edges of the Outer Sea, across the Land of Nehwon and throughout every nook and cranny of gothic Lankhmar, Nehwon's grandest and most mystically corrupt city. Lankhmar is Leiber's fully realized, vivid incarnation of urban decay and civilization's corroding effect on the human psyche. Drawing on themes from Shakespeare, Edgar Allan Poe, and H. P. Lovecraft, master manipulator Fritz Leiber is a worldwide legend within the fantasy genre and actually coined the term Sword and Sorcery that describes the subgenre he helped create.

The Volcano Caves: An Adventure for Character Levels 7-9 - Luke Johnson 2006-01-01

Dungeon Crawl Classics Role Playing Game - Joseph Goodman 2012-03-01

You're no hero. You're an adventurer: a reaver, a cutpurse, a heathen-slayer, a tight-lipped warlock guarding long-dead secrets. You seek gold and glory, winning it with sword and spell, caked in the blood and filth of the weak, the dark, the demons, and the vanquished. There are treasures to be won deep underneath, and you shall have them.

The Citadel of Chaos - Steve Jackson 2017-09-07

Deep inside the Citadel of Chaos, the dread sorcerer Balthus Dire is plotting the downfall of the good folk of the Vale of Willow. His battle plans are laid, his awesome army equipped, and attack is surely imminent, and YOU are the Vale of Willow's only hope!

Teenage Mutant Ninja Turtles #103 - Sophie Campbell 2020-02-19

As the Turtles struggle to come together in the face of recent setbacks, Old Hob's unusual new enforcers make their presence known. Will they be friend or foe?

The Dragonfiend Pact - Chris Doyle 2004-09-01

Teenage Mutant Ninja Turtles #85 - Tom Waltz 2018-08-22

Leatherhead returns to New York, and this time, he's got one goal in mind - the destruction of the Turtles!

Umerica Unnatural - Forrest Aguirre 2020-03-17

Umerica UnnaturalA Gonzo Post-Apocalyptic Campaign SourcebookAre the twisted wilds and wastes of Umerica not weird enough for you?This tome has everything you need to spice up your gonzo post apocalyptic campaign! * A complete psionic system with seven disciplines of mental mayhem to massacre mutant monsters with.* 18 new Wizard and Cleric spells, levels 1-5, capable of wrecking the most carefully planned out plots and perilous encounters.* Five new character classes: Wasteland Psion, Psi Mutant, Psylatan, Beastkin, and Shifter.* The Cache of Astonishing Salvage containing wasteland treasures ranging from favorite forgotten foodstuffs to new Graytech, plus the ever popular alien raygun generator tables. No Umerica campaign is truly complete without the weirdness contained within these pages!This product is compatible with the Dungeon Crawl Classics Role Playing Game

Teenage Mutant Ninja Turtles #120 - Sophie Campbell 2021-08-25

A protest at the Mutanimals HQ turns violent and threatens to destabilize Mutant Town permanently! TMNT allies and enemies rush to take advantage of the situation but not before Old Hob makes a surprise decision that will shake allegiances!

The Commonwealth - 1978

Teenage Mutant Ninja Turtles Volume 18: Trial of Krang - Kevin Eastman 2018

"Based on characters created by Peter Laird and Kevin Eastman."

Midnight Rogue - Graeme Davis 1987

Original Adventures Reincarnated #2 - The Isle of Dread - Goodman Games 2018-12

An adventure for levels 3-7. Goodman Games expands its partnership with Wizards of the Coast with the second release in the Original Adventures Reincarnated line! The first installment, Into the Borderlands, is already a best-seller, and this second release will transform a hit title into a hit product line. OAR 2: The Isle of Dread brings back the very first wilderness adventure ever published by Wizards of the Coast. This tutorial adventure by legendary designers Zeb Cook and Tom Moldvay was included in the D&D Expert Set and has been seen by millions of gamers. Now the 1E edition is released in hardcover form, accompanied by a 5E conversion and expansion. This is your chance to revisit an iconic adventure from your youth and play it in the newest rules set with the next generation!

Teenage Mutant Ninja Turtles #110 - Sophie Campbell 2020-10-21

Raphael and Alopex come face to face with a new group of mutant bikers intent on doing things their own way. Will the Road Hogs be friend or foe?