

Kobold To Plots Campaigns

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Tales of the Old Margreve - Wolfgang Baur
2019-06-11

Tales of the Old Margreve takes your 5th Edition game deep into the ancient, magical forest, with new spells, monsters, magic items, and wondrous locations by Richard Green and Wolfgang Baur; a monster appendix by Jon Sawatsky and James Introcaso; and twelve challenging adventures for heroes level 1-10.

[The Monsters Know What They're Doing](#) - Keith Ammann 2019-10-29

From the creator of the popular blog *The Monsters Know What They're Doing* comes a compilation of villainous battle plans for *Dungeons & Dragons*. In the course of a *Dungeons & Dragons* game, a Dungeon Master has to make one decision after another in response to player behavior—and the better the players, the more unpredictable their behavior! It's easy for even an experienced DM to get bogged down in on-the-spot decision-making or to let combat devolve into a boring slugfest, with enemies running directly at the player characters and biting, bashing, and slashing away. In *The Monsters Know What They're Doing*, Keith Ammann lightens the DM's burden by helping you understand your monsters' abilities and develop battle plans before your fifth edition D&D game session begins. Just as soldiers don't whip out their field manuals for the first time when they're already under fire, a DM shouldn't wait until the PCs have just encountered a dozen bullywugs to figure out how they advance, fight, and retreat. Easy to read and apply, *The Monsters Know What They're Doing* is essential reading for every DM.

[Crown of the Kobold King](#) - Nicolas Logue
2007-07-03

Deep inside his deadly dungeon, the Kobold King laughs maliciously. His monstrous followers raided the nearby village and set his plan for regional conquest in motion. *Crown of the Kobold King* is a low-level dungeon adventure written by Nicolas Logue that pits the players against a mischievous King of the Kobolds and his noisome minions. A raid on a local village leads to a crumbling monastery riddled with cunning traps and deadly beasts. Will the heroes be the first to survive the Kobold King's dungeon and lay claim to his crown?

Empire of the Ghouls for 5th Edition - Richard Green 2020-06-09

Dark Motives and Darker Alliances Citizens of Zobeck are going missing. Catacombs beneath the urban abodes may have answers, but what lurks in them may not enjoy company... Rumors swirl of an unholy marriage between blood thirsty factions. As haunting dreams and prophetic utterances swell, the danger becomes clear. Such a union would be catastrophic... Who will uncover and stop these foul and ghoulish workings? Will your adventurers have the fortitude and ambition--or the greed and cunning--it takes to put a stop to them? *Empire of the Ghouls* is a complete adventure for characters level 1-13 for the 5th edition of the world's first RPG. You'll also find a gazetteer detailing the Ghoulish Imperium in the depths of the Underworld--complete with map! --and appendices filled with new cults, creatures, magic items, and NPCs. Sharpen your blade and conjure magical light, and root out the foulness

below the earth!

Midgard Worldbook - Wolfgang Baur 2018-10
"Pathfinder roleplaying game compatible."

Loaded Dice 4 - Aron Christensen 2022-08-01
After four years of writing for The RPGuide, we've talked a lot about running and playing role-playing games. Thank you for listening for all these years! This is a collection of our best and favorite articles from the fourth year of RPGuide posts. It includes sections on Storytelling, plotting and pacing your game, non-player characters (NPCs), game rules and mechanics, and advice for players to create characters and then play them in a team sport like RPGs. Whether you're new to role-playing games or have been gaming for years, come learn from our mistakes and take advantage of our experience. We recommend reading at least the first Loaded Dice, but also consider My Guide to RPG Storytelling, My Storytelling Guide Companion, or From Dream to Dice. You don't need to read them, but it might help.

Kobold Guide to Worldbuilding - Wolfgang Baur 2012-12

The Essential Elements for Building a World
Roleplaying games and fantasy fiction are filled with rich and fascinating worlds: the Forgotten Realms, Glorantha, Narnia, R'lyeh, Middle-Earth, Barsoom, and so many more. It took startling leaps of imagination as well as careful thought and planning to create places like these: places that readers and players want to come back to again and again. Now, eleven of adventure gaming's top designers come together to share their insights into building worlds that gamers will never forget. Learn the secrets of designing a pantheon, creating a setting that provokes conflict, determining which historical details are necessary, and so much more. Take that creative leap, and create dazzling worlds of your own!
Essays by Wolfgang Baur, Keith Baker, Monte Cook, Jeff Grubb, Scott Hungerford, David "Zeb" Cook, Chris Pramas, Jonathan Roberts, Michael A. Stackpole, Steve Winter, with an introduction by Ken Scholes. NOMINATED FOR TWO ENNIE AWARDS: Best Writing and Best RPG-Related Book Praise for Prior Kobold Design Guides
"Highly recommended for gaming nerds everywhere." --CityBookReview.com "If you're an aspiring pro this book is a must. If you're a rules hacker like me, this stuff is solid gold." --Berin

Kinsman, UncleBear Media "A fantastic collection ... A solid 5 star rating." --Joshua Guillion, AdventureAWeek.com "An amazing collection ... from some of the best designers and writers creating role-playing game material today." --Brian Fitzpatrick, BlogCritics.org

Mansion of Shadows - Robert J. Schwalb 2006-04
Tired of nostalgia? Searching for d20 System adventures that look to the future instead of ape the past? The Bleeding Edge series provides state of the art fantasy scenarios, designed with today's savvy gamers in mind. Mansion of Shadows, the first of these new adventures, embroils a group of heroes in a twisted plot of lust, betrayal and terrible evil. When they take shelter with a noble family, they uncover a web of tangled plots involving every member of the household. To make matters worse, a vocal agitator rouses the peasants to take arms against their cruel masters. And beneath it all, a malevolent force works to corrupt them all. Can the heroes save the town? Can they thwart the intrigues and treachery and stop the growing darkness that threatens to consume them all? Combining great roleplaying opportunities, investigation and plenty of action, this adventure is the perfect way to kick off a new campaign. Take your players to the Bleeding Edge with Mansion of Shadows.

Kobold Guide to Combat - Wolfgang Baur 2014-09-30

At the heart of every adventure lies conflict. A Full-Throated Battle Cry, the Clash of Swords, the Smell of Smoke & Blood... COMBAT!
Whether it's between a cursed knight and an elf prince at swordpoint, adventurers facing down an ogre, or two great armies clashing for ultimate power, combat changes everything. Between these covers, more than 15 master game designers and storytellers get into the thick of it. These essays cover strategy and tactics, and the history of military systems at war. They demonstrate how to increase the tension in a conflict, and use monsters, magic, and war machines on the field. And these creators show you how to create great combat on the tabletop and in your storytelling. Open these pages and enter the fray!

Courts of the Shadow Fey (5th Edition) - Wolfgang Baur 2019-05-07

Friends or Foes? A Game of Shifting Dangers

The Shadow Fey arrive and turn the city upside down--and their ambassador demands that the player characters explain themselves for interfering in a legitimate assassination! So begins the looking-glass adventure that takes 7th to 10th level adventurers to the Realm of Shadows. This inventive take on courtly combat and sandbox roleplaying includes: More than 60-location map of the Courts, fully detailed with 100+ NPCs More than 40 combat and roleplaying encounters Dozens of new monsters your players have never seen! Demon lovers and dangerous liaisons for those who seek them Jealous rivals, a quick-play dueling system, and the King and Queen of Shadows A Status system to track player character prestige--and new Status powers! Enter the world of shadows, and play the 5th Edition of the world's first roleplaying game on a whole new level! More than 140 pages of real action and adventure by designers Wolfgang Baur and Dan Dillon.
Azure Bonds - Kate Novak 1989

Wrath of the River King - Wolfgang Baur
2016-03-26

FACE the RIVER'S FURY! In the small hamlet of Riverbend, the miller's wife is missing, and the locals suspect that the husband himself was involved. But all is far from what it seems. Ellessandra, the missing woman, is actually an elf from the Summer Lands. She came to live in the human settlement when the miller made a dangerous pact with the River King, the lands' powerful sidhe ruler. Now, the player characters must unravel the truth behind Ellessandra's disappearance, piece together the involvement of a young brownie turned-fey lord, and dive into the fey courts of the Summer Lands to stop a raid that would surely spell Riverbend's doom. All the while, Arthurian intrigue and mischief runs high among the fey lords and ladies in this mercurial, open-format adventure from acclaimed adventure designer Wolfgang Baur! This Pathfinder Roleplaying Game adventure for 4th- through 6th-level characters is full of hijinks and trickery, and fits nicely into any campaign setting in which fey are regal. Their courtly plots are dangerous and will test bold adventurers' skills to the limit!

Kings of the Wyld - Nicholas Eames
2017-02-21

A retired group of legendary mercenaries get the band back together for one last impossible mission in this award-winning debut epic fantasy. "Fantastic, funny, ferocious." - Sam Sykes Clay Cooper and his band were once the best of the best, the most feared and renowned crew of mercenaries this side of the Heartwyld. Their glory days long past, the mercs have grown apart and grown old, fat, drunk, or a combination of the three. Then an ex-bandmate turns up at Clay's door with a plea for help--the kind of mission that only the very brave or the very stupid would sign up for. It's time to get the band back together. WINNER OF THE DAVID GEMMELL MORNINGSTAR AWARD FOR BEST FANTASY DEBUT. WINNER OF THE REDDIT/FANTASY AWARD FOR BEST DEBUT FANTASY NOVEL. For more from Nicholas Eames, check out: *Bloody Rose*

Book of Lairs for 5th Edition - Wolfgang Baur
2016-10-25

Fight the Monster in its Den... If You Dare! *Book of Lairs* brings you 24 great monster lairs for 5th Edition play of the world's greatest roleplaying game! Each of these exciting and unusual battlegrounds comes with a complete short adventure, including a hook, area hazards, tactics, and treasures. Stage your 5th Edition fights in unforgettable locations like: Alchemist's Guildhall Necromancer's Cistern Den of the Rotten Kings Lost Halls of Everforge Citadel of the Void Dragon Tomb of the Scorpion Prince Imperial Ghoul Outpost Umbral Vampire Lair Sky Stairs of Beldestan And 15 more! Designed by some of the top names in the RPG industry, *Book of Lairs* is sure to add an aura of wonder and mystery to your game! *Book of Lairs* uses standard monster as well as surprising new creatures from the *Tome of Beasts*, and both monster books are required for maximum playability. A DM's version of each lair map is included with numbered locations. An additional digital map pack is available from Kobold Press for use with a projector or for online play
[Kobold Guide to Magic](#) - Wolfgang Baur 2014-03
Kobolds Work a Little Magic The popular and wildly useful *Kobold Guide* series tackles the biggest subject in fantasy: Magic! What makes a fantasy fantastic? Magic, of course! Whether it's unearthly beasts, scheming sorcerers, legendary swords or locales that defy logic and physics, a

compelling fantasy story needs magical elements. The tricky part is that in order for the story to work, you have to get your reader or player to believe the unbelievable. The *Kobold Guide to Magic* takes you behind the scenes to learn the secrets of designing and writing about magic from 20 top fantasy authors and game designers. Find out how to create more compelling, more interesting, and more playable magic at your table or in your stories-with the word from some of the most talented creators working today. The topics are wide-ranging, from the secrets of Irish magic to tricks of impractical magic, from how to generate a sense of wonder at the gaming table to how to rejigger the teleport spell for stronger adventures to how to sell a character's soul and how to run a game with visions and prophecies. There's even sections on the magic of J.R.R. Tolkien and the tools available to a game master for making magic their own. The *Essential Guide to Magic in Fiction and Games* This essential companion for fantasy gamers and readers alike feature essays by: Wolfgang Baur Clinton Boomer David Chart David "Zeb" Cook James Enge Ed Greenwood Jeff Grubb Kenneth Hite James Jacobs Colin McComb Richard Pett Tim Pratt John Rateliff Thomas Reid Aaron Rosenberg Ken Scholes F. Wesley Schneider Amber E. Scott Willie Walsh Martha Wells Steve Winter This latest volume in the best-selling and award-winning series of *Kobold Guides* tackles the mystery at the heart of the fantasy genre. Improve your game and expand your magical power with the *Kobold Guide to Magic!* This book ships early in 2014 and will be in high demand. Don't miss out, and get it in print before everyone else!

Hoard of the Dragon Queen - Dungeons & Dragons 2014-08-19

Fight the War Against Draconic Oppression in this Adventure for the World's Greatest Roleplaying Game In an audacious bid for power the Cult of the Dragon, along with its dragon allies and the Red Wizards of Thay, seek to bring Tiamat from her prison in the Nine Hells to Faerun. To this end, they are sweeping from town to town, laying waste to all those who oppose them and gathering a hoard of riches for their dread queen. The threat of annihilation has become so dire that groups as disparate as the

Harpers and Zhentarim are banding together in the fight against the cult. Never before has the need for heroes been so desperate. • The first of two adventures in the *Tyranny of Dragons™* story arc, *Hoard of the Dragon Queen* provides everything a Dungeon Master needs to create an exciting and memorable adventure experience. • Fans of the *Dungeons & Dragons®* Roleplaying Game can get a sample of what this product has in store for them through the *D&D Encounters™* in-store play program. • Adventure design and development by Kobold Press.

The Adventure Zone: Here There Be Gerblins - Clint McElroy 2018-07-17

A graphic novel adapted from the popular role-playing game podcast follows the exploits of Taako the elf wizard, Merle the dwarf cleric, and Magnus the human warrior.

Midgard Worldbook for 5th Edition - Wolfgang Baur 2021-06-22

The world of Midgard is a dark land filled with deep magic. It is an age of war, where dark things stir and omens are dire. This complete campaign setting, fully updated and expanded for use with the 5th Edition of the world's first roleplaying game, provides gamemasters everything needed to send their players on adventures where heroes must stand against the dark, driving it back with spell, steel, and cunning!

Prepared 2: Tombs and Dooms for 5th Edition - Jon Sawatsky 2018-01-02

A Dozen 5th Edition One-Shot Adventures for Levels 1 to 15. So, your players went off on a tangent? Never fear--*Prepared 2* offers GMs quick solutions to keep the game moving and players entertained, while you figure out your next move. Here are short, one-shot adventures for every environment, including: * A goblin machine of war rampaging through the city * Breaches in the ice opening the door to madness from the stars * A blight of oozes across the land and a mysterious crypt at its center * A long-forgotten boring machine and its crazed automaton pilots * A walker, one of the leviathans of the wasteland, is being steered by the darakhul to intercept a city * A sinister cult comes a calling during a ship cruise * A play in the feylands goes terribly wrong * A dragon's lair by the sea * ...and much more, lavishly illustrated with maps by Meshon Cantrill With

Prepared 2, designer Jon Sawatsky has created fantastic and highly playable 5th Edition fantasy scenarios ready to use in any fantasy campaign setting, at a variety of PC levels. Never be caught without a plot again! These adventures feature monsters from the core 5th Edition MM and from the Tome of Beasts.

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.

Adventures from the Potbellied Kobold - Jeff C Stevens
2021-04-02

Adventures from the Potbellied Kobold provides you with fifteen adventures to use as one-shots, additions to your current campaign, or as inspiration for a new campaign. We've even included a way to link several of the adventures, providing you with a mini-campaign. The adventures range in difficulty from low to mid-level, and many include adjustment suggestions, allowing you flexibility with the adventure's difficulty. The adventures are short and sweet, targeting play times of 1 to 3 hours. Of course

some adventures may run a bit longer depending on your play style, group, and how often your adventurers debate over who gets what magic item.

Demon Cults and Secret Societies for D&D 5th Edition - Jeff Lee
2017-08-15

Demon Cults & Secret Societies brings 13 nefarious organizations to your tabletop game, each with its own sinister agenda. Their plots range from the conquest of nations to daring heists of the greatest of treasures, from redefining the nature of truth to extinguishing the sun itself! Great campaigns need worthy villains. Discover conspiracies, plots, and mayhem to thrill and entertain your players for years! 5th Edition D&D compatible.

Hell's Rebels - 2015

A series of connected adventures for the Pathfinder game in the city of Kintargo, a formerly free city under the rule of devils.

Dungeon Master For Dummies - Bill Slavicsek
2006-07-24

Whether you've been a Dungeon Master (DM) before and want to fine-tune your skills or want to get ready and take the plunge, this is the book for you. It gives you the basics on running a great game, info for more advanced dungeon mastering, guidelines for creating adventures, and tips for building a campaign. It shows you how to: Handle all the expressions of DMing: moderator, narrator, a cast of thousands (the nonplayer characters or NPCs), player, social director, and creator Use published adventures and existing campaign worlds or create adventures and campaign worlds of your own Conjure up exciting combat encounters Handle the three types of encounters: challenge, roleplaying, and combat Create your own adventure: The Dungeon Adventure, The Wilderness Adventure. The Event-Based adventure (including how to use flowcharts and timelines), The Randomly Generated Adventure, and the High-Level adventure Create memorable master villains, with nine archetypes ranging from agent provocateur to zealot To get you off to a fast start, *Dungeon Master For Dummies* includes: A sample dungeon for practice Ten ready-to-use encounters and ten challenging traps A list of simple adventure premises Mapping tips, including common scales, symbols, and conventions, complete with tables

Authors Bill Slavicsek and Richard Baker wrote the hugely popular Dungeons and Dragons For Dummies. Bill has been a game designer since 1986 and leads the D&D creative team at Wizards of the Coast. Richard is a game developer and the author of the fantasy bestseller *Condemnation*. They give you the scoop on: Using a DM binder to keep records such as an adventure log, PCs' character sheets, NPC logs/character sheets, treasure logs, and more Knowing player styles (role players and power games) and common subgroups: hack'n'slasher, wargamer, thinker, impulsive adventurer, explorer, character actor, and watcher Recognizing your style: action movie director, storyteller, worldbuilder, puzzlemaker, or connector Using miniatures, maps, and other game aids Using 21st century technology, such as a Web site or blog, to enhance your game The book includes a sample adventure, *The Necromancer's Apprentice*, that's the perfect way to foray into DMing. It includes everything you need for a great adventure—except your players. What are you waiting for? There are chambers to be explored, dragons to be slain, maidens to be rescued, gangs of gnoll warriors to be annihilated, worgs to be wiped out, treasures to be discovered, worlds to be conquered....

Arbiter of Worlds - Alexander Macris
2019-03-02

Arbiter of Worlds is the definite guide to building and running fantasy role-playing game campaigns. This primer will teach you how to build living, breathing worlds for your players to explore; how to host game and manage game sessions; and how to create powerful experiences of adventure that your players will talk about for years to come. Learn the secret to becoming a judge, an adversary, a worldbuilder, and a storyteller and become an arbiter of worlds! "Every Macris campaign starts with a rich, open world; the edge of a massive map; and the ability to find adventure in any direction. After playing in a dozen of his campaigns, I can assure you that Macris is the best prepared, most thorough GM on the prime material plane. He balances "deadly adversary" and "the party's greatest supporter" perfectly. I've been lucky to contribute to some renowned video game worlds, and to discuss world design with some of

the most accomplished writers alive. And I'm honestly not sure there's been someone more thorough at and passionate for world building than Macris since ... maybe Tolkien? (Okay, maybe G.R.R. Martin, but he's not as organized or efficient.) It takes organization, creativity, and careful technique to build a massive world efficiently and deliver it effectively, and Macris can show you how he does it." - Dr. Michael Capps, award-winning videogame executive, writer, designer (*Gears of War*, *Fortnite*, *Unreal Tournament, Unreal Championship*) "Armed with decades of experience as both a player and a designer, Macris cuts to the marrow with razor sharp insights in an unapologetic and often painfully insightful analysis of every imaginable facet of being a Game Master. From implication of play inherent in a game's design, to world building, to the often delicate nature of unspoken social contracts inherent in the hobby, the guidance found in *Arbiter of Worlds* is a much-needed breath of fresh air to veterans of the hobby and a forged-in-the-fire bootcamp for those taking their first steps behind the screen." - James M. Spahn, *Ennie and Origins Award Winning RPG Designer* "A superb read. He makes his points the way you would expect a Harvard-trained lawyer to do. If you read this book, you are going to come out knowing real things you did not know before that will help you run games at the table..." - Courtney Campbell, *Hack & Slash*

Kobold Guide to Monsters - Kobold Staff
2021-06-08

The ENNIE Award-winning *Kobold Guide* series returns with *The Kobold Guide to Monsters*! This definitive tome about tabletop RPG creature creation and their use at the gaming table contains invaluable insight and advice from some of the top minds in roleplaying game design today. A wide range of philosophy and perspectives are on display in these pages, including how to design monsters based on mythology, literature, or pop culture; how to balance a monster's flavor with functionality; how to reskin monsters for any genre of campaign; how to make friends with even the most snarling beasts; how to tell a story with an encounter; how to best pace an encounter, and much more. With essays grouped by subject matter, from monster design to encounter

design, and presented in thoughtful progression, this tome is the perfect companion for Game Masters and players alike who want to learn from the very best. It's a great gift for budding game designers, and it's the perfect impulse buy for games of all stripes!

Southlands Bestiary - Amanda Hamon Kunz 2017-05-06

Desert Spirits, Grasslands Hunters, Jungle Horrors! The Southlands Bestiary brings 90+ new monsters of the hotter climes to Pathfinder Roleplaying Game. Want to run a campaign in the deserts, jungles or savannas? This tome of monsters will make sure your players will have hair-raising encounters like none they've experienced before. In this 122-page, full-color book of monsters you get: Swamp adders, sphinxes, scorpion swarms, and skinbats! Demon lords and their followers, arch-devils and their cohorts! Dinosaurs and flame dragons suitable for any volcanic lair! Possessed pillars and prismatic beetles! Genies, gremlins and golems! Killer cactids and clockwork tomb guardians! ...and so much more, plus an introduction by Jeff Grubb, designer of the classic Al-Qadim setting. Use these strange and deadly foes in the Midgard Campaign Setting, or in any campaign of high adventure beneath the pitiless sun. Draw your scimitar, ready your spear, and call upon whatever gods you choose, mortals: the monsters of the Southlands are here!

The Crimson Cipher - Susan Page Davis 2011
Emma Shuster's father is murdered, leaving his secret encryption project unfinished. Since Emma had worked with her father, Lt. John Patterson invites Emma to become a Navy cryptographer. It's a position the military had hoped her father would fill, but Emma's work with him makes her a prime candidate for the job. It's 1915, and saboteurs are doing their best to keep America out of the Great War by bombing ships and factories and fomenting unrest among workers. Can Emma discover their plans and unmask their leader? Adventure and romance beckon as she joins a band of cryptographers trying to stop enemies within the U.S. borders. Emma finds new strength in her faith as she strives to outwit an adversary, known only as Kobold - German for goblin. And amid the turmoil of America plunging into war, Emma is falling in love.

Eldritch Lairs (5E) - James J. Haeck 2018-03-13
"Eldritch Lairs brings you eight complete 5th Edition adventures for 4th- to 8th-level player characters, set in magic-blasted wastes, dungeons, and deserts. Venture into the dark depths of the earth, through the twisted alleys of a town stricken with a supernatural plague, and beyond, the dangers of: A trap-laden lair that requires stealth and clever tactics to survive! A labyrinthine mausoleum, where wormhearted invaders sow chaos and madness among the dead! The schemes of a demon cult of thieves and unscrupulous wizards! An unstable magical artifact built in a ruined ley line conduit! A flying palace seized by an army of gnoll bandits! And much more!"--Page 4 of cover

Wrath of the River King for 5th Edition - Wolfgang Baur 2018-04-24

Face the River's Fury! In the small hamlet of Riverbend, the miller's wife is missing, and the locals suspect that the husband himself was involved. But all is far from what it seems. Ellessandra, the missing woman, is actually an elf from the Summer Lands. She came to live in the human settlement when the miller made a dangerous pact with the River King, the lands' powerful sidhe ruler. Now, the player characters must unravel the truth behind Ellessandra's disappearance, piece together the involvement of a young brownie-turned-fey-lord, and dive into the fey courts of the Summer Lands to stop a raid that would surely spell Riverbend's doom. All the while, Arthurian intrigue and mischief runs high among the fey lords and ladies in this mercurial, open-format adventure from acclaimed adventure designer Wolfgang Baur! This 5th Edition adventure for 4th- through 6th-level characters is full of hijinks and trickery, and fits nicely into any campaign setting in which fey are regal. Their courtly plots are dangerous and will test bold adventurers' skills to the limit!

Kobold Guide to Board Game Design - Mike Selinker 2012-09

Winner of the 2012 Origins Award Pull up a chair and see how the world's top game designers roll. You want your games to be many things: Creative. Innovative. Playable. Fun. If you're a designer, add "published" to that list. The "Kobold Guide to Board Game Design" gives you an insider's view on how to make a game

that people will want to play again and again. Author Mike Selinker (Betrayal at House on the Hill) has invited some of the world's most talented and experienced game designers to share their secrets on game conception, design, development, and presentation. In these pages, you'll learn about storyboarding, balancing, prototyping, and playtesting from the best in the business.

Tome of Beasts - Wolfgang Baur 2016-11-08

"Whether you need dungeon vermin or a world-shaking personification of evil, the Tome of Beasts has it. Here are more than 400 new foes for your 5th edition game--everything from tiny drakes and peculiar spiders, to demon lords and ancient dragons."--Back cover.

Kobold Guide to Plots & Campaigns -

Margaret Weis 2016-07-17

The Best Role in Roleplaying Whether you're a new gamemaster or a seasoned vet looking for a new angle to shake up your game, these 19 essays by 13 expert gamemasters demonstrate ways to construct your campaign from the ground up and keep your players engaged until the dramatic conclusion. Within this volume, masters of the art show you how to begin a new campaign, use published adventures or loot them for the best ideas, build toward cliffhangers, and design a game that can enthrall your players for month or even years. Want to run an evil campaign, or hurl the characters into unusual otherworldly settings? Want to ensure that you're creating memorable and effective NPCs and villains? We've got you covered. Complete with discussions on plotting, tone, branching storytelling, pacing, and crafting action scenes, you'll find all the tips and advice you need to take on the best role in roleplaying--and become an expert gamemaster, too! Featuring essays by Wolfgang Baur, Jeff Grubb, David "Zeb" Cook, Margaret Weis, Robert J. Schwalb, Steve Winter, and other game professionals.

The Goblin Corps - Ari Marmell 2011-07-26

Dreaded Charnel King was foiled by the bumbling efforts of a laughable band of so-called heroes. King Dororam, accompanied by that same group of delusional upstart heroes is fielding an army unlike any seen before. "The Few, the Proud, the Obscene"

Dungeon Master For Dummies - James Wyatt

2008-11-13

If you're a Dungeons & Dragons fan, you've surely thought of becoming a Dungeon Master. Learning to be a DM isn't as hard as you might think, especially if you have *Dungeon Master 4th Edition For Dummies* tucked into your bag of tricks! From organizing your first D&D game to dealing with difficult players, this book covers everything a DM needs to know. Written for the newest edition of D&D by the experts at Wizards of the Coast, creators of the game, it shows you how to: Build challenging encounters, make reasonable rulings, and manage disagreements Recognize all the common codes, tables, and spells Understand the parts of a D&D adventure and how to create dungeon maps and craft monsters Shape storylines and write your own adventures Find your style as a DM and develop a game style that plays to your strengths Script an encounter, vary the terrain and challenges, and establish rewards (experience points and treasure) Decide whether to use published adventures Use and follow the official *Dungeon Master's Guide* Develop a campaign with exciting themes, memorable villains, and plots that keep players entranced If you're getting the urge to lead the charge in a D&D game of your own, *Dungeon Master 4th Edition For Dummies* will introduce you to the DM's many jobs. With the information you need to start your own game, craft exciting stories, and set up epic adventures, you'll be on your way!

Zobeck Gazetteer - Wolfgang Baur 2013-01

Magic and Deviltry in the Crossroads City The *Zobeck Gazetteer* brings award-winning designer Wolfgang Baur's Free City of Zobeck to life! This is where the campaign setting of Midgard was born: in the twisted alleys of the Kobold Ghetto, the schools of clockwork magic, and the ticking hearts of the gearforged PC race. Anyone looking for a new and different setting will find a clockpunk city forged in the fires of revolt, with monsters and magic drawn from the dark folktales of medieval Eastern Europe-plus details of devils, kobold kings, and plots galore! This massively expanded, 116-page edition of the *Zobeck Gazetteer* includes material from dozens of sources, collecting all this in one invaluable reference: New Clockwork and Lust domains for Pathfinder RPG, A short writeup of the city's Arcane Collegium, New details of the gods of

Zobeck, Gypsy magic and magical gear Dozens of spells for star and shadow magic, All-new feats, relics, and magic items, Plus a clockwork wizard school! Illustrated with beautiful city maps by Sean Macdonald, the gazetteer format provides just enough detail to incorporate Zobeck into any fantasy campaign without being overwhelming. Come on down to the crossroads and try your luck! Also check out the related "Streets of Zobeck" adventure book!

The Adventurers Guild - Zack Loran Clark
2018-10-02

In one of the last cities standing after the world fell to monsters, best friends Zed Kagari and Brock Dunderfel have high hopes for the future. Zed desperately wishes to join the ranks of the Mages Guild, where his status as Freestone's only half el

Southlands City of Cats for 5th Edition - Richard Pett
2021-09-28

In this companion volume to the Southlands Worldbook for 5E, players will find two adventures set in this continent's storied City of Cats, where a mercurial feline goddess walks among her chosen people. Included in this volume are fan-favorite adventures Cat and Mouse and Grimalkin, both by celebrated author Richard Pett and fully compatible with the 5th

Edition of the world's oldest roleplaying game.

KOBOLD GT GAMEMASTERING - Frank Mentzer
2017-06-13

The latest in the award-winning and fan-favorite series of Kobold Guides tackles gameplay head-on, with advice from everyone from veterans to talented newcomers on how to make a tabletop RPG session snap, crackle, and shine! Writers on include Frank Mentzer, Keith Baker, Zeb Cook, James Jacobs, Monica Valentinelli, Shanna Germain, and many other well-known industry vets and long-time GMs.

Numeria, Land of Fallen Stars - Paizo Publishing Staff
2014-07-15

Discover the secrets of Numeria, a land of savagery and super science, where barbarians seek to master the technology of an ancient alien empire. From the robot-ravaged badlands of the Felldales to the lands of the Black Sovereign, Numeria provides endless opportunity for post-apocalyptic, science fiction-themed fantasy adventure. Perfect for use with the Iron Gods Adventure Path campaign, this invaluable gazetteer sheds new light on one of the mysterious kingdoms in the Pathfinder world, and includes new environmental hazards and over a dozen new monsters that meld magic with fantastic technology.