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**Marienburg** Anthony Ragan 1999-01-01

**The Thousand Thrones** Green Ronin 2008-01-30 This book details an epic Warhammer Fantasy Roleplay campaign that spans the length and breath of the Empire and beyond!

*Lone Wolf 21 - Voyage of the Moonstone* Joe Dever 2015-02

**Battlezoo Bestiary (Pathfinder 2e)** Stephen Glicker 2021-11

**Warhammer Fantasy Roleplay** Fantasy Flight Games 2009-02-28 Heroes rise from all walks of life in Warhammer Fantasy Roleplay. From the lowly peasant or meagre rat catcher to the wealthy noble or questing knight, fate might snare anyone in its fickle web. The Career Compendium is designed as the ultimate, comprehensive career reference for both players and Game Masters, and explores the many different paths heroes may take during their adventures. The Career Compendium includes the following: More than 220 official careers spanning the entire breadth of the Warhammer Fantasy Roleplay line. Eight brand new careers, including the Dilettante, Farmer, and Rapsallion. Expanded, full-page career entries, providing new insights and details for players and Game Masters alike. Revised character creation charts and references covering the entire range of basic starting careers. Hundreds of new adventure seeds and plot hooks to enhance your campaign. Master Indices and charts organising the entire range of careers in a variety of ways for easy reference and research. Updates, official errata, and clarifications for previously published careers. The Career Compendium is an invaluable resource for anyone who plays Warhammer Fantasy Roleplay. Capture the rich, vibrant life of the Old World through the eyes of your Warhammer Fantasy Roleplay characters.

Barrow of the Forgotten King Ed Stark 2007 Designed for second-level characters, this first adventure in a three-part series can also be run as a stand-alone adventure. It features a new and exciting combat encounter format designed to make the Dungeon Master's job easier.

*Apocrypha Now* Andrew Rilstone 1995-01-01 Fantasirollespil.

**Archaon** Rob Sanders 2015-02-01 In the north of the world the forces of Chaos gather, awaiting their moment to strike. At their head is the Everchosen, the warrior who will lead the final, cataclysmic assault that will usher in the End Times and the reign of the Ruinous Powers. But he was not always thus - he was once a man, a devout servant of the warrior-god Sigmar. What could cause such a soul to fall to the worship of the Dark Gods? What dark events could have put a knight of the Empire on the path to becoming the harbinger of the world's end? And just who was the man who will become known to all as Archaon? Previous Titles: - Gotrix & Felix: Kinslayer (978184707299) - HB £17.99 - Bane of Melakith (9781849707664) - B Fmt PB £8.99

**Skavenslayer** William King 2000 Dwarf Tollslayer Gotrek and his human companion Felix Jaeger are drawn into a evil plot by the Skaven--rat-men who plan to use their sorcery to destroy an ancient empire. Original.

**Warhammer Fantasy Roleplay Realms of Sorcery** Marijan Von Staufer 2005-11 An indispensable and comprehensive sourcebook for games masters and players of the world-renowned Warhammer Fantasy Roleplay contains new adventures and background information.

Shadowforce Archer Alderac Entertainment Group 2002-01-01

Warhammer Fantasy Roleplay 2020 "Striking and sturdy, like Altdorf's reliable redoubts, the Warhammer Fantasy Roleplay Gamemaster's Screen provides a succinct summary of WFRP's important rules alongside an essential range of Gamemaster's tools. With breathtaking artwork of the Old World's festering cities on one side; important tables, references and rules on the other – the GM Screen is an ideal component to keep all your nefarious plans hidden from your players' prying eyes. Accompanying the screen is the Gamemaster's Guide, a 32-page booklet packed with practical tips, clever tricks and optional rules, and indispensable articles for GMs both new and old. The Gamemaster's Guide and the Gamemaster's Screen will expand your campaigns in new, innovative and exciting directions."-Publisher.

**Ratspike** John Blanche 1989

**Magic in the Shadows** Fasa Corporation Staff 1998-12-01 Magic in the Shadows is an advanced magic book that combines all the previously published Shadowrun magic rules with all new rules and magical creatures. This new volume features rewritten, reworked, and expanded rules built on the core magic rules published in Shadowrun: Third Edition and will include a spell creation system as well as advanced rules on all aspects of playing a magical character. This product is a must for any Shadowrun player and gamemaster.

Fire and Blood Simon Forrest 1996-01-01

Lone Wolf August Hahn 2003-10-01 Readers of the Lone Wolf series were launched into an odyssey spanning 28 game books, 12 novels, and countless related works. The hero for most of that work was Lone Wolf, a Kai Lord and the readers' alternate identity when traveling through the complex and often lethal world of Magnamund. The last survivor of the Kai, it was his self-appointed duty to seek vengeance for the deaths of his brothers and sisters. Through it all, readers of the Lone Wolf game books followed along with every step, every sword blow, and every use of his incredible powers. This book is the definitive guide to the world of Magnamund and the many roleplaying possibilities it provides.. If you can imagine an adventure, it awaits you somewhere on the face (or in the dark caverns) of Magnamund. There is a gazetteer section with maps, images, and detailed descriptions of the many realms that make up Magnamund. Notes on cultures, monsters, and the inevitable dangers of the land will be at your fingertips. The gazetteer will also provide Games Masters with statistics for dozens of terrible beasts and vile henchmen to throw at those foolish enough to oppose the rise of the Darklords What you will not find in these pages are overly complicated or burdensome rules. The combat of Lone Wolf is quick and simple, with greater emphasis placed on the descriptions and action of titanic conflict rather than the dice rolls involved. The real battle should be against the Darklords, not the rules involved to doing so. The basic rules of Lone Wolf are just that- basic. They provide the foundation for all action in Magnamund without getting in the way of the saga that is your campaign.

Warhammer Fantasy Roleplay Chris Pramas 2005 Inside this Warhammer Fantasy Roleplay rulebook you'll find a quick system for character creation, a simple yet robust set of rules, a unique career-based system of character advancement and over 100 careers, details on the Empire and the Old World, a complete introductory adventure and a new short story by Dan Abnett.

Lure of the Lich Lord Aaron Rosenberg 2007-01 A twisted adventure set deep in the heart of the ever changing kingdoms of the Border Princes. Players must negotiate both the undead horrors of a long forgotten tomb, and the grasping ambitions of the petty princes who have sent them to recover an item of unpassed power. Will they play the factions off against each other or simply opt to take the artefact for themselves? Will they survive the traps and tribulations of the adventure? Will they succumb to plague, terror and the guardians of the tomb? And how will they cope with the final twist in the tale- when they discover the issue is not what they have been sent to return from the grave...but who. Not only does Lure of the Lich Lord contain a thrilling adventure, but also extensive appendicies on tombs, traps, treasure and monsters that might all be found when plundering a tomb.

*Caverns of Kalte* Joe Dever 2007-11 Book three in the series of bestselling gamebooks that first appeared in the 80s and 90s. The Lone Wolf adventures are a unique interactive fantasy series - each episode can be played separately or can be combined to create a fantastice role-playing epic - with a great enduring fan base. Mongoose is re-issuing the entire original Lone Wolf series from books 1 to 28. The gamebooks not only contain the original Lone Wolf saga

with all new over and internal artwork, but also a bonus tale in each book, following a different character that Lone Wolf meets in his epic saga.

The RuneQuest Coloring Book 2020-03-27 A RuneQuest coloring book displaying images from the world of Glorantha

**Dark Albion** RPGPundit 2016-05-28 Dark Albion: Cults of Chaos is a gaming supplement for Dark Albion (also available on Createspace / Amazon), as well as most OSR fantasy-horror role-playing games. It will help you generate various Chaos Cults in detail (many tables are provided). It then describes the most common Chaos cults found in Albion (those worshiping demons, and others), gives advice on how running Chaos cults adventures (several tables are provided), and proposes three ready-to-use dungeons (i.e.: maps plus descriptions of contents for three dungeons that would be perfect for cultists lairs). This supplement is usable with any RPG of the OSR movement, such as Fantastic Heroes & Witchery (also available on Createspace / Amazon), Osric, Labyrinth Lord, etc.

**Hedonites of Slaanesh** 2019

*Children of the Horned Rat* Gary Astleford 2006 A background book on the skaven telling their secret history as well as how to spot and destroy them. For roleplayers you can learn how to create your own skaven clan, descriptions of the skaven fom, society and mentality. There is a short skaven adventure at the end

*Warhammer Fantasy Roleplay 4e Core* Cubicle 7 2018-12-12 Warhammer Fantasy Roleplay takes your customers back to the Old World. Get the gang together, create your (anti)heroes, and set off to make your way through the vile corruption, scheming plotters and terrifying creatures intent on destruction. The Warhammer Fantasy Roleplay Rulebook contains everything you need for grim and perilous roleplaying adventures in the Old World. 320 page full color hardcover

**Computer Gaming World** 1997

*Masks of Mayhem* Robin Waterfield 1986

Sorcery Steve Jackson 1984-08

**Drachenfels** Jack Yeovil 2019-04-16 High medieval gothic horror, featuring vampire Genevieve, from an undisputed master of macabre fiction. Detlef Sierck, the self-proclaimed greatest playwright in the world, has declared that his next production will be a recreation of the end of the Great Enchanter, Constant Drachenfels – to be staged at the very site of his death, the fortress of Drachenfels itself. But the castle's dark walls still hide a terrible and deadly secret which may make the first night of Detlef's masterpiece the last of his life.

**Riders of the Dead** Dan Abnett 2003 Two warriors find their destinies and friendship torn apart during their battle against the Dark Powers and the forces of Chaos as these now bitter enemies race toward an epic showdown between good and evil.

**Tales of the Grotesque and Dungeonesque** Jack W Shear 2012-05-07 A Gothic Fantasy supplement for old-school fantasy role-playing games. This book contains house rules, random tables, new spells, new monsters, and a campaign setting for Gothic Fantasy adventures in the old-school fantasy RPG system of your choice.

**Stormbringer** Michael Moorcock 2022-04-12 From World Fantasy Lifetime Achievement Award winner Michael Moorcock comes the second installment in his famous Elric of Melniboné series, brought to vivid new life with stunning illustrations. In one of the most well-known and well-loved fantasy epics of the 20th century, Elric is the brooding, albino emperor of the dying Kingdom of Melniboné. After defeating his nefarious cousin and gaining control over the epic sword, Stormbringer, Elric, prince of ruins, must decide what he's willing to sacrifice in a fight against Armageddon. Stormbringer is the second in Michael Moorcock's incredible series, which has transformed the fantasy genre for generations. Perfect for fans new and old, this book is brought to life once more with stunning illustrations from the most lauded artists in fantasy.