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AUGUST LEON

Mysteries of the Moonsea Games Workshop

Few pieces of artwork distill the passion for 'Star Wars' as do posters. From Tom Jung's iconic one-sheet for Episode IV to Roger Kastel's 'Gone with the Wind'-inspired painting for Episode V and beyond, 'Star Wars' has enjoyed nearly four decades of poster art from some of the most renowned artists working in movies. The fifth book in the George Lucas-curated 'Star Wars Art' series, 'Posters' collects the best artwork from all six 'Star Wars' films, the 'Star Wars: The Clone Wars' animated television series and limited-edition prints.

Necromunda Rosetta Books

Full set of Dungeons & Dragons character sheets for use in any Eberron or other D & D campaign. Each character sheet features a folio-style layout, with room to keep track of everything that makes your character unique.

Warhammer Fantasy Roleplay 4e Core Games Workshop

A stunning artefact book for fans of the Horus Heresy From the ashes of the Great Crusade, treachery was born. Always first among the superhuman primarchs, the newly dubbed Warmaster Horus turned his back upon the Emperor and embraced the dark powers of Chaos. With fully half the military might of the fledgling Imperium at his command, he set his sights upon the throne of Holy Terra and waged a war which would divide the galaxy forever... Visions of war, visions of darkness, of treachery and death - all of this and more is contained within this heretical volume. Iconic depictions of the Space Marine Legions and the heroes that commanded them are presented alongside artwork from renowned artists Neil Robert, as well as brand new historical notes on the Warhammer 40,000 universe by Alan Merrett. Witness the end of an era and the beginning of something far darker, as the Heresy continues to unfold.

Spellbook Cards: Ranger Wizards of the Coast

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!

Sandy Petersen's Cthulhu Mythos Modiphius Entertainment

Pathfinder Edition

VAN RICHTEN'S GUIDE TO RAVENLOFT (ALTERNATE COVER) IDW Publishing

Of all the Emperor's immortal sons, the primarchs, it is Konrad Curze whose legend is the darkest. Born in the shadows of Nostramo, a world of murderers, thieves and worse, is it any surprise that he became the figure of dread known only as the Night Hunter? Of all the Emperor's immortal sons, the primarchs, it is Konrad Curze whose legend is the darkest. Born in the shadows of Nostramo, a world of murderers, thieves and worse, is it any surprise that he became the figure of dread known only as the Night Hunter? Heed now the tragic story of the creature Konrad Curze, master of the Night Lords Legion, of how he became a monster and a weapon of terror. He who once served the Imperium saw the truth in a maddening universe and the hypocrisy of a loveless father, and embraced the only thing that made any sense - Chaos. From the blood-soaked gutters of his hiveworld upbringing, to the last days of his ill-fated existence, Curze is a primarch like no other and his tale is one to chill the very bone...

World War III Team Yankee Giant in the Playground

MINSC AND BOO ARE BACK! And things have never looked more dire, as mysterious forces draw the legendary ranger and his crew of adventurers to RAVENLOFT, the Realm of TerrorÉ where they find themselves face to face with undead horrors in the land of eternal night!

Star Wars Art: Posters (Limited Edition) Wizards of the Coast

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.

Kids on Brooms Modiphius

Over 130 adventures for Pathfinder RPG!From the depths of the darkest dungeons to primal dangers of the untamed wilderness, this tome binds ancient mysteries, forgotten lore, and the allure of epic quests. Adventurers will explore realms unknown, face deadly foes, and discover tantalizing treasures and magnificent artifacts. AAW Games brings you this massive collection of more than 130 complete and ready-to-run scenarios designed especially for discerning Game Masters who want exciting adventures and need them now. Begin the next chapter of your campaign with the turn of a page!Themed and organized for convenience, the Mini-Dungeon Tome provides setting-neutral fantasy adventures suitable for every party level and size. With all reference material included in a convenient index, this single book holds everything you need for years of adventuring. Offering contributions from all-star authors and game designers, Mini-Dungeon Tome is the book you have been searching for. Always have a new adventure at the ready and test the mettle of even the most experienced players!

Dungeon Master's Screen Games Workshop

"Space is vast, dark, and not your friend. Gamma rays and neutrino bursts erupt from dying stars to cook you alive, black holes tear you apart, and the void itself boils your blood and seizes your brain. Try to scream and no one can hear you - hold your breath and you rupture your lungs. Space isn't as empty as you'd think, either - its frontiers are ever expanding. Rival governments wage a cold war of aggression while greedy corporations vie for valuable resources. Colonists reach for the stars and gamble with their lives - each new world tamed is either feast or famine. And there are things lurking in the shadows of every asteroid - things strange and different and deadly. Things alien. This is the official ALIEN tabletop roleplaying game - a universe of body horror and corporate brinkmanship, where synthetic people play god while space truckers and marines serve host to newborn ghoulish creatures. It's a harsh and unforgiving universe and you are nothing if not expendable. Stay alive if you can"--Back cover.

Middle-Earth Strategy Battle Game Free League Publishing

Campaign book; compatible with the "5E" edition rules of Dungeons & Dragons.

Courts of the Shadow Fey (5th Edition) Games Workshop

The first full-length Forgotten Realms adventure in three years! This adventure showcases the classic high fantasy for which the Forgotten Realms setting is known. Sons of Gruumsh features an epic quest to prevent war between the orcs of Thar and the cities of the Moonsea. Though set in the Forgotten Realms, Dungeon Masters can place this adventure anywhere in the Realms, or easily adapt it for their own D&D® campaigns. This adventure features encounters written to facilitate the use of D&D Miniatures and is designed for 4th-level characters.

Eberron Player Character Sheets Modiphius Entertainment

An amazing collection of Horus Heresy Primarch short stories, penned by a host of best selling authors. A must have for all fans of Horus Heresy! From their shadowed origins to the desperate battles that ensued when half of them rebelled against their father, the Sons of the Emperor - the vaunted primarchs - were among the greatest of humanity's champions, warriors without peer and heroes whose deeds became legend. From the Angel Sanguinius, who took the sole brunt of his Legion's most brutal acts, to Vulkan, whose humanity made him unique amongst his brothers, and from dour Perturabo, architect, inventor and murderous warlord, to Horus, whose shining light was eclipsed only by the darkness that grew within his soul, this anthology covers eight of the primarchs and their greatest - or darkest - deeds. CONTENTS The Passing of Angels by John French The Abyssal Edge by Aaron Dembski-Bowden Mercy of the Dragon by Nick Kyme Shadow of the Past by Gav Thorpe The Emperor's Architect by Guy Haley Prince of Blood by L J Goulding The Ancient Awaits by Graham McNeill Misbegotten by Dan Abnett

Dungeons & Dragons Einsteigerset Harry N. Abrams

A detective hunts down a killer in a dystopian, overpopulated NYC in this classic science fiction novel that inspired the film *Soylent Green*. Originally published in 1966, *Make Room! Make Room!* imagines a world at the end of the twentieth century where Earth is so overwhelmed by rampant population growth that it teeters on the edge of self-destruction. In New York City alone, thirty-five million people are squeezed into its packed boroughs, scrambling like rats for the world's dwindling resources. The only food available is a product called soylent. And while the government tries to maintain order, the rich get richer and the poor stay underfoot. Finding a killer in this broken world is one hell of a job. But that's exactly what Det. Andy Rusch has been assigned to do. If he can stay alive long enough, he might just solve the biggest case he's ever been on—unless humanity finally fulfills its promise and destroys itself first.

Starfinder Rpg Paizo Pub Llc

The Strength of Thousands Adventure Path begins A magic school like no other The oldest and most prestigious magic academy in the world is the Magaambya, an ancient institution founded by the greatest wizard the world has ever known. This wizard vanished long ago, but his sinister enemies plot against his school and those who attend it. Over their long academic career, the heroes rise from humble students to become teachers, and they ultimately hold the fate of the school in their hands. Graduates of the Magaambya are among the greatest wardens of the world, but if the heroes can't marshal the strength of thousands who have come before them, the venerable Magaambya might fall The Strength of Thousands Adventure Path is a six-part, monthly series of connected adventures that comprise a complete Pathfinder campaign. School's in session The newest students at the venerable Magaambya school of magic must begin their academic careers with tests of their skill and resourcefulness. The heroes can learn much from their teachers and fellow students, but must beware of mysterious secrets and sinister plots. The rigors facing any Magaambya students are steep, but the heroes must also contend with strange infestations and supernatural intruders in the school's ancient halls. Education is far from easy at the oldest and most prestigious magic academy in the world "Kindled Magic" is a Pathfinder adventure for four 1st-level characters by Alexandria Bustion and Eleanor Ferron. This adventure begins the Strength of Thousands Adventure Path, a six-part, monthly campaign in which the heroes rise from students to teachers, and ultimately decide the fate of the Magaambya. This adventure also details other students to become friends or rivals, rules to gain extra lore throughout a year of academic study, as well as new monsters and new spells--including lore of the prestigious Magaambya Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

Original Adventures Reincarnated #2 - The Isle of Dread

Make the secrets and tools of the mighty Sellen River yours with this guide to life along one of Golarion's most important waterways. Whether you call upon the rage powers of Kellid barbarians or

employ the dastardly tactics of Riverfolk bandits, the secrets of Numeria and the River Kingdoms are sure to float your boat.

[Kult - Divinity Lost](#)

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

[Order of the Stick 0 - On the Origin of the PCs](#)

Ever wonder how the Order of the Stick met? Or why on earth Roy would ever hire Elan? Or whether any of the OOTSers ever knew each other before the team formed? All of these questions and many others have been left annoyingly unanswered in the online edition of the Order of the Stick. But wait! Now you can know! Now your burning curiosity that borders on unhealthy obsession can at last be sated, with this original prequel story. Yes, travel back with Rich Burlew, creator of the popular gaming comic *The Order of the Stick*, as he unearths the secret origins of your favorite adventurers in the first all-new never-posted-on-the-internet version of OOTS. In *The Order of the Stick: On the Origin of PCs*, you'll discover the answers to all of the following questions: How did Haley leave the employ of the Thieves' Guild? Why was Durkon sent into human lands by the high priest of Thor? Why did Eugene Greenhilt swear revenge on Xykon? What was Roy like in Fighter College? What ever happened to Elan's last employer? What does Belkar really think of the Monk class? Why DO they call themselves the "Order of the Stick"? (No, for real this time.) Presented in 72 glossy pages of glorious black-and-white art (for that nostalgic "old movie" feel), the book also features a preface by the author and Redcloak the Goblin Cleric. *The Order of the Stick: On the Origin of PCs* is a must for any fan of the comic series. Well, any fan who doesn't want to be kept up nights worrying about the horrible, horrible truth about their favorite characters. Trust us your sanity practically DEMANDS you own this book!

[Nibiru](#)

At last the stars are almost right. Soon Nyarlathotep's plans will come to fruition. Then the world will be changed irrevocably - but not quite yet. Pesky human investigators have learned much. Now they must survive long enough to make sense of what they know, and take resolute action. This roleplaying classic is a series of linked adventures forming one long and unforgettable campaign. Horrifying deeds and dangerous sorcery dog those who dare attempt to unravel the fate of the Carlyle Expedition. The non-linear narrative keeps players baffled and on their toes. Action is the byword as the player-characters evade or combat cultists, magic, mad men, and the dread powers of the Outer Gods.

[Sons of Gruumsh](#)

Remember Your Past. Secure Your Future. Nibiru is a Science Fiction Roleplaying Game of Lost Memories. Players take on the role of Vagabonds: amnesiacs lost in a massive space station, home to millions, where stories of drama and struggle are written on a daily basis. The Nibiru Corebook features everything you need to play the game. An introduction to the Skyless World, and to human history on the third Flicker. Three fully detailed chapters with sample settlements and maps, for the known regions of Antumbra, Penumbra and Umbra, and featuring a large foldable insert to track your journeys across the Skyless World. The innovative MEMOs System, which builds your character as you unearth and write their lost Memories, rewarding your creativity. Revelations give extra dimensions to your writing. From rewarding you for writing in rhyme or creating expansive story arcs, to concocting poisons made of your worst memories and storing moments of your past into objects, Revelations take the MEMOs System to a whole other level. A deep and detailed bestiary of creatures and AIs to populate the Skyless World with, full of interesting details and engaging storyhooks. An origin story for your group to start off right from the get go, serving as an introduction to the weird world of Nibiru. And much more! Additional Notes/Information: Includes Corebook PDF