

## Dungeons Dragons Einsteigerset

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### DASHAWN WESTON

**Konrad Curze: The Night Haunter** 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.

**Horus Heresy: Visions of Heresy** Modiphius

Hurl Spells Faster than Ever Before with this Invaluable Accessory from Wizards of the Coast and GaleForce 9 The Spellbook cards are an invaluable resource for both players and Dungeon Masters. With these spell details at their fingertips, they can save time, keep the action up, and avoid stalling the game by flipping through books. Each deck contains laminated cards that players and Dungeon Masters can use as a quick reference resource during Dungeon & Dragons tabletop play. There are currently eight decks (each sold separately): Arcane Spell Deck (For any class that utilizes arcane cantrips and spells like wizards and sorcerers), Bard Spell Deck, Cleric Spell Deck, Druid Spell Deck, Paladin Spell Deck, Martial Powers & Races Deck (Includes spell-like racial abilities, Monk and Barbarian spell-like abilities, and fighter maneuvers), Ranger Spell Deck, Xanathar's Guide to Everything Spell Deck (Contains spells found in the D&D supplement, Xanathar's Guide to Everything)

**Warhammer Fantasy Roleplay 4e Core** Games Workshop

"You pull your wand from the folds of your cloak, and its glowing blue end illuminates the door in front of you--the entrance to the banned books section. You watch as the copper snakes twist and turn around the lock that keeps students like you out. But you've been left with no choice. Your barn owl hoots softly upon your shoulder as you raise your wand to the knob and whisper the unspoken words. Kids on Brooms is a collaborative role-playing game about taking on the life of a witch or wizard at a magical school you all attend- a place full of mystery, danger, and thrilling adventure. From dealing with strict professors to facing down mythical beasts, players will get the opportunity to ride brooms, brew potions, and cast powerful magic as they uncover the incredible secrets their school and its inhabitants hold. Built using the ENnie Award-Winning Kids on Bikes framework, it is a rules-light, narrative-first storytelling game perfect for new players and gaming veterans alike!"--Back cover.

**Dungeons & Dragons Einsteigerset** Games Workshop

Every Dungeon Master needs a screen to conceal notes and dice rolls and to have valuable charts and information close at hand. This Forgotten Realms accessory includes a 32-page booklet of tables and topography and a four-panel screen containing a wealth of information and featuring original artwork on the front.

*Warcry* Games Workshop

Pathfinder Edition

**Dungeon Master's Screen** Giant in the Playground

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 prefaces 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 usyour sanity practically DEMANDS you own this book!

**World War III Team Yankee** Wizards of the Coast

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.

*Thief's Player Pack* Modiphius

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

**Alien RPG** Modiphius Entertainment

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

*Sons of Gruumsh* Modiphius Entertainment

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.

**Infinity RPG** Free League Publishing

Welcome to a blood thriller on the streets of the modern nights. For centuries the Anarch Movement enjoyed an uneasy truce with the Camarilla, but no longer. Now, the Unbound refuse to bow to the sickening hypocrisy and tyranny of their former allies. Claiming the nighttime streets as their own, the Anarchs seek independence from the despotic Elders, by any means necessary. Only the toughest and smartest of self-made vampires will survive. Featuring all-new essays on nocturnal survival and politics from Juhana Pettersson.

**Stormcast Eternals** Rosetta Books

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.

*Yig Snake Granddaddy Act 1* IDW Publishing

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!

**Courts of the Shadow Fey (5th Edition)** Wizards of the Coast

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 Haunter? 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 Haunter? 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...

Dungeons & Dragons: Shadows of the Vampire Harry N. Abrams

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

Spellbook Cards: Ranger

In KULT: DIVINITY LOST the world around us is a lie. Mankind is trapped in an illusion. We do not see the great citadels of Metropolis towering over our highest skyscrapers. We do not hear the screams coming from the cellar where hidden stairs lead us to Inferno. We do not smell the blood and burnt flesh from those sacrificed to gods long since forgotten. But, some of us see glimpses beyond the veil. We have this strange feeling that something is not right - the ramblings of a madman in the subway seems to carry a hidden message, and our reclusive neighbor does not appear to be completely human. By slowly discovering the truth about our prison, our captors and our hidden pasts, we can finally awaken from our induced sleep and take control of our destiny.

Odyssey of the Dragonlords RPG

Re-issue of the second omnibus edition of Gotrek & Felix novels Gotrek and Felix: unsung heroes of the Empire, or nothing more than common thieves

and murderers? The truth perhaps lies somewhere in between, and depends entirely upon whom you ask... The Slayer and his poet companion continue their adventures, aided by the Kislevite warrior-princess Ulrika, the wizard Max Schreiber and Gotrek's old comrade Snorri Nosebiter. Returning from their expedition to the distant north, Gotrek and Felix find themselves under attack by an army of monstrous greenskins – and a terrifying dragon. When an immense Chaos horde besieges Praag, the adventurers hasten to defend the beleaguered city – but the masters of the Chaos host have plans for Gotrek. When Ulrika, is captured by a dread vampire, the race is on to rescue her before she succumbs to the curse of undeath.

Starfinder Rpg

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!

Gotrek & Felix : The Second Omnibus

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.

Star Wars Art: Posters (Limited Edition)

"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.