

## Beasts Wolfgang Baur

Tome of Beasts 2 Lairs brings you 14 standalone, single-map adventures for the 5th edition of the world's first roleplaying game. Each adventure features new monsters from the Tome of Beasts 2! Some adventures also feature monsters from the first Tome of Beasts and the Creature Codex, and all three books are required for maximum playability. Each adventure is intended to take one or two sessions to complete and includes a map, adventure hooks, and treasures for your adventurers. The adventures include: To Track a Thief, Level 1 The Forsaken Fort, Level 3 The Twisted Wreath, Level 3 Tragedy at Thyrdun Outpost, Level 3 Shrine of the Hungry Dead, Level 4 Caverns of the Crystal Monolith, Level 5 Fight for Horseshoe Rock Oasis, Level 5 The River Tomb, Level 6 House of the Worm God, Level 7 Terror at the Mountain Lotus Temple, Level 8 Tunnels Below Skulltop Tor, Level 9 Crucible of Golems, Level 10 Fire and Fury, Level 13 Towers of the Three Regents, Level 15

"Pathfinder roleplaying game compatible."

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

Witness the mighty and terrible face of war in a world of magic! A critically acclaimed high fantasy adventure path for 5th Edition from veteran authors such as Ari Marmell (Heroes of Horror, Tome of Magic), Wolfgang Baur (Editor DUNGEON(r) Magazine 1992-1995), Wil Upchurch (Midnight(r), Champions of Ruin) and Darrin Drader (Book of Exalted Deeds, Serpent Kingdoms). The dramatic beginning of the War of the Burning Sky Campaign Saga, The Scouring of Gate Pass kicks off a war of epic proportions as a mighty magical empire marches for conquest. Their first stop is the vital mountain road through the city of Gate Pass, where the PCs, not yet aware of the role they will play in the coming conflict, lie in the path of a military juggernaut. As Gate Pass falls under attack, the heroes are tasked with delivering critical intelligence out of the city and to a distant safe haven. First, though, they must deal with agents of the invading empire, spies from other nations, avaricious bounty hunters, and deadly inquisitors. The information they carry may decide the fate of this conflict, the War of the Burning Sky. Welcome to the first adventure in the War of the Burning Sky Campaign Saga. Throughout the course of the campaign saga, a party of heroes will become involved in an escalating war between mighty magical nations, and after many adventures, military battles, and mysterious intrigue, it will be up to them to decide who will emerge victorious and rule in the aftermath. The Scouring of Gate Pass is the first adventure in the critically acclaimed 12-part War of the Burning Sky adventure path! As the Ragesian Army marches upon the neutral city of Gate Pass, you must retrieve vital war intelligence from a spy and deliver it to the distant wizards' school of Lyceum. But first you must find a way out of the besieged city before it falls and the inquisitors, Ragesia's infamous mage-hunting clerics, find you. Can you survive The Scouring of Gate Pass? A fantasy adventure for 3rd-level characters.

This comprehensive 136-page hardcover overview of the world of Pathfinder provides everything you need to know for a lifetime of adventure in the Age of Lost Omens! The god of prophecy is dead, leaving heroes just like you to carve their own destinies out of an uncertain future! The Lost Omens World Guide is your key to understanding the big picture and your hero's role within it! A gorgeous two-sided giant poster map of the Pathfinder world provides a beautiful accompaniment to a gazetteer featuring 10 geographically and thematically contiguous regions that combine to create a fantasy world packed with diverse and deadly possibilities! Each region also includes suggested character backgrounds and archetypes to more deeply root your character in their surroundings. Designed for both players and Game Masters, this indispensable guidebook is your first look at the future of the Pathfinder world!

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!

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!

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.

"Stronghold & Followers explains both the practicality of owning a keep (how much it costs to build, the costs to maintain it, what sort of impact it would have on local politics) and gives a variety of benefits for those players who choose to build or take over one." --

Comicbook.com website: <https://comicbook.com/gaming/2018/12/14/stronghold-and-followers-dungeons-and-dragons/> (viewed July 16, 2019)

An all new 5e supplement featuring detailed NPCs and a focus on how to use their minions, with convenient, time-saving tips.

To seasoned adventurers, the doom-laden chanting of priests and the cackling of evil wizards can only mean one thing: deadly peril, and the chance for treasure! (Okay, those are two things.) Eldritch Lairs brings you eight complete 5th Edition adventures for 4th to 8th level player characters, set in magic-blasted wilderness, dungeons, and deserts. Take them into the dark depths of the earth, through the twisted alleys of a supernaturally plague stricken town, and beyond, to brave 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! Eldritch Lairs offers ready-to-go adventures full of magic and horror for your 5e game.

This richly-illustrated, 400+ page supplement for any 5e game includes monsters from the entire history of Kobold Press, with longtime favorites such as clockwork creatures, drakes and dragons, devils and arch-devils, and dangerous flavors of the fey--illustrated by some of the finest artists working in fantasy today. The Tome of Beasts brings more than 400 new monsters to 5th Edition. Whether you need dungeon vermin or a world-shaking personification of evil, the Tome of Beasts has it! These monsters have been designed so that GMs can use them in their favorite settings for fantasy adventure, whether it's Kobold Press's world of Midgard, one of the classic realms of d20-rolling gaming, or their own homebrew worlds.

A complete guide to playing D&D in the ice and snow. This 4-color supplement begins a new series of releases that focus on how the environment can affect D&D gameplay in every capacity. Frostburn contains rules on how to adapt to hazardous cold-weather conditions, such as navigating terrain with snow and ice and surviving in bitter cold or harsh weather. There are expanded rules for environmental hazards and manipulation of cold weather elements, as well as new spells, feats, magic items, and prestige classes. New monsters associated with icy realms are included, as well as variants on current monsters. There is enough adventure material included for months of gameplay.

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.

A Collection of Dark and Daring Adventures for 5th Edition What happens when adventurers become the owners of a brothel? When a roguish associate asks them to attend an oligarch's masquerade in his place? What lurks in the Cartways besides kobolds? And what will you say when another thief tells you the only way to find a treasure is to become hunted by the Praetors? Dark dealings, my boys, and a knife in the guts might be the price. Whose guts? Might be yours if you cross the wrong one of the Nine. This 112-page supplement and adventure anthology is set in the seedy underbelly of Zobeck, and on its mean streets you will find: Seven adventures dealing with underhanded themes, shady locations, and double-crossing deals gone wrong Six locales including the Cartways Market Gallery or the Old Stross Municipal Baths. A dirty dozen NPCs: kobold gearsmiths, failed Arcane Collegium students, barge captains, fey and undead ambassadors to use as rivals, patrons, peers and foes A sampling of new clockworks, street magics and odd enchantments that make Zobeck the distinctive jewel of the River Argent! You probably shouldn't bring the paladin along on this one... This official Midgard adventure anthology is designed for use with the world's first roleplaying game, and is easily portable to any setting. Designed by Ben McFarland, Chris Harris, Matthew Stinson, Christina Stiles, Mike Franke, and Richard Pett.

The most comprehensive pantheon in roleplaying games is back in a new edition for 5E. This massive tomes provides more than 20 pick-up-and-play churches, whose organization and beliefs are described in lavish detail. These churches can be used in any campaign setting to bring a whole new level of detail to the religious characters. Plus, for those who don't have a complete cosmology in their game, The Book of the Righteous provides a comprehensive mythology that unifies all of the gods in the book. The original edition of Book of the Righteous was one of the most critically acclaimed books of the d20 era. Now Dungeons & Dragons Fifth Edition designers Robert J. Schwalb and Rodney Thompson have brought the new edition up to date with the 5E rules.

Stop, Thief! One spring day Tasslehoff Burrfoot comes to Solace, accidentally pockets a copper bracelet, and (forcibly) makes the acquaintance of Tanis Half-Elven and Flint Fireforge. A simple tale. Except that the fate of the entire race of Dargonesti sea elves hangs in the balance. How does this piece of kender-coveted jewelry lead the companions and a sea elf princess to ally with the phaethons, creatures with wings of flame? The answer lies with a mysterious mage, a broker of souls, who knows the bracelet's secret and has a hideous plan to rule the Black Robes. Wanderlust is the second exciting installment in the Dragonlance saga Meetings Sextet by Steve Winter and Mary Kirchoff, author of Kendermore and Flint, the King.

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.

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 monsters 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

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!

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!

Show off your character with the Player Character Pawn Collection, featuring more than 200 pawns for use with Pathfinder Second Edition or any tabletop fantasy RPG! Printed on sturdy cardstock, each pawn presents a beautiful full-color image to represent a wide variety of player characters! Each cardstock pawn slots into a size-appropriate plastic base from any of the Bestiary Box collections or the Pathfinder Pawns Base Assortment, making the pawns easy to mix with traditional metal or plastic miniatures. There's one pawn for every combination of ancestry and class from the Core Rulebook. This product also supports the Advanced Player's Guide, with a selection of pawns for every new ancestry in that book, a pawn for each archetype, as well as a pawn for every combination of Core Rulebook ancestry and Advanced Player's Guide class. You'll also find a selection of pawns for the ancestries in Lost Omens Character Guide, as well as multiple familiars and animal companions! The player characters of the Pathfinder Core Rulebook and Advanced Player's Guide come to life on your tabletop! Each has its own abbreviation and identification number for easy sorting. The Pathfinder Player Character Pawn Collection includes: Ancestry/Class combinations Aasimar Champion Aasimar Cleric Aasimar Monk Aasimar Oracle Aasimar Swashbuckler Catfolk Fighter Catfolk Investigator Catfolk Rogue Catfolk Swashbuckler Catfolk Wizard Changeling Barbarian Changeling Druid Changeling Fighter Changeling Rogue Changeling Witch Dhampir Fighter Dhampir Investigator Dhampir Rogue Dhampir Sorcerer Dhampir Wizard Duskwalker Cleric Duskwalker Fighter Duskwalker Investigator Duskwalker Ranger Duskwalker Sorcerer Dwarf Alchemist Dwarf Barbarian Dwarf Bard Dwarf Champion Dwarf Cleric Dwarf Druid Dwarf Fighter Dwarf Investigator Dwarf Monk Dwarf Oracle Dwarf Ranger Dwarf Rogue Dwarf Sorcerer Dwarf Swashbuckler Dwarf Witch Dwarf Wizard Elf Alchemist Elf Barbarian Elf Bard Elf Champion Elf Cleric Elf Druid Elf Fighter Elf Investigator Elf Monk Elf Oracle Elf Ranger Elf Rogue Elf Sorcerer Elf Swashbuckler Elf Witch Elf Wizard Gnome Alchemist Gnome Barbarian Gnome Bard Gnome Champion Gnome Cleric Gnome Druid Gnome Fighter Gnome Investigator Gnome Monk Gnome Oracle Gnome Ranger Gnome Rogue Gnome Sorcerer Gnome Swashbuckler Gnome Witch Gnome Wizard Goblin Alchemist Goblin Barbarian Goblin Bard Goblin Champion Goblin Cleric Goblin Druid Goblin Fighter Goblin Investigator Goblin Monk Goblin Oracle Goblin Ranger Goblin Rogue Goblin Sorcerer Goblin Swashbuckler Goblin Witch Goblin Wizard Half-Elf Alchemist Half-Elf Barbarian Half-Elf Bard Half-Elf Champion Half-Elf Cleric Half-Elf Druid Half-Elf Fighter Half-Elf Investigator Half-Elf Monk Half-Elf Oracle Half-Elf Ranger Half-Elf Rogue Half-Elf Sorcerer Half-Elf Swashbuckler Half-Elf Witch Half-Elf Wizard Half-Orc Alchemist Half-Orc Barbarian Half-Orc Bard Half-Orc Champion Half-Orc Cleric Half-Orc Druid Half-Orc Fighter Half-Orc Investigator Half-Orc Monk Half-Orc Oracle Half-Orc Ranger Half-Orc Rogue Half-Orc Sorcerer Half-Orc Swashbuckler Half-Orc Witch Half-Orc Wizard Halfling Alchemist Halfling Barbarian Halfling Bard Halfling Cleric Halfling Druid Halfling Fighter Halfling Investigator Halfling Monk Halfling Oracle Halfling Ranger Halfling Rogue Halfling Sorcerer Halfling Swashbuckler Halfling Witch Halfling Wizard Hobgoblin Alchemist Hobgoblin Fighter Hobgoblin Witch Human Alchemist Human Alchemist Human Alchemist Human Barbarian Human Barbarian Human Barbarian Human Bard Human Bard Human Champion Human Champion Human Champion Human Cleric Human Cleric Human Druid Human Druid Human Fighter Human Fighter Human Investigator Human Investigator Human Monk Human Monk Human Monk Human Oracle Human Oracle Human Ranger Human Ranger Human Ranger Human Rogue Human Rogue Human Sorcerer Human Sorcerer Human Swashbuckler Human Swashbuckler Human Witch Human Witch Human Wizard Human Wizard Human Wizard Kobold Alchemist Kobold Cleric Kobold Ranger Kobold Rogue Kobold Sorcerer Leshy Druid Leshy Monk Leshy Ranger Leshy Rogue Lizardfolk Cleric Lizardfolk Fighter Lizardfolk Ranger Lizardfolk Rogue Orc Alchemist Orc Barbarian Orc Fighter Orc Oracle Orc Ranger Ratfolk Alchemist Ratfolk Bard Ratfolk Cleric Ratfolk Investigator Ratfolk Wizard Tengu Bard Tengu Oracle Tengu Rogue Tengu Wizard Tiefling Cleric Tiefling Fighter Tiefling Monk Tiefling Sorcerer Tiefling Witch Archetypes Catfolk Dual-Weapon Disciple Dwarf Sentinel Elf Eldritch Archer Elf Herbalist Elf Shadowdancer Gnome Linguist Gnome Loremaster Goblin Scrounger Half-Elf Acrobat Half-Elf Celebrity Half-Orc Assassin Half-Orc Gladiator Halfling Familiar Master Human Archaeologist Human Archer Human Bastion Human Beastmaster Human Blessed One Human Bounty Hunter Human Cavalier Human Cavalier (Mounted) Human Dandy Human Dragon Disciple Human Duelist Human Horizon Walker Human Marshal Human Martial Artist Human Medic Human Poisoner Human Ritualist Human Scout Human Scroll Trickster Human Vigilante Human Vigilante (Social) Human Viking

WIZARD: "It says it used to be a dragon of the outer darkness..." FIGHTER: "What does that even mean? Used to be? What is it now? Does anyone else speak Draconic?" WIZARD: "It says you are not sufficiently respectful to its dragon nature. It says... Run?" FIGHTER: "Run? In this armor?" DM: "FWOOOOSH!" Inside Tome of Beasts 2--now in this convenient, more portable softcover edition!--you'll find monsters for almost every location your heroes might journey: from farmlands to forests, dungeons to deserts, and bustling cities to fantastical planar realms, all with an emphasis on dungeons and the underworld! Tome of Beasts 2 brings you: \* Angelic enforcers and avalanche screamers \* Kami and clockwork tigers \* Void drakes and zombie dragons \* Death vultures and demon lords \* Imperial dragons and swordbreaker skeletons \* Swamp nagas and magma octopuses \* Chameleon hydras and shriekbats \* Walled horrors and wraith bears! Keep your players surprised, entertained, and terrified with all-new opponents they've never seen before--and won't ever see coming!

Fall In, Soldier! Plunder and Glory Await! In Midgard's Seven Cities, war is embraced and celebrated as nowhere else. The armies of its republics march every spring, looking for conquest, plunder, and glory. Warriors come to the cities to take their coin as mercenaries, and many have seized a lord's title. The oracle who keeps a god in chains, the merchant-assassins of Capleon and the minotaurs and centaurs of Valera--the people of the Seven Cities don't dream small! Will you rise in the ranks from foot soldier to legend? Or do you seek something even greater than the dreams of a broken empire? This 33-page collection of materials provides players with a regional overview of the Seven Cities and its border states, plus a wide range of new powers and options for any Pathfinder RPG campaign, including: New archetypes for Fighters, Druids, and Wizards New spells and magic items including Ballista of Force, Librarian's Robe, and Trident of Nethus New sorcerous bloodlines for Hagblooded and Minotaur 50 new traits and 16 new feats including Blood of the Sea, Dark Dreamer, and Swordborn An overview of the region, with its world-famous libraries, corsair fleets, and scheming rulers Pick up the Player's Guide to the Seven Cities today, and get ready to go campaigning!

Magic and Devilry 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!

For many tabletop RPG players, the joy of an in-depth game is that anything can happen. Typical adventure modules include a map of the adventure's primary location, but every other location?whether it's a woodland clearing, a random apothecary or the depths of a temple players elect to explore?has to be improvised on the fly by the Game Master. As every GM knows, no matter how many story hooks, maps or NPCs you painstakingly create during session prep, your best-laid plans are often foiled by your players' whims, extreme skill check successes (or critical fails) or their playful refusal to stay on task. In a game packed with infinite possibilities, what are GMs supposed to do when their players choose those for which they're not prepared? The Game Master's Book of Random Encounters provides an unbeatable solution. This massive tome is divided into location categories, each of which can stand alone as a small stop as part of a larger campaign. As an example, the "Taverns, Inns, Shops & Guild Halls" section includes maps for 19 unique spaces, as well as multiple encounter tables designed to help GMs fill in the sights, sounds, smells and proprietors of a given location, allowing for each location in the book to be augmented and populated on the fly while still ensuring memorable moments for all your players. Each map is presented at scale on grid, enabling GMs to determine exactly where all of the characters are in relation to one another and anyone (or anything) else in the space, critical information should any combat or other movement-based action occur. Perhaps more useful than its nearly 100 maps, the book's one-shot generator features all the story hooks necessary for GMs to use these maps as part of an interconnected and contained adventure. Featuring eight unique campaign drivers that lead players through several of the book's provided maps, the random tables associated with each stage in the adventure allow for nearly three million different outcomes, making The Game Master's Book of Random Encounters an incredible investment for any would-be GM. The book also includes a Random NPC Generator to help you create intriguing characters your players will love (or love to hate), as well as a Party Makeup Maker for establishing connections among your PCs so you can weave together a disparate group of adventurers with just a few dice rolls. Locations include taverns, temples, inns, animal/creature lairs, gatehouses, courts, ships, laboratories and more, with adventure hooks that run the gamut from frantic rooftop chases to deep cellar dungeon-crawls, with a total of 97 maps, more than 150 tables and millions of possible adventures. No matter where your players end up, they'll have someone or something to persuade or deceive, impress or destroy. As always, the choice is theirs. But no matter what they choose, with The Game Master's Book of Random Encounters, you'll be ready.

Tome of Beasts Tome of Beasts 2

What Lives in the Tomb? Wondrous, Dangerous Things! Tomb of Tiberesh is an adventure for the Southlands Campaign Setting for five or six 2nd-level characters and uses the 5th Edition rules. It is easily adapted to any fantasy desert campaign. Just outside Per-Bastet, in the kingdom of Nuria Natal, lie the newly discovered remains of Anu-Asir, a city once believed to exist only in myth. The ruins of Anu-Asir lie submerged under accumulations of sand, floodwater, and tall tales. It is now a hub of activity for those seeking to uncover its secrets-and profit from them. Doves of the curious, hopeful, greedy, and eccentric congregate around the unearthed city. And just outside Anu-Asir, across the River Nuria, lies the most recently surfaced relic: the Pyramid of Tiberesh. Dare you explore its deadly mysteries? This adventure was originally run at Gen Con 2015 in Indianapolis, to much acclaim, and is presented here in an expanded version.

Open a Chamber of Hidden Lore! Darkly Fantastic Material for the World's First RPG Within these dusty pages, uncover the secrets of the world--indeed, of the branches of the multiverse! Collected here are entire lost volumes of esoteric truths. Only for you, the Warlock Grimoire 2. The Warlock Grimoire 2 presents the content from issues 11-19 of Warlock and includes an entire issue's worth of new, never-before-seen lore and game elements, including both the mysteriously desolated Southlands city of Iram and the secrets of Grandmother herself, Baba Yaga. Uncover the truths of dark fantasy for the Midgard campaign setting--or for the worlds of your own creation!

Devils, demons, and daemons--these are the ultimate servants of evil. Learn all their foul secrets in the Book of the Fiends, the definitive Fifth Edition sourcebook on these fell creatures. This tome presents over 130 of horrific fiends hailing from Hell, the Abyss, and Gehenna, with Challenge Ratings ranging from 0 to 31. The original edition of the Book of Fiends was one of the most critically acclaimed books of the d20

era. Now Dungeons & Dragons designer Robert J. Schwalb has reimaged all the creatures, character options, and more for Fifth Edition. It builds on the information found in the core rulebooks, expanding and revealing all you could ever want to know about these evil planes and their inhabitants. The Book of Fiends provides profoundly wicked foes your players will never forget.

The region known as the Brilliant East is an immense and ancient land encompassing vast empires, wild unsettled plains, unsurpassed civilizations, and the ravaged battlefields of gods. Amazing sights greet travelers, from the impenetrable Wind Wall protecting Cathay against nomadic raiders, to the great flying cities of Sikkim, to the eerie purple sky above the shunned Plateau of Leng. Dreadful forces threaten the region. The worst of them are the ancient god Yig, who dwells with his serpentine followers among the flooded ruins of the Sunken Lands, and the Void-maddened denizens of otherworldly Leng. Celestial dragons soar through the clouds and advise emperors, while irrepressible Monkey works his mischief among kings and commoners alike.

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!

The Tome of Beasts 2 from Kobold Press brings nearly 400 new monsters to 5th edition--designed by some of the most talented, and wildly creative, designers working today. You'll find monsters for almost every location your heroes might journey: from farmlands to forests...dungeons to deserts...and from bustling cities to fantastical planar realms. Tome of Beasts 2 brings you: Angelic Enforcers and AlligatorTurtles. Befouled Weirds and ClockworkTigers. Hoard drakes and zombiedragons. Death Vultures and DragonfleshGolems. Imperial dragons and swordbreakerskeletons. Swamp Nagas and MagmaOctopuses. Sasquatch andShriekbats. Walled Horrors and WraithBears. Keep your players surprised, entertained, and terrified with all-new opponents they've never seen before--and won't be expected.

Take the Fight to Foul Creatures in Forests, Fields & Dungeons! Creature Codex Lairs for 5th Edition brings you 9 great monster lairs for the world's first roleplaying game! Each of these exciting and unusual battlegrounds comes with a complete short adventure, including a hook, terrain map, area hazards, tactics, and treasures. Stage your 5th Edition fights in unforgettable one-shot adventures including: Lair of the Fire Cult, Level 1 A Rat Among Us, Part 1, Level 3 A Rat Among Us, Part 2, Level 3 Caverns of the Howling Moon, Level 4 Paying the Shadow Toll, Level 4 Swept Away, Level 6 Ice Maiden's Kiss, Level 7 King of Ill Fortune, Level 8 Trollkin Hunt, Level 10 Designed by RPG veteran Shawn Merwin, the Creature Codex Lairs add an aura of danger and wild adventure to your game! Creature Codex Lairs uses standard monsters as well as surprising new creatures from the Creature Codex and the Tome of Beasts. Both monster books are required for maximum playability. Also Available: To expand your battlefield further, pick up high-resolution battle maps with two PDF files for each lair, available now at [KoboldPress.com/kpstore](http://KoboldPress.com/kpstore) (a printed DM's Version of each map is already included here). Each digital battle map comes with and without a grid, so you can use it with a projector or a virtual tabletop (VTT) such as Roll20 or Fantasy Grounds!

A Rampage of New 5th Edition Monsters! DM: "A mysterious figure in a cloak approaches you in the tavern..." PALADIN: "Aha! This must be a wizard with a map to a dungeon!" DM: "...and he's ticking." ROGUE: "RUN!" Whether you need scuttling dungeon denizens, alien horrors, or sentient avatars of the World Tree, the Creature Codex has you covered! Nearly 400 new foes for your 5e game--everything from acid ants and grave behemoths to void giants and zombie lords. Creature Codex includes: \* A dozen new demons, and five new angels \* Wasteland dragons and dinosaurs \* All-new golems, including the altar flame golem, doom golem, and keg golem \* Monsters inspired by Mesoamerican, Hindustani, and Asian legends and folklore \* Chieftains and other leaders for ratfolk, centaurs, goblins, trollkin, and more \* New undead, including a heirophant lich suitable for lower-level characters (but plenty tough!) ...and much more! Use them in your favorite published setting, or populate the dungeons in a world of your own creation. Pick up Creature Codex and surprise your players with monsters they won't be expecting!

[Copyright: 3e0a3c3cb8fccc945ed4b39d3ec50c69](http://KoboldPress.com/kpstore)