

## Living Greyhawk Journal

A follow-up to the Dungeon Master's Guide, designed to aid Dungeon Masters and reduce game preparation time. The Dungeon Master's Guide II builds upon existing materials in the Dungeon Master's Guide. It is specifically designed to facilitate play, especially when the Dungeon Master has a limited amount of preparation time. Chapters include discussion on running a game, designing adventures, building and using prestige classes, and creating campaign settings. Ready-made game elements include instant traps, pre-generated locations, treasures, and a fully realized and rendered town. JESSE DECKER is the development manager for Wizards of the Coast, Inc. whose recent roleplaying game design credits include Complete Adventurer, Races of Stone, and Unearthed Arcana. DAVID NOONAN is an RPG designer/developer at Wizards of the Coast, Inc. Recent credits include authoring Complete Divine and co-authoring Races of Stone and Unearthed Arcana. CHRIS THOMASSON previously served as Editor-in-Chief of Dungeon Magazine. His design credits include Fiend Folio and Monster Manual III, as well as Bow and Blade for Green Ronin Publishing. JAMES JACOBS is the associate editor of Dungeon Magazine and has published numerous articles in Dragon Magazine. His most recent credits with Wizards of the Coast, Inc. include co-authoring The Book of Aberrations, Races of Faerun, and Frostburn. ROBIN D. LAWS, game designer and novelist, is best known for the roleplaying games Feng Shui, Heroquest, and Dying Earth, along with Robin's Laws of Good Gamemastering.

A book of \*real\* science experiments and activities, by a real scientist, that are tried and tested for science hands-on fun!! Science explained so well, it's simply fun for EVERYONE! Ages 4+] Embracing STEAM - Science, technology engineering, art and mathematics!!

From the complex city-planning game SimCity to the virtual therapist Eliza: how computational processes open possibilities for understanding and creating digital media. What matters in understanding digital media? Is looking at the external appearance and audience experience of software enough—or should we look further? In Expressive Processing, Noah Wardrip-Fruin argues that understanding what goes on beneath the surface, the computational processes that make digital media function, is essential. Wardrip-Fruin looks at “expressive processing” by examining specific works of digital media ranging from the simulated therapist Eliza to the complex city-planning game SimCity. Digital media, he contends, offer particularly intelligible examples of things we need to understand about software in general; if we understand, for instance, the capabilities and histories of artificial intelligence techniques in the context of a computer game, we can use that understanding to judge the use of similar techniques in such higher-stakes social contexts as surveillance.

The ultimate dungeon adventure is back in print again because the fans demanded it! Set in the Underdark and designed to be used in any AD&D™ campaign, Night Below presents an epic adventure that takes player characters from 1st level to 10th level and beyond. Available again for a limited time, this huge adventure is packed with plots, subplots, sinister conspiracies, and action on a grand scale.

In the fourth adventure in the D&D™ series, an evil awaits in the forest. A ghostly horseman is terrorizing a small hamlet, and the player characters must stop him before he kills everyone. Players deal with supernatural horror as well as traditional monsters in this powerful adventure. Provides detailed information on magical paraphernalia and spells for players of Dungeons and Dragons

In the slums of Beggartown outside of Riverton, people frequently go missing, never to be heard from again. However, this time, a halfling family has been kidnapped and someone powerful wants them rescued. Thanks to your connections, you have been tasked with locating the kidnapper's hideout, infiltrating it, and rescuing the missing family. Problem is, everyone is pretty sure that gnolls are to blame... Against the Slavers is the second part of the Shadows of

Riverton adventure path and is designed to be played during the course of two or three four-hour sessions. The scenario can also be run as a standalone adventure in your sandbox campaign as it can easily be adapted for use with any campaign setting. Against the Slavers is an APL 2 or 3 module designed for four to six characters and uses the medium XP advancement track. Each encounter includes optional scaling suggestions for more powerful parties. Successful completion of the adventure will take 2nd-level characters to 3rd level. This scenario also includes a settlement stat block for the large town of Beggartown as well as information about the town's places of interest and notable NPCs. In this adventure, you can recruit mercenaries to help you rescue the slaves, become embroiled in local gang politics, and pit your character against a wide variety of opponents in gladiatorial combats to the death in the infamous Chapel of Slaughter, winning fame and (small) fortune. This adventure also contains a new spell, as well as new drawbacks and magic items, and more advanced gnolls than you can shake a stick at (not recommended, gnolls hate that). This adventure is suitable for use with the Pathfinder Roleplaying Game and the 3.5 edition of the world's oldest fantasy roleplaying game. The Open Game License can be found on page 53 of this product.

A simple escort mission has brought you to the edge of the canyon known as The Scar. Unfortunately, the road you are on passes by Dragon Spur-Home of Morginstaler, Red Dragon of the Scar. What could make the dragon worried enough that he coerces your group into investigating some strange kobolds? You are afraid you are about to find out. Blue Scales, Red Secrets is the first adventure in the LG BK Classics series and was originally published as IUZ6-02 Blue Scales, Red Secrets for the RPGA's Living Greyhawk campaign. Blue Scales, Red Secrets is designed to be played during the course of one four-to-six hour session. The scenario can be run as a stand-alone adventure or random encounter in your sandbox campaign as it can easily be adapted for use with any campaign setting. All Wizards of the Coast intellectual property has been removed from this version of the adventure. Blue Scales, Red Secrets is a module designed for four to six characters of levels five to seven (APL 6) and uses the medium XP advancement track. Each encounter includes optional scaling suggestions for more powerful parties. This adventure also contains a brand-new 2nd-level spell, metamagic feat, revised Spell Mastery feat, miscellaneous magic items, monster templates, and poison. This adventure is suitable for use with the Pathfinder Roleplaying Game and the 3.5 edition of the world's oldest fantasy roleplaying game. The Open Game License can be found on page 27 of this product.

From the frozen wastes of the witch-queen to the scorching deserts of Osirion, explore the world of Pathfinder and the GameMastery Modules like never before. This 64-page, full-color gazetteer contains information about all of the major kingdoms and cities of the Pathfinder Chronicles world, including Absalom, Chelixa, Varisia, and much more.

During the eight year run of Living Greyhawk, the world's largest role-playing campaign, the Bandit Kingdoms region produced over 130 unique adventures. For the first time ever, these narrative threads are woven into one cohesive tapestry. For those who helped shape these events, this comprehensive resource memorializes their struggles against luz's oppressive rule. For others, this

compilation provides both a glimpse into Oerth's most chaotic and deadly region, and ideas for use in home campaigns set in the Bandit Kingdoms.

This core rulebook introduces an innovative monster stat block format, that makes running monsters easier for the Dungeon Master, and presents a horde of iconic monsters that fit into any campaign.

This super-adventure supplement, designed for characters of level 8-13, revisits Castle Greyhawk and the classic dungeon beneath. It is usable as a mini-campaign on its own, a story arc in a Dungeon Masters regular campaign, or as a series of small side adventures with a big payoff.

The Legacy of Fire Adventure Path begins in the desert nation of Katapesh, where the heroes must attempt to retake a conquered town from a pack of fearsome gnolls. From there, the trail leads to the fortress known as the House of the Beast, an ancient map-world created by one of the most powerful wizards in history, and even the legendary City of Brass on the Plane of Fire.

As with most adventure modules, this one is packed with action...confrontation and combat. There is more, though. The players must think, as must their game personas. There is sufficient problem solving herein to suit most, even hardened veterans. The same is true for being "in character," and role-playing with proper dialog-comedic, dramatic, and the rest are all possible here. As for the other elements of the game form, well, only unless you, the Game Master, wish to work them in will they be found. The adventure doesn't include much in the way of extensive exploration, as you'll see, although there are many unique and wonderful places to visit. Business, intrigue, politics, and so forth are not likely given the setting, save for innovative addition to the work. As for story, other than the backstory that opens the adventure, that must await the conclusion of the action, can then be told as a tale of what occurred. This is for gaming, not stage presentation, after all. This adventure is suitable for a party of six d20 adventurers of 8th or greater level. If the party is to be given a free hand in deciding the order in which the panes are accessed then a few of the characters should be of the 9th or 10th level. With just a little work of the GM's part characters of 11th-14th level could adventure here-simply increase the number of monsters encountered, add extra levels to the NPCs, or place horrific guardian creatures here and there as pickets for the areas already detailed.

The most evil and complex elements of the Dungeons & Dragons world are presented for the first time--such as moral dilemma, slavery, human sacrifice, prostitution, and other sensitive issues--to allow players to add a level of complexity to their campaigns. Everything a player needs to adventure in the Forgotten Realms, the most popular setting in the D&D "RM" game can be found right here: history, maps, non-player characters, geography, economics, societies, organizations, religions, politics, monsters, magic items, spells ... even a start-up adventure in the Realms!

Now for 5th Edition! Frog God Games unleashes the next iteration of its iconic Tome of Horrors series for 5th Edition. Hordes of sinister adversaries, restless dead, and other horrific monstrosities to gleefully challenge your players' expectations. Bursting with hundreds of creatures, new additions as well as converted classics, in a library-bound

and stitched full color volume, the next Tome of Horrors will be a must have for your 5th edition campaign. Everybody needs more monsters. The Tome of Horrors for Fifth Edition includes a selection of creatures from earlier volumes as a kick off for an entire series of fifth edition books.

You learn that a cruel circus owner plans to take over the country. Somehow you must get away and expose his scheme. The dangers you face are many and the choices are yours.

Evil schemes are afoot in Cauldron, a metropolis of merchants built into the caldera of a long-dormant volcano. Driven by the dreams of an insane demon prince, bizarre cultists known as the Cagewrights scheme from ancient tunnels beneath the volcano, stoking it once more to terrible life. To prevent their agenda, your band of adventurers must brave haunted jungle ruins, slay mighty dragons, and bind themselves to a layer of the infinite Abyss. Will their swords and spells be enough to save the Shackled City? From new DBD publisher Paizo Publishing!

High fantasy, Epic adventure, the power of a simple choice. Kialessa is different. She has horns. She has a tail. She doesn't burn. With all this difference how will she find a way to fit in a world that doesn't seem to want her? On the other hand, perhaps being different is just what the world desperately needs? ? ?The book is already receiving great feedback from its young readers. Karlie, a young fan of fantasy and superheroes stories, called it "just as good as Harry Potter." Emily, an avid reader said, "it was unput-downable." The Tae'anaryn is intended to be a 'thinking' book that discusses challenging issues children face daily, set at the safe distance of a fantasy setting. "This book is not only entertaining, it is helpful," says Dr Joe. "How do you deal with the challenges of facing a new school, especially if you looked or believed very differently from everyone else there? How do you find the purpose of your life in particular? How can you promote the changes in your life that you need? This book deals with these kinds of big questions so often brushed over in our busy lives, but we can learn a lot from fantasy literature, and have a great time doing it!" Dr Joe has a lifelong passion for philosophy, science, and fantasy, having written academic papers for the international journal of science education as well as award winning fantasy for the Dungeons & Dragons Living Greyhawk fantasy campaign setting. Dr Joe lives in Brisbane with his wife and three daughters. The Tae'anaryn is available in all good book stores or online at [www.wombatbooks.com](http://www.wombatbooks.com). Buy it now! First chapter reader online click: [Here Deleted Scene: The Team](#) ?Deleted Scene: [The Celebration](#) ?Reader Feedback: "Very awesome and amazing and once you start reading you just can't stop!!" - Sarah.

Buzzwords review - <http://www.buzzwordsmagazine.com/2013/05/the-tanaryn.html> ? "I took your book home and read it and I think it is fabulous. In the beginning it looked like a regular young person's story about school bullies and then the story really took off when the space ship took off. I love the creatures and worlds you created. I think you have managed to combine the science into it in a really good way. It does not slow the story down but adds an extra dimension to the story for those that want it. I think it would make an exciting movie too." - Nikki, Self published author. ? ?About the author: Dr Joe has a lifelong passion for philosophy, science, and fantasy, having written academic papers for the international journal of science education as well as award winning fantasy for the Dungeons & Dragons: Living Greyhawk fantasy campaign setting. Dr Joe lives in Brisbane with his wife and three daughters. The Tae'anaryn is

available in all good book stores or online at [www.wombatbooks.com](http://www.wombatbooks.com). Buy it now!

Allastassia: Talented, beautiful, powerful. But is it enough? Life is complex; people love, people disagree, people change. And sometimes people do things they deeply regret. It isn't easy being the highly talented daughter of the most powerful enchantress in all the land; there are a lot of ... expectations. Then, one day Allastassia wakes up to find out that everything is changing; her life, her body, the beliefs with which she has structured her whole entire world. What is she becoming, and what does that mean in a world filled with expectations? Will those who loved her for what she once was still love her for what she must become? The Chrysalis is a dangerous time for a young enchantress, more especially for one as powerful as Allastassia. Sages tell they must be nourished with kind words and gentle herbs, or they may release an entire lifetime of magic in a single, devastating and destructive act - the shattering of the Chrysalis. Who will Allastassia turn to in a time of such dangerous change?

BDKR1: the Unofficial Living Greyhawk Bandit Kingdoms Summary  
Createspace  
Independent Pub

North of the Bergruken, upon the broken slopes of the Massif the suns fading brilliance outlines the ancient ruins of the once thriving metropolis of Gaxmoor. The former beacon of Imperial power mysteriously vanished ages ago. Now it has returned, beckoning brave adventurers to explore its ruins and crypts, and to vanquish the chaos and evil that lies within. The Lost City of Gaxmoor is a complete adventure setting that takes characters from levels 1-10. Playable in any home brew setting or in the World of Ahrde! Made in the USA.

Skiing Heritage is a quarterly Journal of original, entertaining, and informative feature articles on skiing history. Published by the International Skiing History Association, its contents support ISHA's mission "to preserve skiing history and to increase awareness of the sport's heritage."

A legendary adventure updated for the Dungeons & Dragons game, this all-new adventure provides hours of play as users race against an evil band of priests attempting to unleash the dark god upon the world.

This lavishly illustrated guide explores the magical, medieval fantasy world of Eberron, bringing to life its magic and mystery.

High fantasy, Epic adventure, the power of a simple choice. Kialessa is different. She has horns. She has a tail. She doe

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.

Everything a Dungeon Master needs to start up a Greyhawk campaign! Features extensive histories of the world, a detailed look at the City of Greyhawk, and

hooks for hours of adventure in the world where the adventures began. The first of an exciting new line of D&D poster map products! **Fantastic Locations: Fane of the Drow** features two double-sided poster maps designed for roleplaying and miniatures skirmish play. An accompanying 16-page adventure can be dropped into any campaign. Enemies consist of creatures from various D&D miniatures. Miniatures skirmish scenarios are included for additional play options, written to allow Dungeon Masters to seamlessly integrate D&D Miniatures into the adventure. The two poster maps, which are scaled for tabletop play, can be put together to form the temple of the drow, while the reverse sides feature other fantastic dungeon locations players can explore. **Faerun's deadliest dungeon beckons! Expedition to Undermountain** is a Dungeons & Dragons super-adventure that revisits the greatest dungeon in the Forgotten Realms campaign setting. Located beneath the city of Waterdeep, Undermountain has lured countless heroes to their doom. Like other adventures in the "Expedition" series, this product takes a classic D&D location, updates it for D&D v.3.5, and features many new surprises. Rich with source material for players and a new combat encounter format designed to make the Dungeon Master's job easier, as well as information to help Dungeon Masters adapt the adventure to serve their home campaigns.

Aimed at the novice dungeoneer, this lavishly illustrated book provides tips and tricks for surviving deadly dungeons of all sorts, enticing would-be dungeon explorers with stories of fabulous treasures guarded by fierce monsters and terrible traps.

Play 4th Edition D&D in style with this deluxe rulebook. The **Player's Handbook** presents the official Dungeons & Dragons Roleplaying Game rules as well as everything a player needs to create his D&D character. This is a premium, foil cover version of the 4th Edition **Player's Handbook** that every Dungeons & Dragons player and Dungeon Master can appreciate.

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