

## Rolemaster Fantasy Role Playing Wordpress

Classic Fantasy brings Old School dungeon crawls to the Mythras rules. This book contains everything you need to emulate the fun of class and level-based adventuring, against the classic coterie of monsters, with the classic armoury of spells! If you've ever wanted to convert those old dungeon modules to a d100 system, then Classic Fantasy is for you. Packed with information and new rules additions, Classic Fantasy features a different approach to character creation based on classes such as the bard, cavalier, fighter, magic user, paladin and thief. Choose your race - human or demi-human - and then customize according to class, race and personal preference. If you're a magic user or cleric, the new magic rules for Arcane and Divine spells take the old staples such as Magic Missile, Charm, Fireball and more, and tailor them for the nuances of the Mythras system. For the more combat-oriented, the Classic Fantasy rules provide detailed miniatures-based combat adaptations for the traditional battle-board, complete with guidance on facings, positioning, and handling detailed movement. And of course, no book like this would be complete without monsters to kill and treasure to take! All the old favourites are accounted for, from Basilisks to Displacer Beasts, Grey Ooze to Gelatinous Masses,

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Kobolds, Gnolls, Hobgoblins and more. Forty pages of treasure and magic items helps you equip even the deepest dungeon with enough loot to satisfy the keenest adventuring party.

Against the Darkmaster Core RulesMythras (Hardback)

You are the Bastard Elf! Kicked out of home at the cruelly young age of 60, you're left to fend for yourself in the wilds surrounding Bilgeton. Embark on an epic quest in search of your human father and his fabled couch upon which you might crash, or blow that off as soon as something better comes along. Can you survive in this strange and vicious fantasy realm? The Sword of the Bastard Elf is an epic single player gamebook adventure of ludicrous size and scope. It's more than 300,000 words long with 1825 sections to jump around and more than 100 original illustrations to gaze at. The sheer size and weighty presence of the book will dominate your bookcase and immediately draw the attention of anyone who walks into the room. It also includes a beer and pretzels role playing game for a "Dungeon Bastard" and up to four players, and an introductory scenario to get you started. Featuring writing by the weird and enigmatic Herman Skull, illustrations by the humble and enigmatic S. Iacob and a never-before-seen illustration by fantasy art legend Tony Hough (Fighting Fantasy illustrator for Spectral Stalkers, Night Dragon, Knights of Doom and

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Bloodbones), there's a lot of entertainment waiting for you right here! So what are you waiting for? Grab a couple of dice, clench your fists and dive in to the longest, strangest and completely sideways gamebook adventure ever put to paper! Warning: this is not for small children! While there's nothing here that'd seriously upset a teenager, there's a lot of grown up humour, grotesque monsters and some fantasy violence. So give the little ones something else to read and don't risk putting them off gamebooks forever. Also, they won't get the jokes. Vanity has a high price. A price paid by kingdoms, tribes, and peoples. Now swords, once pledged to justice, rust on the altars of the self-righteous. This is the tale of a young man in his quest for fame and glory. However, those goals pale next to his desire to earn his father's approval. This is the beginning of a legend and the path to salvation for a generation. Filled with shame, Roland seeks the aid of his childhood friend on an adventure in search of redemption. With some unlikely help, they may indeed find redemption for themselves and a nation. They also discover what Fate never intended. The following is based on actual events. Events shared by good friends during a pen and paper RPG campaign spanning more than two decades. Names of characters and locations have been changed for the sake of copy right, and embarrassment, of the aforementioned friends.

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Analog Game Studies is a bi-monthly journal for the research and critique of analog games. We define analog games broadly and include work on tabletop and live-action role-playing games, board games, card games, pervasive games, game-like performances, carnival games, experimental games, and more. Analog Game Studies was founded to reserve a space for scholarship on analog games in the wider field of game studies.

Being a Hero is tough. Especially if you're wasting your precious game time fighting silly rules instead of monsters. When it comes to designing characters, no system gives you more control over your character design than Rolemaster. Say goodbye to arbitrary limits and "you can't do that!", because with Rolemaster you can!

A guide to the role-playing game that provides information on its commands, individual campaigns, scoring, extras, tactics, and the secrets of the multi-player mode. This adventure takes characters from 1st level to 3rd level.

-- Back in print after a long hiatus! -- Detailed discussion of Japanese magic and spirits. -- Samurai, ninja, and ronin...

From a shallow grave in the desert to a life-and-death game at the top of the city, ALAS VEGAS is a four-part journey through a nightmare casino city. The book includes the Fugue mechanics, three additional campaigns, a stand-alone story game and contributions by outstanding RPG designers from around the world.

A high-speed pursuit along the derelict starlanes of Route 663 in this choose your own adventure sci-fi gamebook from Two-Fisted Fantasy! The Space Exploration Pole has run

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afoul of the powerful star-spanning Conglomerate and the lawdogs are on his trail. Help him evade justice or ride shotgun with the cop sworn to bring him in. Either way it's a two-fisted, white-knuckled chase through the most dangerous and derelict part of the galaxy, chock full of memorable characters, deadly traps and insidious puns. You call the shots: fly, gamble, fight and sleaze your way to freedom or victory in this Two-Fisted Fantasy adventure! Inside you'll find a complete set of rules for racing along the starways and thumping the denizens of the Star Bastards universe: all you need to provide is a couple of dice and your two rock-hard fists! This Two-Fisted gamebook is a full-scale gamebook adventure of the kind you might remember from the eighties and early nineties. For those of you who are unfamiliar with gamebooks, it's a solo roleplaying game with character and inventory management where the book itself acts as the games master. Star Bastards is 400 paragraphs and 100,000 words packed full of adventure, interesting characters and action-filled alien locations. It's two complete adventures in one, with a large selection of co-pilots and items to ensure replayability. Inside you'll find 32 full-page illustrations, a bunch of smaller graphics and 20 or so pages of rules and fluff.

"It is a savage age of sorcery and bloodshed, where strong men and beautiful women, warlords, priests, magicians and gladiators battle to carve a bloody path leading to the Throne of Lemuria. It is an age of heroic legends and valiant sagas too. And this is one of them..." Barbarians of Lemuria; swords & sorcery roleplaying, inspired by Thongor, Conan, Brak and Elric. Barbarians of Lemuria has been acclaimed by many as one of the best roleplaying games of this genre. This 'Legendary' version features updates and extra goodies to give you much more swords & sorcery role playing goodness. Sporting events at the Billings Community Center are ending

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in angry outbursts, and in the woods nearby, sightings of The Manifested Concept Of Rage are becoming more and more frequent. Could the two be related? An entrepreneur moves to Montana and opens up a petting zoo for creatures of The Void. They claims the cages are secure, but when a big storm rolls into Billings some of the creatures escape. Was this their plan all along? Your reverse twin shows up with a mysterious box, looking for a place to stay. Strange noises are heard from the basement of the Billings Library at night. These adventures and more await you in *The Tingleverse: The Official Chuck Tingle Role-Playing Game*, which thrusts you directly into the middle of your very own Chuck Tingle story. This rulebook contains everything a group of buckaroos will need, including four playable types (bigfoot, dinosaur, human, and unicorn), five trots (bad boy, charmer, sneak, true buckaroo, and wizard), several unique ways, as well as hundreds of cool moves that are specially crafted for each unique play style. Within these 270+ pages you will also find various magical items and a menagerie of monsters, ranging from pesky Void crabs to this villainous Ted Cobbler himself. The only question left is: what are you waiting for? The adventure begins now!

Into the Odd contains everything you need to create a character and explore an industrial world of cosmic meddlers and horrific hazards. This is a fast, simple game, to challenge your wits rather than your understanding of complex rules. You seek Arcana, strange devices hosting unnatural powers beyond technology. They range from the smallest ring to vast machines, with powers from petty to godlike. Beside these unnatural items that they may acquire, your characters remain grounded as mortals in

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constant danger. The game is 48 pages, containing: Original artwork from Jeremy Duncan, Levi Kornelsen, and others. The fastest character creation out there, getting you playing as soon as possible. Player rules that fit on a single page, keeping a focus on exploration, problem solving, and fast, deadly combat. The complete guide to running the game as Referee. From making the most of the rules to creating your own monsters and Arcana. Sample monsters, arcanum, traps, and hazards. Character advancement from Novice to Master Rules for running your own Company, and taking it to war with an original mass combat system. Complete guide to the Odd World, from the cosmopolitan city of Bastion and its hidden Underground, through to backwards Deep Country, the unexplored Golden Lands. The Iron Coral, sample expedition site to test the players' survival skills. The Fallen Marsh, a deadly wilderness to explore. Hopesend Port, a settlement to regroup and sail on to further adventure. Thirteen bonus pages of tools and random tables from the Oddpendium. The Tome of Magic supplement presents three new kinds of magic that you can integrate easily into any Dungeons & Dragons campaign. These magic "subsystems" function alongside the existing D&D magic system and offer new game mechanics, character options, a

Mythras Core rules Mythras is the acclaimed

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roleplaying game from The Design Mechanism. For those new to the game, Mythras is a straightforward, roll-under percentile system. In Mythras your characters are defined by their culture, career, community, background, comrades, skills, magic and cults. Progression is through skill advancement - not levels or similarly abstract concepts. As your characters adventure and quest, their capabilities improve and their relationships deepen and strengthen. Players and Games Masters have complete flexibility over what can be achieved, and the way characters develop is entirely dependent on choices players make, depending on their characters' aspirations and motivations. Games Masters receive a huge amount of support through the Mythras rules. All the concepts and game mechanics are explained clearly with options and considerations explored and presented for ease of use. You need only this rulebook for many years of exciting and imaginative play. Mythras contains everything needed for play, except for dice and friends. It includes five magic systems, innovative combat, over 60 creatures, and copious guidance on how to use the rules and run Mythras games! Come and try one of the best roleplaying systems around... MYFAROG (Mythic Fantasy Role-playing Game) (4th edition) is a fantasy role-playing game, with a setting based on European mythology, religion and fairy tales. The rules are very modular, meaning you

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can play the game rules light or rules heavy, as you please. The rules are designed to make sense, and to give the players the ability to immerse themselves in Thulê; a highly credible fantasy world similar to Middle-earth and the European Classical Antiquity (some places touching into the Viking Age or the Bronze Age), but yet different. In Thulê, sorcery and the ancient deities are real, and the world is inhabited by not only humans, but also elves, nymphs, dwarves, orcs, gnomes, halflings, ettins and trolls, as well as other creatures. This art-minimalistic 218 page core rule-book (with black-and-white interior) is an all-in-one rule-book, so it contains all the information you need to play the game (and to make your own adventures and campaigns) indefinitely. A digital high resolution map of Thulê can be found here: [www.myfarog.org](http://www.myfarog.org). Because the setting is based on real world locations (Lofoten and Vesteralen in Northern Norway) you can also use online map services, to get highly detailed and realistic maps of the world of Thulê, in any scale you want. NB! You need a set of polyhedral dice to play the game.

Mythic Britain is a complete sourcebook for adventuring in Britain's Dark Ages using the Mythras rules. The book includes an extensive history and background of 5th and 6th Century Britain; details of the different tribes and territories; complete character creation rules for Britons and Saxons, details of

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magic, the Saints and pagan Gods; and, rules for massed battles. Completing the book, seven linked scenarios form the Mythic Britain Campaign in which the characters travel the length of breadth of the island, serving Merlin and Arthur, fighting the Saxon invaders, searching for the lost Treasures of Britain, and becoming involved in all manner of schemes and intrigues. Take up your spears and shields. Swear your oaths. Welcome to the Dark Ages. Offers comprehensive information on the world of Darksword, revealing the never-before-told history of Thimhallan, the secret texts of its priestly caste, and expanded character backgrounds

2nd edition rules reprint

One moment sets the course of destiny. But what if that one moment was changed in the smallest of ways? What if one madman's plan actually were to succeed beyond our known history? The Old West-The Wild West, The American Frontier-is one of the world's most familiar modern myths. The time was draped in ruggedness; there was an idealized dream of freedom, and a notion that just one person could shape the world. That myth belongs to all of us. Yet so many stories of truth, justice, and the American Way have been stolen, erased, and never recorded. Haunted West is a game about hope through struggle. It is a game that pieces together the stories of the largely forgotten people of the Old West, the people who have been whitewashed by history. Discover the American experience in the Weird West. Grab your rifle, jet pack, and spurs to battle traitorous

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rebels in the defense of freedom, join the fight against temporally displaced dinosaurs, rustle cattle to make ends meet, and hijack a train full of illicit Confederate gold!

Deep beneath the ground, in those regions where the echoes of mankind's feet are seldom heard, where even firelight is a bizarre intruder from a long-forgotten place, the foes of mankind breed and multiply. It is a realm of dark chaos - for these creatures of the echoing deeps count each other as rivals and enemies. It is a place without peace, a place without virtues, a place where every countenance of evil is to be found in sluggish torpor, stirring restlessly in dreams of cruelty and hatred. These dark and deadly provinces are known as the Under Realms. Most named regions in the Under Realms are quite distinct from each other, whether by geological formation or by the types of inhabitants that have established themselves in strategically important areas. Characters who enter this area expecting to find drowic elves, deep gnomes, and other "normal" features of the Under Realms will swiftly discover the error of their thinking. The Vaults of the Sunless Sea, located to the north of the Cyclopean Deeps, might fit that description, but the Cyclopean Deeps are a different and decidedly more unpleasant area into which the denizens of the Vaults seldom venture. This series of adventures forms a mini-campaign in the depths of the earth, suitable for a party of 4+ characters with an average level of 10-12, or 8+ characters with an average level around 7. For Swords & Wizardry.

Former adventurer and treasure hunter Sheva Callister is

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offered a special, mysterious reward by a noble from the city of Ptolus in exchange for her retrieval of a seemingly unimportant brooch. Against her better judgment, Sheva takes the job and finds herself in a complex web of deception. Young adult.

Magick and Clockwork battle for supremacy in a world turned upside down! The Seventeenth Century is a time of romantic Cavaliers and dour Puritans, religious strife and political upheaval. England, a land riddled with hunger, pestilence and superstition, is gripped by Civil War. A multitude of competing factions struggle to survive. The King has been executed and Cromwell has usurped power. But in this richly-imagined alternate history, the conflict continues. Two great armies lay waste to the country, the Royalists aided by fearsome Alchemical magicks, the Roundheads by mighty Clockwork death-machines. Old beliefs are crumbling and the future is up for grabs. With a heart filled with Righteousness and a cause worth fighting for, you enter the maelstrom. Adventure in a detailed and vibrant setting, powered by Mongoose Publishing's RuneQuest II system. This is the first of a series of releases which will provide adventures and sourcebooks for the Clockwork & Chivalry background - from Cakebread & Walton: Purveyors of Fine Imaginings.

-- The book that was confiscated by the Secret Service because they thought it contained hacking secrets! (It doesn't) -- Nominated for the Origins Award for Best Roleplaying Supplement.

Set in a mirror of our own world, Sigil & Shadow is a roleplaying game of urban fantasy and occult horror in which

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players take on the roles of illuminated heroes and shadowed monsters to face the rising tide of supernatural forces. Ancient nightmares lurk behind the closed doors of board rooms, entities from beyond time prowl the city streets, forgotten rituals are reborn as viral memes. Do you take a stand against the encroaching shadows? Or do you seek their power for yourself? Powered by the highly accessible d00Lite system, Sigil & Shadow focuses squarely on the story rather than the mechanics – who the characters are and what they do, not how they do it. Easy to adopt to any mythos, campaigns can be built around a wide range of plots, with players taking the role of anything from paranormal investigators and monster hunters to members of occult cabals or secret societies. The setting offered sees a modern world buffeted by the tides of supernatural power, where beings of myth wake from their slumber while modern cults sacrifice to pop-culture gods and ancient cabals pursue their age-old schemes into the digital age.

YOU JUDGE YOURSELVES AGAINST THE PITIFUL ADVERSARIES YOU'VE ENCOUNTERED SO FAR: THE ROMULANS, THE KLINGONS... THEY'RE NOTHING COMPARED TO WHAT'S WAITING.

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

Official book of Knutpunkt 2014. Published in conjunction with the Knutpunkt 2014 conference.

You have been there... if you have ever been afraid. Come back. To a dark house deep in the Vermont woods, where

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two friends are spending a season of horror, apprenticed to a Master Magician. Learning secrets best left unlearned. Entering a world of incalculable evil more ancient than death itself. More terrifying. And more real. Only one of them will make it through.

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