

## Demon Wars Campaign Setting

"Critical Role has taken the roleplaying world by storm and now you can join the adventure! Until now, the wondrous and dangerous lands of Tal'Dorei have been the sole stomping grounds of the show's adventuring company, Vox Machina. But now, you can explore these realms in a tome from the pen of Game Master Matt Mercer himself! Will you find one of the revered Vestiges of Divergence or perhaps discover part of the Chrona Conclave's legacy? Can you help the Ashari in their sacred charge to prevent the elemental vortices from overwhelming the world, or will you find yourself embroiled in the machinations of the Clasp? This setting book takes an in-depth look at the history, people, and places of Tal'Dorei, and includes new backgrounds, magic items, and monsters for the Fifth Edition rules"--Amazon.com

An uncharted island guarded by an ancient beast. One civilization struggling against civil war. Another fighting to regain its lost glory. And a demon-god plotting to destroy them all. Neiyar: Land of Heaven and the Abyss is an all-new campaign setting for the d20 system. Featuring 15 new feats, 5 new PC races, new prestige classes, magic items, and spells. Learn hearth magic and defy the laws of arcane and divine magic. Take advantage of 21 new "flaws" and earn additional feats. A complete d20 campaign setting including the game module The path of Destiny.

The howling madness of the Abyss lurches to terrible life in Lords of Chaos (Book of the Damned, Volume 2) , a harrowing look at the primordial nature of evil. Whether defending the world from the demonic horde or selling it out to your dark master, this 64-page campaign setting guidebook shines an unholy light on the darkest evils ever to beford the multiverse. Written by Pathfinder Editor-in-Chief and noted demon expert James Jacobs, Lords of Chaos (Book of the Damned, Volume 2) promises dark delights invaluable to any Pathfinder Roleplaying Game campaign! Lords of Chaos includes - Detailed discussions of the 10 most important Abyssal realms and their fiendish rulers - Expanded information on two-dozen lesser demon lords and their nightmarish realms - Detailed ecologies of major known demon types, including how they are created and their roles on the "normal" world of the Material Plane - New demonic spells and magic items - The Demonic Initiate: A haunting demon cultist prestige class - A complete history of the Abyss and the unspeakable creatures who dwelled there before the advent of gods and demons - Several new demons and Abyssal monsters to challenge player characters

This full-length adventure for the newest D&D campaign setting is designed to showcase many of the most unique traits of the Eberon realm.

African American Literature and the Era of Overseas Expansion

The Medical Department of the United States Army in the World War: Training, by W. P. Bispham, 1927

God's Demon

Ice Kingdoms Campaign Setting

Campaign Setting

The Dark Elf Trilogy

Demon Wars Campaign SettingFast Forward Entertainment Incorporated

Devils may seek to corrupt your faith and mind, and demons certainly look to twist your body and destroy your home. But the fiends known as daemons seek something altogether more fundamental from mortals - they seek life itself! Evil without the distraction of binding law or capricious chaos, they look to the world with hungry eyes for fresh souls to consume. Horseman of the Apocalypse continues the Book of the Damned series by taking a detailed look at the daemons - ushers of catastrophe and harbingers of disaster. Personifying the worst ways a person can die, daemons constitute the third arm of major fiendish races, hailing from the nightmare realm of Abaddon, where they are led by four legendary figures- the so-called Horsemen of the Apocalypse!

"Salvatore [is] one of the premier writers in fantasy."—The News-Star (Monroe, LA) From his usurped throne in Ursal, Adyrian, son of former queen Jilseponie, attempts to conquer the entire world of Corona. Even Adyrian does not fully understand what drives his ambition, the guiding voices he first heard from the shadow of Oracle, or the truth of his birth in the elven land—before it was stained and mortally threatened by the demon dactyl. As armies clash and plots unfold, darkness spreads across the land. Only the gemstone-bearing Pony can hope to free her son from the grip of evil—by any means necessary. Battles and magic, politics and loyalties build to a great crescendo in this stunning climax to a sweeping fantasy epic. "As R. A. Salvatore continues to build his detailed world and complex history, his readership is sure to build as well."—Kevin J. Anderson "Fans will dance with joy."—Kirkus Reviews

"... requires the use of the Dungeons & Dragons Player's handbook, third edition published by Wizards of the Coast."--Cover back.

Book of the Damned

Shadows of the Last War

The Inner Sea

The Empire Abroad and the Empire at Home

The Medical Dept. of the U.S. Army in the World War

Land of Heaven and the Abyss

Rollicking campus adventures for the world’s greatest roleplaying game. The greatest minds in the multiverse meet at Strixhaven University. Professors convey fantastic secrets to eager students, and life on campus is frenetic. But danger lurks even here. Campus hijinks mix with mishaps and sinister plots, and it’s up to you to save the day. Strixhaven: A Curriculum of Chaos introduces the fantastical setting of Strixhaven University to Dungeons & Dragons, drawn from the multiverse of Magic: The Gathering. It also provides rules for creating characters who are students in one of its five colleges. Characters can explore the setting over the course of four adventures, which can be played together or on their own. Each describes an academic year filled with scholarly pursuits, campus shenanigans, exciting friendships, hidden dangers, and perhaps even romance. • Includes four brand new D&D adventures that can be played as stand-alones or woven together as a campaign from levels 1–10 • Adds a new playable race—an owlin, one of the owlfolk who study at the university • Includes a bestiary of over forty magical creatures and NPCs • Experience D&D in new ways through the academic challenges, extracurricular activities and jobs, and relationships explored on campus • Includes a beautifully illustrated double-sided poster map that shows Strixhaven’s campus on one side and important locations on the other • Attend an elite mage university, choose your college, and adventure your way to graduation • Adds new player character options including feats and new backgrounds for first-year students at Strixhaven

Welcome to Tal'Dorei, a fantasy-filled continent brimming with grand tales of heroes and adventure - and eagerly awaiting your own epic stories. Soar on a skyship from the metropolis of Emon to the distant haven of Whitestone, venture into wilderness rife with terrifying monsters and wayward mages, and uncover magic items that range from simple trinkets to the legendary Vestiges of Divergence. The hit series Critical Role first explored this continent through the epic adventures of Vox Machina. Now the world moves on in their wake. This campaign setting is newly revised and expanded to cover the exciting conclusion of the Vox Machina campaign and the characters lives in the years following. Let your footsteps, too, shape the fate of Tal'Dorei and perhaps the wider world of Exandria.This definitive, art-filled tomb is revised and expanded, containing everything you need to unlock the rich campaign setting of Tal'Dorei and make it your own:- A guide to each major region, with story hooks to fuel your campign- Expanded character options, including 9 subclasses and 5 backgrounds- Magic items such as the Vestiges of Divergence, legendary artifacts that grow in power with their wielders- Dozens of creatures, including many featured in the Critical Role campaigns- New lore and updated stat blocks for each member of Vox Machina

It is a time of magic and monsters, a time when only a few scattered points of light glow with stubborn determination amid a rising tide of shadows. It is a time when only the bravest heroes dare tread the wild of the unknown... About a century ago, the collapse of Nerath, the last empire of the world, ushered in a dark age that continues to this day, the peace and prosperity of the past seemingly lost forever. However, even those fabled days weren't without a few blemishes. One of these was Emperor Magroth the First, a tyrant and a conqueror; cruel, ambitious, filled with delusions of grandeur and dreams of destiny, and more than a bit insane. During Magroth's reign, rumors of necromancy and demon worship were rampant, but the truth was far worse. Thanks to deals he made, pacts he agreed to, and rituals he performed, death was not the end Emperor Magroth. Instead, a piece of him was drawn into the Shadowfell where he became the ruler of a domain of dead. From this vantage, the old king prepared for his return—and the new empire he would forge from the ruins of old. Now Magroth has made a new deal with Orcus, the Demon Prince of Undeath, that frees him from his eternal prison for a year and a day. In that time, Magroth must re-establish his ancient kingdom while also accomplishing a series of terrible tasks for Orcus. To this end, Magroth's plans intersect with two other threats that are rising in the world. Where these threats meet, the world shudders. And it falls to our heroes to keep the fragile lights of civilization burning for another day

Explore the lands of Eberron in this campaign sourcebook for the world’s greatest roleplaying game. This book provides everything players and Dungeon Masters need to play Dungeons & Dragons in Eberron—a war-torn world filled with magic-fueled technology, airships and lightning trains, where noir-inspired mystery meets swashbuckling adventure. Will Eberron enter a prosperous new age or will the shadow of war descend once again? • Dive straight into your pulp adventures with easy-to-use locations, complete with maps of floating castles, skyscrapers, and more. • Explore Sham, a city of skyscrapers, airships, and noirish intrigue and a crossroads for the world’s war-ravaged peoples. • Include a campaign for characters venturing into the Mourmland, a mist-cloaked, corpse-littered land twisted by magic. • Meld magic and invention to craft objects of wonder as an artificer—the first official class to be released for fifth edition D&D since the Player’s Handbook. • Flesh out your characters with a new D&D game element called a group patron—a background for your whole party. • Explore 16 new race/subrace options including dragonmarks, which magically transform certain members of the races in the Player’s Handbook. • Confront horrific monsters born from the world’s devastating wars.

Horsemen of the Apocalypse

The Mark of Nerath

The Story of Dungeons & Dragons and The People Who Play It

Out of the Abyss

Gaia Saga: Magica Universalis

Narco Wars, Big Pharma, and the Subversion of Democracy

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! Get everything you need to adventure in the Forgotten Realms on the exciting Sword Coast, home to the cities of Baldur's Gate, Waterdeep, and Neverwinter. Crafted by the scribes at Green Ronin in conjunction with the Dungeons & Dragons team at Wizards of the Coast, the Sword Coast Adventurer's Guide provides D&D fans with a wealth of detail on the places, cultures, and deities of northwestern Faerûn. The Sword Coast Adventurer's Guide is also a great way to catch up on recent events in the Forgotten Realms, to get background on locations featured in the Rage of Demons storyline coming in September, and to learn the lore behind video games like Neverwinter and Sword Coast Legends. Here are just a few of the features you'll find in the Sword Coast Adventurer's Guide:
• Immersive Adventuring: This campaign sourcebook provides players and Dungeon Masters material for creating vibrant fantasy stories along the Sword Coast.
• New Character Options: The book offers new subclass options, such as the Purple Dragon Knight and the Swashbuckler, for many of the classes presented in the Player's Handbook, as well as new subclasses and backgrounds specific to the Forgotten Realms.
• Adventure in the Forgotten Realms: Discover the current state of the Forgotten Realms and its deities after the Spellplague and the Second Sundering. You'll also get updated maps of this area of the Realms.
• Compatible with Rage of Demons storyline: Make characters for use with the Out of the Abyss adventure and fight back the influence of the demon lords in the Underdark below the Sword Coast.
• Insider Information: Learn the background behind locations, such as Luskan and Gracklstuff, featured in the upcoming digital RPG, Sword Coast Legends, from n-Space. With new character backgrounds and class options, players will love the storytelling possibilities of playing a noble of Waterdeep, an elf bladesinger, or one of the other new options, while Dungeon Masters will relish a book full of mysterious locations and story hooks to keep players adventuring on the Sword Coast for years to come. Look for Sword Coast Adventurer's Guide to be available on November 3.

"Pathfinder roleplaying game compatible."

-- The core book for a popular roleplaying series. -- Supported by more than a dozen other titles, with more on the way. -- Lush graphic design with full color throughout -- winner of the Origins Award for Best Graphic Design in a RPG! In Nomine is a modern roleplaying game in which the players take the part of celestial beings – angels and demons – as they struggle for control of humanity and themselves. The celestials, powerful though they may be, are merely pawns in a much larger game being played by their Superiors, the Archangels and Demon Princes. In Nomine places atmosphere above rules mechanics, and is designed for a Game Master and players who want to explore personalities and motivations. Each Choir of Angels and Band of Demons has its own distinct personality, and its own part to play in the Celestial Symphony, as they seek to bring out the best and worst in mankind.

Drugs, Power, and Politics

The Old Testament Pseudepigrapha

Shadow of the Demon Lord

Of Dice and Men

Notes

*The exciting world of the Pathfinder Roleplaying Game comes alive in this giant 320-page full-color hardcover campaign setting! Fully revised to match the new Pathfinder RPG rules, this definitive volume contains expanded coverage of the 40+ nations in the world of Golarion's Inner Sea region, from ruin-strewn Varisia in the north to the sweltering jungles of the Mwangi Expanse in the south to crashed sky cities, savage frontier kingdoms, powerful city-states and everything in between. A broad overview of Golarion's gods and religions, new character abilities, magic items, and monsters flesh out the world for both players and Game Masters. A beautiful poster map reveals the lands of the Inner Sea in all their treacherous glory. The two-time ENnie Award-winning Pathfinder world provides classic adventuring style and cutting-edge game design perfectly suitable for any fantasy roleplaying game!*

*Sandbox Meets Hexcrawl Meets Epic Storyline.* Every millennium, a terrible evil trapped in the heart of the Luna Valley awakens to wipe civilization out -- and the last awakening happened 1,000 years ago.... This time, if the heroes don't stop the evil, more than just the Luna Valley will die. Welcome to the Demonplague, a rocking campaign that will take your players on a wild adventure rife with intrigue, secrets, and grim sword and sorcery action.With equal parts classic adventure, sandbox, hexcrawl, and old-fashioned dungeon crawl, *The Demonplague lets you GM with little prep and at the same time offers your players total freedom and choice. Designed For Game Masters*New GMs benefit from a classic linear structure that gradually leads them into the campaign's other styles. *The Demonplague adventure comes in four parts, all of which you will get today for a complete campaign experience. Part I: The Frozen Necromancer Part II: The Winter Druid's Legacy Part III: Icefall Part IV: Xancrown's Prison Features A full-length 371 page D&D 5E campaign that takes characters from 1st to 20th level The self-contained Luna Valley setting lets you drop this campaign into any fantasy world without a hitch 21 diabolical new monsters for 5E including new undead and demonic foes 27 new NPCs with complete write-ups for excellent roleplay A fully-stocked village brimming with intrigue Over a dozen dungeon and adventuring sites 20 PDF versions included: 2-column for print and 1-column PDF for easier tablet and phone use\* PDFs are fully bookmarked and searchable *The Story A classic linear adventure core story arc with village intrigue, wilderness exploration, and dungeon mission play A sandbox stage when PCs are tough enough to brave the post-apocalyptic wilderness, letting them choose when and how to engage in story milestones A hexcrawl portion where you can dynamically generate the contents of any hex, letting players roam freely throughout the valley and make amazing discoveries A mega-dungeon finale with an exciting balance of roleplaying and action A player-driven narrative that puts tough choices in front of their characters to determine the direction and outcome of adventures Get the Demonplague today and run an unforgettable campaign for your friends!**

*(Note: This is a campaign requiring the Catalyst RPG system. Visit http://www.cherrypickedgames.com/catalyst/ for the base game or to purchase a PDF of Runaways.) Over a year has passed since the demons took Earth from humanity. Survivors cling to life outside of the demon-controlled cities, struggling to find food, warmth, and security. "Runaways" follows the players through this harsh reality as they escape a demon slave market and chase rumors of a safe haven across the Rocky Mountains. This guide aids game masters in directing a Catalyst campaign. "Runaways" takes 3-5 players through a short, 4-session campaign.*

*(Note: This is a campaign requiring the Catalyst RPG system. Visit http://www.cherrypickedgames.com/catalyst/ for the base game or to purchase a PDF of Civil Unrest). The Human-Demon War has pushed America to its breaking point. Two new nations have emerged to combat the horde, though their ideological differences fuel strife despite our species' suffering. "Civil Unrest" follows the players' journey as neutral mercenaries trying to preserve these fragile alliances. This guide aids game masters in directing a Catalyst campaign. "Civil Unrest" takes 3-5 players through a shorter, 4-session campaign.*

In Nomine

Sword Coast Adventurer's Guide

Horizons

The Worldwound

Homeland, Exile, Sojourn

Tal'Dorei Campaign Setting Reborn

**Welcome to a unique, intuitive and fast moving fantasy role-playing game. Supremely adaptable, you will be able to recreate your favourite fantasy world or develop your own land of magic, mystery and conflict. Playable with a standard deck of playing cards, a 14 sided dice or nothing at all but pencils, paper and a vivid imagination. Inside you'll find - A swift and straightforward storytelling system - Character creation possibilities galore -A huge range of magical styles and traditions supported with dozens of spells -A plethora of customisable combat options -Extensive equipment listings -A wealth of astonishing creatures and personalities -An introductory scenario to get you up and running -Buckets of options and resources to help you tailor Horizons to your own needs and preferences -Leave the mundane behind and dive mind first into a world of wonder.**

**The powerful Lord Sargatanas, Brigadier-general in Beelzebub's host, is restless. For millennia Sargatanas has ruled dutifully over an infernal metropolis, but he has never forgotten what he lost in the Fall. He is sickened by what he has done and what he has become. Now, with a small event—a confrontation with a damned soul—he makes a decision that will reverberate through every being in Hell. Sargatanas decides to attempt the impossible, to rebel, to win his way Home and bring with him anyone who chooses to follow...be they demon or soul. He will stake everything on fighting all the abominable forces of Hell arrayed against him, when the prize is nothing less than redemption. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.**

**Provides guidance and fresh angles to the Dungeons & dragons game Eberron.**

**The five popular novels featuring Caddery, the heroic scholar priest, come together in a giant omnibus edition that includes Canticle, In Sylvan Shadows, Night Masks, The Fallen Fortress, and The Chaos Curse. Reprint.**

Forgotten Realms

Biblical and Classical Civilizations

Midgard Worldbook

Sundered Reaches Campaign Setting

Pathfinder Campaign Setting: Book of the Damned Volume 3

Demon Wars Campaign Setting

In The Empire Abroad and the Empire at Home, John Cullen Gruesser establishes that African American writers at the turn of the twentieth century responded extensively and idiosyncratically to overseas expansion and its implications for domestic race relations. He contends that the work of these writers significantly informs not only African American literary studies but also U.S. political history. Focusing on authors who explicitly connect the empire abroad and the empire at home (James Weldon Johnson, Sutton Griggs, Pauline E. Hopkins, W.E.B. Du Bois, and others), Gruesser examines U.S. black participation in, support for, and resistance to expansion. Race consistently trumped empire for African American writers, who adopted positions based on the effects they believed expansion would have on blacks at home. Given the complexity of the debates over empire and rapidity with which events in the Caribbean and the Pacific changed in the late nineteenth and early twentieth centuries, it should come as no surprise that these authors often did not maintain fixed positions on imperialism. Their stances depended on several factors, including the foreign location, the presence or absence of African American soldiers within a particular text, the stage of the author's career, and a given text's relationship to specific genre and literary traditions. No matter what their disposition was toward imperialism, the fact of U.S. expansion allowed and in many cases compelled black writers to grapple with empire. They often used texts about expansion to address the situation facing blacks at home during a period in which their citizenship rights, and their very existence, were increasingly in jeopardy.

This definitive book on Dungeons & Dragons, one of the original ultimate nerd subcultures, traces its origins on the battlefields of ancient Europe through the hysteria that linked it to satanic rituals and teen suicides, and to its apotheosis as father of the modern video game industry. Mongoose Publishing brings a brand new IP to the market with its Infernum line. The Book of the Damned is the first of three comprehensive 256-page rulebooks which allow you to roleplay in Hell itself. Take on the role of a vicious demon, valiant human, or Fallen Angel and battle across the nine circles of hell as you rise through the ranks to conquer all before you. Building on the success of the highly acclaimed Book of Hell, this series is lavishly illustrated, and certainly not for the faint hearted.

This rift is known as the Worldwound, and through it, the demon horde has infested an entire region. While the demon armies have been held in check by barbarians and crusaders alike, the region within that was once Sarkoris is now ruled by fiends. Worse, the Worldwound itself is slowly growing - if something isn't done to halt this blight, it and the demons it spawns may one day swallow all of Golarion! This Pathfinder sourcebook explores the demon-blighted land of the Worldwound (site of the new Wrath of the Righteous Adventure Path) in great detail. Ruined cities (such as the shattered capital city of Lz, the frozen city of Dyinglight, and the river city of Undarim), key historical sites (like the Circle of the Hierophants - birthplace of the druidic sect known as the Green Faith), and more are presented, along with an exhaustive examination of the strange and otherworldly hazards of the region. The book also includes several adventure sites ready for exploration, along with a few locations like the holdout town of Gundrum, which can serve heroes as a relatively safe harbor in a deadly land. Finally, an extensive bestiary presents more than a dozen new monsters and demons and enemy NPCs along with two new monster templates, ensuring your PCs will never lack for foes in this devastated realm.

Lords of Chaos: Book of the Damned

Infernum

Eberron

A Dungeons & Dragons Novel

The Medical Department of the U.S. Army in the World War

Tal'Dorei Campaign Setting

This book explores the increasingly broad terrain of drugs in American society with an emphasis on politics. It begins with the War on Drugs initiated by President Richard Nixon in the early 1970s and extends to the current day with the vast power of the pharmaceutical industry (Big Pharma), expansion of global criminal syndicates, militarization of the drug war, and struggles between states and federal government over the legalization of marijuana. From the beginning, the drug war produced increasing authoritarian tendencies in American politics, visible not only in swollen national bureaucracies and burgeoning police functions, but in the rise of the largest prison-industrial complex in the world, a surveillance state, and the weakening of personal privacy and freedoms. At the same time, the legal drug system with some of the most profitable business operations anywhere has expanded to create a huge medical edifice, affecting the delivery of health care, development of modern psychology, evolution of the treatment industry, and many other areas of contemporary life, including the world of sports and recreation. Although prohibitionism remains very much alive, targeting a wide range of illicit drugs, today it is the hundreds of widely-marketed chemical substances sold by Big Pharma that result in some of the most serious health problems affecting society. This book explores the long historical trajectory of both the War on Drugs and the growth of Big Pharma, focusing on social outcomes and political consequences in the US and beyond.

Key second-temple texts with introductions and notes by an international team of scholars--now available in affordable softcover bindings. The writers of the Bible lived in a world filled with many writings. Some of these documents are lost forever, but many have been preserved. Part of these extant sources are the Pseudepigrapha. This collection of Jewish and Christian writings shed light on early Judaism and Christianity and their doctrines. This landmark set includes all 65 Pseudepigraphical documents from the intertestamental period that reveal the ongoing development of Judaism and the roots from which the Christian religion took its beliefs. A scholarly authority on each text contributes a translation, introduction, and critical notes for each text. Volume 2 includes expansions of the "Old Testament" legends, wisdom, and philosophical literature: prayers, psalms, and odes; and fragments of lost Judeo-Hellenistic Works. Contributors include E. Isaac, B.M. Metzger, J.R. Mueller, S.E. Robinson, D.J. Harrington, G.T. Zervos, and many others. Of enormous value to scholars and students, religious professionals and interested laypeople. Part of Anchor Yale Reference Library.

Dare to descend into the Underdark in this adventure for the world's greatest roleplaying game The Underdark is a subterranean wonderland, a vast and twisted labyrinth where fear reigns. It is the home of horrific monsters that have never seen the light of day. It is here that the dark elf Gromph Baenre, Archmage of Menzoberranzan, casts a foul spell meant to ignite a magical energy that suffuses the Underdark and tears open portals to the demonic Abyss. What steps through surprises even him, and from that moment on, the insanity that pervades the Underdark escalates and threatens to shake the Forgotten Realms to its foundations. Stop the madness before it consumes you! A Dungeons & Dragons® adventure for characters of levels 1–15

Immortals

Runaways - A Catalyst RPG Campaign

The Cleric Quintet

Critical Role

Dungeons & Dragons For Dummies

Eberron: Rising from the Last War (D&D Campaign Setting and Adventure Book)