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On the Shoulders of Titans Rob J. Hayes

"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 Chroma 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"--Provided by publisher.

The Animal One Thousand Miles Long Independent Bookworm

"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)

Iron Kingdoms Monsternomicon Catapult

The most frightening terrors of fantasy gaming have deep roots in history, mythology, and popular culture. From the seductive allure of the vampire to the fierce fury of the werewolf, *Classic Horrors Revisited* spotlights 10 of the spookiest, scariest monsters of the game, providing context, rules, and a host of ideas that breathe new life (and sometimes unlife) into commonly used creatures that all too often can be uncommonly boring. Written by the macabre Managing Editor of the *Pathfinder Adventure Paths*, F. Wesley Schneider, *Classic Horrors Revisited* features exciting takes on the derro, flesh golem, gargoyle, ghost, ghoul, hag, mummy, vampire, werewolf, and zombie.

Master of Ravenloft Privateer Press

Two millennia of Peace Are Coming to an End As the central kingdom of the Lands of Hope languishes without rule or reason under a worsening pall of chaos, most Children of Hope stand by and do nothing. The few who would dare are outcasts and strangers, either too high up, or too far inside, or still too young to help. Worse, all their scattered mysteries seem unconnected. Treeman the Woodsman struggles to guide his companions through ensorcelled wildlands to safety. The poorest knight in the city prays by Conar's statue for weeks without ceasing, as though his life depends on it. The young scribe Anteris copies histories for his master by day, dreams of adventure till sunset, and searches the stars by night for the riddle of his future. A noble Conarian heir seeks to join a lost legendary Order, putting his duty before his life. A gentle Elvish sage confronts the greatest of puzzles, the closed door barring the way to friendship with his greatest, and most

dangerous pupil. For Solemn Judgement, the Man in Grey, is learning that names are indeed important when he shows... Strength of Conviction.

Forgotten Realms Campaign Guide Patagonia

Antarcticness joins disciplines, communication approaches and ideas to explore meanings and depictions of Antarctica. Personal and professional words in poetry and prose, plus images, present and represent Antarctica, as presumed and as imagined, alongside what is experienced around the continent and by those watching from afar. These understandings explain how the Antarctic is viewed and managed while identifying aspects which should be more prominent in policy and practice. The authors and artists place Antarctica, and the perceptions and knowledge through Antarcticness, within inspirations and imaginations, without losing sight of the multiple interests pushing the continent's governance as it goes through rapid political and environmental changes. Given the diversity and disparity of the influences and changes, the book's contributions connect to provide a more coherent and encompassing perspective of how society views Antarctica, scientifically and artistically, and what the continent provides and could provide politically, culturally and environmentally. Offering original research, art and interpretations of different experiences and explorations of Antarctica, explanations meld with narratives while academic analyses overlap with first-hand experiences of what Antarctica does and does not - could and could not - bring to the world.

Tal'Dorei Campaign Setting Reborn Trinity University Press

This new D&D sourcebook details various races that dwell in the wilderness, offering *Dungeons & Dragons* players extensive information on the classic races of elves and halflings, new rules, information for interaction, new spells, and new magic items attuned to each race.

The Heresy Within Ammonite Press

The ultimate magic sourcebook for the newest *Dungeons & Dragons*(R) world. "Magic of Eberron" explores the variety of magic available in the Eberron world. It introduces a wealth of new arcane and divine spells, and artificer infusions. Chapters explore the more unusual manifestations of magic in Eberron, such as elemental binding, dragonshards and dragon magic, and the corrupted magic of the daelkyr. A chapter on lost magic explains how to make the discovery of new magical secrets a central feature of any Eberron campaign.

A History of Wild Places Aeon Games

At the beginning of his memoir *Life Lived Wild*, *Adventures at the Edge of the Map*, Rick Ridgeway tells us that if you add up all his many expeditions, he's spent over five years of his life sleeping in tents: "And most of that in small tents pitched in the world's most remote regions." It's not a boast so much as an explanation. Whether at elevation or raising a family back at sea level, those years taught him, he writes, "to distinguish matters of consequence from matters of inconsequence." He leaves it to his readers, though, to do the final sort of which is which."--Amazon.

Critical Role: Tal'Dorei Campaign Setting Simon and Schuster

Plunge into the wild climate of unknown Alaska in this riveting travel account.

Arizona Highways Wizards of the Coast

Thennla is a fantasy setting for the Mythras game system. Encircled by the Outer Ocean, watched by the God of the Sun and the Goddess of the Moon, Thennla's continents reveal themselves. The jungles of Jandekot; the vast deserts of Rasputana; and there, in the east, the Moon Goddess Jekkara anchored over it, is Taygus, land of plains and hills, the great inland sea and teeming civilisations. Here empires are born: Korantia, fading now, but defiant, its city-states each a goddess incarnate; the Jekkarenes, oldest of all civilisations, and blessed by the Moon Goddess; and now the Taskan Empire, overturning centuries of tradition with new ideas, ruled by a god-emperor and his avatar, the Iron Simulacrum. And watching closely is Assabia, a land of cruel rites and cunning sorcerers. The World of Thennla sourcebook is available as a paperback (or as a free PDF) resource for Mythras - a campaign world that is open for exploration and adventure. It includes an overview of the world, centering on Taygus, and describes the magic of the place, and how to create Thennlan characters. More information is given in the supplements Shores of Korantia and The Taskan Empire, but this is an ideal introduction for Games Masters and players who want a magic-rich world of high adventure, with the flavours of classical Greece, Rome, Persia and Byzantium. The Thennla sourcebook will get you started and wanting to learning more. It will inspire you to create your own adventures and develop the cultures outline in its pages. If you already have Shores of Korantia or The Taskan Empire, this booklet is not essential, although it may prove a useful gazeteer for players.

Correction Lines Island Press

Bring life to the inhabitants of the world of the Pathfinder Chronicles with this exciting new reference for the Pathfinder Roleplaying Game. Why waste precious prep time crunching stat blocks when Paizo does the work for you? The lavishly illustrated NPC Guide provides scores of fully-realized NPCs with strong ties to the Pathfinder setting, each with statistics, motivations, mannerisms, and a new mechanic for handling favors and NPC-granted boons in the campaign. Additionally, the book contains dozens of quick-and-dirty stat blocks for such campaign staples as Red Mantis assassins, Hellknights, Scarni thugs, Linnorm King marauders, prophets of Kalistrade, and more -- one for each nation in the Pathfinder Chronicles campaign setting. As an added bonus, the NPC Guide also includes full statistics and backgrounds for the personal characters of Paizo Publishing staffers such as Erik Mona, Jason Bulmahn, Sean K Reynolds, F. Wesley Schneider, James Jacobs, and more

Life Lived Wild Penguin UK

288 page hardcover by Bruce R. Cordell

Coming Into the Country UCL Press

Let slip the hounds of war! Make martial combat more interesting with the Path of War, a maneuver-based combat system designed and playtested to work side-by-side with all of the standard classes. Path of War offers new base classes, feats, archetypes, and much more. Want to use the maneuver-based combat system with your standard Pathfinder Roleplaying Game classes like the fighter or rogue? Feats allow you to do just that. Inside of the pages of Path of War, you will find: Three new base classes - the stalker, warder, and warlord Dozens of new feats for both the new classes and the core classes Thirteen martial disciplines full of dozens of maneuvers Archetypes for the new base classes, as well as two psionic archetypes Six new prestige classes Martial traditions to help you introduce maneuver-based combat to your campaign Now martial characters get to have

fun, too, with the Path of War!

Antarcticness Andrews McMeel Publishing

For generations the Inquisition has stood between humanity and the forces of darkness. It has failed. Thanquil Darkheart is a witch hunter for the Inquisition, on a holy crusade to rid the world of heresy. He's also something else... expendable. When the God Emperor gives Thanquil an impossible task, he knows he has no choice but to venture deep into the Wilds to hunt down a fallen Inquisitor. Even the best swordswoman is one bad day away from a corpse. It's a lesson Blademaster Jezzett Vel'urn isn't keen to learn. Chased into the Wilds by a vengeful warlord, Jezzett makes it to the free city of Chade. But instead of sanctuary all she finds are more enemies from her past. The Black Thorn is a cheat, a thief, a murderer and worse. He's best known for the killing of several Inquisitors and every town in the Wilds has a WANTED poster with his name on it. Thorn knows it's often best to lie low and let the dust settle, but some jobs pay too well to pass up. As their fates converge, Jezzett, Thanquil, and the Black Thorn will need to forge an uneasy alliance in order to face the truth the Inquisition has been hiding from them all. A dark epic fantasy full of zealous witch hunters, roving warlords, dark magic, and demons. Perfect for fans of Joe Abercrombie and Brent Weeks.

Strength of Conviction Univ of California Press

This accessory provides a wealth of highly detailed information about one of the most popular regions of the Forgotten Realms world. In addition to new spells, monsters, magic items, and prestige classes native to the region, "Silver Marches" also includes a poster map and many detailed adventure sites.

The Oxford Book of American Essays

Core rulebook for Relicblade adventure battle game. Tabletop fantasy skirmish miniature game.

Servants of the Wankh

The last fifteen years have been a period of dramatic change, both in the world at large and within the fields of ecology and conservation. The end of the Cold War, the dot-com boom and bust, the globalizing economy, and the attacks of September 11, among other events and trends, have reshaped our worldview and the political environment in which we find ourselves. At the same time, emerging knowledge, needs, and opportunities have led to a rapid evolution in our understanding of the scientific foundations and social context of conservation. Correction Lines is a new collection of essays from one of our most thoughtful and eloquent writers on conservation, putting these recent changes into perspective and exploring the questions they raise about the past, present, and future of the conservation movement. The essays explore interrelated themes: the relationship between biological and social dimensions; the historic tension between utilitarian and preservationist approaches; the integration of varied cultural perspectives; the enduring legacy of Aldo Leopold; the contrasts and continuities between conservation and environmentalism; the importance of political reform; and the need to "retool" conservation to address twentyfirst-century realities. Collectively the essays assert that we have reached a critical juncture in conservation-a "correction line" of sorts. Correction Lines argues that we need a more coherent and comprehensive account of the past if we are to understand our present circumstances and move forward under unprecedented conditions. Meine brings together a deep sense of history with powerful language and compelling imagery, yielding new insights into the origins and development of contemporary conservation.

Correction Lines will help us think more clearly about the forces that have changed, and are changing, conservation, and inspire us to address current realities and future needs.

Heart of the Wild

The first book in a brand-new fiction series by Curtis Jobling, for 9-12 year olds, based on bestselling global game sensation, World of Warriors! Richard 'Trick' Hope is used to getting into trouble, but not like this... On the run from the class bullies, Trick finds himself transported to the mystical Wildlands, a place where the greatest warriors throughout history have been summoned to fight in a battle for survival - from Romans and Vikings to Knights and Samurai! A cryptic old man known as Kalaban tells Trick that he's there for a reason - to deliver the Wildlands from the evil overlord Boneshaker, who rules with an iron fist and an army of terrifying minions. Trick has been chosen to form a band of the seven greatest warriors to defeat this terrible enemy. Assembling his personal army of proud, dangerous warriors to fulfill this epic quest is easier said than done. But for Trick the stakes couldn't be higher: if he doesn't defeat Boneshaker, he'll never see his home again...

Races of Eberon

Named one of BuzzFeed's Best Fiction of 2018 "Geni's character-driven environmental thriller—think Silent Spring by way of Celeste Ng—centers on the survivors of a tornado that destroys an Oklahoma farm and kills the family's father." —O, The Oprah Magazine When a Category Five tornado ravaged Mercy, Oklahoma, no family in the small town lost more than the McClouds. Their home and farm were instantly demolished, and orphaned siblings Darlene, Jane, and Cora made media headlines. This relentless national attention in the tornado's aftermath caused great tension with their brother, Tucker, who soon abandoned his sisters and disappeared. On the three-year anniversary of the

tornado, a bomb explodes in a cosmetics factory outside of Mercy, and the lab animals trapped within are released. Tucker reappears, injured from the blast, and seeks the help of nine-year-old Cora. Caught up in the thrall of her charismatic brother, whom she has desperately missed, Cora agrees to accompany Tucker on a cross-country mission to make war on human civilization. Cora becomes her brother's unwitting accomplice, taking on a new identity while engaging in acts of escalating violence. Darlene works with Mercy police to find her siblings, leading to an unexpected showdown at a zoo in Southern California. The Wildlands is another remarkable literary thriller from critically acclaimed writer Abby Geni, one that examines what happens when one family becomes trapped in the tenuous space between the human and animal worlds.

A New Hero (World of Warriors book 1)

"Travis Wren has an unusual talent for locating missing people. Hired by families as a last resort, he requires only a single object to find the person who has vanished. When he takes on the case of Maggie St. James—a well-known author of dark, macabre children's books—he's led to a place many believed to be only a legend. Called Pastoral, this reclusive community was founded in the 1970s by like-minded people searching for a simpler way of life. By all accounts, the commune shouldn't exist anymore and soon after Travis stumbles upon it...he disappears. Just like Maggie St. James. Years later, Theo, a lifelong member of Pastoral, discovers Travis's abandoned truck beyond the border of the community. No one is allowed in or out, not when there's a risk of bringing a disease-rot-into Pastoral. Unraveling the mystery of what happened reveals secrets that Theo, his wife, Calla, and her sister, Bee, keep from one another. Secrets that prove their perfect, isolated world isn't as safe as they believed—and that darkness takes many forms"--