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LUCIANO HARRISON

Games in Libraries Green Nebula

This revised and expanded anniversary edition features the same delightful introduction to the history and lore of magic as the first edition of the "little green book" published 15 years ago.

Lankhmar Cubicle 7 Entertainment Limited

The Underworld is boiling from the flames of war - Matron Maelora of House Gullion has taken control over the drow city of Holoth via a coup d'état - allying herself with the alien Vidre and siphoning power from an artifact granted by these enigmatic, crystalline schemers, she indeed triumphed and funneled the

souls of her captives through the artifact to gain immense power. Unbeknownst to her, half of the souls have been funneled to the greedy clutches of the alien Vidre and sacrifices have become harder and harder to come by. Not one to be dictated what to do, the matron managed to sever the binding ties and arcane entwinements of the pact between her and the Vidre via the help of Naraneus the Spider Goddess for the promise of a conquest of the worlds above - the goddess has spoken and so it shall be done. The Vidre, meanwhile, prepare for war - their thirst for souls must be slaked. Rise of the Drow is a Pathfinder Roleplaying Game compatible adventure for 4-6 PCs of Levels 6-18. This book is hardbound, over 550 pages and is presented in full color on premium paper.

True Magick Createspace Independent Publishing Platform

Since 2002, Mutants & Masterminds has earned its title as the World's Greatest Superhero RPG, inspiring countless game sessions and winning many awards for excellence. The Mutants & Masterminds Hero's Handbook is the core rulebook of the game's third edition, giving you everything you need to have your own superheroic adventures. The detailed character creation system lets you create the hero you want to play, choosing from a wide range of skills, advantages, and power effects. Customize your hero's powers with modifiers to create an almost endless range of superhuman abilities. Choose the complications your hero must overcome, earning you the hero points to achieve victory. You can also choose from one of more than a dozen heroic archetypes, customize as you like, and be ready to play in just minutes! The streamlined system of game play requires only a single die roll and features easy-to-use rules. Play out an entire heroic adventure in a few short hours without long, drawn-out encounters. Plus, the hero point system allows players to influence the flow of the story and pull off superheroic stunts in the best comic book tradition! Become a hero of legend with the Mutants & Masterminds Hero's Handbook!

Visigoths Vs Mall Goths Green Ronin Publishing

Powered by HTML, this Zweihander eBook edition is published with a nuanced reflowable document layout. It includes: Reflowable text and images Sidebar navigation via device contents Hyperlinked Table of Contents and Index for fast, easy searches Hyperlinked cross-references throughout the book Tap and zoom illustrations This digital format differs from standard fixed layouts and PDFs. We highly suggest users download a sample before purchasing. WELCOME TO GRIM & PERILOUS

GAMING Featured on Forbes.com, ranked one of the best-selling fantasy tabletop role-playing games at DriveThruRPG, and having sold over 90,000 copies worldwide, ZWEIHÄNDER Grim & Perilous RPG is a bloodier, grimmer, and grittier version of classical tabletop role-playing games. This revised edition is published in celebration with Andrews McMeel Publishing and features a refreshed layout, new artwork, rules clarifications, color plates by Dejan Mandic, and errata. ZWEIHÄNDER Grim & Perilous RPG is a game where your characters will: Live in a gritty, "realistic" fantasy world Make morally grey decisions & enact vicious reprisals Uncover insidious plots & political intrigue Take part in heart-pumping chase scenes Venture into the wilderness & survive its perils Desperately fight in clandestine & open field combat Defend themselves from injuries, madness, & mutations Encounter sanity-blasting creatures & their minions Using the Powered By ZWEIHÄNDER d100 game engine, you will create grim characters, write perilous adventures, and build your own low fantasy & dark fantasy campaigns. These rules are a perfect fit for Renaissance and medieval-styled adventures, too. You can also use this book to create your own home-brewed worlds, whether inspired by the works of Andrzej Sapkowski's The Witcher, George R.R. Martin's Game of Thrones, Glen Cook's Black Company, Myke Cole's The Armored Saint, Robert E. Howard's Solomon Kane, Scott Lynch's Gentlemen Bastard series, or other "grimdark"-inspired media. This all-in-one game includes most of what you need to play: a character creation guide, game mastery rules, and a bestiary brimming with creatures both fair & foul. All that's left are a few friends, pencils, and a handful of dice. ZWEIHÄNDER Grim & Perilous RPG awaits, and the fate of

your grim & perilous tale hangs in the balance!

Rise of the Drow Marvel

Freeport (the pirate-themed fantasy setting) has proven popular with gamers, spawning multiple editions and titles. This sourcebook provides all the rules needed to run campaigns in the Freeport setting using the Pathfinder RPG system from Paizo Publishing. The Freeport Companion features game stats for the setting's major characters, new core classes and prestige classes, new magic items and spells, and rules for character insanity. An introductory adventure is also included.

Beasts & Barbarians (S2p30002) Baen Publishing Enterprises Blast off into space with the Starship Operations Manual, Starfinder's latest rules expansion hardcover! Outfit your beloved starship with more than 100 new starship weapons, expansion bays, alternate armors, and systems like drop pods, ramming prows, mines, ablative armor, virtual intelligences, and more. If you're looking for a new ride, you'll find profiles of leading starship manufacturers as well as statistics for more than 40 new starships found throughout the galaxy. The Starship Operations Manual puts you at the controls, offering bold new ways to present starship combat, from dogfights in planetary atmospheres to daring chases through asteroid fields to pitched battles between huge fleets. New rules allow crewmembers to get even more out of their skills and feats, unlocking thrilling critical success results that add excitement to starship combat. Take your adventures into the great unknown and beyond with the Starfinder Starship Operations Manual!

Monster Hunter International, Second Edition Llewellyn Worldwide
A Crossover Chronicle for all the Chornicles of Darkness lines

OSR Solo Createspace Independent Publishing Platform
Fantasirollespil.

Drakonheim City of Bones Andrews McMeel Publishing
Finalist in the 2012 Amazon Breakthrough Novel Award! After a Waikiki hotel is bombed by activists, Hawai`i begins to slide into recession, unemployment and racial strife. Calls for independence from the U.S. are gaining in strength and popularity. In this atmosphere of friction, three men from different worlds fight to hold onto a Hawai`i that once was... or to push it toward its ultimate destiny.

Hellfrost Bestiary Lulu.com

Visigoths vs. Mall Goths is a tabletop roleplaying game and dating sim about the conflicts and romances among the warriors who sacked ancient Rome and 20th century spooky teens, set in a suburban Los Angeles shopping mall during 1996. There are a lot of bisexuals.

No Thank You Evil Tor Books

A post-singularity sci-fi setting that explores transhumanism and post-scarcity societies against a backdrop of action, adventure, conspiracy and intrigue.

Chronicles of Darkness the Contagion Chronicle McFarland

Bombs fell. Billions died. Now you must pick up the pieces and rebuild this Broken Earth. Broken Earth is an adventure-setting that takes place in a post-apocalyptic version of Earth. In it, heroes struggle to rebuild what was once the northern Midwest of the United States, and a tiny bit of southern Central Canada. As an adventure-setting, Broken Earth includes many compelling locations and adventures, but also gives the heroes freedom to explore the world. This book contains everything a GM needs to

run a prolonged campaign in the Broken Earth setting, including locations, NPCs, plot points, mutant monsters, and a detailed first adventure that brings the party together. It also has new edges, races, and powers for players to use with their Broken Earth characters.

MARS (Savage Worlds Edition) Studio 2 Publishing

An adventure for 7th-level characters by Nicolas Logue.

Nova Praxis AuthorHouse

Contains an all-new afterword by New York Times best-selling author Larry Correia! Welcome to Monster Hunter International. Five days after Owen Zastava Pitt pushed his insufferable boss out of a fourteenth story window, he woke up in the hospital with a scarred face, an unbelievable memory, and a job offer. It turns out that monsters are real. All the things from myth, legend, and B-movies are out there, waiting in the shadows. Officially secret, some of them are evil, and some are just hungry. On the other side are the people who kill monsters for a living. Monster Hunter International is the premier eradication company in the business. And now Owen is their newest recruit. It's actually a pretty sweet gig, except for one little problem. An ancient entity known as the Cursed One has returned to settle a centuries old vendetta. Should the Cursed One succeed, it means the end of the world, and MHI is the only thing standing in his way. With the clock ticking towards Armageddon, Owen finds himself trapped between legions of undead minions, belligerent federal agents, a cryptic ghost who has taken up residence inside his head, and the cursed family of the woman he loves. Business is good . . . At the publisher's request, this title is sold without DRM (Digital Rights Management). Lexile Score: 710

Savage Worlds Sneak Attack Press

Welcome to Simply6! Simply6 is a fast, light tabletop roleplaying game by Russ Morrissey for 2 or more players which you can play using just six-sided dice. Simply6 is a multi-genre game. You can play in fantasy settings, science-fiction settings, or contemporary settings. You can play in the Wild West or a cyberpunk dystopia. The scope of your setting is entirely up to you, and these rules are simple and flexible enough to handle them all. In this short rulebook, you'll find sections which tell you the core rules, how to create a character, how to adjudicate magic and combat, and a list of monsters for your characters to fight. It's small. It's simple. It's Simply6.

Savage Worlds Studio 2 Publishing

To save the city from disaster, Drakonheim made a deal with a cabal of necromancers. Now this cabal, the Gray Society, holds the real power in the city. Drakonheim is a fantasy city full of intrigue and surrounded by dangers. Goblins dwell in the sewers, undead walk the streets, and aristocrats scheme for greater power. Hobgoblins ride across the northern plains, lizardfolk rule the southern swamps, and all manner of monsters hunt in the western mountains. Drakonheim is a system-free setting; you can use it with any fantasy roleplaying game. It can serve as a quick stopping point, or as the center of an entire campaign.

Alone Against the Flames Steve Jackson Games

Welcome to Mars! Not Mars as it is - airless, most likely lifeless, with only the faintest hints of what might have once been a damp, if not necessarily lush and living, world billions of years in the past. No, this is Mars as it should be and as it was once imagined to be - an ancient, dying, but not yet dead world, a

world where a vast canal network reaches from pole to pole, bringing water and life to vast and fantastic cities. A Mars where albino apes run a vast empire in the last surviving jungle, a world where warrior tribes of Green Martians raid the outlying cities of the canal dwellers, a world where, in places dark and quiet and forgotten beneath the surface, ancient and terrible intellects plan dark and dire deeds. It is a Mars of sky-corsairs, of duels with blade and blaster, of vile plots, fantastic inventions, daring rescues, arena battles, and spectacular stunts. It is a Mars where ancient cities can be discovered and their lost treasures plundered, a Mars where a trek across the dry sea bottoms can yield amazing discoveries, where terrible monsters roam the rocky wastes. It is the Mars of pulp fiction and Saturday morning serials. It is now yours. The Sword-and-Planet genre comes to Savage Worlds! Adamant Entertainment's setting of action, intrigue and adventure beneath the Moons of Mars -- previously only available for d20 - is now available in a brand-new edition for Savage Worlds.

Freeport Companion Chaosium

The year is 1636 and France is a troubled nation. A great and terrible evil gnaws at its core. Darkness stalks the land. All that stands between chaos and order are the King's Musketeers. Explore a France of swashbuckling action, powerful magic, daring deeds, courtly intrigue, witty repartee, and vile monsters! The characters are France's bravest and proudest defenders, the King's Musketeers. Pitted against them is a plethora of corrupt nobles, black magicians, fell demons, and twisted secret societies. Set at the height of power of Cardinal Richelieu and Louis XIII, All for One: Regime Diabolique mixes the action of

literary works such as the Count of Monte Cristo and The Three Musketeers with horror and intrigue to create a unique, vibrant setting. The high-action is powered by Ubiquity, an innovative role playing game system that emphasizes storytelling and cinematic action. Strap on your sword, salute the King, and prepare to fight the creatures of darkness! All for One: Regime Diabolique is a complete roleplaying game from Triple Ace Games.

A Chant of Love and Lamentation Paizo Publishing

Mythras Core rules Mythras is the acclaimed 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...
Fortress of the Stone Giants

"The Marshal's Handbook is the setting book for Deadlands Reloaded." -- From back cover