
Discworld Roleplaying Game

The New Discworld Companion

An Introduction to Roleplaying

Runequest: Roleplaying in Glorantha

The Ankh-Morpork Archives

Stage Adaptation

Discworld Roleplaying Game

High-Tech Low-Life Roleplaying

Gurps Bio-Tech

The Discworld Companion . . . So Far

Discworld Roleplaying Game

Adventures on the Back of the Turtle

Going Postal

Tortured Earth Role Playing Game

Sinbad the Sailor

Adventures on the Back of the Turtle

Create Your Own Role Playing Game and Play with Friends - Space for Creating Characters and Weapons, Drawing Maps, Design Your Own Monsters, Draw Your

Creatures. 100 Page Softcover Book is Perfect for Creative Minds and Artist
Transmedia Foundations
Shotguns & Sorcery RPG
Middle-Earth Role Playing
Discworld's Story Unauthorized
Gurps Discworld Also
Gurps Banestorm
The Ultimate Discworld Companion
Ringworld
Kobolds Ate My Baby in Colour
The Turtle Moves!
Rhianna Pratchett Fighting Fantasy
Gurps Discworld
A Roleplaying Game of Urban Fantasy and Occult Horror
GURPS Lite
GURPS MAGIC
Role-Playing Game Studies
The Discworld Atlas
Gurps Infinite Worlds
Inside the Transformative World of Live Action Role-Playing Games

A Tourist Guide To Lancre
The Compleat Ankh-Morpork
Sigil & Shadow
Leaving Mundania

*Discworld
Roleplaying
Game*

*Downloaded
from
<ftp.bonide.com>
by guest*

BAKER TURNER

*The New Discworld
Companion* Steve Jackson
Games

Think you know Ankh-Morpork? Think again. In this top-secret guide, intrepid explorers will receive a first-hand experience of the real city. If you've ever

wondered where Unseen University students wet their whistles (while avoiding their teachers as they do the same), or pondered just what the Assassins' Guild constitutes a proper means of inhumation - there are standards to be upheld - then this is the book for you. That's right, have yourself a glimpse of what actually goes on in the city's societies. Cut

the chaff, peek behind the curtain, see how the sausage gets made . . . err, you get the idea. Just don't let the Thieves' Guild catch you with this. They won't appreciate their methods being flogged behind their back. Flogging's their job. Completely revamped and redesigned, this full-colour book contains material from Discworld Diaries across the

decades.

*An Introduction to
Roleplaying* Gollancz

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

Runequest:

Roleplaying in

Glorantha Steve Jackson Games

Dragon City. It's a grim, gritty metropolis ruled over by the Dragon Emperor, with legions of

zombies scratching at the city walls by night. Whether in the streets of Goblintown or the prestigious halls of the Academy of Arcane Apprenticeship, people try to scrape by, make a living, and survive from one day to the next. You, however, are looking for something more than simple survival. And in this city, if you don't make your own adventure, another adventure is sure to find you. Based on the fantasy noir novels of bestselling author Matt Forbeck and powered by

Monte Cook's Cypher system, Shotguns & Sorcery: The Roleplaying Game contains everything you need to launch your campaign. Grab a wand, a shotgun, and hold on tight to your flying carpet--it's going to be a bumpy ride. [The Ankh-Morpork Archives](#) A&C Black Paul Kidby, Sir Terry Pratchett's artist of choice, provided the illustrations for The Last Hero, designed the covers for the Discworld novels since 2002 and is the author of the bestseller The Art Of Discworld.

Now, Paul Kidby has collected the very best of his Discworld illustrations in this definitive volume, including 40 pieces never before seen, 30 pieces that have only appeared in foreign editions, limited editions and BCA editions, and 17 book cover illustrations since 2004 that have never been seen without cover text. If Terry Pratchett's pen gave his characters life, Paul Kidby's brush allowed them to live it, and nowhere is that better illustrated than in this magnificent book.

Stage Adaptation

Bloomsbury Publishing
Welcome to the world of Kobolds Ate My Baby! a role playing game where you take on the mantle of the most meager and mundane critters in existence - KOBOLDS - in a futile attempt to satisfy the endless appetite of your king , Torg. (All Hail King Torg!) Fresh human baby is his favorite treat but, Kobolds are pretty tasty too so, in a pinch, you'll do nicely. In your quest for food you venture from the relative safety of The Caves into a

nearby human town to ransack it for dinner. Explore exotic locations - like the farm! Do battle with deadly foes - like chickens! Steal babies and burn down the town!
Discworld Roleplaying Game Harper Collins
The absolute, comprehensive, from Tiffany Aching to Jack Zweiblumen guide to all things Discworld, fully illustrated by Paul Kidby. The Discworld, as everyone knows, is a flat world balanced on the back of four elephants which, in turn, stand on

the shell of the giant star turtle, the Great A'Tuin, as it slowly swims through space. It is also the global publishing phenomenon with sales of over 70 million books worldwide (but who's counting?). There's an awful lot of Discworld to keep track of. But fear not! Help is at hand. For the very first time, everything (and we mean everything) you could possibly want to know has been crammed into one place. If you need a handy guide to locales from Ankh-Morpork to Zemphis . . . If you can't

tell your Achmed the Mads from your Jack Zweiblumens . . . If your life depends on distinguishing between the Agatean Empire and the Zoons . . . Look no further. Compiled and perfected by Stephen Briggs, the man behind The Ultimate Discworld Companion's predecessor Turtle Recall, this is your ultimate guide to Sir Terry Pratchett's beloved fantasy world.

High-Tech Low-Life Roleplaying Steve Jackson Games
Unseen University are

proud to present the most comprehensive map and guide to the Disc yet produced. In this noble endeavour, drawing upon the hard won knowledge of many great and, inevitably, late explorers, one may locate on a detailed plan of our world such fabled realms as the Condiment Isles, trace the course of the River Kneck as it deposits silt and border disputes in equal abundance on the lands either side, and contemplate the vast deserts of Klatch and Howondaland - a salutary

lesson in the perils of allowing ones goats to graze unchecked. This stunning work brings to life the lands and locations of the Discworld stories in a way never seen before. Accompanied by lavish full-colour illustrations and a detailed world map, this is a must-have for any Discworld fan.

Gurps Bio-Tech Random House

Exposing a subculture only beginning to enter the imagination of mainstream America, this is the story of live action

role-playing (LARP) games. A hybrid of games—such as Dungeons & Dragons, historical reenactment, fandom, and good old-fashioned pretend—LARP games are thriving and this book explores its multifaceted culture and related phenomenon, including the Society for Creative Anachronism, a medieval reenactment group that boasts more than 32,000 members. The history of LARP is detailed and is shown to have arisen from the pageantry of Tudor

England and is currently being used as a training tool for the U.S. military. Along the way, the author duels foes with foam-padded weapons, lets the great elder god Cthulhu destroy her parents' beach house, and endures an existential awakening in the high-art LARP scene of Scandinavia.

The Discworld Companion . . . So Far

Gurps

DiscworldAdventures on the Back of the Turtle
Fantasirollespil.

[Discworld Roleplaying Game](#) Steve Jackson

Games

This handbook collects, for the first time, the state of research on role-playing games (RPGs) across disciplines, cultures, and media in a single, accessible volume. Collaboratively authored by more than 50 key scholars, it traces the history of RPGs, from wargaming precursors to tabletop RPGs like Dungeons & Dragons to the rise of live action role-play and contemporary computer RPG and massively multiplayer online RPG franchises, like

Fallout and World of Warcraft. Individual chapters survey the perspectives, concepts, and findings on RPGs from key disciplines, like performance studies, sociology, psychology, education, economics, game design, literary studies, and more. Other chapters integrate insights from RPG studies around broadly significant topics, like transmedia worldbuilding, immersion, transgressive play, or player-character relations. Each chapter includes definitions of key

terms and recommended readings to help fans, students, and scholars new to RPG studies find their way into this new interdisciplinary field. [Adventures on the Back of the Turtle](#) Routledge Not only an artistic and breathtaking view of Lancre but also an interesting and informative guide to one of the Discworld's more, er, picturesque kingdoms. Granny Weatherwax, Nanny Ogg and Magrat Garlick live there. Lancre could hardly be somewhere ordinary, could it? Magic

glues the Discworld together and a lot of it ends up in Lancre, principal Kingdom of the Ramtop Mountains. Between Uberwald and Whale Bay, the Octarine Grass Country and the Windersins Ocean lies the most exciting and dangerous terrain in all Discworld. The Ramtops supply Discworld with most of its witches and wizards. The leaves on the trees move even when there is no breeze. Rocks go for a stroll in the evening. Even the land, at times, seems alive. The

mapp may be only two-dimensional, but watch it very carefully and you might just see it jostle about a bit.

Going Postal Random House

A brand-new street directory of Discworld city Ankh-Morpork complete with a beautifully illustrated pull-out map. 'There's a saying that all roads lead to Ankh-Morpork. And it's wrong. All roads lead away from Ankh-Morpork, but sometimes people just walk along the wrong way.' Ankh-Morpork! City

of One Thousand Surprises (according to the famous publication by the Guild of Merchants)! *Tortured Earth Role Playing Game* Bloomsbury Publishing

Moist von Lipwig was a con artist, a fraud and a man faced with a life choice: be hanged, or put Ankh-Morpork's ailing postal service back on its feet. It was a tough decision. With the help of a golem who has been at the bottom of hole in the ground for over two hundred years, a pin fanatic and Junior

Postman Groat, he's got to see that the mail gets through. In taking on the evil chairman of the Grand Trunk Semaphore Company, and a midnight killer, he's also got to stay alive. Getting a date with Adora Bell Dearheart would be nice, too. In the mad world of the mail, can a criminal succeed where honest men have failed and died? Perhaps there's a shot at redemption for man who's prepared to push the envelope...

Sinbad the Sailor Outland Entertainment

The Student's Guide to Ultimate Power GURPS! A game with infinite possibilities. Even those familiar with this award-winning system may not feel they've mastered the fundamentals . . . and those just starting with this game may feel lost amid the possibilities. You want help. You could use a guide. You need How to Be a GURPS GM. For the player, this supplement offers insight into how to create the perfect character to fit your vision, plus three examples of character

creation and two new fantasy templates. The chapter dedicated to customizing combat and using various options can be particularly helpful for new and veteran players in making aggressive altercations even more exciting. For the Game Master, the supplement discusses everything needed to run a campaign: how to prepare the game setting, assist the players with the creation of their heroes, create challenging and engaging encounters, and design and run the first

adventure. The included overview of the Fourth Edition line, plus recommended resource lists for eight popular genres, can help the GM decide which supplements will be most helpful to craft a new campaign. This supplement also provides canonical insight from Sean "Dr. Kromm" Punch, who draws on decades of experience answering questions and providing clarifications as the GURPS Line Editor. Throughout, it follows a group of example players new to GURPS, from when

their GM first opens the Basic Set through the starting session of their inaugural adventure. How to Be a GURPS GM is an invaluable aid for getting started with GURPS, bridging the previously perilous step between reading the Basic Set and participating in your first game. Half of power is knowing how to use it. With How to Be a GURPS GM, you'll be on your way to unleashing the full potential of GURPS like never before!

Adventures on the Back of the Turtle Steve Jackson

Games
 PART STORY, PART GAME
 - PURE ADVENTURE! You, the hero of this story, are a member of the Sky Watch keeping the floating island The Nimbus safe. When this island suddenly crashes out of the sky into the Ocean of Tempests below, you must battle storms and sea beasts in your mission to raise it from the deep.

Create Your Own Role Playing Game and Play with Friends - Space for Creating Characters and Weapons, Drawing Maps, Design Your Own

Monsters, Draw Your Creatures. 100 Page Softcover Book is Perfect for Creative Minds and Artist BenBella Books, Inc.

Shooting Iron is an exciting wild west role-playing game for two or more people ages 10 years and up. Easy to learn and easy to play all you need are a set of polyhedral dice and this rulebook to play. Players take on the roles of various inhabitants of the Wild West. Characters travel through the magnificent vistas of the West experiencing

adventure, danger, and excitement. Gunfights, wagon trains, cattle drives, and more await you inside these pages.

Transmedia

Foundations Gollancz They said it couldn't be done. Well, it has been done, proving them wrong once again. After years of research, cunningly contrived in as many minutes, the Discworld has its map. It takes full account of the historic and much documented expeditions of the Discworld's fêted (or at least fated) explorers:

General Sir Roderick Purdeigh, Lars Larsnephew, Llamedos Jones, Lady Alice Venturi, Ponce da Quirm and, of course, Venter Borass. Now travellers on this circular world can see it all: from Klatch to the Ramtops, from Cori Celesti to the Circle Sea, from Genua to Bhangbhangduc. The great cities of Hunghung, Pseudopolis, Al Khali and, of course, Ankh-Morpork are placed with loving care upon this world which is carried through space by Great A'Tuin.

Shotguns & Sorcery RPG
GURPS: Generic Universal Role

Tortured Earth is a class-less, level-less role-playing system. The base mechanic of the system uses a roll-off method in which the attacker sets the defending roll while the defender must exceed the established score. The primary storyline is apocalyptic while secondary storylines may be pure fantasy, science fiction, or horror. The 2.0 version introduces mechanics allowing players to advance and

experiment with superhero-style character builds. The Game Guide is the complete book required to play the game and is divided into GM and Player sections. The main Guide includes 6 player races and all skills found required to begin character development. This book is designed to operate in conjunction with the Tortured Earth Supplemental Expansions. Middle-Earth Role Playing Random House Digital, Inc. Feel the Power! Fantasy settings are defined by

their magic . . . so different worlds need different magic systems. GURPS Thaumatology has GURPS Fourth Edition updates of the best Third Edition magic variants, plus many all-new options. This mighty tome includes: Minor tweaks for the spell-based magic of the Basic Set: restructuring prerequisites and colleges, modifying Magery and mana, new magical energy sources, adapting spells on the fly, and more. Radical revisions of spell-based

magic, including detailed versions of the clerical and ritual magic options hinted at in the Basic Set, and the return of that Third Edition classic, "unlimited mana." Traditional alternatives to spells, such as ceremonial, spirit-mediated, and runic magic. World-shaking freeform magic. Magic as inherent powers. An in-depth look at material magic, with new alchemy, herbalism, and enchantment options; rules for free-willed items and magical gadgets; and

guidelines for "the stuff of raw magic." Notes on adapting real-world occult concepts - such as the Laws of Magic, astrology, and traditional material components - to any magic system. Guidelines for running magic-oriented games, advice on combining magic systems, and detailed outlines for four distinctly

different fantastic campaigns. The softcover reprint contains the same material as the earlier print run (updated for the latest errata, of course!), with black-and-white interiors and a lower price. GURPS Thaumatology requires the GURPS Basic Set, Fourth Edition. GURPS Magic is recommended

but not required. The discussions of different magical styles would enhance any game that features magic. Discworld's Story Unauthorized Gollancz "GURPS is the most flexible roleplaying system ever created. With just this book, you can adventure in any world you can imagine"--Cover