

## **Super Powers Companion Savage Worlds Second Edition S2p10503**

Kid Eternity (1991-) #2Hiero's JourneyThe Book of Random Tables: Quests: Adventure Ideas for Fantasy Tabletop Role-Playing GamesDungeon Master's GuideWarehouse 13Fantasy TownsRavencroft SpringsDragons in the Stacks: A Teen Librarian's Guide to Tabletop Role-PlayingAccursedAll for OneAMP AdventuresThe Book of Random Tables 3The Cambridge Companion to American Science FictionMarshal's HandbookSymbaroumUltimate ToolboxBedlam City: Savage Worlds EditionStatic ShockThe All-Star Companion Volume 3Broken Earth (Pathfinder)SpirosblaakFlags of Our FathersIconsDeadlands ReloadedThe SentryThrilling TalesAMP: Year Two (3EG602HC)DC AdventuresSoon I Will Be InvincibleNova PraxisBrian McClellan's Powder Mage Roleplaying GameMonster Hunter International, Second EditionThe Book of Random Tables 4: Fantasy Role-Playing Game AIDS for Game MastersVenture CityNumenera Character OptionsSuper-PoweredBeasts & Barbarians (S2p30002)Vigilante City - The Villain's Guide, SURVIVE THIS!! OSR RPGDeadlands: GhostwalkersSupers!

### **Kid Eternity (1991-) #2**

"The Marshal's Handbook is not a complete game. The Weird West Player's Guide is also required to play " -- From back cover

### **Hiero's Journey**

### **The Book of Random Tables: Quests: Adventure Ideas for Fantasy Tabletop Role-Playing Games**

50 Towns, Villages, and Cities for Tabletop RPGs with Maps and Adventure Ideas Do you play Dungeons and Dragons, Pathfinder, or another fantasy RPG? If so, these towns and cities will cut down your GM and DM prep time. Each town comes with a map and three adventures ideas. Plus history, government structure, information about the economy, imports and exports, population, demographics, businesses, and attractions or landmarks.

### **Dungeon Master's Guide**

A one-stop, complete guide to tabletop role-playing games for novice librarians as well as seasoned players. • Discusses collection development, cataloging, and programs for teens • Supplies detailed reviews of scores of popular and less well-known role-playing games • Outlines a variety of affordable, effective programs for teens that involve role-playing tabletop games

### **Warehouse 13**

THE UNKNOWN HAS AN ADDRESS. . . . Hidden away in the Badlands of South Dakota, Warehouse 13 is a top-secret repository for historical artifacts imbued with

dangerous supernatural properties. Secret Service agents Pete Lattimer and Myka Bering are ever on the lookout for loose artifacts threatening to ruin the world's day. Their mission: "Snag it, bag it, tag it." Reports of a genuine psychic healer, along with a simultaneous epidemic of mysterious illnesses, lead Myka and Pete on a hazardous investigation that stretches from a carnival sideshow back to the bloody history of the Civil War. But when Pete is infected with a deadly disease, Myka and the rest of the team, including Artie Nielsen and Claudia Donovan, must track down a pair of cursed gloves—before a madman unleashes a virulent plague upon America!

## **Fantasy Towns**

David Dunbarton needed a change. Following the unexpected success of his first novel and subsequent destruction of his marriage, David wanted somewhere nice and quiet to settle down. He wanted to surround himself with art, not people, and just maybe get to work on his next book. But nothing is quite what it seems on Unaka Mountain. The abandoned hotels and homes of Ravencroft Springs decay in silent dignity. But when Dunbarton relocates in hopes of breathing life into the town and himself, the mystery draws him in, leading him down mist laden streets where he finds arcane mysteries and bizarre townsfolk. Leading him ever closer to the Secret of Unaka. Pro Se Productions presents RAVENCROFT SPRINGS by Logan L. Masterson. A Lovecraftian tale of suspense set in the ancient Appalachian Mountains of East Tennessee, Ravencroft Springs is also a tale of desperate love and unrequited fate, both monstrous and moving all at once. RAVENCROFT SPRINGS by Logan L. Masterson. From Pro Se Productions.

## **Ravencroft Springs**

WELCOME TO BEDLAM! Take a trip back to the Iron Age of comics and visit Bedlam City. It's the smaller, dirtier and more dangerous town next door to your superhero campaign's shining metropolis, presented here in lavish detail. Stalk its alleys, punch out its supervillains, expose its horrible secrets--and have no fear, there are always plenty more where they came from. Weighing in at a whopping 394 pages, this book is crammed with dozens of NPCs, neighborhoods, adventure seeds and locations, with enough back-stories and plot arcs to keep your PCs playing for years. Fully compatible with the Super Powers Companion Bedlam City is fast, fun and ferocious, with no new rules to learn or systems to memorize. If you own a copy of the Super Powers Companion you can pick up Bedlam City and start playing it right now. So what are you waiting for? Bedlam is calling. There's a shadowy rooftop out there just waiting for you to start lurking on it

## **Dragons in the Stacks: A Teen Librarian's Guide to Tabletop Role-Playing**

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.

## **Accursed**

## **All for One**

Numenera is a science fantasy roleplaying game set in the far distant future. Humanity lives amid the remnants of eight great civilizations that have risen and fallen on Earth. These are the people of the Ninth World. This new world is filled with remnants of all the former worlds: bits of nanotechnology, the dataweb threaded among still-orbiting satellites, bio-engineered creatures, and myriad strange and wondrous devices. These remnants have become known as the numenera. Player characters explore this world of mystery and danger to find these leftover artifacts of the past, not to dwell upon the old ways, but to help forge their new destinies, utilizing the so-called 'magic' of the past to create a promising future. Numenera: Character Options is a supplement for Numenera and provides new options for Numenera characters. In addition to new descriptors and foci, Numenera: Character Options offers new mutations, new non-human races, new esoterics, new fighting moves, and new tricks of the trade. It also introduces new kinds of descriptors, expanding the concept to include character origins and negative traits, along with new rules for customizing characters, switching descriptors and foci, and more!

## **AMP Adventures**

From New York Times bestselling author Jonathan Maberry, the first in a thrilling series of novels based on Deadlands, a hugely successful role-playing game (RPG) set in the Weird, Weird West. Welcome to the Deadlands, where steely-eyed gunfighters rub shoulders with mad scientists and dark, unnatural forces. Where the Great Quake of 1868 has shattered California into a labyrinth of sea-flooded caverns . . . and a mysterious substance called "ghost rock" fuels exotic steampunk inventions as well as plenty of bloodshed and flying bullets. In Ghostwalkers, a gun-for-hire, literally haunted by his bloody past, comes to the struggling town of Paradise Falls, where he becomes embroiled in a deadly conflict between the besieged community and a diabolically brilliant alchemist who is building terrible new weapons of mass destruction . . . and an army of the living dead! Deadlands is one of the most popular RPGs in history, with over a million Deadlands gaming books sold. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

## **The Book of Random Tables 3**

Jerry Sullivan and Kid Eternity embark on a journey through a mind-numbing hell of their own making as the Ripper plots more atrocities on Earth.

## **The Cambridge Companion to American Science Fiction**

### **Marshal's Handbook**

This Companion explores the relationship between the ideas and themes of American science fiction and their roots in the American cultural experience.

### **Symbaroum**

Cut down your Game Master prep time with 25 1D100 random tables. Do you play Dungeon & Dragons, Pathfinder, or other fantasy tabletop role-playing games? If so, these random tables come in handy any time your players are searching or exploring. Don't waste your time prepping things your players will never see. Just pull out these tables and create a quality gaming experience simply by rolling dice. In this fourth volume of the Fantasy RPG Random Tables book series, you will find items in a dragon's lair, critical hit and miss tables, underground and jungle encounters, a bounty board, and much more.

### **Ultimate Toolbox**

## **Bedlam City: Savage Worlds Edition**

### **Static Shock**

Come join the adventure in Symbaroum, the acclaimed Swedish roleplaying game! Explore the vast Forest of Davokar in the hunt for treasure, lost wisdom and eternal fame. Visit the barbarian clans to trade or to plunder their treasuries. Establish a base of power among princes, guilds or rebellious refugees in the capital city of Yndaros. Or survive encounters with Arch Trolls, dark-minded Blight Beasts and undead warlords. But whatever you do, never ignore the warnings spoken by the wardens of the forest: tread carefully and do not disturb the ruins of old, for the dark deep of Davokar is about to awaken. Made in Sweden

## **The All-Star Companion Volume 3**

What kid raised in recent generations hasn't pretended to be a superhero at some point: worn a cape, "flown" around, bounced imaginary bullets or shot "blasts of power" from hands or eyes? Why not? After all, the superhero is the perfect modern fantasy: powerful, respected, and loved by the public, but with a message of responsibility, duty, truth, and justice that appeals to parents as well as kids. In countless comic books (and now "graphic novels"), cartoons, and live-action television shows and films, superheroes continue to thrill and capture our imagination while also celebrating some of our better qualities. Who wouldn't want

to be a hero? With ICONS, you can be! Steve Kenson, the designer of the best-selling Mutants & Masterminds delivers a superpowered new role-playing game, inspired by the fast-playing old-school games and the new generation of narrative role-play! Within its pages are complete rules for character creation, abilities and powers, random adventure generation, a rogue's gallery of villains, a complete adventure and all the superheroic action you can handle!

## **Broken Earth (Pathfinder)**

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.

## **Spirosblaak**

This is the distribution sale Colour version. If you are buying this through Lulu, buy the direct sale Colour version instead. King Arthur has returned to a world filled with super-heroes and -villains. This Savage Worlds sourcebook also includes several Knights of the Round Table of old resurrected to fight alongside their king as the Knights of the Pentangle. Will King Arthur find acceptance in this new world, and will he be able to defeat his enemies of old, Morgan Le Fay and Mordred, who have also returned?

## **Flags of Our Fathers**

#1 NEW YORK TIMES BESTSELLER • This is the true story behind the immortal photograph that has come to symbolize the courage and indomitable will of America. In this unforgettable chronicle of perhaps the most famous moment in American military history, James Bradley has captured the glory, the triumph, the heartbreak, and the legacy of the six men who raised the flag at Iwo Jima. Here is the true story behind the immortal photograph that has come to symbolize the courage and indomitable will of America. In February 1945, American Marines plunged into the surf at Iwo Jima—and into history. Through a hail of machine-gun and mortar fire that left the beaches strewn with comrades, they battled to the island's highest peak. And after climbing through a landscape of hell itself, they raised a flag. Now the son of one of the flagraisers has written a powerful account of six very different young men who came together in a moment that will live forever. To his family, John Bradley never spoke of the photograph or the war. But after his death at age seventy, his family discovered closed boxes of letters and photos. In *Flags of Our Fathers*, James Bradley draws on those documents to retrace the lives of his father and the men of Easy Company. Following these men's paths to Iwo Jima, James Bradley has written a classic story of the heroic

battle for the Pacific's most crucial island—an island riddled with Japanese tunnels and 22,000 fanatic defenders who would fight to the last man. But perhaps the most interesting part of the story is what happened after the victory. The men in the photo—three were killed during the battle—were proclaimed heroes and flown home, to become reluctant symbols. For two of them, the adulation was shattering. Only James Bradley's father truly survived, displaying no copy of the famous photograph in his home, telling his son only: “The real heroes of Iwo Jima were the guys who didn't come back. ” Few books ever have captured the complexity and furor of war and its aftermath as well as *Flags of Our Fathers*. A penetrating, epic look at a generation at war, this is history told with keen insight, enormous honesty, and the passion of a son paying homage to his father. It is the story of the difference between truth and myth, the meaning of being a hero, and the essence of the human experience of war.

## **Icons**

Traces the first superhero group from its beginnings in the 1940s, highlights key comic book issues, and documents the contributions of various artists, writers, and editors of the comic series.

## **Deadlands Reloaded**

It's not safe to venture into Venture City. Take a trip to Venture City, a world of superpowers, villainous corporations, and ruthless gangs, set in a near-future where powers are for sale. From the corporate sponsored heroes to the supervillains in the news, and all the way down to the little guys who try to hide their powers, there are superheroes everywhere you see. Bring them to your Fate Core table with this Venture City compilation, which includes both *Venture City Stories* and *Venture City Powers*, written by masterminds Brian Engard and Ed Turner. The Venture City compilation requires Fate Core to play. Inside, you'll find: An exciting new take on Fate-style superpowers, including suggestions on power suites. A fully developed world full of rival factions, shady figures, and a variety of locations for the perfect showdown. A simple system that uses issues to drive plot and gameplay. A variety of pregenerated characters to drop into your campaigns. A sample adventure—*Nothing Ventured*--plus a series of adventure seeds to help build a variety of campaign lengths. Venture City. Pick a side, pay your bill, and power up.

## **The Sentry**

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

## **Thrilling Tales**

Offers tips, advice, and strategies for creating worlds and adventures that players can enjoy while participating in the roleplaying game.

## **AMP: Year Two (3EG602HC)**

"Like any awkward teenager, Virgil Hawkins worries about girls, pocket money, girls and getting beaten up. But recently, he's had even more on his mind: his newfound super-powers, his secret identity-- and girls. On a night of terror dubbed 'The Big Bang,' Virgil Hawkins received incredible electromagnetic powers so his swashbuckling alter ego, Static was born. A wisecracking crusader in a city infested with superhuman crime, Static is about to learn the hard way, that as much fun as it is playing the hero, it's no game"--P. [4] of cover.

## **DC Adventures**

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

## **Soon I Will Be Invincible**

SURVIVE THIS!! Vigilante City - Villain's Guide is designed with Game Masters in mind. This book contains a detailed City Generator to allow the GM to build the exact city they want to base their game in. There's also, GM advice to running the game, a HUGE selection of villain-based Adventure Seeds, Quick NPC and Villain Generation Tables, Mutant Island Adventure/optional setting and so much more!

## **Nova Praxis**

Morden has fallen to the Witches, but their banes continue to prey off of the mortal survivors. This book of adventures presents a variety of different challenges for Morden's Witchmarked heroes to overcome. New foes are introduced and locations are expanded. The adventures range in scope, with some suited to a single evening's entertainment, while others could encompass several nights of play. Any of them can be interspersed with the Plot Point Campaign included in the Accursed core book. Accursed: Ill Omens includes works by an all-star cast of gaming writers. Shane Hensley, Rich Baker, Sean Patrick Fannon, and Colin McComb - among others - all contributed to this compilation. Please note: Accursed Ill Omens is not a complete game. It requires Accursed, Savage Worlds Core Rulebook, and the Savage Worlds Horror Companion for play.

## **Brian McClellan's Powder Mage Roleplaying Game**

SpirosBlaak, the latest in Green Ronin's critically acclaimed Mythic Vista line, presents a complete archduchy that can be used as a stand-alone campaign setting or integrated into an existing world. With the gods fallen, it is up to the Player Characters to bring light and hope back into an archduchy overrun with lycanthropes. In addition to detailing this grim and gritty setting, SpirosBlaak includes black powder rules, new core and prestige classes, and a plethora of new gods. When the moon is full, will you lock your door and hide or draw your sword and fight?

## **Monster Hunter International, Second Edition**

Doctor Impossible—evil genius, would-be world conqueror—languishes in prison.

Shuffling through the cafeteria line with ordinary criminals, he wonders if the smartest man in the world has done the smartest thing he could with his life. After all, he's lost every battle he's ever fought. But this prison won't hold him forever. Fatale—half woman, half high-tech warrior—used to be an unemployed cyborg. Now, she's a rookie member of the world's most famous super-team, the Champions. But being a superhero is not all flying cars and planets in peril—she learns that in the locker rooms and dive bars of superherodom, the men and women (even mutants) behind the masks are as human as anyone. *Soon I Will Be Invincible* is a wildly entertaining first novel, brimming with attitude and humor—an emotionally resonant look at good and evil, love and loss, power and glory. From the Trade Paperback edition.

## **The Book of Random Tables 4: Fantasy Role-Playing Game AIDS for Game Masters**

You're the greatest hero of the Marvel Universe - so why doesn't anyone remember you? Your name is Bob Reynolds. You prefer cartoons over CNN. You drink too much, and you're 30 pounds overweight. You're afraid of heights and hate crowds, and your wife blames you for your dog's moodiness. And you know you were once a super hero. You were the Sentry. But then something terrible happened. Something that threatened all life on Earth. Something that caused your best friend - Mister Fantastic, the leader of the Fantastic Four - to betray you. And now it's happening again - and the Sentry must return. But at what cost? Join the acclaimed creative team of writer Paul Jenkins and artist Jae Lee for an epic of both personal and cosmic proportions - an odyssey unlike any other seen in super-hero lore. Collecting: Sentry 1-5; Sentry: Fantastic Four, X-Men, Spider-Man, Hulk; Sentry vs. The Void

## **Venture City**

A guide to the setting for the DC Adventures super hero role playing game, including historical DC characters, every location in the modern day world of DC comics, and over two hundred additional character write-ups.

## **Numenera Character Options**

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

## **Super-Powered**

SAVAGE TALES OF TWO-FISTED PULP! The pulse-pounding excitement of the pulp magazines and cliffhanger serials of the 1930s and 40s, for use with the Savage Worlds rules system. Grab your fedora and your ivory-handled .45s, and get ready for the adventure of a lifetime!

## **Beasts & Barbarians (S2p30002)**

Supers! is a game all about playing costumed heroes - the kinds of hero you see in good old-fashioned comic books. These heroes are larger-than-life; they have high ideals and they know right from wrong. Their world is black-and-white; they are good and the villains are bad. There are no real grey areas. Their cause is justice, liberty and freedom. They seek to protect the weak and defend the common man. Most are loved by all; some are misunderstood and don't get the adoration they feel they deserve. But regardless, they strive to do the right thing and aim to make a difference. This is a straightforward but fun role playing game, with quick character generation and easy-to-understand rules. You can pick up a few dice and be playing SUPERS! within minutes.

## **Vigilante City - The Villain's Guide, SURVIVE THIS!! OSR RPG**

## **Deadlands: Ghostwalkers**

Do you play Dungeons and Dragons or Pathfinder? Are you spending hours on GM prep? Well, no longer. Cut down game master prep time with 25 1D100 fantasy random tables. Find items for a cell, a wine cellar, a dead orc, and more. Also, exciting random encounters for different terrains. Plus food and drink. Some of the tables in the book: Inn Names Names of Knightly Orders Desert Encounters Forest Locations Road Encounters Items in a Cell Items in a Chest Items on a Dead Orc Jewelry Items in a Wagon Items in a Wine Cellar Beers Thieves Guild Quests Dungeon Health Side Effects Get The Book of Random Tables and The Book of Random Tables 2

## **Supers!**

Need adventure ideas for Dungeons & Dragons or Pathfinder? Cut down your GM prep with 1000 quest options. This book is a collection of quests or adventure ideas for the use in fantasy tabletop role-playing games. The ideas are organized by a broad topic and are placed in a random table format. Each table has one hundred ideas. You can use these adventure ideas to run RPG sessions in several ways. You can read through the tables and choose an idea. You can take several ideas and combine them into one scenario for a campaign. You can roll randomly on a table

to find an adventure on the fly. You can also use these ideas as side quests within original or premade campaigns. The first six tables contain ideas that range from story hooks to scenarios to globe-spanning adventures. These tables are organized under the topics: Dungeons Hooks, Royal Quests, Forest Quests, Doorways to Another World, Town Quests, and Sea Quests. The next three tables are as follows: Questing Beasts, Quest Objects, and Lost Cities. Here you will find the name of a thing and a bit of context. These are meant to be used as the goal of the quest. How the goal is attained is up to the gamemaster. Meta-Quests is the last table in the book. It is a list of simple ideas that can be used as micro-quests much like collecting feathers in Angry Birds or bobbleheads in the Fallout videogames.

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