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**The Storymaster's Tales "Weirding Woods"** Lamentations of the Flame Princess

Tracing the evolution of fantasy gaming from its origins in tabletop war and collectible card games to contemporary web-based live action and massive multi-player games, this book examines the archetypes and concepts within the fantasy gaming genre alongside the roles and functions of the game players themselves. Other topics include: how The Hobbit and The Lord of the Rings helped shape fantasy gaming through Tolkien’s obsessive attention to detail and virtual world building; the community-based fellowship embraced by players of both play-by-post and persistent browser-based games, despite the fact that these games are fundamentally solo experiences; the origins of gamebooks and interactive fiction; and the evolution of online gaming in terms of technological capabilities, media richness, narrative structure, coding authority, and participant roles.

**Dragon Magazine Archive** TSR  
Infinite broken night. Milky alien moons. Wavering demons of gold. Held in this jail of immortal threats are three perfect sisters...Maze of the Blue Medusa is a dungeon. Maze of the Blue Medusa is art. Maze of the Blue Medusa works with your favorite fantasy tabletop RPGs. And Maze of the Blue Medusa is the madly innovative game book from the award-winning Zak Sabbath of A Red & Pleasant Land and Patrick Stuart of Deep Carbon Observatory. Lethal gardens, soul-rending art galleries, infernal machines--Maze of the Blue Medusa reads like the poetic nightmare of civilizations rotted to time, and plays like a puzzle-box built from risk and weird spectacle.Praise for Zak Sabbath:"Zak is not just imaginative, he's bold. Which means that while he recognizes the value of fantasy traditions, he doesn't hesitate for a moment to throw out anything that's become tired or dull."-- Monte Cook, author of NumeneraPraise for Patrick Stuart's Fire on the Velvet Horizon:"Superpositioning with strange panache, Velvet Horizon is an (outstanding) indie role-playing-game supplement, and an (outstanding) example of experimental quasi-/meta-/sur-/kata-fiction. Also a work of art. Easily one of my standout books of 2015."-- China Mi é ville, author of Perdido Street Station

**Dragon Magazine September/October** McFarland  
Punjar: wide-eyed madmen stalk the streets pronouncing the end of days, mail-clad priests crush the skulls of heathens underfoot, and timorous virgins are offered up in sacrifice within sooty temples. But even the greatest of shining temples and the strangest of mystery cults don't dare to challenge the terrifying finality of death. Until now. In Blades Against Death, the adventurers cross between the realms of the living and the dead, and wager their souls in a desperate bid to steal a soul from Death's hoary grasp. To win over the God of Dooms, you must be the most daring, stalwart and cunning and - when all else fails - willing to test your blades against Death! A mid-level adventure for the Dungeon Crawl Classics Role-Playing Game, Blades against Death offers characters a once in a lifetime escapade. Those that return from the Realms of the Dead will have earned the true title of Adventurer, while those that fail will spend eternity in Death's service.

**Maze of the Blue Medusa** Lamentations of the Flame Princess  
This sourcebook provides everything needed to add Asian-style characters to any D&D campaign or to run a fantasy Asian campaign. It includes classes such as Samurai, Shugenja, and Ninja, as well as unique monsters, combat rules, and magic systems. Maps.

**Dragon Magazine October/November** Kobold Press  
Includes spinning wheel puzzle in plastic pouch.  
**Dungeon Adventures Magazine** TSR  
This book collects the best "Dragon" magazine content from the past year intoone easy-to-reference source.  
**Dungeon Crawl Classics #74** TSR

Design your own fantasy D&D epic filled with adventurous exploits, cloaked characters, and mysterious monsters If you're a Dungeons & Dragons fan, you've surely thought of becoming a Dungeon Master. Learning to be a DM isn't as hard as you might think, especially if you have Dungeon Master For Dummies tucked into your bag of tricks! Whether you've assumed the role of Dungeon Master before or not, this illustrated reference can help you run a D&D game, either online or in person. From organizing your first D&D game to dealing with difficult players, this book covers everything a DM needs to know. Written for the newest edition of D&D by the experts at Wizards of the Coast, the game's creators, it shows you how to: Run your very first campaign, from shaping storylines and writing your own adventures to dealing with unruly players and characters Build challenging encounters, make reasonable rulings, and manage disagreements Recognize all the common codes, tables, and spells Understand the parts of a D&D adventure and how to create dungeon maps and craft monsters Shape storylines and write your own adventures Find your style as a DM and develop a game style that plays to your strengths Script an encounter, vary the terrain and challenges, and establish rewards (experience points and treasure) Decide whether to use published adventures Use and follow the official Dungeon Master's Guide Develop a campaign with exciting themes, memorable villains, and plots to entrance players If you're getting the urge to lead the charge in a D&D game of your own, Dungeon Master For Dummies provides the information you need to start your own game, craft exciting stories, and set up epic adventures. Grab your copy today, and you'll be on your way!

**Dungeon Adventures for Tsr Roleplaying Games** TSR  
A Collection of Dark and Daring Adventures for 5th Edition What happens when adventurers become the owners of a brothel? When a roguish associate asks them to attend an oligarch's masquerade in his place? What lurks in the Cartways besides kobolds? And what will you say when another thief tells you the only way to find a treasure is to become hunted by the Praetors? Dark dealings, my boys, and a knife in the guts might be the price. Whose guts? Might be yours

if you cross the wrong one of the Nine. This 112-page supplement and adventure anthology is set in the seedy underbelly of Zobeck, and on its mean streets you will find: Seven adventures dealing with underhanded themes, shady locations, and double-crossing deals gone wrong Six locales including the Cartways Market Gallery or the Old Stross Municipal Baths. A dirty dozen NPCs: kobold gearsmiths, failed Arcane Collegium students, barge captains, fey and undead ambassadors to use as rivals, patrons, peers and foes A sampling of new clockworks, street magics and odd enchantments that make Zobeck the distinctive jewel of the River Argent! You probably shouldn't bring the paladin along on this one... This official Midgard adventure anthology is designed for use with the world's first roleplaying game, and is easily portable to any setting. Designed by Ben McFarland, Chris Harris, Matthew Stinson, Christina Stiles, Mike Franke, and Richard Pett.

**The Evolution of Fantasy Role-Playing Games** TSR  
Evil schemes are afoot in Cauldron, a metropolis of merchants built into the caldera of a long-dormant volcano. Driven by the dreams of an insane demon prince, bizarre cultists known as the Cagewrights scheme from ancient tunnels beneath the volcano, stoking it once more to terrible life. To prevent their agenda, your band of adventurers must brave haunted jungle ruins, slay mighty dragons, and bind themselves to a layer of the infinite Abyss. Will their swords and spells be enough to save the Shackled City? From new DBD publisher Paizo Publishing!

**Dungeon** Satyr Press  
Features: - Complete archive of Dragon magazine, issues 1 through 250 - Authority on Advanced Dungeons & Dragons gaming - Completely searchable - Bookmarking function allows you to save information - Mac users can view articles in Adobe Acrobat  
**Player's Secrets of Tuornen** TSR  
Dunnsmouth is diseased and rotten to the core. Beset by malefactors supernatural and mundane, Dunnsmouth slowly dies in the swamp. But within the rot are mysteries to be solved, evil to be fought, and the Weird to be encountered.Scenic Dunnsmouth features an innovative village generation system using dice and playing cards to ensure that every expedition to Dunnsmouth is unique; the adventure never plays the same way twice. The threats, their intensity, which villagers are present, which alliances they hold, and even the village map, are all randomly determined before play. Scenic Dunnsmouth is an adventure for characters of levels 2-5 for use with Lamentations of the Flame Princess Weird Fantasy Role-Playing and other traditional role-playing games.

**Dragon Magazine Issue #203 March 1994** TSR  
The Storymaster's Tales "Weirding Woods" Cut and Fold Game-Cards 78 beautiful folklore illustrations to use alongside the Gamebook.  
**Mana Series** PediaPress  
THE MOST AWESOME ADVENTURE EVER. Since the invention of the adventure module, there have only been five adventures that were rated the most awesome, the most epic. Broodmother Sky Fortress leaves them all behind. Its got these creatures that are half shark. Half elephant. All badass. They fly around in this cloud fortress, wrecking everything in the campaign until the players step up to stop them. Its all terribly exciting! And all brought to you by none other than the world-famous Arch-Mage of Old-School, Jeff Rients! As an added bonus, weve included a Greatest Hits of the ol Arch-Mages essays and game tools to build your campaign into the unstoppable juggernaut youve always wanted it to be. Your game wont suck anymore! Broodmother SkyFortress: Buying any other adventure is just throwing your money away.

**Dragon Magazine** TSR  
The dark elf Downer Tarantula thought his dungeon guard duty would be a goodway to earn some easy gold pieces, but his last day on the job finds him engagedin a mysterious and deadly quest for a powerful artifact called the Ulolok, anentity capable of reshaping the multiverse. Join Downer and his motley crew ofsubterranean adventurers on their epic quest to deliver the Ulolok to the drowcity of Oubliette! Collected from the popular Dungeon magazine cartoon designed andwritten by Kyle Stanley Hunter.

**Dungeon Master For Dummies** TSR  
A collection ofDungeons & Dragons®adventures from the pages ofDungeon® magazine. This officialD&D®supplement gathers a year’s worth of adventures published inDungeonmagazine into one easy-to-reference source. The adventures contained herein provide hundreds of hours of play, and each of them fits easily into a Dungeon Master’s existingD&Dcampaign. In addition to the compiled adventures, this book contains never-before-seen notes from the designers, developers, and editors that take you behind the curtain, offering a firsthand glimpse into the origin and evolution of each adventure.  
*Scenic Dunnsmouth* TSR

**Dungeon Magazine 2009** Goodman Games LLC

**Dragon Magazine/No 204 April 1994** TSR

*Dungeon* TSR

**The Shackled City Adventure Path** TSR