

Doomstalker Gloomhaven Guide

Xanathar's Guide to Everything

More than 150 years have passed since the apocalypse that nearly destroyed the Earth. Today, the planet is a torn remnant of its former glory, ravaged by nuclear fallout and mutagens. New lifeforms – Mutants and Synthetics – challenge True Humanity for dominance, while warring factions compete for survival and supremacy, and all must carve out their place in this brutal landscape, or else perish as billions before them. Scrapers is skirmish miniatures game set in the wastelands, where players assemble Scrapper Crews and send them out to scavenge scraps of Ancient technology and battle rival factions. Explorers, cultists and raiders clash with mutated creatures, robotic soldiers and embittered True Humans in this wargame of salvage and survival in the ruins of the future.

Celebrate your campaigns and conquests with these 75 fun, RPG-inspired cocktail recipes your whole gaming group will love! Make your next gaming adventure even more fun with this collection of 75 RPG-inspired cocktails! Featuring fantasy-themed libations from the boozy Dragon the Beach and a Potion of Strength to a sneaky Stealth Check shot and a Never Split the Party Punch, you'll keep spirits high and your friends happy during your next dungeon-crawling tabletop adventure. Complete with easy-to-follow, accessible instructions, Düngeonmeister also includes funny jokes and hilarious asides that will take your campaign (or your next gathering) to the next level!

Shoot, ram, skid, and loot your way through the ruins of civilisation with Gaslands: Refuelled, the tabletop miniature wargame of post-apocalyptic vehicular mayhem. With all-new material including expanded and enhanced perks, sponsors, vehicle types, and weapons. Gaslands: Refuelled contains everything a budding wasteland warrior needs to build and customise their fleet of vehicles in this harsh post-apocalyptic future. With a host of options for scenarios, environmental effects, and campaigns, players can create their own anarchic futures.

A compelling, often hilarious and occasionally horrifying exploration of how modern medicine came to be! Wondering whether eating powdered mummies might be just the thing to cure your ills? Tempted by those vintage ads suggesting you wear radioactive underpants for virility? Ever considered drilling a hole in your head to deal with those pesky headaches? Probably not. But for thousands of years, people have done things like this—and things that make radioactive underpants seem downright sensible! In their hit podcast, Sawbones, Sydnee and Justin McElroy breakdown the weird and wonderful way we got to modern healthcare. And some of the terrifying detours along the way. Every week, Dr. Sydnee McElroy and her husband Justin amaze, amuse, and gross out (depending on the week) hundreds of thousands of avid listeners to their podcast, Sawbones. Consistently rated a top podcast on iTunes, with over 15 million total downloads, this rollicking journey through thousands of years of medical mishaps and miracles is not only hilarious but downright educational. While you may never even consider applying boiled weasel to your forehead (once the height of sophistication when it came to headache cures), you will almost certainly face some questionable medical advice in your everyday life (we're looking at you, raw water!) and be better able to figure out if this is a miracle cure (it's not) or a scam. Table of Contents: Part 1: The Unnerving The Resurrection Men Opium An Electrifying Experience Weight Loss Charcoal The Black Plague Pliny the Elder Erectile Dysfunction Spontaneous Combustion The Doctor Is In Trepanation Part II: The Gross Mummy Medicine Mercury The Guthole Bromance A Piece of Your Mind The Unkillable Phineas Gage Phrenology The Man Who Drank Poop Robert Liston Urine Luck! Radium Humorism The Doctor Is In The Straight Poop Part III: The Weird The Dancing Plague Curtis Howe Springer Smoke 'Em if You Got 'Em A Titanic Case of Nausea Arsenic Paracelsus Honey Self-Experimentation Homeopathy The Doctor Is In Part IV: The Awesome The Poison Squad Bloodletting Death by Chocolate John Harvey Kellogg Parrot Fever Detox Vinegar Polio Vaccine The Doctor Is In Winner of the 2017 Solliès Comics Festival's Best Adult Graphic Novel The classic short story--now in full color Shirley Jackson's short story "The Lottery" continues to thrill and unsettle readers nearly seven decades after it was first published. By turns puzzling and harrowing, "The Lottery" raises troubling questions about conformity, tradition, and the ritualized violence that may haunt even the most bucolic, peaceful village. This graphic adaptation by Jackson's grandson Miles Hyman allows readers to experience "The Lottery" as never before, or to discover it anew. He has crafted an eerie vision of the hamlet where the tale unfolds and the unforgettable ritual its inhabitants set into motion. Hyman's full-color, meticulously detailed panels create a noirish atmosphere that adds a new dimension of dread to the original story. Shirley Jackson's "The Lottery": The Authorized Graphic Adaptation stands as a tribute to Jackson, and reenvisioners her iconic story as a striking visual narrative.

Recreate the action and drama of 17th Century warfare on your tabletop with The Pikeman's Lament. Start by creating your Officer – is he a natural leader raised from the ranks, the youngest son of a noble family, or an old veteran who has seen too many battles? As you campaign, your Officer will win honour and gain promotion, acquiring traits that may help lead his men to victory. Before each skirmish, your Officer must raise his Company from a wide range of unit options – should he lean towards hard-hitting heavy cavalry or favour solid, defensively minded infantry? Companies are typically formed from 6–8 units, each made up of either 6 or 12 figures, and quick, decisive, and dramatic games are the order of the day. With core mechanics based on Daniel Mersey's popular Lion Rampant rules, The Pikeman's Lament captures the military flavour of the 17th Century, and allows you to recreate skirmishes and raids from conflicts such as the Thirty Years' War, the English Civil Wars, and the Great Northern War.

Market Garden was a bold plan, designed to capture the Rhine crossings along the Dutch–German border and establish a foothold for an advance into Germany. A massive combined arms operation involving airborne landings and an armoured thrust, it was one of the most dramatic and controversial operations of the war. This new Campaign Book for Bolt Action allows players to command the forces facing each other across the Rhine, fighting key battles and attempting to change the course of history. New, linked scenarios, rules, troop types and Theatre Selectors provide plenty of options for novice and veteran players alike.

From the first shots at Jumonville Glen to the surrender at Appomattox, Rebels and Patriots allows you to campaign with Wolfe or Montcalm, stand with Tarleton at Cowpens or Washington at Yorktown, or don the blue or grey to fight for Grant or Lee. From the French and Indian War, through the War of Independence and the War of 1812, to the Alamo

and the American Civil War, these rules focus on the skirmishes, raids, and small engagements from this era of black powder and bayonet. Your Company is commanded by your Officer during these tumultuous conflicts. Each battle that your Officer faces allows him to develop new and interesting traits. Does he perform heroically and earn a *nom de guerre*? Or falter, to be forever known as a yellow-belly? Designed by Michael Leck and Daniel Mersey, with a core system based on the popular Lion Rampant rules, *Rebels and Patriots* provides all the mechanics and force options needed to recreate the conflicts that forged a nation.

The Ardennes, 1944. Driven back by the Allies since D-Day, Germany launches a surprise offensive on the Western Front. This assault against the unprepared Allied lines is the opening move in one of the largest battles of World War II. This new Campaign Book for Bolt Action allows players to take command of both armies in this desperate battle, fighting it as they believe it should have been fought. New, linked scenarios, rules, troop types and Theatre Selectors provide plenty of options for novice and veteran players alike.

"ROYAL FLUSH, QUEEN HIGH" In the twisted town of New Port City, the only thing the population of criminals and murderers need is the cruel icon of injustice and amoral behavior: Bomb Queen! But political outsider, Robert Woods, believes the citizens need peace and equality, so he does the unthinkable - brings a Hero to town. Will the war over New Port City bring democracy, or violent destruction? Collects BOMB QUEEN #1-4, plus bonus material!

Romance of the Perilous Land is a roleplaying game of magic and adventure set in the world of British folklore, from the stories of King Arthur to the wonderful regional tales told throughout this green and pleasant land. It is a world of romantic chivalry, but also of great danger, with ambitious kings, evil knights, and thieving brigands terrorising the land, while greedy giants, malevolent sorcerers, and water-dwelling knuckers lurk in the shadows. As valiant knights, mighty barbarians, subtle cunning folk, and more, the players are heroes, roaming the land to fight evil, right wrongs, and create their own legends.

This hilarious collection of over 300 puns, one-liners, and classic jokes dedicated to the fun of RPGs is perfect for you share with your fellow gaming compatriots! Why don't dragons like to eat paladins? They taste lawful. Laugh out loud at over 300 zingy one-liners and eye-rolling puns with this collection of tabletop-based humor, dedicated to the fun of RPGs like *Dungeons and Dragons*, *Pathfinder*, and more! *A Dragon Walks into a Bar* gives you hours of funny content that will keep you smiling. Whether you use them as inspiration for your level 20 comedian bard to crack wise during battle or if you just want a giggle in between turns, this book has everything you've been looking for.

Do you play D&D or *Pathfinder*? Tired of spending hours preparing for an RPG session? This book provides helpful tips, so you can become a no-prep gamemaster. It is organized into three sections: *Arcana*, *Three Keys*, and *Arrows in the Quiver*. The *Arcana* section deals with my history and struggles with learning how to gamemaster and why I decided to stop preparing for sessions. The *Three Keys* section is the heart of the No-Prep Gamemaster. These short chapters provide the framework on which anyone can begin to gamemaster without preparation. *Arrows in the Quiver* is a selection of tips and tricks that any GM can use to cut down preparation time.

Empires have fallen, and the land is broken. The great oathmarks that once stood as testaments to the allegiances and might of nations have crumbled into ruin. In this lost age, fealty and loyalty are as valuable as gold and as deadly as cold iron, and war is ever-present. Created by Joseph A. McCullough, designer of *Frostgrave* and *Frostgrave: Ghost Archipelago*, *Oathmark* is a mass-battle fantasy wargame that puts you in command of the fantasy army you've always wanted, whether a company of stalwart dwarves or a mixed force with proud elves, noble men, and wild goblins standing shoulder-to-shoulder in the battle-line. Fight through an integrated campaign system and develop your realms from battle to battle, adding new territories, recruiting new troop types, and growing to eclipse your rivals... or lose what you fought so hard to gain and fall as so many would-be emperors before you.

You have heard tales of a place...a passage hidden away in the ruins of a forgotten castle, full of terrible dangers, and, for those who dare to face them, endless reward... Provisions are gathered, blades sharpened, and, trying to shake the feeling of dread, you set out to find your way...Into the Dungeon. *Into the Dungeon* is a 100+ page choose-your-own-path game-in-a-book, where all you need to play is a pencil. The reader gets to decide which way to go and how to explore, with hundreds of different paths through the story. On some paths you'll find untold riches, ancient artifacts, strange creatures or secret passages, on others, you'll barely make it out alive (or die horribly.)

The Battle of France saw German forces sweep across the Low Countries and towards Paris, crushing Allied resistance in just six weeks. From Fall Gelb and the British withdrawal from Dunkirk to the decisive Fall Rot, this new supplement for Bolt Action allows players to take command of the bitter fighting for France, and to refight the key battles of this campaign. Linked scenarios and new rules, troop types, and Theatre Selectors offer plenty of options for novice and veteran players alike.

"For use with the fifth edition Player's handbook, Monster manual, and Dungeon master's guide"--Back cover.

Whether they're beasts, spirits, demons, or even aliens, most fantasy worlds are filled with monsters. Some are harmless—many more are deadly. Luckily for the discerning adventurer, this book is here to help distinguish between the two. As a popular series sold at conventions and on Etsy, animators Blanca Martinez de Riuero and Joe Sparrow have compiled three volumes into one deluxe edition. Each creature comes with a full-color illustration, a set of simplified statistics, a description, and a history section indicating its folkloric history and the scientific phenomena that may have influenced its creation. With creatures like the Archdevil, Dryad, Fire Bat, Gold Dragon, Smoke Devil, Bomb Plant, Ettin, and Spirit Fox, any tabletop player will find the perfect creature for their next campaign.

Mind the Screen pays tribute to the work of the pioneering European film scholar Thomas Elsaesser, author of several volumes on media studies and cinema culture. Covering a full scope of issues arising from the author's work—from melodrama and mediated memory to avant-garde practices, media archaeology, and the audiovisual archive—this collection elaborates and expands on Elsaesser's original ideas along the topical lines of cinephilia, the historical imaginary, the contemporary European cinematic experience, YouTube, and images of terrorism and

double occupancy, among other topics. Contributions from well-known artists and scholars such as Mieke Bal and Warren Buckland explore a range of media concepts and provide a mirror for the multi-faceted types of screens active in Elsaesser's work, including the television set, video installation, the digital interface, the mobile phone display, and of course, the hallowed silver screen of our contemporary film culture.

"Space is vast, dark, and not your friend. Gamma rays and neutrino bursts erupt from dying stars to cook you alive, black holes tear you apart, and the void itself boils your blood and seizes your brain. Try to scream and no one can hear you - hold your breath and you rupture your lungs. Space isn't as empty as you'd think, either - its frontiers are ever expanding. Rival governments wage a cold war of aggression while greedy corporations vie for valuable resources. Colonists reach for the stars and gamble with their lives - each new world tamed is either feast or famine. And there are things lurking in the shadows of every asteroid - things strange and different and deadly. Things alien. This is the official ALIEN tabletop roleplaying game - a universe of body horror and corporate brinkmanship, where synthetic people play god while space truckers and marines serve host to newborn ghoulish creatures. It's a harsh and unforgiving universe and you are nothing if not expendable. Stay alive if you can"--Back cover.

"My chocolate's so good it'll make you grovel on your knees!" Kaoru is brimming with confidence. After all, he opened a patisserie after studying in France, and is the head chef of his own store. But there's one small problem; his customers are enamored with a local Japanese sweet shop and Soujiro, the attractive and reserved craftsman who makes the treats on offer. Convinced that stuffy old Japanese confections could never compete with his modern, Western style creations, he decides the only way forward is to prove to Soujiro that his chocolates are the best. But when Soujiro accepts his gift gracefully and even compliments him on his skills, Kaoru's intense feelings take a sudden turn in the opposite direction.

Tank War, the new supplement for Bolt Action, gives players the option to expand their games to a whole new level – armoured warfare. Recreate such great engagements as the battle of Kursk with the scenarios, army options and special rules found in this book. Whether you want to add more armour to your existing armies or build an entirely armoured force, Tank War has you covered.

Improve your RPG campaign with this comprehensive and interactive guide to making the most out of your gaming experience. Whatever RPG game you play, from D&D to Call of Cthulu to licensed games like Star Wars, every detail is important. From setting the scene to choosing the right music or even adjusting the lighting to create the right atmosphere, every choice helps maximize your gaming experience. The Ultimate RPG Gameplay Guide provides practical advice for everything from pre-game preparations and in-game improvisation to working out a plan of attack with your teammates to learning how to lean into the setting of your game. Including instructions, prompts, and activities, it offers everything you need for successful, fun role-playing with your friends every time you play. Create hours of narrative and make the most out of your storytelling skills by setting the perfect scene for your adventure. Whether you need advice on your character or working better with your gaming group, James D'Amato includes everything you'll need to take your game to the next level.

This book gives a complete introduction to the hobby of wargaming with miniatures, especially suitable for the newcomer but also containing sufficient depth and breadth of information to attract the more experienced gamer. Packed with color photographs, maps and diagrams, the book is a visual treat, but one built on the solid foundations of a highly literate and engaging text that does not dumb down the hobby. Every aspect is explained clearly and in a way that both informs and entertains, with plenty of personality, gentle humor and a lightness of touch. The contents include a brief history of the development of wargaming, choice of periods from ancients to sci-fi, the question of scale (not only of miniatures, but the size of game from the smallest skirmishes to epic battles), terrain, buying and painting miniatures, creating scenarios for wargames, running a campaign, solo wargaming and so on. It also incorporates simple wargaming rules covering all periods of history as well as fantasy and science fiction gaming. These rules will have optional mechanisms allowing them to be used for very small games with just a few figures, or much bigger games with several regiments or brigades on each side.

Join Gert (a grown woman in a six-year old girl's body, who has been stuck in a the magical world of Fairyland for over thirty years) on a maddening quest to return home. It's just her, a fly named Larry, a giant blood-soaked battle-axe and an endless amount of cute and cuddly Fairylanders standing in her way.

It is 1875, and Count Dracula is President of the United States of America. In the wake of the Civil War, with the country struggling to regain its balance, Dracula seized power. The Count's thralls assassinated President Lincoln and his entire administration in a single night and, in the ensuing chaos, their master made his move. Dominating the Senate, he declared himself President-for-Life, and now rules the Union with fear and an iron fist. His vampiric progeny, the Coven of the Red Hand, infest every strata of society, and enforce Dracula's will with ruthless efficiency. Drawn by the shadows gathering across the nation, secretive cults and evil creatures emerge from their lairs to thrive in the darkness of the new regime. Fleeing from the oppression and menace of the East, hordes of pioneers head to the West, hoping for a new life. Dracula's greed, however, knows no bounds, and his reach is long... Dracula's America: Shadows of the West is a skirmish game of gothic horror set in an alternate Old West. Secret wars rage across the country – from bustling boom-towns to the most remote wilderness – as cults and secret societies fight for power and survival. Players will throw their support behind one of these factions, and will lead a Posse in fast-paced, cinematic battles for dominance and survival.

Immerse yourself in monster lore in this supplement for the world's greatest roleplaying game This is NOT just another "Monster Manual"! "Volo's Guide to Monsters" provides something exciting for players and Dungeon Masters everywhere. . A deep dive into the lore behind some of D&D's most popular and iconic monsters . Dozens of monsters new

