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"Pathfinder roleplaying game compatible."

The world of Midgard is a dark land filled with deep magic. It is an age of war, where dark things stir and omens are dire. This complete campaign setting, fully updated and expanded for use with the 5th Edition of the world's first roleplaying game, provides gamemasters everything needed to send their players on adventures where heroes must stand against the dark, driving it back with spell, steel, and cunning!

This collection explores monetary institutions linking Europe and the Americas in the seventeenth to nineteenth centuries.

Once a functional fortress where wizards honed their eldritch craft, little now remains of the Scarlet Citadel--on the surface. The place now has a sinister and deadly reputation among adventurers and lorekeepers, and for good reason. The dungeon's well-trod stairs have seen few return from their journeys below. Here, deep underground, dwarven mercenaries once bred their owlbears for war, sorcerers from the White Forest practiced their arts, and strange cults from other realms drew from mysterious nodes of power. Ancient treasures and secrets are still scattered everywhere. Malevolent creatures spin shadowy webs, enchant foul magics, and summon forth dark gods. The Scarlet Citadel for 5th Edition hardcover is: \* A massive hardcover tome containing a classic-style adventure for 10 levels of play, fully compatible for D&D 5E. \* Easily paired with the Scarlet Citadel Map Folio, a fold-out set of playable battle maps from Kobold Press. \* Suited for newcomers to tabletop RPGs as well as long-time Game Masters. \* Optimized for evocative combats and magical mysteries, and brimming with plots and subplots to uncover. \* Full of original traps and new monsters as well as a complete write-up of the nearby town of Redtower, where the adventurers can set up a home base.

Friends or Foes? A Game of Shifting Dangers The Shadow Fey arrive and turn the city upside down--and their ambassador demands that the player characters explain themselves for interfering in a legitimate assassination! So begins the looking-glass adventure that takes 7th to 10th level adventurers to the Realm of Shadows. This inventive take on courtly combat and sandbox roleplaying includes: More than 60-location map of the Courts, fully detailed with 100+ NPCs More than 40 combat and roleplaying encounters Dozens of new monsters your players have never seen! Demon lovers and dangerous liaisons for those who seek them Jealous rivals, a quick-play dueling system, and the King and Queen of Shadows A Status system to track player character prestige--and new Status powers! Enter the world of shadows, and play the 5th Edition of the world's first roleplaying game on a whole new level! More than 140 pages of real action and adventure by designers Wolfgang Baur and Dan Dillon.

Parsantium: City at the Crossroads is a city sourcebook for use with all editions of the world's bestselling fantasy RPGs. Parsantium is a melting pot, a cosmopolitan city where trade routes meet and great cultures collide. Inspired by real-life Byzantium with its rich Greco-Roman heritage, Parsantium is packed with characters, monsters and magic from the Tales of the Arabian Nights, ancient India and the Far East, alongside traditional medieval fantasy elements. Featuring evil cults and exotic gods, unscrupulous politicians and nobles, scheming rakshasas and serpentfolk, ancient dungeons buried beneath the city streets, powerful criminal gangs, gladiators and chariot racing, Parsantium contains enough adventure hooks and adversaries to keep your player characters busy throughout their careers, without having to step outside the city walls. The Parsantium city sourcebook contains: 2,000 years of history 17 character backgrounds for new PCs Over 70 detailed city locations Over 200 NPC descriptions 50 power groups, guilds and noble families 35 deities Compatible with the Pathfinder Roleplaying Game, Parsantium: City at the Crossroads contains minimal game stats, making it easy to use with whatever edition you are playing. Parsantium can be readily incorporated into your own campaign world or published fantasy setting. Written by Richard Green, author of the Midgard Bestiary for 4th Edition D&D (Kobold Press) and So What's That Shiny Thing Like, Anyway? (Raging Swan Press), and featuring cover art by Joe Shawcross, brand new interior art by Matt Morrow and Marc Radle, and a double page map of the city by ENnie Award winning cartographer Jonathan Roberts.

My Little Pony: Tails of Equestria is a storytelling pen and paper game for 2 to 6 players. Players create and role-play as pony heroes who explore and seek adventure in the various lands of Equestria. Guided by a Game Master (GM), players adventure together and use the magic of friendship to overcome obstacles as they learn more about each other and the world around them. With a full-color, hardback, 152-page rulebook outlining character creation, scenarios, play, Tails of Equestria brings My Little Pony to life for all who love the magic-filled world of Equestria. Using the rulebook, players are encouraged to create their own pony that represents them. Armed with core skills and special abilities, each player then ventures into the world with their pony peers, forging deeper friendships as they help one another in the whimsical world they create through every action they take.

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