

Dungeon Crawl Classics 22 The Stormbringer Juggernaut

Game supplement for DCC game system

Explore the conceptual origins of wargames and role-playing games in this unprecedented history of simulating the real and the impossible. From a vast survey of primary sources ranging from eighteenth-century strategists to modern hobbyists, *Playing at the World* distills the story of how gamers first decided fictional battles with boards and dice, and how they moved from simulating wars to simulating people. The invention of role-playing games serves as a touchstone for exploring the ways that the literary concept of character, the lure of fantastic adventure and the principles of gaming combined into the signature cultural innovation of the late twentieth century.

You're no hero. You're an adventurer: a reaver, a cutpurse, a heathen-slayer, a tight-lipped warlock guarding long-dead secrets. You seek gold and glory, winning it with sword and spell, caked in the blood and filth of the weak, the dark, the demons, and the vanquished. There are treasures to be won deep underneath, and you shall have them.

Over the last 15 years, Goodman Games has established a reputation for publishing some of the best adventure modules in the industry. Now we present our advice on how you can write great adventures! This compilation of articles is authored by two dozen of the industrys best-known adventure writers. Each article gives a different perspective on how to write adventure modules that dont suck, written by authors with decades of experience and prominent published credits. By the time youre done reading this book, youll be on the path to designing great adventure modules on your own. Whether youre an experienced writer or an aspiring novice, youll find something of value in this book! Made in the USA.

Dezzavold: Fortress of the Drow, Green Ronin's companion book to Plot & Poison: A Guidebook to Drow, fully details a dark elf settlement, with detailed maps, locations, fully statted NPCs, and a short adventure. You can send your players against Dezzavold or use it as the backdrop for a dark, dangerous campaign. Dezzavold was first introduced in Corwyl: Village of the Wood Elves. While four centuries have passed since the Dark War with Corwyl, the drow have not forgotten their treacherous elven kin. Now, in their city on the edge of the Below, the dark elves ready for war. And their leader, the Black Heart of Nyarleth, will show no mercy!

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A level 3 DCC adventure officially licensed by the estate of Fritz Leiber! A relic sacred to the Rat God lies protected beneath a temple in the trash-ridden city of Ilthmar. Those who venerate the Rat seek to turn the relic's power against Ilthmar's most hated rival: Lankhmar, the City of Sevenscore Thousand Smokes! When Lankhmar's Overlord learns of this plot, he dispatches a selected party of cut-throats, sorcerers, and alley-fighters to recover the relic before the scheme of the Rat God comes to fruition. But to succeed in their mission, the party will have to infiltrated the deepest depths of the Rat Sect and overcome a multitude of unexpected and dangerous guardians. Do they have what it takes to succeed in the Overlord's request--or will they end up another rat-gnawed corpse in the shark-infested waters of Ilthmar? Made in the USA.

Enter the thrilling world of Fritz Leiber's Nehwon, home to the legendary city of Lankhmar and the infamous heroes Fafhrd and the Gray Mouser! Prepare yourself to battle members of the city's nefarious Thieves' Guild in fog- shrouded alleys, to barter for cursed curios in the Plaza of Dark Delights, and to seek the wisdom of Ningauble of the Seven Eyes and Sheelba of the Eyeless Face! All this and more is possible with DCC Lankhmar. This boxed set contains comprehensive rules options and new material for the Dungeon Crawl Classics RPG explicitly designed to capture the unique setting of Nehwon and Lankhmar,

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the City of the Black Toga. Inside, you'll find new spells, monsters, magical items, patrons, and rules to make your DCC RPG campaign more like Leiber's exiting stories--including the popular "Fleeting Luck" mechanic where good fortune blesses your characters one minute, only to dash their hopes the next. This set also includes a detailed look at Lankhmar and provides the judge with an assortment of descriptions, tables, and adventure ideas to get their DCC Lankhmar campaign up and running with a minimum of effort, including the adventure "No Small Crimes in Lankhmar" and a beautiful city map illustrated by Doug Kovacs. A copy of the Dungeon Crawl Classics rulebook is required to use this boxed set. Made in the US. Inside this box you will find: The Judge's Guide to Nehwon (104 pages) Compendium of Secret Knowledge (40 pages) Lankhmar: City of the Black Toga (44 pages) Dungeon Crawl Classics Lankhmar #0: No Small Crimes in Lankhmar (12 pages) A gigantic 33" x 17" poster map of the City of Lankhmar, Another 17" x 22" map of Nehwon, A 3-panel judges screen with tables specific to the DCC Lankhmar setting, An exclusive issue of the Goodman Games Gazette, Plus download codes for a digital edition Includes spinning wheel puzzle in plastic pouch.

Lost in the sweeping dunes of an expansive desert! Your band, separated from its caravan during a sandstorm, stumbles upon the ancient ruins of a city, mostly

buried in the sands. One of the structures, a prominent step pyramid, juts above the sandy wastes, beckoning for exploration. There must be untold riches secluded inside its dusty halls and crypts. But, more importantly, you desperately hope there is water, food, and relief from the unrelenting sun to be found therein. For without those basic necessities, your band will succumb not to some fell beast, but this harsh environment instead. Onward, as all heroes wish to meet their end while swinging a sword or unleashing arcane magic! So, check your weapons, adjust your armor, and inventory your precious remaining food and water supplies. High adventure awaits in the underground chambers and tiers of a pyramid covered by the sands of time. But what of the peculiar masked humans who rule the upper levels of the pyramid? And what of the dark master that rules these humans from the lower levels of the forsaken halls? An adventure inspired by the classic pulp stories such as Robert E. Howard's famous Conan story Red Nails. This tome is an homage to the original dungeon crawl and sandbox setting first explored decades ago as B4: The Lost City. Herein, you will find high-quality scans of the original Basic edition adventure module, plus commentary by a variety of gaming luminaries. This includes an interview with Harold Johnson, the module's original developer, who also discusses his work on playtesting, Dragonlance, and other TSR titles. Also,

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herein is a full fifth edition conversion of the original adventure as well as brand new additional dungeons, such as the fully developed lower pyramid, additional details on the Lost City itself, and the dreaded Lower Catacombs. Although converted for the most recent edition, this material is presented in a distinct early 1980s style, tone, and presentation. This is the perfect setting for a fully playable fifth edition mini-campaign, starting at 1st level and reaching all the way up 7th level or beyond. Made in the USA.

This book adds solo role playing options to Dungeon Crawl Classics. Rules are given for playing in a sandbox campaign of your own devising and playing through published adventures.

An A-to-Z reference for Lovecraftian mythos design! A is for Angles, B is for Books and C is for Cultists. Game masters of any rule system will find twisted inspiration for creating madness-inducing game ingenuity from ancient, underground worlds. This tome contains haunting text and cleverly authored random tables to help you create necronomic stories of forbidden traits, dangerous powers, and lore transcribed from the ravings of madmen. Beware the fear-provoking illustrations by artists in the thrall of the elder gods that will haunt your dreams. All of this, and more, from the libraries of Miskatonic University and Goodman Games! This grimoire is compatible with all fantasy and horror role

playing games. Made in the USA.

A level 4 adventure set in Lankhmar! Votishal the Silent is on the rise! Ascending from antiquity, the religion threatens to dominate Lankhmar's Street of the Gods. Alas, something is killing the clergy! Desperately offering a fortune in reward, they've abandoned their temple. But it is by no means vacant. Intrepid souls must face nickers, alley-bashers, and magical guardians, while avoiding sinister traps to uncover the building's secrets. Even the sewers have something to hide. Only keen minds and blades can stop the violence for Votishal! Made in the US.

A level 0 funnel adventure for DCC RPG. The ship is adrift and a crew is dead. When the passengers of the Star of Nostro awaken, drugged and bound, and discover the crew is missing, a desperate race for survival begins. The vessel was meant to transport your group of humble villagers to a brighter future. It is now a coffin ship filled with mysterious deaths, dark plots, and a stalking horror which will not stop until it has feasted on every last soul. Will your characters' ingenuity be quick enough to find a means to survive, or will you too fall victim to what creeps in the shadows? Made in the USA.

Limited Edition Demon Skull Re-issue version! As the DCC RPG core rulebook enters its SEVENTH printing, Goodman Games brings out another batch of limited editions with fantastic new cover art! The seventh printing is materially

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identical to the previous printings, except that a new short adventure has been swapped out in the back. There are three limited-edition covers available: one is a wizard controlling an evil pteradactyl, by legendary Spanish artist Sanjulian; the second is the sorceress Shanna Dahaka and her summoned creatures, by DCC artist extraordinaire Doug Kovacs; and the last is a re-issue of the most famous DCC image, the demon skull cover, which has been out of print for years! You're no hero. You're an adventurer: a reaver, a cutpurse, a heathen-slayer, a tight-lipped warlock guarding long-dead secrets. You seek gold and glory, winning it with sword and spell, caked in the blood and filth of the weak, the dark, the demons, and the vanquished. There are treasures to be won deep underneath, and you shall have them. DCC RPG is a complete role playing game of 1970s Appendix N fantasy. Made in China.

Glory & Gold Won by Sorcery & Sword. You're no hero. You're an adventurer: a reaver, a cutpurse, a heathen-slayer, a tight-lipped warlock guarding long-dead secrets. You seek gold and glory, winning it with sword and spell, caked in the blood and filth of the weak, the dark, the demons, and the vanquished. There are treasures to be won deep underneath, and you shall have them. Return to the glory days of fantasy with the Dungeon Crawl Classics Role Playing Game.

Adventure as 1974 intended you to, with modern rules grounded in the origins of

sword & sorcery. Fast play, cryptic secrets, and a mysterious past await you: turn the page

Legend tells of a wizard so arrogant that he felt the entire sky was naught but a lens for him to view the stars. So great was his hubris and defiance that even when smote with the power of storm and fire, the wizard laughed. He feared not retribution from man nor God, for he drew his knowledge from something greater. Something darker. Something outside. The legend of this wizard grew, first whispered by men in fear, and later in awe. But then there was no more news. No more talk. Something had finally brought the wizard low, for though the sky still blazed down on him and his abode, he no longer blazed back. And now you're going to walk right through this wizard's front door. An adventure for beginning characters, players, and Referees, for use with Lamentations of the Flame Princess Weird Fantasy Role-Playing and other traditional role-playing games.

One of the most popular releases of the year returns! This annual compilation of articles for DCC RPG includes Riders on the Phlogiston, the 2018 Gen Con tournament adventure module. In addition it includes a yearbook of the great new Goodman Games community content from the last year! Made in the USA. 100 years have passed since mankind revolted and slew the Sorcerer Kings.

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Now, the survivors of five ancient empires begin to rebuild, placing new lives and hopes on the ashes of old. However, even as life continues an ancient and forgotten evil stirs awaiting its moment to strike against mankind. Explore a war-torn land where the struggle for survival continues as new kingdoms arise to impose their will upon the masses. Vicious warlords fight to control territories carved out of the Fallen Empires. Imposing magicians emerge claiming the legacy of the Sorcerer Kings. High Priests of long forgotten gods and goddesses amass wealth in the name of divine right while warrior-monks, devoted to a banished god, patrol the lands bringing justice to people abandoned by their rulers. Tales of the Fallen Empire is a classic Swords and Sorcery setting compatible with the Dungeon Crawl Classics Role Playing Game. Within these pages is a detailed post-apocalyptic fantasy setting taking you through an ancient realm that is fighting for its survival and its humanity. Seek your fortune or meet your fate in the burning deserts of the once lush and vibrant land of Vuul, or travel to the humid jungles of Najambi to face the tribes of the Man-Apes and their brutal sacrificial rituals. Within this campaign setting you will find: 6 new classes: Barbarian, Witch, Draki, Sentinel, Man-Ape, & Marauder; Revised Wizard Class (The Sorcerer); New Spells; New Creatures; Seafaring and Ritual Magic Rules; A detailed setting inspired by the works of Fritz Lieber, Robert E.

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Howard, Lynn Carter, H. P. Lovecraft, Michael Moorcock, and Roger Corman
Tighten the straps on your sandals, grab your weapon, and head forth into a land of trouble and turmoil. Adventure awaits those foolhardy to enter the wastelands or for those who fear not the unknown.

A level 1 adventure set in Lankhmar! The City of the Black Toga: Home to hundreds of back alley courts, rotting tenements, and an endless number of gangs, whose fortunes rise and fall as surely as the tides of the Inner Sea. Each gang vies against the others, pitting beggar against bravo, slayer against thug, and gang lord against gang lord. Made in the US.

Travel the fog-shrouded streets of Lankhmar and visit some of its most infamous sites! From the home of Muulsh the Moneylender to the Silver Eel to the winding passages of Thieves' House, this book provides the judge with a detailed look at a dozen interesting locales inside the City of the Black Toga. Suitable for planning adventures or when the players take an unexpected turn, A Dozen Lankhmar Locations provides information and maps to aid any judge running a city-based adventure in the City of Seven-Score Thousand Smokes or other fantasy metropolis. Made in the US.

Your standard softcover edition! For the first time ever: the Legendary locations of Grimtooths Traps revealed! And fully compatible with DCC RPG! For over 30

years Grimtooths numerous Traps books have horrified players and inspired gamemasters with hundreds of dangerous devices, deadly deathtraps and hilarious hijinx! Now Grimtooth (with a little help from kid sister Grimtina) will take you on a personally guided tour of his realm and the central hub of his vast Traps empire. Run your own Grimtooth campaign or pick and choose locations you can use in your own single location adventures. Explore Grimtooths caverns, visit his Inner Sanctum, escape the Deathmaze Testing Center, attend Warhogs School for Trolls, take a ride on Grimtooths Airship, tour Grimtinas Petting Zoo or get lost in the Infinite Corridor of Hallways and many more gigantic places of doom. Each of these infamous locations include maps, descriptions, Non-player character details, scenarios, all with in-depth DCC stats and lots of art by Traps artist SS Crompton. And can you uncover the horrendous secret that lies deep beneath Grimtooths caverns and back into his familys history? Its a great read and a useful campaign setting all in one book. What are you waiting for? Get yours today!

Gamers are celebrities. Superstars. Idols to the masses. Only a few ever make it out of Piper's Mill, most toil their lives away in the small town just dreaming of a better life. Liam thought he had a comfortable life all worked out when it winds up wrenched away from him. Drawn into other's schemes to hack the game and

steal some spotlight he never expects to find himself playing in a game nobody has ever heard of. He never expects to find himself deep in a dungeon at level one with no gear and barely any skills. He certainly would never anticipate suddenly being tied to forces that promise not just to reshape his life, but the world outside the game. Time to level up.

A 1978 Caldecott Honor Book The word itself conjures up mystery, romance, intrigue, and grandeur. What could be more perfect for an author/illustrator who has continually stripped away the mystique of architectural structures that have long fascinated modern man? With typical zest and wry sense of humor punctuating his drawings, David Macaulay traces the step-by-step planning and construction of both castle and town.

The Borderlands. An untamed wild region far flung from the comforts and protection of civilization.

Special Foil Edition! Spoken about for half a decade in hoary whispers, at long last Goodman Games brings you: the DCC RPG Annual. Much of the material for the DCC Annual was written between 2012 and 2014, when the original need was perceived. In many ways, it springs forth from the original inspirations of DCC RPG, which were psychically close at that time. There are magic swords. There are patrons. There are even more tables for making monsters unique.

There are rules for making cleric deities more distinctive. There are rules for patron weapons and magic rings. There is the lost continent of Mu, and the hidden places between worlds. And there are rules for magical moustaches. You absolutely do not need the DCC Annual to play DCC RPG, nor does any material in the Annual supersede or otherwise change the baseline game experience as expressed in the core rulebook. There is no rules bloat: only new vistas of imagination. Made in the US.

The apocalypse will be televised! A man. His ex-girlfriend's cat. A sadistic game show unlike anything in the universe: a dungeon crawl where survival depends on killing your prey in the most entertaining way possible. In a flash, every human-erected construction on Earth--from Buckingham Palace to the tiniest of sheds--collapses in a heap, sinking into the ground. The buildings and all the people inside have all been atomized and transformed into the dungeon: an 18-level labyrinth filled with traps, monsters, and loot. A dungeon so enormous, it circles the entire globe. Only a few dare venture inside. But once you're in, you can't get out. And what's worse, each level has a time limit. You have but days to find a staircase to the next level down, or it's game over. In this game, it's not about your strength or your dexterity. It's about your followers, your views. Your clout. It's about building an audience and killing those goblins with style. You

can't just survive here. You gotta survive big. You gotta fight with vigor, with excitement. You gotta make them stand up and cheer. And if you do have that "it" factor, you may just find yourself with a following. That's the only way to truly survive in this game--with the help of the loot boxes dropped upon you by the generous benefactors watching from across the galaxy. They call it Dungeon Crawler World. But for Carl, it's anything but a game.

An adventure for levels 3-7. Goodman Games expands its partnership with Wizards of the Coast with the second release in the Original Adventures Reincarnated line! The first installment, Into the Borderlands, is already a best-seller, and this second release will transform a hit title into a hit product line. OAR 2: The Isle of Dread brings back the very first wilderness adventure ever published by Wizards of the Coast. This tutorial adventure by legendary designers Zeb Cook and Tom Moldvay was included in the D&D Expert Set and has been seen by millions of gamers. Now the 1E edition is released in hardcover form, accompanied by a 5E conversion and expansion. This is your chance to revisit an iconic adventure from your youth and play it in the newest rules set with the next generation!

A level 1 adventure set in Lankhmar! Death has come to Lankhmar! It begins as a minor stirring of strange, dangerous coincidences. A ladder falls. A fire erupts.

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An onlooker plummets from a rooftop, skull cracking on the chiseled stone below. As conspiracies loom and rumors abound, your band of adventurers must survive the hostile streets of the city and discover the secret that will keep you from Death's cold reach. Made in the US.

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

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