

## Savage Worlds Customizable Gm Screen S2p10002

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. There Will Be War! Whether you're trying to stop the Dark Lord's invading army, lead a Ranger company against the Axis in WWII, or command your own crack mercenary regiment in a far-flung star empire, you're likely to get into battles that are far too big to resolve with ordinary GURPS combat. GURPS Mass Combat is the answer! It presents a powerful abstract system that lets you resolve land, sea, and air battles at any tech level. Features include: Rules for logistics, movement, reconnaissance, and many other things that matter to a military force even when no enemy is in sight. Integral treatment of air superiority, amphibious assaults, airborne troops, sieges, and everything else that's important when the enemy is in sight. Round-by-round resolution that puts the commander in control, letting him choose his strategies and instantly see the results of his skill and cunning. Equal attention to the aftermath of battle: pursuit, casualties, looting, recovering losses, and more. Everything is fast and easy to use in play, thanks to extensive examples, quick-reference tables, and ready-to-go stats for the strength, weaponry, and mobility of numerous unit types. It's all generic, too, covering realistic, fantastic, and superscience troops at every tech level, and providing guidelines for customizing their quality, special training, and equipment. And it never loses sight of the fact that GURPS is a roleplaying game - every hero gets a chance to shine, and the rules emphasize what the PCs do and what happens to them. GURPS Mass Combat requires only the GURPS Basic Set, Fourth Edition.

Awesome tools, rules, and adventure content for every Dungeon Master. If you're a Dungeons & Dragons player interested in taking on the role of the Dungeon Master, or if you're an experienced DM looking for more game advice, tools, and adventure content, the Dungeon Master's Kit™ has exactly what you need to build your own Dungeons & Dragons campaign and excite the imaginations of you and your players. This deluxe box contains rules and advice to help Dungeon Masters run games for adventurers of levels 1–30. It also includes useful DM tools such as a Dungeon Master's screen (with tables and rules printed on the inside), die-cut terrain tiles and monster tokens, and fold-out battle maps. Game components: • 96-page book of rules and advice for Dungeon Masters • 32-page monster book • Two 32-page adventures • 3 sheets of die-cut monster tokens • 2 double-sided battle maps • Fold-out Dungeon Master's screen

This book outlines the effects that technology-induced change will have on sport within the next five to ten years, and provides food for thought concerning what lies further ahead. Presented as a collection of essays, the authors are leading academics from renowned institutions such as Massachusetts Institute of Technology, Queensland University of

Technology, and the University of Cambridge, and practitioners with extensive technological expertise. In their essays, the authors examine the impacts of emerging technologies like artificial intelligence, the Internet of Things, and robotics on sports and assess how they will change sport itself, consumer behavior, and existing business models. The book will help athletes, entrepreneurs, and innovators working in the sports industry to spot trendsetting technologies, gain deeper insights into how they will affect their activities, and identify the most effective responses to stay ahead of the competition both on and off the pitch.

Deadlands Reloaded

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.

Stars Without Number is a science fiction role-playing game inspired by the Old School Renaissance and the great fantasy and science-fiction games of the seventies and eighties. \* Compatible with most retroclone RPGs \* Helps a GM build a sandbox sci-fi game that lets the players leave the plot rails to explore freely \* World building resources for creating system-neutral planets and star sectors \* 100 adventure seeds and guidelines for integrating them with the worlds you've made \* Old-school compatible rules for guns, cyberware, starships, and psionics \* Domain rules for experienced characters who want to set up their own colony, psychic academy, mercenary band, or other institution

Maker - World Builder & Campaign Creator. Maker is a 190-page RPG World Builder and Campaign Planner. Maker includes prompts and guidelines that lets you create your world from scratch or populate an existing setting with your own Adventures, Dungeons, NPC's, and much more. Maker is an excellent tool for game masters and is designed to be a reference source throughout your entire campaign. RPG World Builder World Description and Hexagon Map. History & Legends. Languages & Religion. Magic Systems & Technology. Worldwide Events & Conflicts. Cultures & Races. Nations. Settlements (dot grid maps) Factions & Societies. Dungeons & Structures (dot grid maps). Artifacts & Magic Items. RPG Campaign Creator Campaign description & Basic Info. Major Villians & Factions. Campaign Notes. NPC's Quests. Sessions. Notes. General book information Custom Table of Contents to be filled out by the GM. 8.5 x 11 size. Matte Softcover. Good Quality Writing Paper. Maker - The Worldbuilder is the perfect gift for Game Masters and Players of any RPG System.

This book constitutes the revised selected papers from the First International Workshop on Multimedia for Cultural Heritage, MM4CH 2011, held in Modena, Italy, on May 3, 2011. The 8 full papers and 9 poster papers included in this volume were carefully reviewed and selected from 25 submissions. In addition, the book contains a paper resuming the outcome of the discussion session. The workshop aimed on creating a profitable informal working day to discuss hot topics in multimedia, with special application to cultural heritage. The papers of the oral session are divided in topical sections named interaction and analysis and management.

This book constitutes the proceedings of the 16th International Conference on Detection of Intrusions and Malware, and Vulnerability Assessment, DIMVA

2019, held in Gothenburg, Sweden, in June 2019. The 23 full papers presented in this volume were carefully reviewed and selected from 80 submissions. The contributions were organized in topical sections named: wild wild web; cyber-physical systems; malware; software security and binary analysis; network security; and attack mitigation.

Onward to adventure! This exciting adventure anthology expands the realm beyond the hometown introduced in the Pathfinder Beginner Box and brings thrilling new dangers to the heroes' doorstep! Designed for use with the rules in the Pathfinder Beginner Box

Warfare is a common theme throughout the Star Wars saga. This supplement gives players and Gamemasters everything they need to run games or play characters in a war-torn galaxy.

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

Every Dungeon Master needs a screen to conceal notes and dice rolls and to have valuable charts and information close at hand. This Forgotten Realms accessory includes a 32-page booklet of tables and topography and a four-panel screen containing a wealth of information and featuring original artwork on the front.

Ramp up your role-playing game (RPG) and make your character your own with this fun, interactive workbook—an essential addition to any player's gaming kit. You've chosen your class, bought your weapons, and rolled for your stats, and you're now the proud owner of your own RPG (role-playing game) avatar. But before you begin your adventure, there's so much more you can do with your character to make him or her your own! Just how evil is she? What does his dating profile look like? Where did she get that scar? What does he want for his birthday? With fill-in-the-blank narratives, prompts, and fun activities to help you customize your character at the start of the game, or build out your backstory as you play, The Ultimate RPG Character Backstory Book will help you fully imagine your character and bring them to life for the ultimate gaming experience!

51 Dungeons with Maps for Dungeons & Dragons or Pathfinder Do you play Dungeons & Dragons or Pathfinder? Never get caught without a dungeon. Here are 51 dungeon maps with descriptions all ready to be added to your RPG campaign or to give you ideas for a new one. Each entry contains descriptions and idea prompts, so they can be tailored to your table and provide inspiration. BONUS In addition to the dungeons, there are 5 cities, 5 manors, and 2 inns. All with maps and ideas. Also, bonus random tables are included to help fill in details quickly. Level up your TTRPG campaigns D&D Dungeon Masters and Pathfinder Game Masters never get caught without a dungeon map ever again. Never worry about your players straying from the main adventure. Always have a dungeon ready to go.

Arbiter of Worlds is the definite guide to building and running fantasy role-playing game

campaigns. This primer will teach you how to build living, breathing worlds for your players to explore; how to host game and manage game sessions; and how to create powerful experiences of adventure that your players will talk about for years to come. Learn the secret to becoming a judge, an adversary, a worldbuilder, and a storyteller and become an arbiter of worlds! "Every Macris campaign starts with a rich, open world; the edge of a massive map; and the ability to find adventure in any direction. After playing in a dozen of his campaigns, I can assure you that Macris is the best prepared, most thorough GM on the prime material plane. He balances "deadly adversary" and "the party's greatest supporter" perfectly. I've been lucky to contribute to some renowned video game worlds, and to discuss world design with some of the most accomplished writers alive. And I'm honestly not sure there's been someone more thorough at and passionate for world building than Macris since ... maybe Tolkien? (Okay, maybe G.R.R. Martin, but he's not as organized or efficient.) It takes organization, creativity, and careful technique to build a massive world efficiently and deliver it effectively, and Macris can show you how he does it." - Dr. Michael Capps, award-winning videogame executive, writer, designer (\*Gears of War\*, \*Fortnite\*, \*Unreal Tournament, Unreal Championship\*)

"Armed with decades of experience as both a player and a designer, Macris cuts to the marrow with razor sharp insights in an unapologetic and often painfully insightful analysis of every imaginable facet of being a Game Master. From implication of play inherent in a game's design, to world building, to the often delicate nature of unspoken social contracts inherent in the hobby, the guidance found in *Arbiter of Worlds* is a much-needed breath of fresh air to veterans of the hobby and a forged-in-the-fire bootcamp for those taking their first steps behind the screen." - James M. Spahn, *Ennie and Origins Award Winning RPG Designer*

"A superb read. He makes his points the way you would expect a Harvard-trained lawyer to do. If you read this book, you are going to come out knowing real things you did not know before that will help you run games at the table..." - Courtney Campbell, *Hack & Slash*

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

This book constitutes the revised selected papers of the 4th International Conference on Information Systems Security and Privacy, ICISSP 2018, held in Funchal - Madeira, Portugal, in January 2018. The 15 full papers presented were carefully reviewed and selected from a total of 71 submissions. They are dealing with topics such as data and software security; privacy and confidentiality; mobile systems security; biometric authentication; information systems security and privacy; authentication, privacy and security models; data mining and knowledge discovery; phishing; security architecture and design analysis; security testing; vulnerability analysis and countermeasures; web applications and services.

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.

This three-panel GM Screen offers beautiful art and Core Earth's World Laws for players on the outside, and the charts, tables, and modifiers from the core rules for the GM on the inside. Contained within the screen are 16 full color fully playable characters representing Storm Knights from across the realms of Torg Eternity. Each is ready to play, and features potential names, background notes to help players get into character, and a set of advancement options

for more experienced heroes!

This book highlights recent research on bio-inspired computing and its various innovative applications in information and communication technologies. It presents 51 high-quality papers from the 11th International Conference on Innovations in Bio-Inspired Computing and Applications (IBICA 2020) and 10th World Congress on Information and Communication Technologies (WICT 2020), which was held online during December 16-18, 2019. As a premier conference, IBICA--ICT brings together researchers, engineers and practitioners whose work involves bio-inspired computing, computational intelligence and their applications in information security, real-world contexts, etc. Including contributions by authors from 25 countries, the book offers a valuable reference guide for all researchers, students and practitioners in the fields of Computer Science and Engineering.

A murdering cult. A religious order dedicated to protecting sacred history. An ancient catacomb full of danger and reward. The God that Crawls A dungeon chase adventure for characters of levels 12 for use with Lamentations of the Flame Princess Weird Fantasy Role-Playing and other traditional role-playing games.

Bring your 5e game to new lands and explore the wonders of Creatures from Fairy-Tale and Myth. Rediscover monsters you thought you knew, brought forth from their fairy-tale origins. Learn about strange new monsters drawn from Scandinavian, Baltic, Slavic and Celtic myth. This is more than just a series of stat blocks. Every creature is presented with beautiful art and a detailed breakdown, including an innovative, easy-prep look at 5e rules; a detailed backstory on the creature from the researchers that brought you Fate of the Norns: Ragnarok--the most Viking of roleplaying games; and supplementary text on the creature bursting with enough ideas to light a fire under any game master. Each creature is designed not as an encounter, but as a whole session, or with a whole campaign of possibilities. Creatures from Fairy-Tale and Myth 5e brings you a deep dive into historical myth and high fantasy to ignite your fascination and set your 5e game ablaze. Your game table may never be the same again. This book includes: - Brand new creatures compatible with the 5e game system - Brand new class for players - A comprehensive crafting system for all manner of magical and exotic items - Expansions for the 5e game system rules (social combat, dynamic power dice, etc...)

'This is the most important - and fascinating - book yet written about how the digital age will affect our world' Walter Isaacson, author of Steve Jobs From two leading thinkers, the widely anticipated book that describes a new, hugely connected world of the future, full of challenges and benefits which are ours to meet and harness. The New Digital Age is the product of an unparalleled collaboration: full of the brilliant insights of one of Silicon Valley's great innovators - what Bill Gates was to Microsoft and Steve Jobs was to Apple, Schmidt (along with Larry Page and Sergey Brin) was to Google - and the Director of Google Ideas, Jared Cohen, formerly an advisor to both Secretaries of State

Condoleezza Rice and Hillary Clinton. Never before has the future been so vividly and transparently imagined. From technologies that will change lives (information systems that greatly increase productivity, safety and our quality of life, thought-controlled motion technology that can revolutionise medical procedures, and near-perfect translation technology that allows us to have more diversified interactions) to our most important future considerations (curating our online identity and fighting those who would do harm with it) to the widespread political change that will transform the globe (through transformations in conflict, increasingly active and global citizenries, a new wave of cyber-terrorism and states operating simultaneously in the physical and virtual realms) to the ever present threats to our privacy and security, Schmidt and Cohen outline in great detail and scope all the promise and peril awaiting us in the coming decades. A breakthrough book - pragmatic, inspirational and totally fascinating. Whether a government, a business or an individual, we must understand technology if we want to understand the future. 'A brilliant guidebook for the next century . . . Schmidt and Cohen offer a dazzling glimpse into how the new digital revolution is changing our lives' Richard Branson

A manual for quickly learning some very powerful hypnotic language patters that you can use in practical, real world situations.

The Student's Guide to Ultimate Power GURPS! A game with infinite possibilities. Even those familiar with this award-winning system may not feel they've mastered the fundamentals . . . and those just starting with this game may feel lost amid the possibilities. You want help. You could use a guide. You need How to Be a GURPS GM. For the player, this supplement offers insight into how to create the perfect character to fit your vision, plus three examples of character creation and two new fantasy templates. The chapter dedicated to customizing combat and using various options can be particularly helpful for new and veteran players in making aggressive altercations even more exciting. For the Game Master, the supplement discusses everything needed to run a campaign: how to prepare the game setting, assist the players with the creation of their heroes, create challenging and engaging encounters, and design and run the first adventure. The included overview of the Fourth Edition line, plus recommended resource lists for eight popular genres, can help the GM decide which supplements will be most helpful to craft a new campaign. This supplement also provides canonical insight from Sean "Dr. Kromm" Punch, who draws on decades of experience answering questions and providing clarifications as the GURPS Line Editor. Throughout, it follows a group of example players new to GURPS, from when their GM first opens the Basic Set through the starting session of their inaugural adventure. How to Be a GURPS GM is an invaluable aid for getting started with GURPS, bridging the previously perilous step between reading the Basic Set and participating in your first game. Half of power is knowing how to use it. With How to Be a GURPS GM, you'll be on your way to unleashing the full potential of GURPS like never before!

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

A light-weight fantasy roleplaying game.

The aim of this book is to collect and to cluster research areas in the field of serious games and entertainment computing. It provides an introduction and gives guidance for the next generation of researchers in this field. The 18 papers presented in this volume, together with an introduction, are the outcome of a GI-Dagstuhl seminar which was held at Schloß Dagstuhl in July 2015.

The Strength of Thousands Adventure Path begins A magic school like no other The oldest and most prestigious magic academy in the world is the Magaambya, an ancient institution founded by the greatest wizard the world has ever known. This wizard vanished long ago, but his sinister enemies plot against his school and those who attend it. Over their long academic career, the heroes rise from humble students to become teachers, and they ultimately hold the fate of the school in their hands.

Graduates of the Magaambya are among the greatest wardens of the world, but if the heroes can't marshal the strength of thousands who have come before them, the venerable Magaambya might fall The Strength of Thousands Adventure Path is a six-part, monthly series of connected adventures that comprise a complete Pathfinder campaign. School's in session The newest students at the venerable Magaambya school of magic must begin their academic careers with tests of their skill and resourcefulness. The heroes can learn much from their teachers and fellow students, but must beware of mysterious secrets and sinister plots. The rigors facing any Magaambya students are steep, but the heroes must also contend with strange infestations and supernatural intruders in the school's ancient halls. Education is far from easy at the oldest and most prestigious magic academy in the world "Kindled Magic" is a Pathfinder adventure for four 1st-level characters by Alexandria Bustion and Eleanor Ferron. This adventure begins the Strength of Thousands Adventure Path, a six-part, monthly campaign in which the heroes rise from students to teachers, and ultimately decide the fate of the Magaambya. This adventure also details other students to become friends or rivals, rules to gain extra lore throughout a year of academic study, as well as new monsters and new spells--including lore of the prestigious Magaambya Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

Lost is the poor soul borne aloft in the grip of the ancient red dragon featured in a spectacular panoramic vision by Tyler Jacobson on this durable, four-panel Dungeon Master's Screen. The interior rules content on this new screen has been revisited and refreshed as a direct result of feedback received from D&D fans everywhere. - The screen's landscape orientation allows the Dungeon Master to easily see beyond the screen and reach over, even as it keeps die rolls and notes hidden from players. - Provides an at-a-glance reference for the most relevant and often used in-game information, equipping Dungeon Masters of all skill levels with essential support. - An excellent resource for new and existing Dungeons Masters to facilitate inspired adventures and an engaging play experience. This newest edition draws from every

prior edition to create a universally compelling play experience, and exemplifies the true spirit of a game that holds captive the hearts and minds of millions of players worldwide.

YOU JUDGE YOURSELVES AGAINST THE PITIFUL ADVERSARIES YOU'VE ENCOUNTERED SO FAR: THE ROMULANS, THE KLINGONS... THEY'RE NOTHING COMPARED TO WHAT'S WAITING.

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