

Star Trek Adventures Gamemaster

A behind-the-scenes guide to the highly-anticipated upcoming new Star Trek TV Show based on fan-favorite captain of the enterprise, Jean Luc Picard! A deluxe collector's edition offering a behind-the-scenes guide to the brand new Star Trek TV show, following the adventures of Patrick Stewart's fan-favourite Star Trek character, Jean-Luc Picard!

IT IS THE SECOND AGE OF SPACE... In the seventeenth millennium, the New Commonality of Humankind is expanding, using newly-discovered faster-than-light travel to rediscover lost worlds colonised in the distant past. It's a time of turmoil, of clashing cultures, as civilisations shudder and collapse before the might of a benevolent empire ten millennia old. In the Solenine Cluster, things are going from bad to worse, as hyper-advanced technologies destabilise a world in chaos. Thaddeus Clay and his SCI Force special ops team are on the trail of the Transmigration Heresy. What they find is something beyond even their imagining - something which could tear the whole Commonality apart... "Thrilling adventure and mystery wrapped up with an inventive, mind-bending look at mankind's future." - Howard Andrew Jones, author of *The Desert of Souls* "Science fiction like this never dies." - Chris Helton, *Dorkland* "Complex, gripping... the most original sci-fi you're likely to get..." - *G*M*S Magazine* "a very exciting and intelligently-written novel that should be on the reading list of every SF fan!" - *Stargazer's World* "William Gibson-like in the intensity of the ideas it introduces... a heady mixture of action, crunchy science fiction elements and that perennial cyberpunk or transhuman question: what does human mean?" - *Shores of Night*

HOME, SWEET HOME. WE ARE ALL EXPLORERS DRIVEN TO KNOW WHAT'S OVER THE HORIZON, WHAT'S

BEYOND OUR OWN SHORES. The Alpha Quadrant Sourcebook provides Gamemasters and Players with a wealth of information to aid in playing or running adventures set within the Star Trek universe. Made in the UK.

Hither came Conan the Cimmerian, black-haired, sullen-eyed, sword in hand, a thief, a reaver, a slayer, with gigantic melancholies and gigantic mirth, to tread the jeweled thrones of the Earth under his sandalled feet.

Since the introduction of fantasy into wargaming, Robert E. Howards Conan has loomed large across popular culture, recently inspiring the award-winning Robert E. Howards Conan: Adventures in an Age Undreamed Of roleplaying game and Monoliths hit Conan boardgame. Here, for the first time ever, is the crossover between these two games: miniatures and roleplaying adventure meet in the Hyborian Age! Developed closely with Monolith Entertainment, The Monolith Sourcebook provides players and gamemasters with a host of exciting material: new campaigns for both games, standalone adventures, and advice for creating original boardgame adventures using the roleplaying resources. Made in UK.

Strange New Worlds: Mission Compendium Volume 2 presents nine ready-to-play standalone missions for Star Trek Adventures RPG. This book arms Gamemasters with new stories designed to stretch the boundaries of what is known and to challenge Player Characters as they engage in Starfleet's mandate to explore. Made in the UK.

Fantasirollespil.

In their first few weeks in space, Captain Jonathan Archer and the crew of the Enterprise™ have already discovered several new species and explored strange new worlds. But each planet brings new discoveries...and new dangers. **BY THE BOOK** The Fazi, whose ultraregulated culture ranges from strict conversation protocols to unvarying building

designs, inhabit half of a planet discovered by the Enterprise. But after a disastrous first contact with the ruler of the Fazi, Archer must depend on Vulcan science officer T'Pol and communication specialist Hoshi Sato to help him mend relations with the people of this planet, and unravel the mystery of the other creatures living on the world.

The Starship Rhea has discovered a cluster of carbon planets that seems to be the source of the quantum energies rippling through a section of space. A landing party finds unusual life-forms inhabiting one of the planets. One officer, Lieutenant T'Ryssa Chen -- a half-Vulcan -- makes a tenuous connection with them. But before any progress can be made, the Rhea comes under attack from the Einstein -- a Starfleet vessel now controlled by the Borg. The landing party can only listen in horror as their comrades are assimilated. The Borg descend to the planet, and just as Chen accepts that she will be assimilated, the lieutenant is whisked two thousand light-years away. A quantum slipstream -- instantaneous transportation -- is controlled by these beings in the cluster, and in the heart of the cluster there is now a Borg ship. Cut off from the rest of the Borg collective, the Einstein cannot be allowed to rejoin it. For the sake of humanity, the Borg cannot gain access to quantum slipstream technology. Starfleet Command gives Captain Picard carte blanche: do whatever he must to help the beings in the cluster, and stop the Einstein no matter the cost. Space is a hell of a thing but you need to be sure

that this is what you want. Like, what you really want. The idea of space exploration to further the frontiers of mankind is noble, but let's not kid ourselves – it's really all about furthering the profit margins. There's money to be made and out there is the place to make it, but you hear all kinds of stories... equipment malfunctions, strange discoveries, crewmembers going insane... You'll be out there in the reaches, alone, for months or years, breathing recycled air and drinking recycled water, with nothing but a few feet of metal and shielding between you and certain death. Are you sure this is what you want? – Crew Orientation Briefing *** Those Dark Places is a rules-light, story-focused roleplaying game about the darker side of space exploration and the people who travel the stars in claustrophobic, dangerous conditions. Starships, stations, and outposts aren't havens of safety with clean, brightly lit corridors – they're potential deathtraps, funded by budget-conscious corporate interests and running on stale, recycled air and water. The stars may be the future of humanity, but they are also home to horrors and terror the human mind cannot comprehend. Welcome to your new assignment, Captain. Your continuing mission, to explore strange new worlds, seek out new life and new civilizations, to boldly go where no one has gone before. In the twisted jungles of Paradiso, humanity fights for its survival. The fierce, alien warriors of the

Combined Army have poured through the Acheron Gate, descending upon the emerald jungles of the newest colonial world in a seemingly unstoppable torrent. The bestial Morat pound the Paradiso front, where brave men and women fight ceaselessly to maintain a defensive line which the sly Shasvastii penetrate with devastating ease. In the star-swept skies above, the collected might of humanity's armadas maintain a life-or-death blockade to cut off an endless horde of alien reinforcements. And if any of humanity's fractious forces falter, then all may be lost...

The Delta Quadrant Sourcebook provides Gamemasters and Players with a wealth of information to aid in playing characters or running adventures set within the ever-expanding Star Trek universe. The Delta Quadrant Sourcebook contains: Detailed information about the post-war Federation and U.S.S. Voyager's monumental mission, bringing the Star Trek Adventures timeline up to 2379. Information on many of the species inhabiting the quadrant, including the Kazon Collective, the Vidiian Sodality, the Malon, the Voth, and more. Extensive content on the Borg Collective, including their history, hierarchy, locations, processes, and technology. A dozen new species to choose from during character creation, including Ankari, Ocampa, Talaxians, and even Liberated Borg! A selection of alien starships, including Kazon raiders, Voth city-

ships, Hirogen warships, and a devastating collection of new Borg vessels. Guidance to aid the Gamemaster in running missions and continuing voyages in the Delta Quadrant, with a selection of adventure seeds and Non-Player Characters. This book requires the Star Trek Adventures core rulebook to use. Made in the UK.

You've won your revolution, what will you do with freedom? After occupation and revolution, your nation is finally free. Now you need to decide what happens next. Will you work with your fellow citizens to build a glorious new land, or forge your own path? Key features: Lead your House to glory, wealth and power. Explore a world drawing on Slavic fantasy, and make it your own. Wield the magic of your ancestors, and strike bargains with the land and its spirits for new powers. Manipulate your nation's ruler to suit your agenda, undermine them, or rise up to claim their throne. Tell a story of rebuilding and rediscovery spanning seasons and ages. Free From the Yoke is a standalone roleplaying game, based on Legacy: Life Among the Ruins 2nd Edition and Apocalypse World. Made in the UK.

Strange New Worlds: Mission Compendium Volume 2 presents nine ready-to-play, standalone missions for Star Trek Adventures. This book arms Gamemasters with new stories designed to stretch the boundaries of what is known and to challenge Player Characters as they engage in Starfleet's

mandate to explore.

What does every fantasy RPG campaign need? Monsters! Monsters! Monsters! The Fantasy AGE Bestiary gives Game Masters a plethora of new foes to challenge their players, from classics like the basilisk and minotaur to new monsters like the eldritch crown and shard lord. Each creature is fully detailed, with background information, adventure hooks, game stats, and variants. This beautiful full-color hardback is the first sourcebook for the Fantasy AGE RPG and an indispensable resource for Game Masters.

A visual history of Magic: The Gathering's Gatewatch Mythology Over the course of its 25-year history, Magic: The Gathering—the world's first and most popular trading card game—has redefined the fantasy genre through its exploration of diverse, fantastic worlds. And traversing those worlds are Planeswalkers, heroes who have sworn to defend the Multiverse from harm. Magic: The Gathering: Rise of the Gatewatch is a visual history and celebration of Magic's first team of Planeswalkers—Jace Beleren, Ajani Goldmane, Gideon Jura, Kaya, Chandra Nalaar, Nissa Revane, Liliana Vess, and Teferi. The Gatewatch's character histories, from their origins through their final confrontation with Nicol Bolas, are presented here via the very best card, packaging, and convention-exclusive artwork, all of it reproduced together here for the first time, some seen for the first time outside of the card frame. Rise of the Gatewatch is a giftable visual reference guide sure to appeal to new

and longtime Magic fans alike.

The Sciences Division supplemental rulebook provides Gamemasters and Players with a wealth of new material for use in Star Trek Adventures for characters in the sciences division. The Sciences Division supplemental rulebook includes: Detailed description of the sciences division, covering the science and medical departments, Starfleet Exploratory Division, Starfleet Science, and Starfleet Medical. An expanded list of Talents and Focuses for science and medical characters, as well as new character creation choices for cybernetic and genetic enhancements. A list of medical equipment and pharmaceuticals, and rules for their inclusion in Star Trek Adventures missions. Guidance on creating truly strange and unique alien species, as well as advice on including spatial anomalies, parallel universes, the Q, and time travel in your adventures. Rules for creating new, truly alien species, introducing hazardous and hostile environments into scenes, and new mechanics for suffering or curing diseases. Detailed descriptions and game statistics for a range of Science and Medicine focused NPCs and Supporting Characters, including Carol Marcus, Noonian Soong, and Zefram Cochrane. Centuries ago, followers of the tyrant Khan Noonien Singh left Earth for the planet Hera to continue his experiment in selective breeding. Now, they are finally ready to launch their plan of universal domination -- with the U.S.S. Enterprise™ as their weapon. Captain Picard must enlist the help of Heran expatriate Astrid Kemal to defeat her fellow superbeings. Unless the captain and crew of the Enterprise can stop them, the Heran

infiltrators could alter the genetic landscape of the galaxy for generations to come.

Klingon Captain Krenn is a ruthless war strategist. But on a mission to Earth, Krenn learns a lesson in peace.

Suddenly he must fight a secret battle of his own. His empire has a covert plan to shatter the Federation. Only Krenn can prevent a war -- at the risk of his own life!

The Players Guide to Robert E. Howards Conan:

Adventures in an Age Undreamed Of takes you into the world of Conan the Barbarian, a place where astonishing heroes battle loathsome monsters, raise swords against dire sorcery, and travel to exotic and unknown lands!

An all-new Star Trek adventure set during The Original Series era and featuring James T. Kirk! The saga of James T. Kirk's historic command of the U.S.S.

Enterprise is known throughout the galaxy. But one part of the legend has barely been touched upon until now: the story of Kirk's first starship command and the remarkable achievements by which Starfleet's youngest captain earned the right to succeed Christopher Pike as the commander of the famous Enterprise. From his early battles with the Klingons to the rescue of endangered civilizations, Kirk grapples with difficult questions: Is he a warrior or a peacemaker? Should he obey regulations or trust his instincts? This thrilling novel illustrates the events and choices that would shape James T. Kirk into one of the most renowned captains in Starfleet history.

These are the Voyages: Volume 1 presents eight ready-to-play missions for Star Trek Adventures. Within this 164 page hardback book, Gamemasters will find the means to test their Starfleet officers at the front line of

Starfleet operations.

The Gamma Quadrant Sourcebook provides Gamemasters and Players with a wealth of information to aid in playing characters or running adventures set within the ever-expanding Star Trek universe. The Gamma Quadrant Sourcebook contains: Information on the Federation's relationship with the Dominion and other Gamma Quadrant denizens, as of 2375. Material about the Dominion and its history, structure, and culture; including information on many of its member worlds, allies, and enemies. Detailed information about the brutal Dominion War, from its beginnings as a cold war to open conflict involving billions of beings. A dozen new alien species to choose from during character creation, including the Dosi, Lurians, S'ona, Wadi, and the Changelings! A selection of starships from the Dominion and S'ona, as well as several notable wartime Federation vessels. Guidance for the Gamemaster on running missions and continuing voyages in the Gamma Quadrant and on the front line, along with a selection of new Non-Player Characters to enhance encounters. Made in the UK.

Wanderhome is a pastoral fantasy role-playing game about traveling animal-folk, the world they inhabit, and the way the seasons change. It is a game filled with grassy fields, mossy shrines, herds of chubby bumblebees, opossums in sundresses, salamanders with suspenders, starry night skies, and the most beautiful sunsets you can imagine.

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 industry's best-known adventure writers. Each article gives a different perspective on how to write adventure modules that don't suck, written by authors with decades of experience and prominent published credits. By the time you're done reading this book, you'll be on the path to designing great adventure modules on your own. Whether you're an experienced writer or an aspiring novice, you'll find something of value in this book! Made in the USA. The crews of Jean-Luc Picard, Benjamin Sisko, Ezri Dax, and William Riker unite to prevent a cosmic-level apocalypse—only to find that some fates really are inevitable. STARFLEET'S FINEST FACES A CHALLENGE UNLIKE ANY OTHER TOMORROW IS DOOMED Time is coming apart. Countless alternate and parallel realities are under attack, weakening and collapsing from relentless onslaught. If left unchecked, the universe faces an unstoppable descent toward entropy. WANDERER, ORACLE, ALLY Scarred and broken after decades spent tracking this escalating temporal disaster, while battling the nameless enemy responsible for it, an old friend seeks assistance from Captain Jean-Luc Picard and the crew of the Starship Enterprise. The apocalypse may originate from their future, but might the cause lie in their past? EVERYTHING THAT WILL BE Identifying their adversary is but the first step toward defeating them, but early triumphs come with dreadful costs. What will the price be to achieve final victory, and how will that success be measured in futures as yet undefined? ™, ®, & © 2021 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.

From the ordinary to the extraordinary, here are ten all-new fan-created stories embraced by the vision of Star Trek®! When Gene Roddenberry first created this landmark television series fifty years ago, he also tapped a wellspring of human imagination. Viewers were immediately transformed,

and over the decades turned the very definition of "fan" on its ear. However, when what was on the screen was simply not enough, fans started writing their own stories... In celebration of the 50th anniversary of Star Trek, here are the electrifying results of the 2016 Strange New Worlds writing contest—the best fan-created stories by new writers such as: Derek Tyler Attico, Neil Bryant, Chris Chaplin, John Coffren, Nancy Debretson, Kelli Fitzpatrick, Roger McCoy, Kristen McQuinn, Gary Piserchio & Frank Tagader, and Michael Turner. By the fans, and for the fans. Boldly going where no one has gone before.

COMMAND A STARSHIP. A HUNDRED DECISIONS A DAY, HUNDREDS OF LIVES, STAKED ON YOU MAKING EVERY ONE OF THEM RIGHT.

Beneath the streets of Waterdeep, a sinister dungeon awaits adventurers brave enough to face its perils. Created ages ago by the wizard Halaster, the sprawling dungeon is a lair for terrible monsters and ruthless villains. In the dark chambers, they hunger for victims and plot the downfall of those who dwell on the streets above. Who will unravel the twisting labyrinth to reveal its secrets, claim its treasures, and stop the foul machinations of the dungeon's denizens? Halls of Undermountain(tm) is a 96-page hardcover book that presents a ready-to use dungeon detailing over eighty locations. The adventure offers a way for Dungeon Masters participating in the recent D&D Encounters(tm) season, The Elder Elemental Eye(tm), to extend the adventure. In addition, this book provides all the ingredients to run a classic dungeon delve, including enticing treasures, deadly traps, a wide assortment of monsters, and two double-sided full-color poster maps.

Command the galaxy's cutting-edge technologies so sophisticated that they rival magic itself! Outfit yourself with the latest and greatest new weapons, armor, and other gear,

from high-power explosives to alien relics that surpass conventional science. Or incorporate technologies directly into yourself, whether you're installing advanced cybernetic augmentations or playing Starfinder's newest class: the nanocyte, whose body hosts an army of robotic nanites that obey her commands! Outrace the speediest threats by customizing your own space-age vehicles, and overcome even the toughest foes by piloting powerful battle robots using the all-new mech combat system! Seize the future with additional options for every class and articles exploring every aspect of science-fantasy tech from advertising and music to virtual intelligences and security systems. Join in the Starfinder Tech Revolution!

WELCOME TO THE HYBORIAN AGE! KNOW, O PRINCE, THAT BETWEEN THE YEARS WHEN THE OCEANS DRANK ATLANTIS AND THE GLEAMING CITIES, AND THE YEARS OF THE RISE OF THE SONS OF ARYAS, THERE WAS AN AGE UNDREAMED OF, WHEN SHINING KINGDOMS LAY SPREAD ACROSS THE WORLD LIKE BLUE MANTLES BENEATH THE STARS... -Robert E.

Howard . Conan: Adventures in an Age Undreamed Of takes you into the world of Conan the Barbarian, where heroes raise blood-spattered swords against dire sorcery, exotic lands beckon to the daring, danger and treasure lurks in forgotten ruins, and where loathsome creatures haunt the spaces beneath the earth as well as in the throne-rooms of mighty kingdoms! Seek your fortune in forbidden tombs or upon blood-soaked battlefields. Cast dark and terrible spells of unimaginable power, at the price of your soul. Sail upon untamed seas to lands where no human in living memory has walked. Fight for the fate of civilization or barbarism on a savage frontier! Made in the UK.

"THEN THE MAN CONAN SEEMED SUDDENLY TO

GROW UP IN MY MIND WITHOUT MUCH LABOR ON MY PART AND IMMEDIATELY A STREAM OF STORIES FLOWED OFF MY PEN OR RATHER, OFF MY TYPEWRITER ALMOST WITHOUT EFFORT ON MY PART.

An all-new Star Trek technical manual of the legendary Klingon Bird of Prey, presented in the world-renowned Haynes Manual format! The Bird-of-Prey is the classic Klingon starship—a tough raiding and scouting vessel that has served at the heart of the Klingon Defense Force for more than a hundred years. Life on board is harsh and brutal, with any sign of weakness leading to a challenge to the death. The ship itself is stripped back and lean, with everything designed for a single purpose—war. This Haynes Manual traces the origins of a Bird-of-Prey from the moment it is commissioned by one of the Great Houses and constructed at the shipyards of the Klingon Naval Academy. It then proceeds to examine General Martok's famous ship the I.K.S. Rotarran in unprecedented detail. Featuring a stunning cutaway drawing and, for the first time ever, detailed deck plans and incredible new computer-generated artwork, the Haynes Bird-of-Prey Manual is a technical tour of the ship's systems, from the bridge and engineering rooms to the disruptors, torpedo launcher, and the all-important cloaking device. In addition, the Manual provides a unique insight into life on board a Klingon ship and the Rotarran's glorious history in the Dominion War. This Haynes Manual is fully authorized by CBS. All the new artwork has been designed by STAR TREK: THE NEXT GENERATION and STAR TREK: VOYAGER's senior

illustrator Rick Sternbach, who is the world's leading expert on STAR TREK technology, with CG renders produced by STAR TREK VFX artist Adam 'Mojo' Lebowitz.

I think this new ship was put together by monkeys. Oh, shes got a fine engine, but half the doors wont open, and guess whose job it is to make it right? The Operations Division supplemental rulebook provides Gamemasters and Players with a wealth of new material for use in Star Trek Adventures for characters in the operations division. Level up your Game Master skills with these fun, interactive prompts and activities to help your worldbuilding from RPG expert James D'Amato. Make your next campaign truly unique with the help of this interactive guide to world building! From RPG expert James D'Amato comes a fun new guide that teaches beginner and experienced gamers alike how to build and create their own game elements for customizing existing adventures or creating new stories from scratch. The Ultimate RPG Game Master's Worldbuilding Guide includes dozens of activities for a wide range of genres from fantasy and sci-fi to horror and x-punk. This lively and interactive book helps Game Masters create dynamic destinations, powerful items, shadowy organizations, compelling villains, and more. Make the most of your gaming experience with these unique and personalized ideas for your gaming group's next adventures!

YOU JUDGE YOURSELVES AGAINST THE PITIFUL ADVERSARIES YOU'VE ENCOUNTERED SO FAR: THE ROMULANS, THE KLINGONS... THEY'RE

NOTHING COMPARED TO WHAT'S WAITING.

For many tabletop RPG players, the joy of an in-depth game is that anything can happen. Typical adventure modules include a map of the adventure's primary location, but every other location—whether it's a woodland clearing, a random apothecary or the depths of a temple players elect to explore—has to be improvised on the fly by the Game Master. As every GM knows, no matter how many story hooks, maps or NPCs you painstakingly create during session prep, your best-laid plans are often foiled by your players' whims, extreme skill check successes (or critical fails) or their playful refusal to stay on task. In a game packed with infinite possibilities, what are GMs supposed to do when their players choose those for which they're not prepared? The Game Master's Book of Random Encounters provides an unbeatable solution. This massive tome is divided into location categories, each of which can stand alone as a small stop as part of a larger campaign. As an example, the "Taverns, Inns, Shops & Guild Halls" section includes maps for 19 unique spaces, as well as multiple encounter tables designed to help GMs fill in the sights, sounds, smells and proprietors of a given location, allowing for each location in the book to be augmented and populated on the fly while still ensuring memorable moments for all your players. Each map is presented at scale on grid, enabling GMs to determine exactly where all of the characters are in relation to one another and anyone (or anything) else in the space, critical information should any combat or other movement-based action occur. Perhaps more useful

than its nearly 100 maps, the book's one-shot generator features all the story hooks necessary for GMs to use these maps as part of an interconnected and contained adventure. Featuring eight unique campaign drivers that lead players through several of the book's provided maps, the random tables associated with each stage in the adventure allow for nearly three million different outcomes, making *The Game Master's Book of Random Encounters* an incredible investment for any would-be GM. The book also includes a Random NPC Generator to help you create intriguing characters your players will love (or love to hate), as well as a Party Makeup Maker for establishing connections among your PCs so you can weave together a disparate group of adventurers with just a few dice rolls. Locations include taverns, temples, inns, animal/creature lairs, gatehouses, courts, ships, laboratories and more, with adventure hooks that run the gamut from frantic rooftop chases to deep cellar dungeon-crawls, with a total of 97 maps, more than 150 tables and millions of possible adventures. No matter where your players end up, they'll have someone or something to persuade or deceive, impress or destroy. As always, the choice is theirs. But no matter what they choose, with *The Game Master's Book of Random Encounters*, you'll be ready.

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