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City of brass pdf frog god games

The city of Brass, the legendary capital of the Efreeti empire and jewel of genie nation, sits on a multidimensional vortex on the edge of the Plane of Primary Fire. From there, the Sultan sends his mighty armies through the cosmos, bringing fire and destruction to the known machines. Now he has the kingdoms of lost lands in his sights, and the Sultan has unleashed the Cult of Burning. Brave heroes need to grow up to the challenge and do the unthinkable: Make the battle that the city brass itself up and end the Sultan's threat once and for all! • 552 pages of plot, story seeds, plane hopping, and epic dungeon sliding adventure! New monsters, spells and spells. • Defeat the threat of cult of the burning one with more than five intertwined adventures that cross the lost lands and lead to the city of Brass as well. • Five new villages, towns, and towns, including the legendary city of Brass. Everything is mapped in color. • Adventure on multiple planes of existence, including elementary planes of air and fire and wild. • Detailed description of the various factions, cults, and secret societies hidden in the City of Brass, featuring countless hours of role-playing and intrigue. • Fifteen standalone adventure locations and multi-level dungeons within the city of Brass. City of Brass: Epic Adventure for 5e and Swords and Wizardry Brass: The Legendary Adventure 5e and Sword and Wizardry! Based on the 2006 Nekromanta Games classic! 779 supporters pledged \$70,247 to help bring this project to life. Last Updated A-20, 2019 10:00 A.M. Poulsbo, WA Tabletop Games Jun 24, 2018 - Jul 24, 2018 (30 days) Go to content gamemasters • Challenge players with dozens of new monsters and powerful NPCs, including The Great And Sultan of Efreet. • Brass can be easily thrown into any existing D20 campaign. • 101 adventure ideas you can use as a springboard to make the city brass your own. Brass was originally released as a boxed set of 4 books. This printed version is a single volume containing all 4 original books. Every single item in our inventory has been reviewed, classified very rigorously, and dunked to protect it. SW shrink-wrapped. Still in the original factory shrink film, the condition can be seen in the shrinkage noted. For example, SW (NM) means that the shrink is wrapped in a near-mint state. NM Near Mint. As new, only the slightest wear, often indistinguishable from the Mint element. Close to perfect, very collectible. Board & war games in this condition will show very little to no wear and are considered to be punched unless the condition note says unpunched. EX Excellent. It's lightly used, but it's almost like the new one. It may show very small spinal creases or slight heel wear. No tears, no clues, a collectible condition. VG very Used. There may be medium-sized creases, heel dings, minor tears or abrasions marks, small patches, etc. full and very usable. Fair Very well used, but complete and usable. They can have flaws such as tears, pen marks or highlighting, large creases, spots, signs, loose map, etc. Poor Extremely well used and big mistakes that are too much to mention. The item is complete if not indicated. Boxed items are listed as code/code, where the first code represents the box and the second represents the content. If there is only one condition in the list, the box and content are in the same state. A plus sign indicates that an item is close to the next highest condition. Example, EX + is an item between Excellent and nearby Mint state. The minus sign indicates the opposite. Major defects and/or missing parts shall be recorded separately. Board game counters will be retracted unless indicated. Due to the nature of the loose counters, if a game cannot be played, you can get a refund of the purchase price. In most cases, boxed toys and box sets do not have a cube. The cardboard back of miniature packages is not classified. If it is too worn, it will be marked with the card worn. Flat trays spi games are not classified and have the usual problems. If it is excessively worn, it will be marked on the tray worn. Residual mark – The remaining mark is usually a small black line or dot written with a felt pen or Sharpie on the top, bottom, side side edges, and sometimes the UPC symbol on the back of the book. Publishers use these signs when they return the books to them. If you have any questions or comments about classification or anything else, please send us an email contact@nobleknight.com. Fájlnév ▼ Fájlméret | Dátum | Szülő könyvtár/- Ancient Kingdoms, Mezopotámia!/-2020-Jul-29 02:19 Bard's Gate!/-2020-Jul-29 02:19 Thracia barlangjai (Lvl 3-8+)/-2020-Jul-29 02:19 D1, Abysthor sírja (Lvl 2-8)/-2020-Jul-29 02:19 DM1, A vendéglők könyve!/-2020-Jul-29 02:19 DM2, Emelje fel a halott (Lvl 4-10)/-2020-Jul-29 02:19 Dead Man's Chest!/-2020-Jul-29 02:19 Eldritch Boszorkányság!/-2020-Jul-29 02:19 F1, Vindication (Lvl 9-12)/-2020-Jul-29 02:19 F2, Fane of the Witch King (Lvl 4-10)/-2020-Jul-29 02:19 G1, Durgam ostobaságának ostroma (Lvl 5-8)/-2020-Jul-29 02:19 G2, What Evil Lurks (Lvl 8-10)/-2020-Jul-29 02:19 G3, Hall of the Rainbow Mage (Lvl 7-9)/-2020-Jul-29 02:19 G4, The Vault of Larin Karr (Lvl 4-9)/-2020-Jul-29 02:19 G5, Chaos Rising (Lvl 12+)/-2020-Jul-29 02:19 G6, The Grey Citadel (Lvl 6+)/-2020-Jul-29 2:19 G7, Morricks Mansion (Lvl 3-5)/-2020-Jul-29 2:19 G8, Alterations (Lvl 6-8)/-2020-Jul-29 2:19 G9, The Lament of Thieves (Lvl 1-12)/-2020-Jul-29 2:19 Gary Gygax's Necropolis (Lvl 10-18)/-20 20-Jul-29 2:19 H1, The Bone Garden (Lvl 12-14)/-2020-Jul-29 2:19 K1, A Family Affair (Lvl 02:19 K10, Demonheart (Lvl 6-8)/-2020-Jul-29 02:19 K12, K12, Eamonvale behatolás (Lvl 7+)/-2020-Jul-29 02:19 K2, A Diamond Fortress (Lvl 11-13)/-2020-Jul-29 02:19 K3, The Doom of Listonshire (Lvl 5+)/-2020-Jul-29 02:19 K4, A tekercesek a készlet (Lvl 1-13)/-2020-Jul-29 02:19 K5, Zaihlness hat szférája (Lvl 7-10)/-2020-Jul-29 02:19 K6, Szürke árnyalatai (Lvl 10-12)/-2020-Jul-29 02:19 K7, Jhedophar tornya (Lvl 13-15)/-2020-Jul-29 02:19 K8, Az anyja minden kincs táblázatok /-2020-Jul-29 02:19 K9, Elemental Moon (Lvl 9-10)/-2020-Jul-29 02:19 L1, Démonok és őrdögök (Lvl 9-13)/-2020-Jul-29 02:19 L2, vámpírok és zsembékek (Lvl 11+)/-2020-Jul-29 02:19 M1, A labirintus foglyai (Lvl 9-12)/-2020-Jul-29 02:19 M2, Zayene labirintus (Lvl 9-12)/-2020-Jul-29 02:19 Play Aids!/-2020-Jul-29 02:19 R2, Rappan Athuk II - The Middle Levels (Lvl 7+)/-2020-Jul-29 02:19 R3, Rappan Athuk III - The Lower Levels (Lvl 12+)/-2020-Jul-29 02:19 Rappan Athuk Reloaded!/-2020-Jul-29 02:19 The Lost City of Barakus (Lvl 1-5)/-2020-Jul-29 02:19 Tome of Horrors I!/-2020-Jul-29 02:20 Tome of Horrors III!/-2020-Jul-29 02:20 Tome of Horrors III!/-2020-Jul-29 02:20 Trouble at Durbenford (Lvl 8+)/-2020-Jul-29 02:20 W0, The Wizard's Amulet (Lvl 1-2)/-2020-Jul-29 02:20 W1, The Crucible of Freya (Lvl 1-2)/-2020-Jul-29 02:20 Wilderlands of High Fantasy!/-2020-Jul-29 02:20 d20 - FGG - Gods and Demons.pdf200.0 KiB2018-Jun-14 07:42 d20 - FGG - TG1, Feast of the Gobbler (Lvl 3-5).pdf5.1 MiB2018-Jun-14 07:37 d20-3.5 - FGG - City of Brass.pdf47.8 MiB2018-Jun-14 07:43 d20-3.5 - FGG - The Death Master Prestige Class (converted from Dragon-76).pdf25.6 KiB2018-Jun-14 07:37 d20-3.5 - FGG - The Wurst Of Grimtooth's Traps.pdf15.7 MiB2018-Jun-14 07:37 d20-3.5 - FGG - Tome of Artifacts - Eldritch Relics and Wonders.pdf38.2 MiB2018-Jun-14 07:42 d20-3.5 - Glades Of Death (Lvl 3-10+).pdf11.8 MiB2018-Jun-14 07:42 2018-03-31, 01:05 PM (ISO 8601) So... my game grouo consists of adults ages 37-44. Most of us are very busy (work, kids, other engagements) and so we meet only once a month. I used to DM for the group up to about 2-3 years, when my responsibilities made prepping AMD running the game impossible. I'm looking to reinstall GM, but although I've tried to take time to design my own material, reduce the preparatory work and more. It doesn't work, I just don't have time to sit and create my material pretty well. So, I started reconsidering the written modules. I am very tired, as I did not try to run Paizo Wrath of The Righteous adenture path and that ended far from satisfactory. I've also read about some of the other Paizo adventure trips, and find them pretty lacking and suffering from many similar problems (not challenging enough, too scripted/railroady, great concepts, but poor execution, and serious problems with camlaign continuity). But, I came across some highly praised material frog God God Rappan Athuk, Sleeping Tsar, Blight and more. I checked the site, but there is little information about the material itself. Have any of you ever played any of their products? They are expensive, but enough for my range of products that will be fun to run and play. Some of our group's style of play preferences: 1- Challenge first and foremost: We are not high optimizers, butbwe all like good challenges. Out group as a whole as a fight against the odds and things are tough. We also play fair and deadly, which means that every dice rolls outdoors, not fudging/protecting players from GM (although I don't hunt them, the game is pretty deadly), and my players hate any resurrection. It looks cheap... 2- decisions and consequences: Although my players play together and bite varning hooks and go along with the premise of most games, they need to make real meaningful decisions that have an impact. If they save the day, screw up, or completely change the situation, it's all right. They like hard choices, but they like meaningful ones. 3 - The place of character growth and development: At least 2 players are very much like interacting with the world not only in combat, and characters influence and influence the world. They're going to make their progress, but they need the stage and the opportunities. 4 - Rough, rough, tough worlds and challenges, but not hopeless ones. They really like epic geusts and bring hope and change to dark places. So while the harsh, real world of ethics and morality can be common, they want to shine a light and be heroes. 5- Last but not least: Not too many convuded sites. My players like to reveal secrets and mysteries, but not as a main course... something that evolves and becomes complicated slowly withblittle effort is cool, but not hard to investigative work, secret within secrets type stuff, or sucked into complexity. It's a little too long for a simple question... TL;DR-Seeking experiencea and reviews wtj Frog God material, especially campaigns. Thank you, Kol. Check extended signatures including: 1. Special projects: Campaign logs archive, campaign planning diary, tactical crowd combat Homebrew, A unique monsters compendium. 2. The campaign logs: Three for GM POV, one for the player POV. Very detailed, including planning and GMing discussions. 3. Various role-playing games and real life musings and anecdotes: For those interested, the serious funny! Thank you for reading! 2018-04-03, 11:30 (ISO 8601) No one has experience with the material? Hmmm... Check extended signatures including: 1. Special projects: Campaign logs archive, campaign planning diary, tactical crowd combat Homebrew, A unique monsters compendium. 2. The campaign logs: Three for GM POV, one for the player POV. Very detailed, including planning and GMing discussions. 3. Different and real musings and anecdotes: The investigators, the its funny! Thank you for reading! 2018-04-03, 12:41 (ISO 8601) Originally posted by Kol Korran No one has experience with the material? Hmmm... I just didn't see the theme the first time I :) I can tell you that I know most of the old Neromanta Games stuff, and a lot of the new Frog God stuff, and they cover a very broad spectrum, most relying on some old school principles (which are more pronounced in Swords & Wizards versions, followed by PF). It would help if you added some additional info like opinion hex climbing/sandbox exploration, planned length of the campaign and such. 2018-04-04, 12:53 (ISO 8601) Originally written by Florian Just did not see the theme for the first time, :) I can tell you that I know most of the old Neromanta Games stuff, and a lot of the new Frog God stuff, and they cover a very broad spectrum, most relying on some old school principles (which are more pronounced in Swords & Wizards versions, followed by PF). It would help if you added some additional info like opinion hex climbing/sandbox exploration, planned length of the campaign and such. Sure! My players are all D&D started in 1st edition (I think? The red box where demi are human species, where there is also a class. One is a) so we know hecrawls, at least that era, and the old school approach. (Sort talk). That said, these days my grouo tends to be less random eptxploration, and more goal-oriented goals. They like to have a problematic situation / problem / enemy, and then freely manage not not as they want, but with a clear orientation to the purpose / purpose of adventures. I think it mostly stems from being older, busier and little time to play. (We meet about once a month, play for about 8 hours, but we play!). We have little time for wandering/filler and we are quick to strive for good things. We are good at mysteries, investigation and such, but in context and with a clear purpose. I don't think the main motivation is... I once tried a free discovery theme in a naval campaign where the couple stole a ship for their own. lbtthen suggested several hooks (Regions, Islands, and Mysteries/Stuff to explore), but there is no actual current problem. The campaign died instantly. As for the length of the campaign? We can go a long way. Our campaign's castle is about... 200-225 game hours? Usually 10-14 levels... We rarely played at a high level (13+), but it's something we want to do. (We tried it once, but with the added mythical rules and rl problems, it became too complicated). Basically, as long as the current challenge is good and attractive, and the characters roomnto develop and impact, we are good. We can play in the long run... Check extended signature including: 1. Special projects: Campaign logs archive, campaign planning log, tactical combat Homebrew, A unique single Compendium. 2. The campaign logs: Three for GM POV, one for the player POV. Very detailed, including planning and GMing discussions. 3. Various role-playing games and real life musings and anecdotes: For those interested, the serious funny! Thank you for reading! 2018-04-05, 01:43 (ISO 8601) Ok, a good start for Lost Lands: Stoneheart Mountain. This includes two related introductory scenarios (ok, a bit geared towards players new to the hobby) and a very well done mega dungeon. With the old Nekromanta Games stuff, which is available through Frog God, I highly recommend Grey Citadel along with Eamonvale intrusion as well as Hall of the Rainbow Mage. 2018-04-05, 12:54 (ISO 8601) 2018-04-06, 7:10 (ISO 8601) Originally written by Florian Ok, a good start to Lost Lands: Stoneheart Mountain. This includes two related introductory scenarios (ok, a bit geared towards players new to the hobby) and a very well done mega dungeon. With the old Nekromanta Games stuff, which is available through Frog God, I highly recommend Grey Citadel along with Eamonvale intrusion as well as Hall of the Rainbow Mage. Thank you both. I'll try to look into it. We haven't made a real big dungeon yet... a loooooonng time. Maybe it's interesting. Check extended signatures including: 1. Special projects: Campaign logs archive, campaign planning diary, tactical crowd combat Homebrew, A unique monsters compendium. 2. The campaign logs: Three for GM POV, one for the player POV. Very detailed, including planning and GMing discussions. 3. Various role-playing games and real life musings and anecdotes: For those interested, the serious funny! Thank you for reading! Reader!

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