

Bræt- og Kortspil

7 WONDERS

7 Wonders, kr. 380,00 (Asmodee Editions)

Boxsæt. Sværhedsgrad: 10+. Spillere: 3-7. Spilletid: 30 min. You are the leader of one of the 7 great cities of the Ancient World. Gather resources, develop commercial routes and affirm your military supremacy. Build your city and erect an architectural wonder which will transcend future times!

7 wonders is a simple and addictive game for the whole family. In 30 minutes you can raise a complete civilization and build the greatest Wonders of the World.

Features

- Strong replay value with 14 different wonders and infinite strategies
- Beautiful graphics!

- 7 wonder boards
- 7 wonder cards
- 49 Age I "foundation" cards
- 49 Age II "Growth" cards
- 49 Age III "Apogee" cards
- 42 Flag tokens
- 20 Gold coins
- 40 Silver coins
- 1 score pads
- 1 rulebook

Reglerne indeholder også en 2-spiller variant.

7 Wonders; 17 Wonders konkurrerer tre til syv spillere om at opbygge den bedste civilisation. Ved hjælp af smukt illustrerede kort vælger spillerne at fokusere enten på kultur, teknologi, handel eller militær. 7 Wonders er et hurtigt strategisk kortspil, særligt når man tænker på, hvor mange spillere der kan være med. Spillet sættes op Hver spiller vælger en civilisation og får den tilhørende spillerplade samt tre træmønter. ;

Læs mere her:

<http://www.papskubber.dk/braetspil/7-wonders>

8 BIT BOX

8 Bit Box, kr. 350,00 (IEL)

Boxsæt. Sværhedsgrad: 6+. Spillere: 3-6. Spilletid: 15-40min. Inspired by retrogaming, 8Bit Box contains everything to recreate the sensations we all had playing classic games from the 80s. With the controllers in your hands, live a new gaming experience to share with your friends. The 'console' will come with three games: PIXOID, OUTSPEED, STADIUM.

ABOMINATION

Abomination: The Heir of Frankenstein, kr. 540,00 (Plaid Hat Games)

Boxsæt. Sværhedsgrad: 14+. Spillere: 2-4. Spilletid: 60-120min.

AGE OF TOWERS

Age of Towers, kr. 450,00 (Asmodee Editions)

Boxsæt. Sværhedsgrad: 14+. Spillere: 1-4. Spilletid: 60min. You've just found a mine filled with precious energy crystals! Precisely those you use for your daily magic. The problem here is that you've also stumbled onto a horde of monsters! And to make things even worse, three other cities seem to have discovered the existence of your mine as well. As they rush into danger to mine the precious crystals, you have no choice but to join in the fray. Age of Towers brings the exciting gameplay of your favorite tower defense games onto the tabletop! Playable either solo or with up to four players, Age of Towers sees you and your opponents competing to defend your cities against the oncoming wave of monsters by constructing defenses, placing traps, and funneling those beasts towards your opponents' cities!

ALHAMBRA

Alhambra (engelsk, fransk, italiensk, hollandsk, tysk, spansk), kr. 375,00 (Queen Games)

Boxsæt. Sværhedsgrad: 8+. Spillere: 2-6. Spilletid: 45-60min. Granada, 1278. At the foot of the Sierra Nevada mountains, one of the most exciting and interesting project of the Spanish Middle Ages begins: the construction of the ALHAMBRA.

The best master builders in the whole of Europe and Arabia want to demonstrate their skill. Employ the most suitable teams of builders and make sure that you always have enough of the right currency. Because no matter whether they are stonemasons from the north or horticulturalists from the south, they all want a proper wage and insist on their "native" currency. With their help towers can be constructed, gardens laid out, pavilions and arcades erected and seraglios and chambers built.

In Alhambra, players are acquiring buildings to be placed within their Alhambra complex.

The money in Alhambra comes in four different currencies and is available in the open money market. The 54 buildings of six types become available for purchase in the building market four at a time; one building is available in each of the four different currencies. On a player's turn, a player may 1) take money from the open money market, 2) purchase a building from the building market and either place it in his Alhambra or reserve, or 3) engage in construction and re-construction projects with buildings that have been placed in the player's Alhambra or reserve. The game rewards efficiency, as when a player purchases a building from the market for the exact amount of money, the player may take another turn.

Players with the most buildings in each of the six building types in his Alhambra score in each of the scoring phases, and points are awarded for players' longest external "wall" section within their complex. The game ends when the building market can no longer be replenished from the building tile supply, and there is a final scoring, whereupon the player with the highest score wins.

APPROACHING DAWN THE WITCHING HOUR

Approaching Dawn The Witching Hour - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 350,00 (WizKids LLC)

Boxsæt. Sværhedsgrad: 14+. Spillere: 3-6. Spilletid: 60min+. Enter a World of Witches and Demons! In Approaching Dawn: The Witching Hour, players are members of a coven who are blood bound: what one witch does affects another member of the coven. While Black magic begets corruption - a bane to other members - White magic can heal your own corruption. However, both types of magic must be used in tandem to bind and banish the demons, imps, fey, possessed animals, and warlocks entering our world!

ARCHMAGE**Archmage, kr. 450,00 (Lucky Duck Games)**

Boxsæt. Sværhedsgrad: 14+. Spillere: 1-4. Spilletid: 60-120min. The mythic races are the keepers of six very different spheres of magic, with very different abilities. It was only the power of the Archmage that long ago found ways to combine the spheres and gain higher and higher levels of magic. Now, much of the magic of the mythic races is lost, and the newcomers, having come so far, are told they must now travel the lands to reclaim lost relics sacred to the races. It seems the journey to absolute magical power has only just begun... In Archmage, players take on the role of fledgling Mages, traveling the lands to recover ancient relics, gather followers, and train apprentices in six spheres of magic and beyond. As the power of their Order grows, they will pit apprentices against each other, and attain unheard of spells and magical powers, building their own Mage tower to watch over the lands and weave their magics. When the time of reckoning comes, a new Archmage will rule.

ARKHAM HORROR 3RD ED**Arkham Horror 3rd Edition - Core Set, kr. 585,00 (Fantasy Flight Games)**

Boxsæt. Sværhedsgrad: 14+. Spillere: 1-6. Spilletid: 2-3h. Arkham Horror Third Edition is a cooperative board game for one to six players who take on the roles of investigators trying to rid the world of eldritch beings known as Ancient Ones. Based on the works of H.P. Lovecraft, players will have to gather clues, defeat terrifying monsters, and find tools and allies if they are to stand any chance of defeating the creatures that dwell just beyond the veil of our reality.

Dead of Night Expansion, kr. 300,00 (Fantasy Flight Games)

Boxsæt. This expansion includes two all-new scenarios, new

ARKHAM HORROR FINAL HOUR**Arkham Horror: Final Hour Expansion, kr. 360,00 (Fantasy Flight Games)**

Boxsæt. Sværhedsgrad: 14+. Spillere: 1-4. Spilletid: 30-60min. In this cooperative, fast-paced board game for one to four players, you arrived too late to stop the loathsome rite, and a monstrous Ancient One tears through reality, heralding the nightmarish creatures that pour into the Miskatonic University campus

ARKHAM HORROR LCG**Carcosa Cycle 1 - Echoes of the Past Mythos Pack, kr. 150,00 (Fantasy Flight Games)**

The King in Yellow has come to Arkham! You've caught the performance, and now find yourself drawn into the maddening web of powerful forces and sinister events that seem to surround the mysterious play. In Echoes of the Past, the first Mythos Pack in The Path to Carcosa Cycle for Arkham Horror: The Card Game, you head to the Arkham Historical Society, hoping to learn more about the play. But, what you actually find will shatter your sanity! Fortunately, thirty new player cards (a complete play set of each) enhance your investigator's ability to remain calm and composed in the face of unthinkable horrors!

Carcosa Cycle 2 - Unspeakable Oath Mythos Pack, kr. 150,00 (Fantasy Flight Games)

The second Mythos Pack in The Path to Carcosa Cycle for Arkham Horror: The Card Game, The Unspeakable Oath carries you deep into the belly of Arkham's asylum. You'll find yourself behind locked doors, wracked by Doubt, and surrounded by Lunatics. And, still, you'll catch hints of deeper and darker secrets. And while its scenario continues and deepens the game's exploration of the mystical realms between the traditional roleplaying and card game experiences, its twenty-four player cards (two copies each of twelve different cards) provide you access to a number of wealthy Patrons and allow you to 'learn' from your mistakes.

Carcosa Cycle 3 - Phantom of Truth Mythos Pack, kr. 150,00 (Fantasy Flight Games)

Where do you go for answers when your world is tilting into madness? The answer: Paris. The third Mythos Pack in The Path to Carcosa Cycle for Arkham Horror: The Card Game, A Phantom of Truth further delves into the mysteries behind The King in Yellow, introducing a new set of clues along with supernatural terrors that play upon your growing Doubt or Conviction. Amid these horrors, you'll find twenty-two new player cards (two copies each of eleven different cards) to help you stay grounded and pursue the truth.

Carcosa Cycle 5 - Black Stars Rise Mythos Pack, kr. 150,00 (Fantasy Flight Games)

Your investigations have led you far from that fateful first showing of The King in Yellow at the Ward Theatre in Arkham. When you no longer can find the answers you need in Arkham, you voyage across the Atlantic to France and enter the catacombs of the dead beneath Paris. Now, you travel to the island commune of Mont Saint-Michel, as brooding, dark clouds cover the sky. A storm is coming - and it's unclear if our world will survive! In Black Stars Rise, the fifth Mythos Pack in The Path to Carcosa Cycle for Arkham Horror: The Card Game, player cards arrive with palliative names like 'Stick to the Plan,' 'Narrow Escape,' or 'Ward of Protection.' Their names are a lie, dripping with false comfort that only the truly mad will embrace. The darkling spires of Carcosa are breaching the walls between dimensions and Hastur will rule over all... The Black Stars are Rising! There is no escape. You are doomed!

Carcosa Cycle 6 - Dim Carcosa Mythos Pack, kr. 150,00 (Fantasy Flight Games)

Journey to the realm of madness in the stars with Dim Carcosa, the sixth and final Mythos Pack in the Path to Carcosa Cycle for Arkham Horror: The Card Game. Your investigations into The King in Yellow have led you to the warped city where Hastur reigns. Will you be able to end the madness and return, or will you become just another lost soul?

Carnevale of Horrors Scenario Pack, kr. 190,00 (Fantasy Flight Games)

While revelers throng the streets of Venice, masked conspirators advance their sinister agendas, shadows envelop the city, and something terrible rises from the lagoon! In this Carnevale of Horrors, you must race quickly through the layers of mystery and conspiracy, lest the cultists and their sacrifices summon a being of unfathomable malice! Playable as a standalone adventure or as a 'side-story' to your ongoing campaign, the mysteries in this sixty-two card scenario for Arkham Horror: The Card Game lead you and your fellow investigators far from the quiet, New England shores of Arkham, where you'll cross the Atlantic and partake in the Carnevale of Venice. But, while this festival begins with music, mirth, and merriment, it quickly spirals into abject horror!

Circle Undone Cycle 1: Secret Name Mythos Pack, kr. 150,00 (Fantasy Flight Games)

Following the events of The Circle Undone, you are desperate to

Circle Undone Cycle 2: Wages of Sin Mythos Pack, kr. 150,00 (Fantasy Flight Games)

Discover the secrets buried at Hangmans Hill in The Wages of

Circle Undone Cycle 3: For the Greater Good Mythos Pack, kr. 150,00 (Fantasy Flight Games)

Discover the secrets of the Silver Twilight Lodge in For the

Circle Undone Cycle 4: Union and Disillusion Mythos Pack, kr. 150,00 (Fantasy Flight Games)

Discover the fate of the missing in Union and Disillusion, the

Circle Undone Cycle 5: In the Clutches of Chaos Mythos Pack, kr. 150,00 (Fantasy Flight Games)

Close the rips in reality with In the Clutches of Chaos, the fifth

Circle Undone Cycle 6: Before the Black Throne, kr. 135,00 (Fantasy Flight Games)

Journey across the lonely expanse of space in Before the Black

Circle Undone Expansion, kr. 300,00 (Fantasy Flight Games)

Boxsæt. Battle the occult and delve into the mysteries of Arkhams macabre past in The Circle Undone deluxe expansion for Arkham Horror: The Card Game! In a playable prologue and the first two scenarios of The Circle Undone campaign, a new team of investigators must uncover the motives of Arkhams most secretive organization to learn what is haunting the city. Discover the supernatural threat and put an end to its dark machinations!

Curse of the Rougarou Scenario Pack, kr. 190,00 (Fantasy Flight Games)

Designed as a standalone adventure for Arkham Horror: The Card Game, Curse of the Rougarou sends the investigators along a bone-chilling hunt through New Orleans and the bayous of southern Louisiana. Its 62-cards come with all the rules, locations, act, agenda, and encounter cards you'll need to immerse yourself in a mystery full of malign spirits and murderous beasts. Additionally, the adventure comes with rules for adding it to your campaign as a side-story, complete with an asset you might earn, and a Curse you might suffer.

Dream-Eaters Cycle Part 1 - Search for Kadath Mythos Pack, kr. 150,00 (Fantasy Flight Games)

Journey across the dreamlands in The Search for Kadath, the

Dream-Eaters Cycle Part 2 - Thousand Shapes of Horror Mythos Pack, kr. 150,00 (Fantasy Flight Games)

Delve into the secrets of The House with No Name in A

Dream-Eaters Expansion, kr. 300,00 (Fantasy Flight Games)

In this expansion, one to four players take on the roles of either a

Dunwich Legacy Cycle 3 - Blood on the Altar, kr. 150,00 (Fantasy Flight Games)

The third Mythos Pack in The Dunwich Legacy Cycle for Arkham Horror: The Card Game, the sixty cards in Blood on the Altar challenge you to delve the secrets of Dunwich, where you suspect a series of recent disappearances may be related to the events in Arkham. But the more you explore, the more you get the impression the townsfolk aren't exactly pleased to see you. Even as your investigation of the town leads you to many of the locations infamously identified in H.P. Lovecraft's classic tale, The Dunwich Horror, the player cards in Blood on the Altar allow you to translate the experience you gained in your previous adventures to permanent new Talents, several new assets, events, and skill cards, and higher-level, more efficient versions of cards from the Core Set.

Dunwich Legacy Cycle 5 - Where Doom Awaits Mythos Pack, kr. 150,00 (Fantasy Flight Games)

Ritual magic pulses through the air! The world is ripping apart! Your time is running out! In Where Doom Awaits, the fifth Mythos Pack in The Dunwich Legacy Cycle for Arkham Horror: The Card Game, a new scenario dizzies your investigators as magic courses through woods that are rapidly changing. Clearings are strewn with blood and bodies, the ground ripped open, revealing chasms through the dimensions and other worlds elsewhere in the void.

Dunwich Legacy Cycle 6 - Lost in Time and Space Mythos Pack, kr. 150,00 (Fantasy Flight Games)

You're going to need a bigger gun! As your world dissolves into pathways of sound and color that extend for an eternity in all directions, the lines between objects grow jagged, shifting. Your skin starts to crawl, feeling as though it's turning inside out. Somehow, you must find your way across this foreboding alien landscape. And, somehow, you know you're not entirely alone... The sixth and final Mythos Pack in The Dunwich Legacy Cycle for Arkham Horror: The Card Game, Lost in Time and Space introduces a new scenario full of bursting with otherworldly chaos, non-Euclidean geometry, and menacing, extradimensional entities possessed of incomprehensible powers!

Forgotten Age Cycle 1 - Threads of Fate Mythos Pack, kr. 150,00 (Fantasy Flight Games)

Recover a priceless relic in the Threads of Fate, the first Mythos Pack in the Forgotten Age cycle for Arkham Horror: The Card Game! After the Relic of Ages is stolen, you must choose which leads to follow to uncover the guilty party and find the artifact. You can only hope you are not already too late there is no telling what will happen if it falls into the wrong hands!

Forgotten Age Cycle 2 - Boundary Beyond Mythos Pack, kr. 150,00 (Fantasy Flight Games)

The fabric of time unravels in The Boundary Beyond, the second Mythos Pack in The Forgotten Age Cycle for Arkham Horror: The Card Game! Your investigation into a strange relic has led you to Mexico City, but when the architecture starts to shift into something out of a history book, your focus turns from investigation to survival. Step beyond the boundary and restore the timeline before its too late! The Boundary Beyond contains 60 beautifully illustrated cards that create rich narrative gameplay and its shifting locations immerse you in the peril of your investigation as time falls apart.

Forgotten Age Cycle 3 - Heart of the Elders Mythos Pack, kr. 150,00 (Fantasy Flight Games)

Leave the safety of civilization behind in Heart of the Elders, the third Mythos Pack of The Forgotten Age cycle for Arkham Horror: The Card Game! This two-part scenario draws your expedition deep into the rainforest where you must attempt to unlock the entrance of an ancient cavern. Will you uncover the ruins you seek, or will the jungle consume you? Includes 60 cards to enhance your investigator decks and expand your investigations in the Arkham Horror Files universe. The two-part scenario pits you against perils both above and below the Earth. It can be played as a standalone adventure or as part of The Forgotten Age cycle.

Forgotten Age Cycle 4 - City of Archives Mythos Pack, kr. 150,00 (Fantasy Flight Games)

The City of Archives is the fourth Mythos Pack in The Forgotten Age cycle for Arkham Horror: The Card Game. Following the events of Heart of the Elders, you and your team of investigators have journeyed deep into a series of caverns where a new world lays hidden from the outside world. Strange creatures that cannot be of this world have seemingly lived beneath the shell of the Earth for centuries. They are horrifying to look upon, but are they dangerous? Now within their domain, it may be best to go along with whatever they want, but how much can you trust them, and what might your navet cost you? This Mythos Pack features a new mechanic that makes playing this scenario an out-of-body experience, as well as new player cards to customize your investigators' decks.

Forgotten Age Cycle 5 - Depths of Yoth Mythos Pack, kr. 150,00 (Fantasy Flight Games)

Descend into madness with The Depths of Yoth, the fifth Mythos Pack in The Forgotten Age cycle for Arkham Horror: The Card Game! Your mission to protect humanity leads you deep beneath the Earth where deadly creatures lurk in the shadows and the danger increases with each level of your descent. Whatever you do, dont look back or you are surely lost! 60 beautifully illustrated cards create rich narrative gameplay experience. New encounter cards increase the peril of your investigation as you journey deeper into the Earth. 25 new player cards help customize and strengthen your investigator deck.

Forgotten Age Cycle 6 - Shattered Aeons Mythos Pack, kr. 150,00 (Fantasy Flight Games)

Face your fate in Shattered Aeons, the sixth and final Mythos Pack in The Forgotten Age cycle for Arkham Horror: The Card Game! The plots of the Brotherhood are coming to fruition and as reality falls apart, time is running out. But with exceptional new player cards and Arkhams investigators on the case, all hope is not lost yet!

Forgotten Age Expansion, kr. 300,00 (Fantasy Flight Games)

Boxsæt. Join the expedition in The Forgotten Age deluxe expansion for Arkham Horror: The Card Game! Five new investigators explore dark rainforests and forbidden caverns in search of an ancient Aztec temple, but the truths they uncover could undo our entire understanding of the universe. Will you make the discovery of the lifetime, or will you become lost in time?

Labyrinths of Lunacy Scenario Pack, kr. 200,00 (Fantasy Flight Games)

Think of this as a test of the human will... The Labyrinths of Lunacy is a unique, 80-card, standalone scenario for Arkham Horror: The Card Game. You and your fellow investigators are the prisoners of a mysterious mastermind - locked into a terrifying dungeon and forced to complete a series of twisted riddles to find your way to freedom. This scenario debuted at Gen Con 2017 and can accommodate as many as twelve investigators in its Epic Multiplayer Mode. Additional rules support standard tables and allow you to experience The Labyrinths of Lunacy as a three-part mini campaign.

Murder at the Excelsior Hotel Scenario Pack, kr. 200,00 (Fantasy Flight Games)

Discover the truth behind a grisly death in the Murder at the

Path to Carcosa Expansion, kr. 300,00 (Fantasy Flight Games)

Boxsæt. In The Path to Carcosa, the second deluxe expansion for Arkham Horror: The Card Game, it becomes your task to uncover the secrets of this unusual play. The expansions two scenarios kick off The Path to Carcosa campaign with a trip to the Ward Theatre and an invitation to the formal dinner party hosted by cast and crew. But with every answer you gain and every clue you uncover, you only find yourself falling deeper into mystery and madness. Along with its new scenarios and encounter cards, The Path to Carcosa introduces six new investigators and sixty-two player cards (including a complete playset of each) that afford you new ways to explore and enjoy the game even as they challenge you to overcome new weaknesses.

Return of the Night of the Zealot Expansion, kr. 250,00 (Fantasy Flight Games)

Boxsæt. You swore that you would never go back. Yet, like a snake eating its own tail, you were always meant to return to where it all began. In the Arkham Horror: The Card Game Core Set, Night of the Zealot presented your first challenge while introducing you to the investigators, mechanics, and environment of Arkham Horror Files, providing a stable foundation from which you built your investigations into the unknown and the unknowable. Now, you're invited to return home and begin a new challenge worthy of your expertise in Return to the Night of the Zealot, an expansion for Arkham Horror: The Card Game that enhances and modifies the Night of the Zealot campaign with 46 new Encounter cards and 20 new Player Cards. Additionally, this expansion includes a premium box and 18 divider cards to hold your entire Night of the Zealot campaign.

Return to the Path to Carcosa Expansion, kr. 300,00 (Fantasy Flight Games)

When you first took center stage in The Path to Carcosa, you dissected the history of the cursed play, reading between the lines to reveal an eldritch conspiracy that stretched beyond this latest performance. Now in Return to the Path to Carcosa, you are invited to step back into the halls of the Ward Theatre and bear witness to the triumph of Nigel Engram and his loyal crew.

AUSTRALIA

AuZtralia, kr. 500,00 (Stronghold Games)

Boxsæt. Sværhedsgrad: 13+. Spillere: 1-4. Spilletid: 30-120min. AuZtralia is an adventure/exploration game for 1-4 players set in an alternate reality 1930s. The theme is inspired by Martin Wallace's SA Study in Emerald. Following the Restorationist war, the northern hemisphere lands lay poisoned and starvation was the norm. Intrepid adventurers set out to explore and settle new lands. Little did they know, after the war, the surviving Old Ones and their remaining loyal human armies made their way to the outbreak of Australia to lick their wounds.

AZUL

Azul Nordic, kr. 420,00 (Plan B Games)

Boxsæt. Sværhedsgrad: 8+. Spillere: 2-4. Spilletid: 30-45min. Introduced by the Moors, azulejos (originally white and blue ceramic tiles) were fully embraced by the Portuguese when their king Manuel I, on a visit to the Alhambra palace in Southern Spain, was mesmerized by the stunning beauty of the Moorish decorative tiles. The king, awestruck by the interior beauty of the Alhambra, immediately ordered that his own palace in Portugal be decorated with similar wall tiles. As a tile-laying artist, you have been challenged to embellish the walls of the Royal Palace of Evora.

In the game Azul, players take turns drafting colored tiles from suppliers to their player board. Later in the round, players score points based on how they've placed their tiles to decorate the palace. Extra points are scored for specific patterns and completing sets; wasted supplies harm the player's score. The player with the most points at the end of the game wins.

Azul Stained Glass of Sintra, kr. 420,00 (Plan B Games)

Boxsæt. Sværhedsgrad: 8+. Spillere: 2-4. Spilletid: 30-45min. Created by Michael Kiesling, Azul: Stained Glass of Sintra challenges players to carefully select glass panes to complete their windows while being careful not to damage or waste supplies in the process. The window panels are double-sided, providing players with a dynamic player board that affords nearly infinite variability!

Players can expect to discover new unique art and components in Azul: Stained Glass of Sintra, including translucent window pane pieces, a tower to hold discarded glass panes, and double-sided player boards and window pane panels, in addition to many other beautiful components!

BANG! 4TH EDITION

Bang! 4th Edition, kr. 250,00 (daVinci Games)

Boxsæt. Sværhedsgrad: 8+. Spillere: 4-7. Spilletid: 20-40 min. The Outlaws hunt the Sheriff. The Sheriff hunts the Outlaws. The Renegade plots secretly, ready to take one side or the other. Bullets fly. Who among the gunmen is a Deputy, ready to sacrifice himself for the Sheriff? And who is a merciless Outlaw, willing to kill him? If you want to find out, just draw (your cards)!

BATTLELANDS

Battlelands, kr. 150,00 (Plaid Hat Games)

Boxsæt. Sværhedsgrad: 14+. Spillere: 3-5. Spilletid: 30-60min.

BETRAYAL AT HOUSE ON THE HILL***Betrayal at Baldur's Gate, kr. 350,00 (Wizards of the Coast)***

Boxsæt. Spillere: 3-6. Spilletid: 1h. Never Split the Party...Unless Someone is the Traitor! The shadow of Bhaal has encompassed Baldur's Gate, summoning monsters and other horrors from the darkness! Enter if you dare! In *Betrayal at Baldur's Gate*, as players build and explore the iconic city's dark alleys and deadly catacombs, they must work with their fellow adventurers to survive the terrors ahead. That is, until some horrific evil turns one - or possibly more - of them against each other! Was it a mind flayer's psionic blast or the whisperings of a deranged ghost that caused their allies to turn traitor? Players will have no choice but to keep their friends close - and their enemies closer! Can you and your party survive the madness, or will you succumb to the mayhem and split (or slaughter!) the party?

Based on the award-winning board game *Betrayal at House on the Hill*, *Betrayal at Baldur's Gate* offers 50 different scenarios filled with danger and dread.

Betrayal at House on the Hill 2nd edition, kr. 450,00 (Wizards of the Coast)

Boxsæt. Sværhedsgrad: 12 år. Spillere: 3-6. Spilletid: 1 time. New spooky nights await you and your friends!

The creak of footsteps on the stairs, the smell of something foul and dead, the feel of something crawling down your back – this and more can be found in the exciting refresh of the Avalon Hill favorite *Betrayal at House on the Hill*. This fun and suspenseful game is a new experience almost every time you play – you and your friends explore “that creepy old place on the hill” until enough mystic misadventures happen that one of the players turns on all of the others! Hours of fun for all your friends and family.

Designed for 3–6 players aged 12 and up, this boardgame features multiple scenarios, a different lay-out with every game, and enough chills to freeze the heart of any horror fan.

This game includes the following components:

- 6 pre-painted plastic Character miniatures and corresponding Character cards
- 80 cards (Event, Omen, and Item decks)
- Rulebook
- Traitors Tome booklet
- Secrets of Survival booklet
- Game dice
- 45 Room tiles
- Over 100 game tokens

Set details:

- The Haunt books have been refreshed with 8 new haunts – some of which feature a new “hidden traitor” game mechanic.
- The Item cards have been updated with 5 new items!
- The die-cut game play tokens have been redesigned making them easier to identify.
- Exciting and compelling new art and design on the box.

BLUEPRINTS***Blueprints******Blueprints, kr. 270,00 (Z-Man Games Inc.)***

Boxsæt. Sværhedsgrad: 14+. Spillere: 2-4. Spilletid: 30min. Make your monumental mark in *Blueprints*, as players portray architects competing to see who can create the greatest architectural marvels with the materials at hand. Combine wood, glass, stone, and recycled goods to build an edifice that's the envy of your rivals! While blueprints are a great first step, there are many ways to gain the gold for your architectural artistry. Following your plans to perfection awards a Blueprint Bonus, but you can earn even more kudos by getting creative with the materials and how they're placed. Build a tall tower of stone for extra points, or emphasize the use of recycled materials to increase your score. At the end of three rounds of whirlwind building, you'll find out who among you is the best builder of all!

BOHNNANZA***Bohnanza (Dansk, finsk, svensk og norsk), kr. 175,00 (Lautapelit)***

Boxsæt. The cards are colorful depictions of beans in various descriptive poses, and the object is to make coins by planting fields (sets) of these beans and then harvesting them. To help players match their cards up, the game features extensive trading and deal making. One of the most unique features of the game is that you cannot rearrange your hand, as you need to play the cards in the order that you draw them.

Bohnanza Das Duell (Tysk med engelske regler) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Amigo)

Boxsæt. Sværhedsgrad: 12+. Spillere: 2. Bohnanza@ – Das Duell: Give as good as you get!

What was that thing about the gift horse? In this two-player variant of *Bohnanza*, both bean farmers give each other gifts of beans they can't use themselves – to make life harder for their opponent, if possible. Trying to fulfill their secret “bo(h)nus” requirements, they both need to keep a vigilant eye on the other player's bean fields. Give as good as you get in *Bohnanza – Das Duell*, there can be only one winner!

How to play *Bohnanza – Das Duell*:

Both duelists have bean field mats in front of themselves to plant their beans on. Between them, there is a row of eight gift cards. Each player holds five hand cards and three “bo(h)nus cards” with secret objectives. Playing the bean duel, you have the option of planting more than one type of bean in the same field, but when you plant a different bean than the one you've planted before, it has to have the next highest number than the one before. When harvesting your beans, it's the beanometer of the last card you've planted that counts.

At the start of each turn, the active player plants two beans from their hand and turns over bean cards as usual. Instead of trading, however, they offer their opponent one bean as a gift by pushing this bean type's gift card in their direction. The other player can accept the gift or decline it, but if they don't take it, they have to offer a gift in return. You are allowed to bluff, but it may cost you if your bluff is called! Important: Only the first player to accept a gift actually receives the bean card in question. After this exchange, plant all beans you have received and turned over, then draw new cards.

“Bo(h)nus” cards can be fulfilled at any time when the required combination of beans printed on the card can be found in any bean field. Fulfilling an objective earns you bean dollars and the brand new bean cents. When the draw pile is used up, the player with the most bean dollars wins the game.

Bohnanza – Das Duell is a variant of the popular bean trading game *Bohnanza* designed exclusively for two players. The gifting rules and “bo(h)nus” cards facilitate interaction between the two players and give fans something new to try out.

Erweiterungsset Expansion (tysk med danske regler), kr. 90,00 (Amigo)

Boxsæt. Sværhedsgrad: 12 år. Spillere: 3-7. Spilletid: 60min. This is the revised expansion set for the Bohnanza card game. This edition adds the familiar expansion beans – Cocoa, Wax, and Coffee – that most Bohnanza fans already have, along with two new developments: Ackerbohnen (Field Beans) and Auftrag (Job) cards. This expansion is essentially a must-have for those who only have the original German version of Bohnanza, but also provides new gameplay mechanics even if you already have the original German expansion set or the English Rio Grande version.

BOSS MONSTER**Boss Monster - The Dungeon-Building Card Game, kr. 225,00 (Brotherwise Games)**

Boxsæt. Sværhedsgrad: 13+. Spillere: 2-4. Spilletid: 30min. Inspired by classic video games, Boss Monster challenges you to become a villain, build a dungeon, lure in adventurers, and destroy them! In this Dungeon-Building Card Game, players compete to see who can lure (and dispatch) the most adventurers. But beware! You must make your dungeon as deadly as it is attractive, or the puny heroes might kill you first!

Tools of Hero-Kind Expansion, kr. 90,00 (Brotherwise Games)

Boxsæt. If you've grown accustomed to Heroes as puny resources to be gathered and slain, get ready for the adventurers to strike back! The first mini-expansion for Boss Monster: the Dungeon-Building Card Game, Tools of Hero-Kind introduces new Item cards that make Heroes more formidable. But if you can defeat these heavily-armed Heroes, you can claim their Items to gain new offensive abilities!

BURNING SUNS**Burning Suns - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 350,00 (Sun Tzu Games)**

Boxsæt. Sværhedsgrad: 14+. Spillere: 2-5. Spilletid: 40m/pl. Burning Suns is an intense tactical science fiction game set in an expansive universe in which you'll be competing for supremacy through technology, diplomacy, exploitation and destruction.

Tactical 4X thematic action > Burning Suns is not a traditional 4X game. It takes the 4X actions and gives you complete tactical control. This means you'll have to adapt and improvise on the way to victory. A strategy can only take you this far; in the meantime you'll have to rely on your ability to analyze the situation and calculate the best possible moves ahead of you. Being able to force, trick and outmaneuver your opponents is key to success. Seize opportunities as they arise and don't wait for the perfect moment — because it doesn't exist! It's about being proactive and reactive according to your chances and the risk you're willing to take!

Create an Empire > You'll be able to create no less than 1000 possible empires, using the three elements of Ideology, Race and Framework, each with unique strengths and weaknesses.

Galaxies in motion > Galaxies can be created just as you see them fit — and they might evolve during a game.

Immediate actions > The order in which actions are executed changes every turn. All actions in Burning Suns are carried out immediately and players are therefore involved throughout the game, bringing downtime to a minimum.

Your empire, your strategy > In Burning Suns there are many ways to victory depending upon your empire, how you use abilities, leaders and agents, whether you choose to ally or conquer worlds, and how you choose to engage your opponents with the many various units.

CAMEL UP**Camel Up - Second Edition, kr. 420,00 (Pegasus Publishing)**

Boxsæt. Sværhedsgrad: 8+. Spillere: 2-8. Spilletid: 20-30min. Second Edition of Camel Up features new artwork, a new game board design, a new pyramid design, engraved dice, and new game modes, including crazy rogue camels that start the race running in the opposite direction! You never know how a race will end!

In Camel Up, up to eight players bet on five racing camels, trying to suss out which will place first and second in a quick race around a pyramid. The earlier you place your bet, the more you can win — should you guess correctly, of course. Camels don't run neatly, however, sometimes landing on top of another one and being carried toward the finish line. Who's going to run when? That all depends on how the dice come out of the pyramid dice shaker, which releases one die at a time when players pause from their bets long enough to see who's actually moving!

Components

- 1 game board
- 5 wooden camels
- 1 dice pyramid
- 5 wooden dice
- 40 betting cards
- 8 desert tiles
- 15 stage betting tiles
- 5 pyramid tiles
- 20 money cards
- 50 coins
- 1 start player marker
- Rules (DE/EN)

CARCASSONNE**Carcassonne: Safari (stand alone) (dansk, svensk, norsk, finsk), kr. 250,00 (Lautapelit)**

Boxsæt. Sværhedsgrad: 7+. Spillere: 2-5. Spilletid: 30min. In the standalone game Carcassonne: Safari, players go out on a safari and try to see as many animals as they can, despite these animals hiding in the bush, in the savannah, or near watering holes. Help your friends to dig out such holes and receive bonus points. Sometimes you will see animals while taking a nap under a big baobab.

Carcassonne: Safari is the fourth title in the "Carcassonne Around the World" series.

CARCASSONNE - DANSK**Bridges, Castles and Bazars (danske regler), kr. 130,00 (Enigma)**

Boxsæt. Sværhedsgrad: 8 år. Spillere: 2-6. Spilletid: 30-45min. Bridges, Castles & Bazaars introduces three exciting, new options to the Carcassonne experience! Bridges allow roads to continue over field tiles, while Castles can be erected on 2-tile cities for added security and extra points, and Bazaars offer peddlers the option to auction off their tiles in exchange for points. This expansion comes complete with 12 tiles, 12 city tokens, and 12 bridge pieces.

Carcassonne 2014 udgave (danske regler), kr. 300,00 (Enigma)

Boxsæt. Sværhedsgrad: 7+. Spillere: 2-5. Spilletid: 35min.
 Carcassonne is a tile-placement game in which the players draw and place a tile with a piece of southern French landscape on it. The tile might feature a city, a road, a cloister, grassland or some combination thereof, and it must be placed adjacent to tiles that have already been played, in such a way that cities are connected to cities, roads to roads, etcetera. Having placed a tile, the player can then decide to place one of his meeples on one of the areas on it: on the city as a knight, on the road as a robber, on a cloister as a monk, or on the grass as a farmer. When that area is complete, that meeple scores points for its owner.

During a game of Carcassonne, players are faced with decisions like: "Is it really worth putting my last meeple there?" or "Should I use this tile to expand my city, or should I place it near my opponent instead, giving him a hard time to complete his project and score points?" Since players place only one tile and have the option to place one meeple on it, turns proceed quickly even if it is a game full of options and possibilities.

Med Floden og Biskoppen.

Hills & Sheep, kr. 130,00 (Enigma)

Boxsæt. Sværhedsgrad: 7+. Spillere: 2-6. Spilletid: 40min. The land outside the city of Carcassonne is lush and green with rolling hills and small cities. In Carcassonne Expansion #9: Hills & Sheep, players can take advantage of the land to manage a flock of sheep, cultivate vineyards, and build hills. The shepherd carefully watches over his flock as they wander through the fields. Over time the flock can grow but be careful; if you wait too long to return your flock to the stable, wolves may attack. Add a thriving vineyard to grow wine around a monastery and increase its value. Get a better view with the hills and gain the advantage from the high ground.

CARDS AGAINST HUMANITY**Cards Against Humanity UK Edition, kr. 450,00 (Cards Against Humanity)**

Boxsæt. Sværhedsgrad: 17+. Spillere: 4-20. Spilletid: 30-90min.
 "A party game for horrible people."

Play begins with a judge, known as the "Card Czar", choosing a black question or fill-in-the-blank card from the top of the deck and showing it to all players. Each player holds a hand of ten white answer cards at the beginning of each round, and passes a card (sometimes two) to the Card Czar, face-down, representing their answer to the question on the card. The card czar determines which answer card(s) are funniest in the context of the question or fill-in-the-blank card. The player who submitted the chosen card(s) is given the question card to represent an "Awesome Point", and then the player to the left of the new Card Czar becomes the new Czar for the next round. Play continues until the players agree to stop, at which point the player with the most Awesome Points is the winner.

This, so far, sounds like the popular and fairly inoffensive Apples to Apples. While the games are similar, the sense of humor required is very different. The game encourages players to poke fun at practically every awkward or taboo subject including race, religion, gender, poverty, torture, alcoholism, drugs, sex (oh yes), abortion, child abuse, celebrities, and those everyday little annoyances like "Expecting a burp and vomiting on the floor".

In addition, there are a few extra rules. First, some question cards are "Pick 2" or cards, which require each participant to submit two cards in sequence to complete their answer. Second, a gambling component also exists. If a question is played which a player believes they have two possible winning answers for, they may bet an Awesome Point to play a single second answer. If the player who gambled wins, they retain the wagered point, but if they lose, the player who contributed the winning answer takes both points.

From the website:

"Cards Against Humanity is distributed under a Creative Commons Attribution-Noncommercial-Share Alike license - that means you can use and remix the game for free, but you can't sell it. Feel free to contact us at cardsagainsthumanity@gmail.com."

CARTAGENA**Cartagena 2nd edition, kr. 350,00 (Rio Grande Games)**

Boxsæt. Sværhedsgrad: 13+. Spillere: 2-5. Spilletid: 30-45min. In this new update to the popular, award-winning family game, the players play cards to move their pirates across Tortuga, leap-frogging over the other players' pieces at just the right times. The challenge comes in deciding which pirate to move with which card so you don't help the other players more than you help yourself, as well as when to move a pirate backwards to draw cards. The first player to move all their pirates to the sloop at the end of the island, will win. This new version also includes the new 'Black Magic' variant which allows the players to use the card's special abilities.

CATAN (SETTLERS) (DANSK)**Byer & Riddere 5-6 spillere udvidelse (danske regler), kr. 250,00 (Enigma)**

Boxsæt. Denne æske indeholder alt hvad der skal bruges for at

Byer & Riddere udvidelse (danske regler), kr. 350,00 (Enigma)

Boxsæt. Sværhedsgrad: 12 år. Spillere: 3-4. Spilletid: 120min. Catan er i fare! Vilde barbarer truer øen! Lokket af rigdommen fra Catans byer nærmer barbarernes flåde sig. Når barbarerne lander, må Catans riddere stå sammen og møde faren. Hvis ridderne er svage, vil barbarerne plyndre byerne - og hver plyndret by overlever kun som et lille nybyggersted.

Catans byer kan i dette spil gennemgå en ny blomstringstid. Byerne kan udvides og blive til rene metropoler! For at udbygge en by får du behov for de nye kort, "Handelsvarer".

Byudbyggelse er mulige inden for tre kategorier: handel, politik og videnskab. Med hver eneste udvidelse forbedres dine chancer for at få de nye "fremskridtskort", der muliggør dybe indgreb i spillet.

Denne udvidelse er beregnet til de erfarne Catan-spillere (minimumsalder: 12 år). Et godt kendskab til grundreglerne er en betingelse for at kunne gå videre, for de nye regler udvider spillets muligheder betydeligt. Derigennem forlænges spilletiden også med ca. en time. Men du bliver rigt belønnet for dine anstrengelser gennem et virkeligt eventyr på Catan!

Grib udfordringen og red Catan!

Catan (2015 Edition), kr. 350,00 (Enigma)

Boxsæt. Sværhedsgrad: 10+. Spillere: 3-4. Spilletid: 75min. Det taktiske spil om handel og magt.

Tænk dig tilbage til tiden for de store opdagelsesrejser: Dine skibe er efter en længere rejse nået til kysten af en fremmed ø. Du døber den Catan!

Men du er ikke den eneste, der har opdaget øet.!

Settlers 5-6 spillere udvidelse (danske regler), kr. 250,00 (Enigma)

Boxsæt. Sværhedsgrad: 10 år. Spillere: 3-6. Spilletid: 90min. Denne æske gør det muligt at spille det almindelige Settlers med op til 5 eller 6 personer.

Den indeholder 11 landfelter, 4 rammedele med hav, 28 talbrikker, 2 kort med byggeomkostninger, 5 af hver type råstofkort, 9 udviklingskort, 2 sæt spilfigurer i brun og grøn (hvert sæt indeholder 5 huse, 4 byer og veje), 1 regelbog.

Søfarer 5-6 spillere udvidelse, kr. 250,00 (Spilbræt.dk)

Boxsæt. Spillere: 5-6. This is an expansion for Die Siedler von Catan game. Players can build shipping lanes, which are very similar to roads. Additionally, the game comes with many different water-hex-heavy variant setups. This German version (Kosmos') should only be used with the German base game, instead of the American one (Mayfair), because of matching components.

CHRONICLES OF CRIME**Welcome to Redview Expansion, kr. 225,00 (Lucky Duck Games)**

Boxsæt. Redview. It's always been a small and seemingly quiet American town. But, it's a hot summer in 1985, and weird things have started to happen. You and your friends want to understand what's going on. You call yourselves the Redview Mystery Gang, and it won't be a lazy summer for you, young detectives.

CIRKUS TOPITO**Cirkus Topito (Dansk, Svensk, Norsk og Finsk), kr. 200,00 (Korea Boardgames)**

Boxsæt. Sværhedsgrad: 7+. Spillere: 2-4. Spilletid: 15min. In Topito, players manipulate the circus animals and workers — represented by giant wooden blocks — to complete objective cards in their hand. The game includes a number of circus rings in which activities take place, and on a turn a player adds a block to a stack or moves part of a stack onto another stack. If any player, whether active or not, has one of their objective cards met by this move, then they reveal it and draw a new card. If a player drops a block, they must discard a previously met card as a penalty.

The first player to have seven cards in front of themselves wins!

CITADELS**Citadels og Dark City Expansion (danske regler), kr. 300,00 (Fantasy Flight Games)**

Boxsæt. Sværhedsgrad: 10+. Spillere: 2-8. Spilletid: 30-60min. Players seek to build a collection of buildings worth from one to eight points. Once someone's built eight buildings, then the game is over and the player with the highest total value wins. However to facilitate the process (and make the game interesting), players sequentially chose a character from a rapidly dwindling pool of eight each turn. The characters give players special abilities for the turn.

CLANK**Expeditions: Gold and Silk Expansion, kr. 145,00 (Renegade Games Studio)**

If you have an insatiable thirst for plunder, Clank! Expeditions is for you: a series of boards to continue your deck-building adventures. This first expedition begins in a mine abandoned by the Ruin Dwarven Mining Company (Ruin DMC) when it became infested with monsters. But it still holds plenty of gold for those daring enough to enter. Still more wealth awaits in the Spider Queen's Lair. Surely the Spider Queen herself is just a legend meant to scare people away from such a fancy castle. This is an expansion requires Clank! A Deck-Building Adventure to play.

Legacy Acquisitions Incorporated Upper Management Pack, kr. 225,00 (Renegade Games Studio)

Boxsæt. Get your first taste of the upcoming Fall release of Clank! Legacy: Acquisitions Incorporated with the release of the Upper Management Pack! Introducing unique character starting decks and accompanying miniatures, bring the main characters from Penny Arcades popular stage and streaming show, Acquisitions Incorporated, to your Clank! game. Use the Upper Management Pack in the original Clank!

Mummy's Curse Expansion, kr. 225,00 (Renegade Games Studio)

Boxsæt. Sværhedsgrad: 12+. Spillere: 2-4. Spilletid: 30-60min. Untold riches await you inside the pyramids of the Ancients - but they're well protected. An undying Mummy guardian spreads a vile curse to those who would rob its tomb. And, inevitably, the treasure has attracted a dragon! Can you escape the fearsome Croxobek?

Sunken Treasures Expansion, kr. 225,00 (Renegade Games Studio)

Boxsæt. Sværhedsgrad: 12+. Spillere: 2-4. Spilletid: 30-60min. The challenge to prove your thieving skills has moved to new environments. You'd better know how to swim, as several rooms you'll face have been completely flooded with water. Plus, of course, there's always an angry dragon to avoid... In Sunken Treasures, an expansion for Clank! A Deck Building Adventure, players explore two partially flooded maps with new Dungeon Deck cards, a new persistent monster to defeat, and new environmental challenges as they venture in the watery depths.

CLANS OF CALEDONIA

Clans of Caledonia - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 400,00 (Asmodee Editions)

Boxsæt. Sværhedsgrad: 12+. Spillere: 1-4. Spilletid: 30min/pl.
Clans of Caledonia is a mid-to-heavy economic game set in 19th-century Scotland. At this time, Scotland made the transition from an agricultural to an industrialized country that heavily relied on trade and export. In the following years, food production increased significantly to feed the population growth. Linen was increasingly substituted by the cheaper cotton and raising sheep was given high importance. More and more distilleries were founded and whisky became the premium alcoholic beverage in Europe.

Players represent historic clans with unique abilities and compete to produce, trade and export agricultural goods and of course whisky!

The game ends after five rounds. Each round consists of the three phases:

1. Players' turns
2. Production phase
3. Round scoring

1. Players take turns and do one of eight possible actions, from building, to upgrading, trading and exporting. When players run out of money, they pass and collect a passing bonus.

2. In the production phase, each player collects basic resources, refined goods and cash from their production units built on the game map. Each production unit built makes income visible on the player mat. Refined goods require the respective basic resource.

3. Players receive VPs depending on the scoring tile of the current round.

The game comes with eight different clans, a modular board with 16 configurations, eight port bonuses and eight round scoring tiles.

CODENAMES DANSK

Codenames Dansk version, kr. 200,00 (Czech Games Edition)

Boxsæt. Sværhedsgrad: 14+. Spillere: 2-8(4-8). Spilletid: 15min.
The two rival spymasters know the secret identities of 25 agents. Their teammates know the agents only by their Codenames. In Codenames, teams compete to see who can make contact with all of their agents first. Spymasters give one-word clues that can point to multiple words on the board. Their teammates try to guess words of the right color while avoiding those that belong to the opposing team. And everyone wants to avoid the assassin!

COLDWATER CROWN

Coldwater Crown - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 250,00 (Impressions Advertising & Marketing)

Boxsæt. Sværhedsgrad: 14+. Spillere: 1-4. Spilletid: 40-90min.
It's a cold and misty morning on the Irish coast. The salt-water spray is stinging your eyes and you're sleep-deprived, but there's nowhere else you'd rather be. You've secured your spot as a competitor in the world-renowned Coldwater Crown fishing tournament, and you're convinced you taste victory in the salty air. You were raised on these waters. You know how and when the fish like to bite, you know which bait to use, and, most importantly, you know how to strategically balance your catch of fish to reel in the most trophies. But, nothing is certain on these frigid waters. Your competitors could beat you to the best fishing spots and the fish you want could disappear just before you get there. Will you be able to bring home the Coldwater Crown?

CONSULTING DETECTIVE

Carlton House and Queen's Park (stand alone), kr. 350,00 (Asmodee Editions)

Boxsæt. Sværhedsgrad: 14+. Spillere: 1-8. Spilletid: 90+min. A standalone expansion for Sherlock Holmes: Consulting Detective, Carlton House & Queen's Park introduces ten exciting cases, each one drawing players deep into the world of Sherlock Holmes. Among these cases includes two classic, long out-of-print expansions, now revised and updated. If you're playing solo or with up to eight possible players, you'll need your wits about you to solve the cases and beat Holmes, himself!

Jack the Ripper and West End Adventures (stand alone or expansion), kr. 360,00 (Asmodee Editions)

Boxsæt. Sværhedsgrad: 12+. Spillere: 1-8. Spilletid: 90+ min. Enter the gaslit world of Sherlock Holmes in Sherlock Holmes Consulting Detective! Now, you'll face ten entirely new cases in Jack and the West End Adventures! Six of these cases are standalone adventures, while four others form a linked campaign that challenges you to stop the murders of the notorious Jack the Ripper! With a new map of London and Whitechapel district, new newspapers for every case, and ten new casebooks, it's time to put your mind to the test!

COPENHAGEN - DANSK

Copenhagen (Dansk, Engelsk, Svensk og Finsk), kr. 375,00 (Lautapelit)

Boxsæt. Sværhedsgrad: 8+. Spillere: 2-4. Spilletid: 20-40min. The Danish city of Copenhagen is traversed by canals and harbors, and part of it — "Nyhavn" (New Harbor) — is famous for the colorful gabled houses along the water.

In the game Copenhagen, players must design new façades for these houses so that they fit seamlessly into this beautiful harbor setting. By using the cards on displays, players receive the corresponding façade polyomino tiles, with which they beautify their houses. Overbuilding certain spaces and floors gives them additional skills for the rest of the game. Floors that consist of a pure window front are particularly rewarding and bring the players many points.

DARK EYE

Aventuria Adventure Card Game - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 250,00 (Paizo Publishing)

Boxsæt. Sværhedsgrad: 14+. Spillere: 1-4. Spilletid: 30-90min. Arm Yourself for Battle! Aventuria is a dangerous place. Lurking behind every corner may be treacherous monsters, exciting adventures, or an ill-humored comrade who challenges you to a duel. In Aventuria, a fast-paced card game set in the world of The Dark Eye, each player takes on the role of a hero from Aventuria. Choose from Arbosh the fierce dwarven smith, Layariel the fleet-footed elven scout, Carolan the cunning half-elven rogue, or Mirhiban the mysterious Tulamydian mage. Then, gather your weapons, armor, magic spells, and cunning - adventure awaits in Aventuria!

DEEP BLUE

Deep Blue, kr. 450,00 (Days of Wonder, Inc.)

Boxsæt. Sværhedsgrad: 8+. Spillere: 2-5. Spilletid: 45min. Deep

DELVE

Delve - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 200,00 (Publisher Services, Inc.)

Boxsæt. Sværhedsgrad: 14+. Spillere: 2-4. Spilletid: 60min. Brave Delvers from across the realm have journeyed to seek their fortune within the dungeons of Skull Cavern. Gold, treasures, and perilous encounters await behind every door! Grab your gear, sharpen your swords, and watch out for those kobolds! Delve is a dungeon-building adventure that combines tile-laying, dice-driven combat, and an immersive narrative experience in a charming fantasy setting.

DESCENT 2ND EDITION***Lost Legends Expansion Pack, kr. 135,00 (Fantasy Flight Games)***

Discover ancient knowledge lost for centuries with the Lost

DEVILS RUN - ROUTE 666***Demolition Derby Expansion Set - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 10,00 (Word Forge Games)***

6 double sided Tiles which form the perfect circuit for a

Extra Tiles Expansion Set - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 10,00 (Word Forge Games)

Do you want more variability in your Runs? This set includes 3

DICE SETTLERS***Dice Settlers, kr. 540,00 (NSKN Legendary Games)***

Boxsæt. Sværhedsgrad: 14+. Spillere: 1-4. Spilletid: 90min. With a piece of land to call your own, a handful of resources, a few families and a head full of dreams you embark on a journey of a lifetime. Beyond lies the New World full of opportunities to make your dreams of a new home a reality. But beware, other settlers have come here as well, and although their beginnings are as humble as yours, each of them will want to influence these new lands as much as you. Will you become the most powerful? Dice Settlers is a civilization dice game of pool building, resource gathering and area control. Each turn players reach into their bags of dice, roll and choose their own actions: from exploring new lands and building the board, through gathering resources and trading, to developing technologies which offer new abilities, each player chooses their own path to victory.

DIPLOMACY***Diplomacy, kr. 270,00 (Wizards of the Coast)***

Boxsæt. Trust and treachery are the entertaining ingredients in this Game of International Intrigue. Each player represents a Great European Power prior to World War I, a time when the continent was a complex cauldron of political stratagems and maneuvers. Your armies and fleets can dominate Europe, but only with the cooperation of your neighbors. Never forget, they are all trying to expand their territory, too, and you could be the target!

Luck plays no part in Diplomacy. Cunning and cleverness, honesty and perfectly-timed betrayal are the tools needed to outwit your fellow players. The most skillful negotiator will climb to victory over the backs of both enemies and friends.

Who do you trust?

Diplomacy contains

20" x 20" Game Board
Conference Map Pad
70 Metal Cannons
70 Metal Battleships
Flag Markers

DIRTY PIG***Dirty Pig, kr. 165,00 (Northland Games)***

Dirty Pig is an easy-to-learn family card game. Your goal is to be the first player to dirty all of your pigs. Getting your pigs dirty may be easy enough, but keeping them dirty is more of a challenge; rain showers and pesky farmers are always at the ready to clean your pig! Seeking shelter in a barn may protect your pigs, but you never know how long they will remain dirty. If you can keep your pigs dirty (and happy), you win!

DOBBLE***Dobble (Dansk version), kr. 130,00 (Enigma)***

Boxsæt. Sværhedsgrad: 6+. Spillere: 2-8. Spilletid: 15min. Dobble! Is a simple pattern recognition game in which players try to find an image shown on two cards.

Each card in Dobble! features eight different symbols, with the symbols varying in size from one card to the next. Any two cards have exactly one symbol in common. For the basic Spot it! game, reveal one card, then another. Whoever spots the symbol in common on both cards claims the first card, then another card is revealed for players to search, and so on. Whoever has collected the most cards when the 55-card deck runs out wins!

Rules for different games – each an observation game with a speed element – are included with Spot it!, with the first player to find a match either gaining or getting rid of a card. Multiple versions of Spot it! have been published, with the game's theme ranging from Halloween to hockey to baseball to San Francisco.

The game is sold as Published as Spot it! in the USA and Dobble in Europe, with slight differences between the two editions.

Harry Potter Dobble (Dansk version), kr. 150,00 (Enigma)

Boxsæt. Sværhedsgrad: 6+. Spillere: 2-8. Spilletid: 15 min. Harry Potter fans will have to spot the single matching image between two cards in this wizarding duel. Players will have to pick out the matching images from a selection of their favourite characters, magical objects, beasts and house crests!

DOCTOR WHO CARD GAME SECOND EDITION***Twelfth Doctor Expansion 1, The - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 30,00 (Publisher Services, Inc.)***

Boxsæt. Sværhedsgrad: 14+. Spillere: 2-5. Spilletid: 20-60min. At Trenzalore, seemingly at the end of his life, the Time Lords gifted the Doctor with a new cycle of regenerations, and so he set off with Clara in the TARDIS on a whole new series of adventures! This expansion for Doctor Who: The Card Game gives you 42 new cards from the Twelfth Doctor's adventures, from Madame Vastra and Strax, to Missy and the Boneless. It also contains all the components, counters, and cards you need to introduce a fifth player for adventuring in time and space.

DOMINION***Dominion, 2nd Edition, kr. 400,00 (Rio Grande Games)***

Boxsæt. Sværhedsgrad: 14+. Spillere: 2-4. Spilletid: 30min. You are a monarch, like your parents before you, a ruler of a small kingdom of rivers and evergreens. Unlike your parents, however, you have hopes and dreams! You want a bigger and more pleasant kingdom, with more rivers and a wider variety of trees. You want a dominion! In all directions lie fiefs, freeholds, and feodums. All are small bits of land, controlled by petty lords and verging on anarchy. You will bring civilization to these people, uniting them under your banner! To do this you will hire minions, construct buildings, spruce up your castle, and fill the coffers of your treasury, all the while preventing competing monarchs from infringing on your rightful domain! This Second Edition of Donald X. Vaccarino's multi-award winning signature series, Dominion, features six new types of Kingdom cards, new box and card art, as well as updated and revised rules and card text.

DOPPELT SO CLEVER

Doppelt so Clever (Twice as Clever), kr. 175,00 (Schmidt Spiele)

Boxsæt. Sværhedsgrad: 8+. Spillere: 1-4. Spilletid: 30min. Twice As Clever (aka Doppelt So Clever) follows the model of acclaimed game 'That's Pretty Clever (Ganz Schn Clever)'. Each turn the active player rolls six dice, chooses one of them to mark off a space on their scoring grid, places any dice with lower numbers on the side, then re-rolls any remaining dice. The white die is a joker and can be used as any one of the other five colors. After the active player chooses at most three dice, then the other players choose one of the set-aside dice for use on their scoring sheet. This game was designed by award-winning game designer, Wolfgang Warsch!

DUNGEONS & DRAGONS - BOARDGAMES

Dungeon! Fantasy Board Game, kr. 180,00 (Wizards of the Coast)

Boxsæt. Sværhedsgrad: 8+. Spillere: 1-8. Dungeon!, the time-tested family board game of fantasy adventure, has been redesigned for a new generation of fans! In Dungeon!, players choose to adventure as a Fighter, Rogue, Cleric, or Wizard searching for lost treasure in a dungeon filled with monsters. Be the first player to collect enough treasure and escape the dungeon - alive! - to win!

DUNGEONS & DRAGONS - LORDS OF WATERDEEP

Lords of Waterdeep, kr. 450,00 (Wizards of the Coast)

Boxsæt. Sværhedsgrad: 12+. Spillere: 2-5. Spilletid: 60 min. Waterdeep, the City of Splendors—the most resplendent jewel in the Forgotten Realms, and a den of political intrigue and shady back-alley dealings. In this game, the players are powerful lords vying for control of this great city. Its treasures and resources are ripe for the taking, and that which cannot be gained through trickery and negotiation must be taken by force!

Lords of Waterdeep is a strategy board game for 2-5 players. You take on the role of one of the masked Lords of Waterdeep, secret rulers of the city. Through your agents, you recruit adventurers to go on quests on your behalf, earning rewards and increasing your influence over the city. Expand the city by purchasing new buildings that open up new actions on the board, and hinder—or help—the other lords by playing Intrigue cards to enact your carefully laid plans.

ELDER SIGN

Elder Sign, kr. 350,00 (Fantasy Flight Games)

Boxsæt. Sværhedsgrad: 13+. Spillere: 1-8. Spilletid: 1-2 timer. Elder Sign lets players control investigators who must successfully endure adventures within the museum in order to gather clues, items, and the eldritch knowledge they need to seal the rifts between dimensions and prevent the Ancient One's arrival. A clever and thematic dice mechanic pits their exploration against monsters and the sheer difficulty of staying sane and healthy while investigating the most dangerous exhibits and most terrifying instances of insanity.

Elder Sign recreates the Lovecraftian thrills of eerie suspense and mind-numbing horrors in a cooperative game players can finish in one to two hours. Rules, card text, and innovative dice mechanics expertly designed by Richard Launius and Kevin Wilson, the designers of Arkham Horror, all blend in a game that's quick to learn, quick to play, strategic enough to reward frequent replay, and eccentric enough to immerse players in the museum's supernatural intrigue

Grave Consequences Expansion - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Fantasy Flight Games)

Designed by Richard Launius, the creator of Arkham Horror, the Grave Consequences expansion for Elder Sign introduces 50 new cards in three modular decks: Phobia, Epic Battle, and Epitaph. Whether you use one deck, or all of them, you'll find they increase the challenge and drama of your Elder Sign adventure. Even more, they'll immerse you more deeply into its world and help you connect more fully to the investigator that you're playing.

ELDRITCH HORROR

Dreamlands Expansion, kr. 400,00 (Fantasy Flight Games)

Boxsæt. Sværhedsgrad: 14+. Spillere: 1-8. Spilletid: 2-4h. It has been months since you saw the sunset city in a dream towering minarets and domes, crossed by shadow and red light from the gently setting orb of fire that permanently rests outside the city. Since then, you've crossed these borders every night, searching for the city, hoping to set foot inside. You have seen wonders beyond compare: the sacred cats of Ulthar and the turquoise and tourmaline city of Celephais that rests beneath the ginkgo-covered slopes of Mount Aran. You have all but abandoned your waking life, eating less and less, spending more and more time asleep. But, tonight is different. There, on the silvery, blade-thin horizon between wakefulness and sleep, the black ships from the moon have finally caught up to you. Descend into a world of sleep and splendor with The Dreamlands, the latest expansion for Eldritch Horror. As the realm of dreams leaks into our waking world, you'll find eight new investigators that stand united against two insidious Ancient Ones: Altach-Nacha the Dreamweaver and Hypnos, the Lord of Sleep. With a massive array of new Spells, Conditions, Assets, Adventures, Mythos cards, and encounters for every location, The Dreamlands promises adventures unmatched by anything in the waking world.

Forsaken Lore Expansion, kr. 250,00 (Fantasy Flight Games)

Boxsæt. The first expansion for Eldritch Horror, Forsaken Lore immerses you and your fellow investigators more fully into the global fight for the survival of humankind. As the Ancient Ones grow in power, investigators must work harder than ever to save our world. New mysteries threaten to unravel humanity for good as nearly 150 new encounters appear across the globe, forcing investigators to use new Artifacts, Assets, Spells, and everything else at their disposal in their fight against Yig, the Father of Serpents!

Signs of Carcosa Expansion, kr. 225,00 (Fantasy Flight Games)

Boxsæt. Confront the maddening influence of the Unspeakable One in Signs of Carcosa, the latest expansion for Eldritch Horror. In Signs of Carcosa, you'll find Hastur entering the game as a new Ancient One, spreading insanity and dissension. Against this foul abomination from Aldebaran, four new investigators join the fight to save the world. Plus, a host of new Encounter cards for every continent ensures that fresh adventures are just around the next street corner, even as a wealth of new conditions, spells, assets, artifacts, and Mythos cards draws you deeper into a world of madness and fear.

Strange Remnants Expansion, kr. 225,00 (Fantasy Flight Games)

Boxsæt. Earth is threatened with all-consuming doom in Strange Remnants, a new expansion for Eldritch Horror. Aeons ago, prophets foretold a planetary alignment that would open an evil portal in the center of the universe. That alignment is now imminent. To stop it, investigators must unearth the secrets concealed in ancient ruins full of arcane power. Four new locations are introduced through the Mystic Ruins Encounter Deck, while new Glamour Spells and Relic Unique Assets aid investigators in the struggle against a truly omnipotent Ancient One.

Under the Pyramids Expansion, kr. 450,00 (Fantasy Flight Games)

Boxsæt. Sværhedsgrad: 14+. Spillere: 1-8. Spilletid: 2-4h. Ancient secrets, sandblasted ruins, and otherworldly horrors await you in Under the Pyramids, a sideboard expansion for Eldritch Horror! Explore six new locations from the Mediterranean to the Nile as you struggle to prevent the rise of the ancient, evil Dark Pharaoh. Immerse yourself in the cultural tumult and political instability of 1920s Egypt, gain the aid of eight intrepid investigators, and arm yourselves against evil with invaluable Relics, powerful Glamour spells, and legendary allies. Humanity's survival depends upon your success!

EPIC SPELL WARS OF THE BATTLE WIZARDS**ANNIHILAGEDDON Deck Building Game, kr. 360,00 (Cryptozoic Entertainment)**

Boxsæt. Sværhedsgrad: 17+. Spillere: 2-5. Spilletid: 45-60min. Its an all-out battle to the death for the Annihilageddon trophy in the crazy world of Epic Spell Wars! While fully compatible with other Cerberus Engine releases, this game features a whole new world of mayhem literally. Mayhem Events, Familiars, Past Champions, Wizards, Spells, Creatures, Treasure, and Wild Magic. It all adds up to an Epic Spell Wars experience unlike anything you've seen before. And fans of the series have seen a lot. Yeesh.

Duel At Mount Skullzfyre, kr. 270,00 (Cryptozoic Entertainment)

Boxsæt. Spillere: 2-6. Did you know that magical wizards are battling to the death ... and beyond ... right now!? "Why battle?" you might ask. "What have I got to prove, magic man?" Only who's the most awesomely powerful battle wizard in the entire realm, that's what! As a Battle Wizard, you'll put together up to three spell components to craft millions* of spell combos. Your spells might kick ass, or they could totally blow -- it's up to you to master the magic. You will unleash massive damage on the faces of your wizard rivals in a no-holds-barred, all-out burn-down to be the last Battle Wizard standing. And it doesn't stop there! Powerful magic items bring on a whole new level of bloody carnage as you and your mighty wizard opponents tear each other limb from limb in an orgy of killing! Do you have what it takes to use epic spells in a war at Mt. Skullzfyre? Will YOU be the Ultimate Battle Wizard!?

*Not actually millions of combos ... but like thousands or more, maybe.

Combine spell cards into three-piece combos, creating hundreds of unique and devastating attacks. The chaos is limited only by your thirst for destruction! Super mind-blowing fun for 2-6 wizards! Dozens of Arcane Artifacts modify your spells and bring the ultimate pain to your wizard opponents! Dead Wizard card innovation keeps players in the game, even when they suck and die before winning! Simple to learn with endless replayability -- you'll be locked in deadly Wizard Combat till you've got a long, gross, goat-like beard! Amazing art with over 100 unique images, the world of epic spell battles comes to righteously hilarious life! Seriously, I'm not messing around, it's righteously hilarious...

Contents:

40 Spell Source cards 40 Spell Quality cards 40 Spell Delivery cards 25 Dead Wizard cards 25 Treasure cards 8 oversized Hero cards 8 Wild Magic cards 7 Last Wizard Standing chips 6 Skull life counter chips 4 Six-sided dice 1 Rulebook

Melee at Murdershroom Marsh (Epic Spell Wars of the Battle Wizards 3) Standalone and Expansion, kr. 300,00 (Cryptozoic Entertainment)

Boxsæt. Cantrips! Bad Trips! Dual-Glyphed Deliveries! A standalone expansion for Epic Spell Wars, Melee at Murdershroom Marsh ratchets up the EPIC with several exciting, new innovations! Cantrips are a great way to unclog your hand of too many of one spell type. So, even after making a full three-card spell, you can still add more bang to your brainsuck! Bad Trips give you great benefits when you play a lot of different glyphs in your spell. And Creatures are back! Half of the Deliveries are Creatures, and the other half are dual-glyphed blast `em spells. Oh, and most of the Treasures in Melee at Murdershroom Marsh are `Everlasting!', which means they don't go away when you die. Collect `em all!

EXIT**Abandoned Cabin, The (Level 2,5 Complexity), kr. 185,00 (Thames & Kosmos)**

Boxsæt. Sværhedsgrad: 12+. Spillere: 1-6. Spilletid: 1-2h. After your car breaks down, you are looking for shelter for the night. Luckily, you find an abandoned cabin in the woods near the road. But the next morning, the door is locked! Iron bars on the windows prevent you from escaping. You discover a book and a strange disk... Exit: The Game brings the hit Escape-Room concept for home use! In this party game for up to six players, you must solve a series of riddles and puzzles to escape.

Se reklame her for

<https://www.youtube.com/watch?v=5xsoIAWaq-o&feature=youtu.be>">Exit the Game

Catacombs of Horror, The (Level 4,5 Complexity), kr. 225,00 (Thames & Kosmos)

Boxsæt. Sværhedsgrad: 16+. Spillere: 1-4. Spilletid: 2-4h. Gloomy crypts lie under the city of Paris. The catacombs swallow city light, riddles, and, apparently, also people. After the mysterious disappearance of a friend in the catacombs, you and your team embark on a search party, making your way through the puzzling underground labyrinth. Will you be able to find your friend in time and escape this cavernous world of darkness? This double-sized EXIT game is presented in two separate parts.

Forbidden Castle (Level 4 Complexity), kr. 185,00 (Thames & Kosmos)

Boxsæt. Sværhedsgrad: 12+. Spillere: 1-4. Spilletid: 1-2h. Finally, a vacation! Sifting through brochures for local events and attractions, you discover an impressive, medieval castle that's just dying to be explored. But, upon entering, the massive, wooden door locks behind you! The castle is full of mysteries - can you solve all of the puzzles in time to escape this tourist trap! Exit: The Game brings the hit Escape-Room concept for home use! In this party game for up to six players, you must solve a series of riddles and puzzles to escape.

Forgotten Island (Level 3 Complexity), kr. 185,00 (Thames & Kosmos)

Boxsæt. Sværhedsgrad: 12+. Spillere: 1-4. Spilletid: 1-2h. Lost at sea and marooned on a deserted isle, your only hope of escape (and survival) is an ancient book, a mysterious golden compass disk, and a boat chained to a palm tree - secured with locks! Exit: The Game brings the hit Escape-Room concept for home use! In this party game for up to six players, you must solve a series of riddles and puzzles to escape.

House of Riddles, The (Level 2 Complexity), kr. 185,00 (Thames & Kosmos)

Boxsæt. Sværhedsgrad: 10+. Spillere: 1-4. Spilletid: 1-2h.

Pharaoh's Tomb, The (Level 4 Complexity), kr. 185,00 (Thames & Kosmos)

Boxsæt. Sværhedsgrad: 12+. Spillere: 1-6. Spilletid: 1-2h. The excursion to the Valley of the Kings is the highlight of your vacation to Egypt. As you crawl through the narrow passageways, you lose the rest of your tour group. Entering a mysterious burial chamber, a massive stone door closes behind you! On the floor lie a dusty notebook and an ancient disk... Exit: The Game brings the hit Escape-Room concept for home use! In this party game for up to six players, you must solve a series of riddles and puzzles to escape.

Polar Station (Level 3 Complexity), kr. 185,00 (Thames & Kosmos)

Boxsæt. Sværhedsgrad: 12+. Spillere: 1-4. Spilletid: 1-2h. A wonderfully mild morning in the Arctic - only -15 Celsius! As part of Division IMB-Q-12, you're researching climate change at the North Pole. Suddenly, the evacuation alarm goes off! You race to the door, but it's locked automatically! Crawling into an adjacent station via a ventilation shaft, you find in a devastated lab a notebook and a strange disk. Oh, and everything in the room is secured with numbered locks! Figure out all of the codes to escape - or be trapped in the complex to the bitter (cold) end! Exit: The Game brings the hit Escape-Room concept for home use! In this party game for up to six players, you must solve a series of riddles and puzzles to escape.

Secret Lab, The (Level 3,5 Complexity), kr. 185,00 (Thames & Kosmos)

Boxsæt. Sværhedsgrad: 12+. Spillere: 1-6. Spilletid: 1-2h. As volunteers for a medical research study, you report to a lab as instructed. But, no one is there except for you! Vapor rises from a test tube and you start feeling dizzy. When you awaken, the door is locked, and you discover a notebook and a strange disk... Exit: The Game brings the hit Escape-Room concept for home use! In this party game for up to six players, you must solve a series of riddles and puzzles to escape.

Sinister Mansion, The (Level 3 Complexity), kr. 185,00 (Thames & Kosmos)

Boxsæt. Sværhedsgrad: 12+. Spillere: 1-4. Spilletid: 1-2h. You are invited to be a guest at a palatial mansion, but upon arrival, you find yourselves forced to take part in a macabre game. The clock is ticking, and there is not much time left to solve the puzzles. Can you escape the mansion before it's too late? Difficulty Level: 3 of 5.

Sunken Treasure, The (Level 2 Complexity), kr. 185,00 (Thames & Kosmos)

Boxsæt. Sværhedsgrad: 10+. Spillere: 1-4. Spilletid: 1-2h. Setting sail for dangerous waters, you embark on a treacherous quest for the legendary treasure of the Santa Maria. While investigating a mysterious shipwreck, something goes terribly wrong and you are trapped deep underwater! Can you solve the riddles of the wreck and recover the treasure before your time is up?

EXIT - DANSK

Den forladte hytte (Sværhedsgrad 2,5), kr. 185,00 (Spilbræt.dk)

Boxsæt. Sværhedsgrad: 12+. Spillere: 1-6. Spilletid: 45-90min. Jeres bil er gået i stykker, og I leder efter et sted at overnatte. I synes selv, I er heldige, da I finder en forladt hytte midt ude i skoven. Men næste morgen er døren låst, og solide jernstænger forhindrer jer i at flygte ud og vinduerne. På bordet ligger en bog og en mystisk drejeskive...

Den glemte ø (Sværhedsgrad 3), kr. 185,00 (Spilbræt.dk)

Boxsæt. Sværhedsgrad: 12+. Spillere: 1-4. Spilletid: 45-90min. Lost at sea and marooned on a deserted isle, your only hope of escape (and survival) is an ancient book, a mysterious golden compass disk, and a boat chained to a palm tree - secured with locks! Exit: The Game brings the hit Escape-Room concept for home use! In this party game for up to six players, you must solve a series of riddles and puzzles to escape.

Det hemmelige laboratorium (Sværhedsgrad 3,5), kr. 185,00 (Spilbræt.dk)

Boxsæt. Sværhedsgrad: 12+. Spillere: 1-6. Spilletid: 45-90min. I har meldt jer som forsøgspersoner i et medicinsk studie. Men der er ikke en levende sjæl i laboratoriet. Pludselig strømmer en giftig grøn damp op fra et af reagensglassene, og alt bliver sort. Da I vågner op igen, finder I en mystisk notesbog og en gådefuld drejeskive...

Faraos gravkammer (Sværhedsgrad 4), kr. 185,00 (Spilbræt.dk)

Boxsæt. Sværhedsgrad: 12+. Spillere: 1-6. Spilletid: 45-90min. Besøget i Kongernes Dal er højdepunktet på turen til Egypten. Men under vandringen gennem mørke korridorer bliver I pludselig afskåret fra resten af følget. Inden længe befinder I jer i et mystisk gravkammer. På gulvet ligger en støvet notesbog og en ældgammel drejeskive. Men pludselig lukker døren sig bag jer...

EXPLODING KITTENS

Exploding Kittens First Edition (Limited), kr. 300,00 (Exploding Kittens, LLC)

Boxsæt. Sværhedsgrad: 7+. Spillere: 2-5. Spilletid: 15min. A card game for people who are into kittens... and explosions... and laser beams... and sometimes goats. Exploding Kittens is a highly strategic, kitty-powered version of Russian Roulette. Players try to avoid drawing Exploding Kittens (which boot them from the game) using catnip sandwiches, deploying special ops bunnies, and seeking out the wisdom of an all-seeing goat wizard. This limited First Edition version comes with a meowing box.

Special Handling:

Alliance is offering Exploding Kittens to Brick and Mortar Retailers *only*, and may only be sold through brick and mortar transactions. The vendor has asked that there be no online sales through hobby. Sales are restricted to USA only.

FANTASTIC PARK - DANSK***Fantastic Park (Dansk, Svensk, Norsk, Engelsk og Finsk), kr. 200,00 (Lautapelit)***

Boxsæt. Sværhedsgrad: 8+. Spillere: 2-5. Spilletid: 30min. It's time to gather the animals all around us in Fantastic Park, but which animals does everyone want to see? We'll find out only after the animals have all found their places!

In the game, each player starts the round with a hand of four or five domino-style tiles, with each half of the tile showing one of four types of animal (with the same animal possibly appearing on both halves). Players take turns laying a domino on the table, with each placed domino after the first lying adjacent to at least one side of a tile or on top of two tiles.

Once everyone has only one domino in hand, players reveal that tile and score points for the round. For each type of animal on your tile, you find the largest orthogonally-connected group of that animal, then score 1 point for each animal in the group. If you have the same animal on both halves of your last tile, you score that animal twice. If you have a type of animal on your tile that no one else has, double the score for that animal.

After scoring, return the revealed tile to hand, then draw more tiles to fill your hand once again. After a certain number of rounds, whoever has the most points wins!

FATE OF THE ELDER GODS***Fate of the Elder Gods - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 400,00 (Greater Than Games LLC)***

Boxsæt. Sværhedsgrad: 13+. Spillere: 1-4. Spilletid: 30-120min. The time has come! All signs and portents point to this momentous night, and you and your siblings of shadow stand ready. Your cult has sacrificed much - and many - to prepare the ceremony to awaken the dread god whose name twists your tongue and dark purpose twists your mind. But, this night is one of great power, and your lodge isn't the only one who seeks to harness that power. Summon ancient evil and herald the fall of mankind in Fate of the Elder Gods, a wicked game of supernatural summoning co-designed by award-winning game designer Richard Launius (Arkham Horror, Elder Sign).

FLAMME ROUGE***Flamme Rouge (dansk, svensk, norsk, finsk), kr. 315,00 (Lautapelit)***

Boxsæt. Sværhedsgrad: 8+. Spillere: 2-4. Spilletid: 30-45min. The excitement in the air is electric as the leaders round the last corner and head for the finish line. Each team has used cunning and skill to position their sprinter for this moment, but only one has done enough to pull off the win! Will your team lead from the front and risk exhaustion? Should you play it safe in the middle of the pack? Could you surprise everyone by striking from the back? Can you time your move perfectly? Anyone can race, few become champions! Flamme Rouge is a fast-paced, tactical bicycle racing game.

FLUXX***Firefly Fluxx, kr. 180,00 (Looney Labs)***

Boxsæt. Sværhedsgrad: 8+. Spillere: 2-6. Spilletid: 5-30min. Working in partnership with 20th Century Fox and Gale Force Nine, Looney Labs' Firefly Fluxx combines the card games unpredictable and ever-changing rules with the futuristic Wild West characters and themes of Fox's Firefly Verse. Join Mal, Wash, Zoe, Inara, Kaylee, Jayne, Simon, River, Book, and more as Fluxx enters the `Verse at full speed! With the rules constantly changing, Firefly Fluxx is just as unpredictable as misbehaving in space!

Monty Python Fluxx Deck, kr. 180,00 (Looney Labs)

Boxsæt. Sværhedsgrad: 8 år. Spillere: 2-6. Spilletid: 10-40min. And now for something completely different—it's... Monty Python Fluxx!

Yes, that crazy card game where the rules keep changing has joined forces with Monty Python to create the looniest card game ever! Help King Arthur and his Knights find the Holy Grail! Bring a Shrubbery to the Knights Who Say Ni! Lob the Holy Hand Grenade at the Killer Rabbit with Nasty Big Teeth! Just do it quickly before the Goal changes again!

Each deck contains 100 cards and instructions.

FOR SALE***For Sale, kr. 160,00 (Competo)***

Boxsæt. Sværhedsgrad: 8+. Spillere: 3-6. Spilletid: 20-30min. For Sale is a quick, fun game nominally about buying and selling real estate. During the game's two distinct phases, players first bid for several buildings then, after all buildings have been bought, sell the buildings for the greatest profit possible. The original Ravensburger/FX Schmid edition (1997/98) has slightly different rules than later English editions, and only 20 buildings instead of 30.

The Überplay 2005 Edition has new art, rules and card distribution changes, and it accommodates 3-6 players.

The Gryphon 2009 Edition uses the Überplay art for the faces of the property cards, while replacing most other art. The rules are the same as the Überplay edition, with the exception of the rounding rule (which was stated in different ways in different printings of the Überplay edition).

Rounding rule

The rounding rule preferred by the designer Stefan Dorra is that players get back half of their bid rounded DOWN (not UP), as confirmed in correspondence with him here and here. A history of how the rounding rule has changed in different editions is documented here.

FORBIDDEN SKY***Forbidden Sky, kr. 360,00 (Gamewright Inc.)***

Boxsæt. Sværhedsgrad: 10+. Spillere: 2-5. Spilletid: 60min. Soar to dizzying heights in this electrifying cooperative adventure! Work as a team to explore a mysterious platform that floats at the center of a savage storm. Connect a circuit of cables to launch a secret rocket - all before you are struck by lightning or blown off to the depths below! What started off as a simple island adventure has evolved into an ever-developing storyline. From ocean, to desert, and now to the sky, this latest installment takes you to new heights with several novel challenges, including collectively planning a terrain using only limited information, and constructing a real electrical circuit.

FURY OF DRACULA***Fury of Dracula 4th Edition, kr. 540,00 (WizKids LLC)***

Boxsæt. Sværhedsgrad: 14+. Spillere: 2-5. It is 1898. London has returned to peace for eight years following Count Draculas thwarted plans, or so they thought...In Fury of Dracula, one player is Count Dracula secretly traveling the European countries, turning humans into vampires with his gruesome bite, and laying deadly traps for those hunting him. The Count's opponents are the Hunters who must find the bloodthirsty villain and destroy him before his undead thralls claim the night as their own. This WizKids print of the classic hidden movement vampire hunt includes a new and improved rule book; larger, poker-sized cards; and fully painted figures for Dracula and each of the Hunters. This updated and improved version of this thematic classic is a perfect addition to any board gamer's shelf!

GALAKSENS HERSKERE

Galaksens Herskere - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 20,00 (Ord & Billeder)

Sværhedsgrad: L. Spillere: 2-5. Spilletid: ?. Hurtigt og

GAME OF THRONES LCG 2ND EDITION

Wolves of the North Expansion - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Fantasy Flight Games)

Boxsæt. Those who dwell in the North can be as harsh as winter itself, but words like honor still have meaning there. Journey northwards and take your place among the Starks with Wolves of the North, the first deluxe expansion for A Game of Thrones: The Card Game. In this expansion, House Stark takes the spotlight by rushing to victory with House Tully or drawing strength from Winter itself. You'll find iconic Stark characters like Eddard Stark, Catelyn Stark, The Blackfish, and Sansa Stark, while every other faction receives two non-loyal cards alongside an assortment of neutral cards.

GAME OF THRONES THE BOARDGAME

Feast for Crows, A (POD), kr. 200,00 (Fantasy Flight Games)

"If they are never certain who you are or what you want, they cannot know what you are like to do next. Sometimes the best way to baffle them is to make moves that have no purpose, or even seem to work against you. Remember that, Sansa, when you come to play the game."

– Littlefinger, A Storm of Swords

When their ambitions conflict, the houses of Westeros collide! A Feast for Crows is a special scenario for A Game of Thrones: The Board Game Second Edition that provides players with a compelling new four-player scenario. Introducing an alternate victory condition, shortened play time, and a set of playable House cards for House Arryn, A Feast for Crows offers a chance to experience the game in a variety of new and exciting ways.

A Feast for Crows includes:

- 5 Rules cards
- 7 Arryn House cards
- 4 A Feast for Crows Scenario Setup cards (1 for each House)
- 10 A Feast for Crows Westeros Deck I cards
- 28 Objective cards
- 4 Special Objective cards

GANZ SCHÖN CLEVER

That's Pretty Clever!, kr. 175,00 (Schmidt Spiele)

Boxsæt. Sværhedsgrad: 8+. Spillere: 1-4. Spilletid: 30min. Choose your dice well in Ganz schön clever to enter them into the matching colored area, put together tricky chain-scoring opportunities, and rack up the points. The dice you don't use are as important as what you do because every die that's smaller than the chosen one can be used by the other players, keeping everyone in the game at all times.

GLOOMHAVEN

Forgotten Circles Expansion, kr. 360,00 (Cephalofair Games)

Boxsæt. Sværhedsgrad: 14+. Spillere: 1-4. Spilletid: 30min/pl. This is the first expansion for Gloomhaven featuring twenty new scenarios that take place after the events of the original Gloomhaven campaign which involve one new character class the Aesther Diviner and her attempts to prevent an approaching calamity. The accompanying scenario book breaks these scenarios up across multiple pages to create more dynamic and surprising encounters. The expansion also features seven new monster types (including three new bosses) and fourteen new items.

GREAT DALMUTI

Great Dalmuti, kr. 135,00 (Wizards of the Coast)

Boxsæt. Sværhedsgrad: 8+. LIFE ISN'T FAIR! AND NEITHER IS THE GREAT DALMUTI! IN ONE ROUND YOU'RE AT THE TOP OF THE HEAP, AND IN THE NEXT YOU COULD BE PEASANT SCUM! IN THIS FAST-PACED GAME OF MEDIEVAL ONE-UPMANSHIP, PLAYERS TAKE THEIR PLACES IN THE PECKING ORDER, FROM GREATER PEON TO GREATER DALMUTI. BUT THE ROLES CHANGE IN EVERY ROUND, SO GET RID OF THE CARDS IN YOUR HAND FAST. DESIGNED BY RICHARD GARFIELD, CREATOR OF THE HIT FANTASY CARD GAME MAGIC: THE GATHERING, THE GREAT DALMUTI IS A FAST AND FURIOUS CARD GAME FOR

GREEDY DRAGONS

Greedy Dragons, kr. 120,00 (Evil Hat Productions LLC)

Boxsæt. Sværhedsgrad: 8+. Spillere: 2-6. Spilletid: 30min. Mine! All mine! It's time to divvy up the dragons' hoard, but no one wants to share! Can you trick your fellow dragons into leaving you with the most treasure? In Greedy Dragons, a simple but strategic card-stacking game, players overlap cards and build Lairs to collect all the gems - and leave their greedy, grabby, gem-crazy rivals empty handed!

GUARDIANS

Guardians: Explore - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 200,00 (Reihon Games)

Boxsæt. Sværhedsgrad: 13+. Spillere: 2-5. Spilletid: 45-90min. It's spring break in Arthursburg, a time when kids set out on heroic quests of excitement and imagination. But this year, the danger and magic are real - the residents and wildlife around town have been transformed into evil monsters bent on total destruction! Only you and your friends have the power and wits to rise up and save your loved ones from this unknown evil and become the legendary heroes or Arthursburg! In The Guardians: Explore, begin your quest as an apprentice with everything you need to save the town, while honing your skills, sharpening your equipment, and training your familiars. After selecting your approach, work with your teammates to save Arthursburg! Whomever collects the most trophy points will be crowned the True Guardian!

GUILLOTINE

Guillotine, kr. 135,00 (Wizards of the Coast)

Boxsæt. Sværhedsgrad: 12 år. Spillere: 2-5. Spilletid: ½h. This irreverent and humorous card game takes place during the French Revolution as players represent rival guillotine operators vying for the best collection of noble heads over three rounds. Will you be skillful enough to bribe the guards and collect Marie Antoinette? Or, will you lose points for beheading the Hero of the People? Heads will roll in this revolutionary card game!

HANABI

Hanabi, kr. 100,00 (R & R Games)

Boxsæt. Sværhedsgrad: 8+. Spillere: 2-5. Spilletid: 30 min. An intriguing and innovative card game. Race against the clock to build a dazzling fireworks finale! Trouble is, you can see the cards that everyone holds...except your own. Working together, you must give and receive vital information in order to play your cards in the proper launch sequence. Build and light each firework correctly to win the game and avoid a fizzling fiasco! Game design by famed Seven Wonders designer, Antoine Bauza.

HAPPY SALMON

Happy Salmon - Blue, kr. 145,00 (Northland Games)

If you thought Happy Salmon was fast-paced and packed to the gills with high-fivin', fin-flappin' foolishness, now you can get Happy Salmon Blue Fish and play with six more players, for a total of 12! Happy Salmon is the simple, fast-paced card game packed to the gills with high-fivin', fin-flappin' fun. Actions including the classic 'High 5', the unifying 'Pound It', the frantic 'Switcheroo', and the delightful 'Happy Salmon' will leave players doubled over in laughter!

Happy Salmon - Green, kr. 145,00 (Northland Games)

Happy Salmon is the simple, fast-paced card game packed to the gills with high-fivin', fin-flappin' fun. Actions including the classic 'High 5', the unifying 'Pound It', the frantic 'Switcheroo', and the delightful 'Happy Salmon' will leave players doubled over in laughter!

HARRY POTTER MINIATURES ADVENTURE GAME**Bellatrix & Wormtail 2-pack - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 150,00 (Knight Models)**

Pack with 2 resin miniatures for the Harry Potter Miniatures Adventure Game (available separately: KMHPMAG01)

Content:

- 2 Detailed ready to paint & assemble resin miniatures 35 mm scale (1x Bellatrix Lestrange, 1x Wormtail)
- 2 Plastic Bases
- 2 Character Cards
- 2 Spell Cards
- 1 Artefact Card
- 1 Potion Card

Harry Potter Miniatures Adventure Game, kr. 850,00 (Knight Models)

Boxsæt. Spillere: 2+. The Harry Potter Miniatures Adventure Game is a board game for two or more players, each taking control of a set of finely detailed resin miniatures, representing their faction, or group, of witches and wizards.

In the game, players must outmaneuver their opponents, resolve a variety of challenges and objectives, make clever use of potions and artifacts, and, of course, unleash a dizzying array of spells in order to win the day.

The Harry Potter Miniatures Adventure Game, contains a huge variety of meticulously detailed miniatures, allowing fans of the cinematic saga to collect, paint and play with their favorite characters. Prepare to embark on a magical hobby...

- Players: 2-6
- Recommended Age: 12 years and up
- Playing Time: 30-90 minutes

Content:

- 13 Detailed ready to paint & assemble resin miniatures 35 mm scale (1x Harry Potter, 1x Ron Weasley, 1x Hermione Granger, 4x Death Eater, 1x Acromantula, 5 Acromantula Swarm)
- 3 Double-Sided Game boards
- 9 Character Cards
- 10 Potion Cards
- 10 Artifact Cards
- 40 Adventure Cards
- 20 Cardboard Tokens
- Assembly Instructions
- 20 Spell Cards
- 10 x 2 Quest Cards
- 16 Event Cards
- 6 Custom Dice
- 8 x 30mm Plastic Bases
- Campaign Deck (25 Mission Cards)
- Tin Box
- Rulebook

Hogwarts Professors 4-pack - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 150,00 (Knight Models)

Pack with 4 resin miniatures for the Harry Potter Miniatures Adventure Game (available separately: KMHPMAG01)

Content:

- 4 Detailed ready to paint & assemble resin miniatures 35 mm scale (1x Severus Snape, 1x Dolores Umbridge, 1x Gilderoy Lockhart, 1x Minerva McGonagall)
- 4 Plastic Bases
- 4 Character Cards
- 4 Spell Cards
- 1 Artefact Card

Order of the Phoenix 5-pack - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 150,00 (Knight Models)

Pack with 5 resin miniatures for the Harry Potter Miniatures Adventure Game (available separately: KMHPMAG01)

Content:

- 5 Detailed ready to paint & assemble resin miniatures 35 mm scale (1x Sirius Black, 1x Padfoot, 1x Tonks, 1x Moody, 1x Kingsley Shacklebolt)
- 5 Plastic Bases
- 5 Character Cards
- 3 Spell Cards
- 1 Artefact Card
- 1 Potion Card

Rubeus Hagrid 2-pack - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 150,00 (Knight Models)

Pack with 2 resin miniatures for the Harry Potter Miniatures Adventure Game (available separately: KMHPMAG01)

Content:

- 2 Detailed ready to paint & assemble resin miniatures 35 mm scale (1x Rubeus Hagrid, 1x Fang)
- 2 Plastic Bases
- 2 Character Cards
- 1 Artefact Card

HERO REALMS**Dragon Boss Deck - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (White Wizard Games)**

Rain fire down on those who would dare plunder your treasure

Lich Boss Deck - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (White Wizard Games)

Use your dark magic to corrupt the minds of the living and summon forth a legion of the dead! A Boss Deck replaces your personal deck in the Hero Realms Deckbuilding Game. With it, play against 1-5 players using Hero Realms Character Packs or another Boss Deck.

Ruin of Thandar - Campaign Deck, kr. 200,00 (White Wizard Games)

Boxsæt. Sværhedsgrad: 12+. Spillere: 1-5. Spilletid: 90min. Gather your friends, choose your characters, and fight together against deadly foes! The Ruin of Thandar Campaign Deck transforms Hero Realms into a cooperative, adventuring deckbuilding game. Venture on a quest with your team of heroes. Complete missions and earn experience points that you can spend between sessions to gain new skills and abilities. Win precious treasures including powerful magic items that you can add to your character's starting deck.

HEY! THAT'S MY FISH!**Hey! That's My Fish - Silver Line ed., kr. 130,00 (Fantasy Flight Games)**

Boxsæt. Sværhedsgrad: 8+. Spillere: 2-4. Spilletid: 20. In Hey, That's My Fish!, players want to catch as many fish as possible with their waddle of penguins. Each turn, a player moves one penguin in a straight line over hex-shaped ice tiles with 1, 2 or 3 fish on them. The player then collects the hex from where the penguin started its movement from the table, thereby creating a gap which penguins can't cross on future turns. When a penguin can't move, it's removed from play with its owner claiming the tile on which it stands. The player who collects the most fish wins.

IMHOTEP**Imhotep: The Duel, 2 Player Game, kr. 250,00 (Thames & Kosmos)**

Boxsæt. Sværhedsgrad: 10+. Spillere: 2. Spilletid: 30min. The competition of the builders continues in Imhotep: The Duell In this game, players take on the roles of Nefertiti and Akhenaten, one of Egypt's most famous royal couples. Game pieces must be cleverly placed so that players can unload the most valuable tiles from the six boats. While this is happening, each player builds their own four monuments in order to gain as many fame points as possible

IMPERIAL SETTLERS**Imperial Settlers: Empires of the North Stand Alone Game, kr. 540,00 (PORTAL)**

Boxsæt. Sværhedsgrad: 10+. Spillere: 1-4. Spilletid: 45-90min. The newest installment in the Imperial Settlers family takes players to the seas! Empires of the North is a stand-alone card game designed by industry veteran Ignacy Trzewiczek (Detective, Robinson Crusoe). The box contains 6 unique, ready to play decks featuring Vikings, Scots and Inuit clans.

JAIPUR - DANSK**Jaipur, kr. 180,00 (Asmodee Editions)**

Boxsæt. Sværhedsgrad: 12+. Spillere: 2. Spilletid: 30min. Jaipur, capital of Rajasthan. You are one of the most powerful merchants of the city. But that's not enough, because only the dealer to the two Seals of Excellence will have the privilege of being invited to the court of Maharaja. So you must measure yourself against your competitor by buying, bartering, and selling at better prices, while keeping an eye on your respective camels.

JUST ONE**Just One (new box)****Just One (new box), kr. 180,00 (Asmodee Editions)**

Boxsæt. Sværhedsgrad: 8+. Spillere: 3-7. Spilletid: 20min. Just One is a cooperative party game in which you play together to discover as many mystery words as possible. Find the best clue to help your teammate. Be unique, as all identical clues will be canceled! Winner of the 2019 Spiel des Jahres (German game of the year award).

KEYFORGE**Age of Ascension Deck, kr. 90,00 (Fantasy Flight Games)**

Boxsæt. A Journey deeper into the world of the Crucible in Age of Ascension, the second age of KeyForge! In this continuation of the worlds first Unique Deck Game, you will find 204 new cards seamlessly integrated into the card pool, creating an entirely new collection of archon decks for you to discover, explore, and master!

Age of Ascension Two-Player Starter, kr. 225,00 (Fantasy Flight Games)

Boxsæt. Sværhedsgrad: 14+. Spillere: 2. Spilletid: 45min. The KeyForge: Age of Ascension Two-Player Starter provides you with all the tools you need to either begin or expand your adventures on the Crucible, featuring two unique Age of Ascension Archon Decks, a Quickstart Rulebook, two Poster Playmats, and all the keys, tokens, and chain trackers you and your chosen opponent need to start playing!

Archon Deck, kr. 90,00 (Fantasy Flight Games)

Boxsæt. Gather your company of followers with Call of the Archons Archon Decks for KeyForge! Each one-of-a-kind deck is filled with a singular mix of cards, tactics, and strategic potential and cannot be altered, challenging you to use every tool at your disposal to achieve victory. Will your teams have the strength, skills, and cunning to win the day?

Worlds Collide Deck, kr. 90,00 (Fantasy Flight Games)

Boxsæt. Sværhedsgrad: 14+. Spillere: 2. Spilletid: 45min. The

Worlds Collide Deluxe Archon Deck, kr. 135,00 (Fantasy Flight Games)

Boxsæt. If you are ready to join the fray, the KeyForge: Worlds

Worlds Collide Premium Box, kr. 400,00 (Fantasy Flight Games)

Boxsæt. Complete with two unique Worlds Collide Archon Decks, five tuckboxes designed for sleeved decks, a chain dial, a collection of tokens and a box to house them, and vibrant stickers to display your support for any of the nine KeyForge Houses, you'll be ready to jump into the Crucible with style!

Worlds Collide Two-Player Starter Set, kr. 225,00 (Fantasy Flight Games)

Boxsæt. Spillere: 2. The KeyForge: Worlds Collide Two-Player Starter Set provides you with all the tools you need to either begin or expand your adventures on the Crucible, including two unique Worlds Collide Archon Decks, a Quickstart Rulebook, two poster playmats, and all the keys, tokens, and chain trackers you and your opponent need to start playing!

KING OF TOKYO - DANSK**King of Tokyo (danske regler), kr. 300,00 (Enigma)**

Boxsæt. Sværhedsgrad: 8 år. Spillere: 2-6. Spilletid: 30min. Du er et Gigamonster ude af kontrol... ødelæg alt på din vej! Prøv at slå de bedste kombinationer med terningerne, så du kan heale dig selv, angribe, købe specialkort eller få sejrpoint. Det er op til dig at vælge den bedste taktik, så du kan blive Konge af Tokyo og slippe af med alle dine konkurrenter i et sønderknusende slag... Første monster med 20 sejrpoint... eller sidste overlevende... er vinder af spillet.

LEGEND OF THE FIVE RINGS LCG**Children of the Empire Expansion, kr. 400,00 (Fantasy Flight Games)**

Boxsæt. Fantasy Flight Games is proud to present Children of the Empire, a new expansion for Legend of the Five Rings: The Card Game! Children of the Empire features a total of 234 new cards, celebrating the era of tranquility brought to Rokugan by the Hantei Dynasty. Every Great Clan gets new tools, with themes of dueling and honor persistent throughout the expansion.

Disciples of the Void - Phoenix Clan Pack, kr. 200,00 (Fantasy Flight Games)

The mystical Phoenix mediate between worlds - the physical and the spiritual, appealing to the very soul of the land. Mountains collapse at their whispered requests, dry rivers are convinced to flow again, plagues are banished, restless ghosts return to slumber, and crops flourish in previously barren wastelands. More than that, the Phoenix are the caretakers of the Emperor's soul. In tune with the spiritual side of Rokugan, they would be the first to know if things were to fall out of balance... Primarily focusing on the Phoenix Clan, Disciples of the Void features a different spell for every element, a bevy of Shugenja with powerful effects, and a new role card. Each Clan Pack for the Legend of the Five Rings: The Card Game contains 78 new cards (three copies each of 25 different cards and one copy each of three different cards).

Imperial Cycle 1 - Tears of Amaterasu Dynasty Pack - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Fantasy Flight Games)

The first Dynasty Pack of the Imperial Cycle for Legend of the Five Rings: The Card Game, Tears of Amaterasu features three copies of twenty new cards and expands on the theme found in the Core Set of the game. Offering new tools for all seven clans, as well as two new neutral provinces and new Conflict and Dynasty cards, Tears of Amaterasu is the perfect next step for Legend of the Five Rings: The Card Game.

Imperial Cycle 2 - For Honor and Glory Dynasty Pack - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Fantasy Flight Games)

Change is coming to the Emerald Empire, as the Great Clans jockey for position in the Emperor's courts and on the field of battle. From the opium dens in the City of Lies, to the Wall that still stands strong against the Shadowlands, to the High House of Light in the northern mountains, there are stories being told across all Rokugan - and in Legend of the Five Rings: The Card Game, you have the chance to play a role in that story unfolding. The Legend of the Five Rings story continues with The Imperial Cycle, introducing six Dynasty Packs containing new cards for all seven Great Clans, as well as new provinces for any faction to take advantage of.

Imperial Cycle 3 - Into the Forbidden City Dynasty Pack - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Fantasy Flight Games)

Change is coming to the Emerald Empire, as the Great Clans jockey for position in the Emperor's courts and on the field of battle. From the opium dens in the City of Lies, to the Wall that still stands strong against the Shadowlands, to the High House of Light in the northern mountains, there are stories being told across all Rokugan - and in Legend of the Five Rings: The Card Game, you have the chance to play a role in that story unfolding. The Legend of the Five Rings story continues with The Imperial Cycle, introducing six Dynasty Packs containing new cards for all seven Great Clans, as well as new provinces for any faction to take advantage of.

Imperial Cycle 4 - Chrysanthemum Throne Dynasty Pack - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Fantasy Flight Games)

Change is coming to the Emerald Empire, as the Great Clans jockey for position in the Emperor's courts and on the field of battle. From the opium dens in the City of Lies, to the Wall that still stands strong against the Shadowlands, to the High House of Light in the northern mountains, there are stories being told across all Rokugan - and in Legend of the Five Rings: The Card Game, you have the chance to play a role in that story unfolding. The Legend of the Five Rings story continues with The Imperial Cycle, introducing six Dynasty Packs containing new cards for all seven Great Clans, as well as new provinces for any faction to take advantage of.

Imperial Cycle 5 - Fate Has No Secrets Dynasty Pack - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Fantasy Flight Games)

Change is coming to the Emerald Empire, as the Great Clans jockey for position in the Emperor's courts and on the field of battle. From the opium dens in the City of Lies, to the Wall that still stands strong against the Shadowlands, to the High House of Light in the northern mountains, there are stories being told across all Rokugan - and in Legend of the Five Rings: The Card Game, you have the chance to play a role in that story unfolding. The Legend of the Five Rings story continues with The Imperial Cycle, introducing six Dynasty Packs containing new cards for all seven Great Clans, as well as new provinces for any faction to take advantage of.

Imperial Cycle 6 - Meditations on the Ephemeral Dynasty Pack - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Fantasy Flight Games)

Change is coming to the Emerald Empire, as the Great Clans jockey for position in the Emperor's courts and on the field of battle. From the opium dens in the City of Lies, to the Wall that still stands strong against the Shadowlands, to the High House of Light in the northern mountains, there are stories being told across all Rokugan - and in Legend of the Five Rings: The Card Game, you have the chance to play a role in that story unfolding. The Legend of the Five Rings story continues with The Imperial Cycle, introducing six Dynasty Packs containing new cards for all seven Great Clans, as well as new provinces for any faction to take advantage of.

Legend of the Five Rings LCG: Core Set, kr. 300,00 (Fantasy Flight Games)

Boxsæt. Sværhedsgrad: 14+. Spillere: 2. Spilletid: 45-90min. Honor is Stronger Than Steel! The Emerald Empire of Rokugan. It is a land upheld by honor, guided by fate, ruled by destiny. The Great Clans each support the Emperor, but inter-clan conflict is inevitable - both in the Emperor's courts and on the battlefield. In the midst of danger and turmoil, honor must be your sword and your armor! Enter the vibrant world of Rokugan with Legend of the Five Rings: The Card Game, a Living Card Game of honor and conflict for two players! Drawing on the legacy of AEG's original Legend of the Five Rings Collectible Card Game, and now reimagined with new mechanics, story, and the Living Card Game model, you are invited to join the Great Clans, uphold the tenets of Bushido, and fulfill your duty to your daimyo and the Emperor in a world shaped and changed by a dynamic, player-influenced story. The Legend of the Five Rings: The Card Game Core Set comes with everything a player needs to explore the seven great clans of Rokugan - the Crab Clan, Crane Clan, Dragon Clan, Lion Clan, Phoenix Clan, Scorpion Clan, and Unicorn Clan. It also includes a variety of tokens, cards, and rule sheets that make the Core Set the definitive starting point for the Legend of the Five Rings: The Card Game.

LOST CITIES

Lost Cities the Boardgame, kr. 360,00 (Kosmos)

Boxsæt. Sværhedsgrad: 10 år. Spillere: 2-4. Spilletid: 30-60min. The popular game, now as a boardgame!

Each player leads a five-member group of four adventurers and a researcher on the search for lost cities. To reach each city, the players must travel a separate path nine steps long. On a player's turn, he plays a card and moves one of his adventurers or his researcher. The color of the card played determines which path the figure moves on. The player should try to play a card of low value, because when the player wants to move this adventurer again, he must play a card of equal or higher value. Each player must send his adventurers on different paths - no two from the same player on the same path. A player may send all his adventurers to search, but need not.

The goal is to get one's adventurers as far as possible along the paths they travel since the first steps of a path score minus points. Only the later steps on a path score positive points. At the end of the game, the winner is the player who earned the most points. Artifacts, which adventurers can collect along the way, also earn the player's points toward a possible victory. Also, the researcher (the larger figure) is more valuable than the adventurers: during the scoring at the end, the player doubles its points, making it imperative to move it as far along its path as possible.

Lost Cities The Card Game (Dansk, Svensk, Norsk og Finsk), kr. 250,00 (Thames & Kosmos)

Boxsæt. Sværhedsgrad: 10+. Spillere: 2. Spilletid: 30min. Who will discover the ancient civilizations? Two explorers embark on research journeys to remote corners of the world: the Himalayan mountains, the Central American rainforest, the Egyptian desert, a mysterious volcano, and the bottom of the sea. As the cards are played, the expedition routes take shape and the explorers earn points, and the most daring adventurers make bets on the success of their expeditions.

LOST IN R'LYEH**Lost in R'lyeh Card Game (Call of Cthulhu), kr. 135,00 (Atlas Games)**

Boxsæt. Sværhedsgrad: 13+. Spillere: 2-6. Spilletid: 45min. R'lyeh is a terrible and ancient city, risen from the depths of the Pacific by a great curse. There, Cthulhu lies both dead and dreaming, waiting to consume any who venture near. In Lost in R'lyeh, a card game of escaping dread Cthulhu and certain madness, players are trapped in H.P. Lovecraft's short story, "The Call of Cthulhu." From the mysterious discovery of a profane idol, to dreams of a dark cult, to landfall in a cyclopean metropolis and Cthulhu's horrific emergence, no player can truly win, merely escape with their sanity - or be forever lost in R'lyeh!

LOVE LETTER - DANSK**Love Letter (New Edition, Bag) (Dansk), kr. 110,00 (Z-Man Games Inc.)**

In a quick game of risk and deduction, can you outwit your

MAGE WARS ACADEMY**Forcemaster Expansion - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Publisher Services, Inc.)**

Boxsæt. Sværhedsgrad: 14+. Spillere: 2. Spilletid: 30min. Summon powerful constructs and bend your opponents to your will as a telekinetic Forcemaster competing to prove that your mind is the most powerful weapon! Fully compatible with both Mage Wars Academy and Arena, the Forcemaster Expansion contains 72 Spell Cards, game markers, and complete rules.

Paladin VS Siren Expansion - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 200,00 (Publisher Services, Inc.)

Boxsæt. Sværhedsgrad: 14+. Spillere: 2. Spilletid: 45-90min. Build an army of aquatic monstrosities with Deptonne Blood Shaman, Shoals Deep Tidecaller, and Colossal Crab! Be a beacon of light in a world filled with darkness using Luminous Blast, Pillar of Righteous Flame, and Smite! Call forth the watery depths and flood the Arena with the terrain-changing Shallow Sea! Finish your opponents with powerful Legendary creatures like Alandell the Blue Knight, Kraken, and Cassiel Shield of Bim-Shalla! Control the tides of battle with powerful equipment such as the Ring of Tides, Leviathan Scale Armor, and the Sword of Radiance! Expand the world of Mage Wars with two powerful mages and hundreds of new spells with the Mage Wars Arena: Paladin vs. Siren Expansion!

MAJESTY FOR THE REALM**Majesty (Dansk, Svensk, Norsk, Finsk) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 200,00 (Enigma)**

Boxsæt. Sværhedsgrad: 7+. Spillere: 2-4. Spilletid: 20-30min. In Majesty: For the Realm, a strategy board game of kingdom-building set during the Middle Ages, players step into the shoes of a monarch seeking to gain power, commanding their subjects to complete tasks and help their kingdom prosper. Many monarchs will compete, but only one can reign supreme in Majesty: For the Realm!

MANSIONS OF MADNESS 2ND**Horrific Journeys Expansion, kr. 540,00 (Fantasy Flight Games)**

Boxsæt. Sværhedsgrad: 14+. Spillere: 1-5. Spilletid: 2-3h. Set a course for untold terror with the Horrific Journeys deluxe expansion for Mansions of Madness: Second Edition! A new team of investigators races to solve perilous mysteries as they face ever-increasing danger the farther they wander from home. With new monsters, mysteries, and mythos events, to reach your destination you must first survive the journey!

Streets of Arkham Expansion, kr. 540,00 (Fantasy Flight Games)

Boxsæt. Evil extends its reach and spills into the Streets of Arkham, the newest expansion for Mansions of Madness Second Edition! The city's facade of normalcy fails as strange happenings begin to infect key places around town. You're likely to find odd circumstances at many areas, including the Miskatonic University, the hidden gang-run speakeasies, and the curious storefronts that populate the once quiet neighborhoods. As an invested citizen with a penchant for noticing when 'odd' becomes 'too odd,' you gather a team of like-minded investigators to examine these supernatural threats. It'll take all of your wits, grit, and the occasional bit of luck to do what needs doing, but somebody has to. In Streets of Arkham, your team of investigators seek to understand the strange happenings that plague the city in three new digital scenarios, complete with new tiles, mythos events, investigators, and item cards.

MARVEL CHAMPIONS LCG**Green Goblin Scenario Pack, The, kr. 180,00 (Fantasy Flight Games)**

Sværhedsgrad: 14+. Spillere: 1-4. Spilletid: 45-90min. This 78-

Marvel Champions LCG: Core Set**Marvel Champions LCG: Core Set, kr. 540,00 (Fantasy Flight Games)**

Boxsæt. Sværhedsgrad: 14+. Spillere: 1-4. Spilletid: 45-90min.

MERCADO**Mercado - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 250,00 (Thames & Kosmos)**

Boxsæt. Sværhedsgrad: 10+. Spillere: 2-4. Spilletid: 30min. As players in Mercado, you assume the roles of wealthy members of upper-class society. To raise your social status, you must buy luxury goods. So you shop around the market for expensive baubles, finery, shoes, jewelry, and perfume anything that will increase your reputation among the other snobs and social climbers. Several market stands are laid out on the table where you can see valuable products and their prices, which are various combinations of colored coins. But to complicate matters, some of the coins are counterfeit. Every player has his or her own coin purse with different colored coins in it. On a turn, a player grabs blindly into the purse, pulls out three coins, and places them on the market stands of his or her choice. If a player has enough coins on a market stand after a few rounds, the player receives the luxury item from this market stand, and the player earns the corresponding reputation points. The used coins are out of the game for now. Opponent players who also placed coins on this market stand put their coins back into their purses. It is exciting not knowing which coins you will pull out of your purse and hoping for just the right colors to emerge. The players must figure out how to deal with the counterfeit money. Once a few coins are placed, it will be easier to see which items the opponents are going for, and how they plan to achieve standing in high society.

METRO***Metro (engelsk, tysk), kr. 375,00 (Queen Games)***

Boxsæt. Sværhedsgrad: 8+. Spillere: 2-6. Spilletid: 30min. Similar to Streetcar, Tsuru, Tantrix and Spaghetti Junction, this game has players putting square tiles onto the board to form rail lines. The major difference in this game, however, is that players are not striving to make short, direct routes like those sought in Streetcar. Instead, the object of the game is to make the rail lines as long as possible. Players start with a number of trains ringing the board. Whenever a tile placement connects a train to a station (either on the edge or the center of the board), that train is removed and the player scores one point for each tile that the route crosses, which can cause one tile to score multiple times if the track loops around. However, players score double for city connections, which are the stations in the center of the board.

MIND, THE***Mind Extreme, The (Engelsk, Tysk, Fransk, Spansk og Portugusisk), kr. 175,00 (Nürnberger Spielkarten)***

Boxsæt. Sværhedsgrad: 8+. Spillere: 2-4. Spilletid: 20min. The Mind Extreme functions like The Mind, with players trying to play cards from their hand in ascending order — without consulting one another! — so that they can complete a certain number of levels and win. The higher the level, the more cards you have in hand, giving you more to juggle, but also more information to use during play.

The Mind Extreme offers a more complex challenge as now instead of a deck of cards from 1-100, you have two decks each numbered 1-50. Now you'll have two discard piles in play, with cards from one deck needing to be played in ascending order and cards from the other being played in descending order. What's more, some levels must be played blind — that is, with the cards discarded face down so that no one sees what you've played. Can all players get in the right groove and discard everything in the proper order?

Mind, The (Dansk, Norsk, Svensk og Engelsk), kr. 150,00 (Nürnberger Spielkarten)

Boxsæt. Sværhedsgrad: 8+. Spillere: 2-4. Spilletid: 20min. The Mind is more than just a game. It's an experiment, a journey, a team experience in which you can't exchange information, yet will become one to defeat all the levels of the game.

In more detail, the deck contains cards numbered 1-100, and during the game you try to complete 12, 10, or 8 levels of play with 2, 3, or 4 players. In a level, each player receives a hand of cards equal to the number of the level: one card in level 1, two cards in level 2, etc. Collectively you must play these cards into the center of the table on a single discard pile in ascending order but you cannot communicate with one another in any way as to which cards you hold. You simply stare into one another's eyes, and when you feel the time is right, you play your lowest card. If no one holds a card lower than what you played, great, the game continues! If someone did, all players discard face up all cards lower than what you played, and you lose one life.

You start the game with a number of lives equal to the number of players. Lose all your lives, and you lose the game. You start with one shuriken as well, and if everyone wants to use a shuriken, each player discards their lowest card face up, giving everyone information and getting you closer to completing the level. As you complete levels, you might receive a reward of a shuriken or an extra life. Complete all the levels, and you win!

For an extra challenge, play The Mind in extreme mode with all played cards going onto the stack face down. You don't look at the cards played until the end of a level, losing lives at that time for cards played out of order.

MISKATONIC UNIVERSITY***Miskatonic University: The Restricted Collection, kr. 225,00 (Chaosium Inc.)***

Boxsæt. Sværhedsgrad: 13+. Spillere: 2-5. Spilletid: 30-45min. It's an old adage that academic politics are so vicious because the stake are so low. But as leading scholars at Miskatonic University, the fabled seat of learning, nestled in with-haunted Arkham, you know the stakes couldn't be higher. In Miskatonic University: The Restricted Collection, you are all vying with each other for the prestigious position of Head of the Library Committee. This evening, you are all gathering in Dr. Armitage's office, where he will decide who is to receive the coveted position. But just as the meeting is about to get underway, you hear blood-curdling screams.

MONSTER MATCH***Monster Match, kr. 165,00 (Northland Games)***

Sværhedsgrad: 6+. Spillere: 2-6. As the newest member of the Happy Planet line of games, Monster Match is another game that raises the happiness level of everyone playing. Monster Match is the screaming-fast game of catching cute, donut eating, monsters. Roll the special 'Monster Dice' and race to find a monster with 3 eyes or 4 arms or 0 feet. Be quick and be strategic! Be faster than the other players to catch a monster, but each monster is also worth different donut points. Do you capture the first matching monster you see, or do you try to find the monster with the most donuts? Whatever your strategy, be careful! Go too fast and you might catch the wrong monster and lose some donuts!

MONSTER! MONSTER!***Monster! Monster! (Dansk), kr. 150,00 (Page Turner Games)***

Boxsæt. Sværhedsgrad: 8+. Spillere: 2. Spilletid: 10-20min. Monster! Monster! is a two-player game of human-hunting monsters. If you want to win, you must outbluff, outwit and sometimes simply overpower your opponent.

You play three nights. Each night four humans are up for grabs, and you play your monsters next to them. You don't know what cards your opponent has played, but the card backs give a hint. Then you fight for humans, and the strongest monsters win. The first to capture 4 different humans or 3 of the same wins. But strength is not all. All monsters have special abilities that allow you to move cards, swap strength, reveal your opponent's monsters and more.

—description from the publisher

MUNCHKIN***Dungeon Card Sleeves (50) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 10,00 (Steve Jackson Games)***

Protect your Munchkin Dungeon cards with the new Munchkin Dungeon Card Sleeves! Designed to guard your cards from damage, wear, spilled drinks, and Electric Radioactive Acid Potions, these 40 Dungeon card sleeves feature illustrations by Munchkin comic artist Evan Palmer!

Magical Mess, kr. 300,00 (Steve Jackson Games)

Boxsæt. Sværhedsgrad: 10+. Spillere: 3-6. Spilletid: 1-2h. Make Mincemeat of Mixed-Up Monsters like the Chimpanzebra, Escarghost, and Chupacobra! Acquire more Mashed-Up Treasure and Weapons like the Butterfly Knife, Snailgun, and Shark-Head Hammer! And Moop... he may just help you win! Featuring hilarious, brilliant artwork by Ian McGinty, Magical Mess brings the magical mess-maker, Moop, back to Munchkin! Magical Mess comes complete with 168 full-color cards, one six-sided die, 12 player standies with plastic stands, a mounted gameboard, and a rulesheet.

Munchkin Deluxe Edition, kr. 270,00 (Steve Jackson Games)

Boxsæt. Sværhedsgrad: 10+. Spillere: 3-6. Spilletid: 1-2 timer. Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Admit it. You love it! Munchkin has been a runaway hit for the last 10 years, with international sales of more than a million Munchkin games, plus lots and lots of supplements! Compete with your friends to kill monsters and grab magic items. Fast-playing and silly, Munchkin will make your group laugh out loud. And while they're laughing, you can steal their stuff! Now in a special deluxe edition complete with gameboard, 6 plastic munchkin pawns, dice, cards, and more, Munchkin is illustrated by John Kovalic!

Munchkin Lite - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Steve Jackson Games)

Boxsæt. Sværhedsgrad: 10+. Spillere: 3-4. Spilletid: 1h. Go down in the dungeon. Fight every monster you meet. Stab your rivals in the back and steal their stuff. Grab the treasure and run! Munchkin Lite is a slimmed-down version of Steve Jackson's classic card game, meant for smaller tables and faster games. Kick down the door and you'll be looting rooms in no time!

Munchkin Teenage Mutant Ninja Turtles, kr. 225,00 (IDW GAMES)

Boxsæt. Sværhedsgrad: 10+. Spillere: 3-6. Spilletid: 60-120min. Using the much beloved and extremely popular Munchkin Game Rules, by Steve Jackson Games, Munchkin Teenage Mutant Ninja Turtles, blends the humor and gameplay of Munchkin with the enemies and team up themes of the iconic Teenage Mutant Ninja Turtles comics. In Munchkin TMNT, the Turtles and their pals are in a race to the Level 10 Pizza Parlor, as the first one there eats for free! It's all good dudes, except Screddar, and the Food Clan, are out to spoil the pizza party.

Munchkin: Guest Artist Edition (Edwin Huang), kr. 300,00 (Steve Jackson Games)

Boxsæt. Sværhedsgrad: 10+. Spillere: 3-6. Spilletid: 1-2h. This

MUNCHKIN - APOCALYPSE**Judge Dredd Blister Pack - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 10,00 (Steve Jackson Games)**

Bring Justice to the Apocalypse! Featuring illustrations taken directly from 30-plus years of Judge Dredd comic history, this 15-card booster pack showcases characters and items from the hit comic Judge Dredd! Bring law to the lawless and keep your games of Munchkin Apocalypse in line with "street judges" - the brutal, crusading lawmen who take on the combined role of judge, jury, and executioner for the criminals of a dystopian future. The judges, themselves, are monster cards, and there's plenty of Dredd-themed loot, too, such as the Judge's Badge!

Munchkin Apocalypse 2: Sheep Impact: Guest Artist Edition (Len Peralta) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Steve Jackson Games)

Boxsæt. Arm your hardened survivor with the Patriot Axe and Ketchup Gas to take on the The Thawed Reich! Protect yourself with the Bomb Suit and Survival Manual, or the Antisocial Media will end you prematurely! Watch out for Disaster! Velocirapture! and terrifying new Seals like The Singularity! Play a new Class, the Daredevil, and thumb your nose at apocalyptic peril! Go up against mutants, bandits, and the Seals of the Apocalypse with this Guest Artist Edition of Munchkin Apocalypse 2: Sheep Impact - featuring brand-new art by Len Peralta (TenState, Exterminite, Munchkin: The Guild).

MUNCHKIN - MARVEL**Marvel Edition - X-Men (stand alone or expansion), kr. 215,00 (USAopoly)**

Boxsæt. Join the X-Men on a thrilling adventure to defend mankind from renegade mutants! In Munchkin: X-Men Edition, players take on the role of students attending Xavier's School for Gifted Youngsters and team-up with Professor X, Wolverine, and more super-charged mutants to take down the likes of Sabretooth, Juggernaut, and the almighty Magneto. Munchkin: X-Men Edition comes complete with 128 Door and Treasure cards, four player Role cards, four level trackers, game rules, and a custom die. USAopoly products must be sold in your brick & mortar store, or through a website you own. USAopoly products cannot be sold on Amazon, or any other third party website.

MUNCHKIN - OZ**Munchkin Oz - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Steve Jackson Games)**

Boxsæt. Sværhedsgrad: 10+. Spillere: 3-6. Spilletid: 1-2h. Rescue the Scarecrow and the Tin Woodsman! Brave the Poppy Fields or the Deadly Desert! Fight against a Wicked Witch or King Krew! Visit the Emerald City and talk with Dorothy, Ozma, or the Wizard, himself! Play a Winkie, Gillikin, or Quadling...or even a Munchkin! L. Frank Baum's Oz books have been favorites of children and their parents ever since they were published. Create your own adventures with Munchkin Oz!

MUNCHKIN - PATHFINDER**Munchkin Pathfinder 2: Guns and Razzes Expansion - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Steve Jackson Games)**

Boxsæt. Wield Wondrous Weapons! Use Classic Pathfinder Baddies for Target Practice! Join the fray to combat greater evil - now with even more fantasy firepower - with Guns and Razzes! Featuring art by comic illustrator Shane White, this 112-card expansion for Munchkin Pathfinder allows fans to shoot 'em up as a Gunslinger or benefit from backstabbing as a member of the Razmiran Vision faction.

Truly Gobnoxious Blister Pack - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 10,00 (Steve Jackson Games)

Can you ever really have too many goblins? Is your goblin horde more of a goblin clique? Not for long! Why just be a little excessive when you can be Truly Gobnoxious? Swell your goblin ranks with this Munchkin Pathfinder booster packed with 10 new monster cards and five goblin-related treasures featuring all-new illustrations by Shane White (Munchkin Pathfinder Guest Artist Edition)!

MUNCHKIN - STARFINDER**Munchkin Starfinder, kr. 225,00 (Steve Jackson Games)**

Boxsæt. Sværhedsgrad: 10+. Spillere: 3-6. Spilletid: 1-2h. Munchkin Starfinder combines the roleplaying, backstabbing action of classic Munchkin with the lasers, alien planets, starships, and adorably deadly skittermanders from the Starfinder Roleplaying Game! Defeat The Swarm and loot the universe in Munchkin Starfinder!

MUNCHKIN - SUPER

Super Munchkin: Guest Artist Edition (Lar deSouza) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 150,00 (Steve Jackson Games)

Boxsæt. Fly through the city. Smash the villains. Backstab your teammates and grab their gadgets. Reach level ten and win! Strap on your Utility Girdle and use the power of Flames or your Goopflinger to face off against Professor Polar and The Cow! But watch out for The Fandom Menace and Retroactive Continuity! Battle dastardly masterminds, devastating monsters, and invading aliens from the next dimension - from the wimpy Bucketman all the way up to the Big Ol' Planet Eater Guy himself! Super Munchkin Guest Artist Edition gives you all the super-silly crime-fighting chaos from Super Munchkin with new art by Lar deSouza, the co-creator of the Shuster Award-winning comics Least I Could Do and Looking For Group.

MUNCHKIN - ZOMBIES

Munchkin Zombies 2: Armed and Dangerous (Boxed Edition) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Steve Jackson Games)

Boxsæt. Grab the Carrion Suitcase and some Trained Attack Flies - it's time to fight the Survivalist and the Cat Lady. And eat their brains! Featuring 112 shambling cards, including yummy humans for the players to eat and new slapdash weaponry, Munchkin Zombies: Armed and Dangerous introduces a new Mojo (Patchwork Zombie) and a new Power (Hungry), and is packed with six plastic zombie pawns.

MYSTERIUM - DANSK

Mysterium (dansk, svensk, norsk, finske regler), kr. 380,00 (Asmodee Editions)

Boxsæt. Sværhedsgrad: 10+. Spillere: 2-7. Spilletid: 42min. A horrible crime has been committed on the grounds of Warwick Manor and it's up to the psychic investigators to get to the bottom of it. In Mysterium, one player takes on the role of the ghost and, over the course of a week, tries to lead the investigators to their culprit. Each night the team will be met with visions, but what is the ghost trying to tell you? Can the psychics determine the weapon, location, and killer - or will a violent criminal pull off the perfect murder?

OBSCURIO

Obscurio, kr. 450,00 (Asmodee Editions)

Boxsæt. Sværhedsgrad: 10+. Spillere: 2-8. Spilletid: 45min. The Sorcerer is out to get you! Find your way among the illusions, but beware of the traitor in your ranks!

The Grimoire guides their team towards the exit using images, upon which they point at certain details. Working together, the other players have to find the exit as quickly as possible while avoiding picking the wrong cards. However, a member of the team is a traitor looking to lead the other players astray. A wide variety of traps are on your way to the exit of the library, making player communication harder!

Obscurio is a family game, an original mix between an image-based communication game and a secret role game in which the players have to be careful when sharing ideas with their team. Supported by rich contents, Obscurio proposes a fresh new experience in its genre by putting the emphasis on the details of the images and the constant doubt created by the presence of the traitor.

Communicate efficiently and avoid the illusions on your way to escape the Sorcerer's library!

—description from the publisher

OTYS

Otys - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 200,00 (Asmodee Editions)

Boxsæt. Sværhedsgrad: 14+. Spillere: 2-4. Spilletid: 60min. In the mid-22nd Century, oceans have engulfed the world. The remaining fragments of humanity survive on the few pieces of land left above sea level. In the Otys colony, you strive to build a future for your people by retrieving the submerged debris of past civilizations. Optimize your strategy by matching your divers' special abilities, depth levels, and Colony bonuses. Be careful, though - divers must surface after each mission to replenish oxygen and regain special abilities. Use your team wisely to fulfill Colony contracts, earn rewards, and gain more prestige than the competition.

PALADINS OF THE WEST KINGDOM

Paladins of the West Kingdom, kr. 495,00 (Renegade Games Studio)

Boxsæt. Sværhedsgrad: 12+. Spillere: 1-4. Spilletid: 90-120min. Paladins of the West Kingdom is set at a turbulent time of West Francia's story, circa 900 AD. Despite recent efforts to develop the city, outlying townships are still under threat from outsiders. As noble men and women, players must gather workers from the city to defend against enemies, build fortifications and spread faith throughout the land. In his great wisdom, the King has sent his finest knights to help aid in our efforts. The Paladins are approaching. The aim of Paladins of the West Kingdom is to be the player with the most victory points (VP) at game's end.

PANDEMIC - DANSK

Pandemic (dansk version), kr. 350,00 (Z-Man Games Inc.)

Boxsæt. Sværhedsgrad: 10+. Spillere: 2-4. Spilletid: 45 min. In Pandemic, several virulent diseases have broken out simultaneously all over the world! The players are disease-fighting specialists whose mission is to treat disease hotspots while researching cures for each of four plagues before they get out of hand.

The game board depicts several major population centers on Earth. On each turn, a player can use up to four actions to travel between cities, treat infected populaces, discover a cure, or build a research station. A deck of cards provides the players with these abilities, but sprinkled throughout this deck are Epidemic! cards that accelerate and intensify the diseases' activity. A second, separate deck of cards controls the "normal" spread of the infections.

Taking a unique role within the team, players must plan their strategy to mesh with their specialists' strengths in order to conquer the diseases. For example, the Operations Expert can build research stations which are needed to find cures for the diseases and which allow for greater mobility between cities; the Scientist needs only four cards of a particular disease to cure it instead of the normal five—but the diseases are spreading quickly and time is running out. If one or more diseases spreads beyond recovery or if too much time elapses, the players all lose. If they cure the four diseases, they all win!

The 2013 edition of Pandemic includes two new characters—the Contingency Planner and the Quarantine Specialist—not available in earlier editions of the game.

PARANORMAL DETECTIVES

Paranormal Detectives, kr. 360,00 (Lucky Duck Games)

Boxsæt. Sværhedsgrad: 12+. Spillere: 2-6. Spilletid: 45min. You are a ghost, floating in the air looking at your own body. Avenge your death by trying to communicate what happened to you to the paranormal detectives who have a vision of your body! Do so by arranging a hangmans knot, point at letters on a talking board, draw images by holding the hand of a detective or many other forms of interactions.

PATHFINDER ADVENTURE CARD GAME***Curse of the Crimson Throne, kr. 450,00 (Paizo Publishing)***

Boxsæt. Sværhedsgrad: 13+. Spillere: 1-6. Spilletid: 90min. This expansion to the popular cooperative Pathfinder Adventure Card Game pits 1 to 6 players against monsters, perils, and traps as you save the city of Korvosa from threats both ancient and new. Compatible with past Pathfinder Adventure Card Game releases!

Pathfinder Adventure Card Game: Core Set (Revised Edition)***Pathfinder Adventure Card Game: Core Set (Revised Edition), kr. 540,00 (Paizo Publishing)***

Boxsæt. Sværhedsgrad: 13+. Spillere: 1-4. Spilletid: 90min. This complete cooperative strategy game pits 1 to 4 players against monsters, perils, and traps as you become the heroes of Belhaim. As the towns new champions, an unending world of adventure awaits. Compatible with past Pathfinder Adventure Card Game releases!

PHOTOSYNTHESIS***Photosynthesis, kr. 380,00 (Blue Orange Games)***

Boxsæt. Sværhedsgrad: 8+. Spillere: 2-4. Spilletid: 45-60min. The sun shines brightly on the canopy of the forest, and the trees use this wonderful energy to grow and develop their beautiful foliage. Sow your crops wisely and the shadows of your growing trees could slow your opponents down, but don't forget that the sun revolves around the forest. Welcome to the world of Photosynthesis, the green strategy board game!

PLANET KORT***Planet kort, kr. 50,00 (Scientific Playground)***

Boxsæt. Er Mars større end Venus? Hvor i solsystemet findes der vand? Hvor stor er Solen set fra Pluto? Hvor mange timer er en dag på Venus? På hvilken planet er et døgn længere end et år? Det er nogle af de spørgsmål, der indgår i et nyt spil om vores solsystem.

Planet-kortspillet består af 42 spillekort med informationer om planeter, måner, asteroider og kometer i vores solsystem. Man dykker så om de forskellige himmellegemers fysiske egenskaber, størrelse og temperatur eller man udforsker klodernes position i solsystemet.

Sjovt spil og ny viden

Spillet er opfundet af tre unge studerende, og idéen startede for 3 år siden. Kristoffer Leer og Tais Wittchen Dahl var begge specialestuderende i planetfysik på Niels Bohr Institutet og Mikkel Pagh læste medievidenskab på Aarhus Universitet. De satte sig for, at de ville skabe interesse for naturfagene i Folkeskolen. Det skulle være på en ny og utraditionel måde, og det skulle på samme tid være sjovt og give ny viden. De to fysikstuderende stod for det faglige indhold og den studerende i medievidenskab stod for det pædagogiske i spillet.

PROFESSOR EVIL AND THE CITADEL OF TIME***Professor Evil and the Citadel of Time - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 200,00 (Passport Game Studios)***

Boxsæt. Sværhedsgrad: 8+. Spillere: 2-4. Spilletid: 30-45min. 'Professor Evil', eh? Surely, a less sinister name must have been an option when ascending the ranks of academia. Alas, for a man who has stolen a multitude of rare, priceless artifacts such as Da Vinci's Notebook, the Magna Carta, and the Turin Shroud, no other name would be more appropriate. Rumor has it he keeps his 'trophies' locked up all over his enormous castle. Are YOU brave enough to face Professor Evil? Infiltrate the citadel and find your way through locked doors, locate the stolen treasures, and race to flip the levers and switches necessary to release them before the Professor can lock them away - forever!

PUERTO RICO***Puerto Rico, kr. 350,00 (Rio Grande Games)***

Boxsæt. Sværhedsgrad: 12 år. Spillere: 3-5. Spilletid: 90-150min. Prospector, captain, mayor, trader, settler, craftsman, or builder? Which roles will you play in the new world? Will you own the most prosperous plantations? Will you build the most valuable buildings? You have but one goal: earn the most victory points to achieve the greatest prosperity and highest respect, and win the game!

ÅRETS BÆTSPIL 2005, 2006 og 2007!

Puerto Rico: Expansions 1 & 2***Puerto Rico: Expansions 1 & 2, kr. 135,00 (Rio Grande Games)***

For the first time in 10 years, the expansions for Puerto Rico, the hugely popular, award-winning game, will be available again in one set. The first expansion adds new buildings to give settlers more options as they work to build respect. The second adds yet more buildings as well as nobles, who can be placed as colonists to achieve different results. These expansions require Puerto Rico base game to play.

QWIXX***Qwixx (tysk med danske regler), kr. 100,00 (Nürnberger Spielkarten)***

Boxsæt. Sværhedsgrad: 8+. Spillere: 2-5. Spilletid: 15min. Qwixx is a quick-playing dice game in which everyone participates, no matter whose turn it is. Each player has a scoresheet with the numbers 2-12 in rows of red and yellow and the numbers 12-2 in rows of green and blue. To score points you want to mark off as many numbers as possible, but you can mark off a number only if it's to the right of all marked-off numbers in the same row.

On a turn, the active player rolls six dice: two white and one of each of the four colors listed above. Each player can choose to mark off the sum of the two white dice on one of their four rows, then the active player can choose to mark off the sum of one colored die and one white die in the row that's the same color as the die. The more marks you can make in a row, the higher your score for that row. Fail to cross off a number when you're the active player, however, and you must mark one of four penalty boxes on your scoresheet. If you mark off the 2 or 12 in a row and have at least five numbers marked in that row, you get to also mark off the padlock symbol in that row, locking everyone else out of this color.

When either a player has four penalty boxes marked or a second color is locked, the game ends immediately. Players then tally their points for each color, sum these values, then subtract five points for each marked penalty box. Whoever has the highest score wins.

RAGNAROK***Gudernes skæbne, kr. 250,00 (Odgar)***

Boxsæt. Spillere: 2-99. Ragnarok - Destiny of the Gods is an exciting card game for adults and children alike. The sixty-five cards each show one of the beings found in Norse mythology: gods, trolls, giants, animals, and more. For each, the card describes the being, their strengths and weaknesses, and their story. With the information on the card, you can play six fun and educational games. You can even play out Ragnarok!
—description from the back of the box

Ragnarök – Destiny of the Gods. This is a unique intellectual work of Reynir A. Óskarson made from original sources. The deck of card is designed as an edutainment deck of cards and a souvenir about Norse mythology, where the 65 cards describe all the main characters of the Norse mythology. In the deck, all the characters get points, showing their locations, influence, and power according to the original sources, and these points give people insight in how Nordic people saw the world in the age of the Vikings. It's even possible to play out the events of Ragnarök as they appear in the ancient texts of Völuspá and Gylfaginning!
—description from the publisher (English)

Ragnarök - Destiny of the Gods. Hér er um er að ræða einstakt hugverk Reynis A. Óskarssonar sem er í heild unnið upp úr frumheimildum. Spilið er hannað sem skemmtimenntun (e. edutainment) spil og minjagripur um Norræna goðafræði, þar sem 65 spil fara yfir allar helstu kynjaverur goðafræðinnar. Í spiliinu fá allar verurnar stig sem sýna staðsetningu þeirra og áhrifamátt samkvæmt upprunalegu heimildunum og gefur fólki innsýn í það hvernig norrænt fólk á víkingatímum sá heiminn. Það er meira að segja hægt að spila út Ragnarök eins og þau birtast í Völuspá og Gylfaginningu!
—description from the publisher (Icelandic)

RAILROAD REVOLUTION***Railroad Revolution - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 300,00 (Pegasus Publishing)***

Boxsæt. Sværhedsgrad: 12+. Spillere: 2-4. Spilletid: 45-90min. Ambition and a thirst for wealth have driven humanity to strive for ever greater progress. In America, during the 19th century, battles were waged between huge railway corporations that sought to connect state to state and coast with coast... making themselves filthy rich in the process.
Railroad Revolution drops you straight into the middle of these tempestuous years; a time that changed America forever.

In Railroad Revolution, you will manage your own railroad company, ruthlessly competing to be the most powerful railroad tycoon across all America.

You will build railroads, establish stations in your connected cities, expand the network of telegraph lines, and chase your objectives, increasing the value of your company with every action you take.

You start with mainly a team of non-specialized workers, but during the game you can hire additional ones with specific skill sets. The cost or effect of an action is determined by the type of worker that does it.

To complete your company objectives, you will have to remove some of your workers from your active pool, promoting them to managerial positions.

You must carefully assign each of your workers to perform the right action at the right time in order to exploit their specializations in the best way. You need to decide which ones to promote and which are instead still needed to take actions, as your priorities will change from turn to turn.

Railroad Revolution is a fast paced game with relatively simple rules, and it provides you with interesting and challenging decisions. Having a good strategy and finding the correct timing to implement it, is the key to winning the game.

RED DRAGON INN**Red Dragon Inn 1, kr. 300,00 (Impressions Advertising & Marketing)**

Boxsæt. Sværhedsgrad: 13 år. Spillere: 2-4. Spilletid: 30-60min. The end of a long day in the Dungeon: seven slayed Sorcerers and a great heap of golden guineas. All was really hard work, and now the worthy group of adventurers is heading for a well-earned rest at the famous "Red Dragon Inn"...

The Red Dragon Inn is a cardgame by SLUGFEST GAMES in which up to four players take the roles of fantasy characters: Fiona the Swordmaiden, Deirdre the Priestess, Gerki the Halfling-Thief and Zot the Wizard. Each of the players is equipped with his own Character Deck of about 40 playing cards, with each of the cards showing his character and describing an action which may be performed while the players have a "chill-out party" at the Inn to celebrate their feats in the dungeon. Overall, each player starts the game with a purse of 10 Gold, and a player mat on which he can mark his current Fortitude (starting at "20") and his current Alcohol Level (starting at "0"). Also, a Drink Deck (containing different kinds of drinks and some events) is shuffled and one card from this deck is placed face down on the "Drink me!" space of each player's character sheet. Finally, each player is dealt a starting hand of seven cards which were drawn from his own Character deck.

The winner of the game will be the player who has the last remaining character in the game, meaning the his character neither has run out of Gold nor that his Fortitude marker has dropped below his current Alcohol Level. A party indeed!

Be aware: like Cash'n Guns from REPOS PRODUCTION this game is probably not suitable for gloomy strategist gamers who prefer a peaceful atmosphere of silence when plotting out their next 36 moves, but the game can be recommended for any gaming group who loves easy going, highly entertaining and interactive cardgames. Just the right game after a long day in the dungeon!

RISE OF THE NECROMANCERS**Rise of the Necromancers, kr. 600,00 (Sore Losers Game)**

Boxsæt. Sværhedsgrad: 13+. Spillere: 2-5. Spilletid: 60-120min. Are you evil...Maybe just a little?

Then unleash your most wretched forces – and seize the power!

To become the Necromancer King, you'll have to master dark magic, raise an army of undead minions, explore festering dungeons and research ancient artifacts and spells.

Rise of the Necromancers is an evil strategy game for 2-5 players, where each player controls a Necromancer struggling for absolute dominance.

Rise of the Necromancers is based on a classic fantasy narrative with character development as well as territorial strategy. The objective of the game is to develop your Necromancer and take control of the lands. Each player starts out as an aspiring Necromancer who can study spells, craft artifacts and eventually graduate from one of four academies. In time, your Necromancer can attract their own apprentice and assemble an undead army of minions to rule the lands.

Your Necromancer can venture into dungeons where they will encounter wonders and dangerous creatures – and perhaps meet new companions. In the end, your Necromancer might be able to return to their academy and become Headmaster – or even seize the foulest of thrones as the Necromancer King.

Each player moves his or her miniature Necromancer around the game board to gather resources, spells and artifacts, enter dungeons, battle cities and fight rival Necromancers.

Throughout the game, Necromancers can increase their combat and movement abilities as they amass their armies. A Necromancer's minions can also be left behind to protect conquered cities and dungeons.

In addition to the game's territorial component, the players compete in collecting spells, artifacts and minions affiliated with the four academies. Enough elements of the same color can make you Headmaster of an academy. The game has a varying starting setup, so no two games are ever the same.

ROAM**Roam, kr. 270,00 (Red Raven Games)**

Boxsæt. Sværhedsgrad: 8+. Spillere: 2-4. Spilletid: 40min. In Roam, you and up to three friends compete to find lost adventurers. The game includes more than fifty unique, tarot-sized adventurer cards, which feature characters from Near and Far, Above and Below, and Islebound. The opposite side of each card depicts a landscape split into six squares, and two rows of three of these cards are placed in the center of the playing area to make the board.

ROBO RALLY**Robo Rally, kr. 350,00 (Milton Bradley)**

Boxsæt. Sværhedsgrad: 12+. Spillere: 2-6. Enter the world of mad machines and dangerous schemes in the Robo Rally board game! Reimagined by Richard Garfield, players in this strategic race of survival and sabotage control their robot with game cards which reveal directions on how the robots can move through the hectic Robo Rally automobile factory. Use strategy to outsmart rival robots while racing towards each checkpoint in your chosen course in numerical order. Beware of factory obstacles such as industrial lasers, gaping pits, and moving conveyer belts that can make or break the race. The first player to reach all of the checkpoints wins and becomes an ultimate race legend!

ROLL FOR ADVENTURE**Roll for Adventure, kr. 400,00 (Thames & Kosmos)**

Boxsæt. Sværhedsgrad: 10+. Spillere: 2-4. Spilletid: 30min. The old kingdom is in danger. Enemy armies are attacking from all directions thanks to the Dark Lord, who seeks to cast eternal darkness across the land. Players must band together to collect the fabled power stones and complete the magical amulet. If they succeed, they'll save the empire and win the game. However, should even one area fall under the control of the Dark Lord, the players lose the game immediately.

ROLL FOR THE GALAXY**Rivalry, kr. 600,00 (Rio Grande Games)**

Rivalry, the 2nd expansion for the hugely popular Roll for the Galaxy is effectively three expansions in one. It adds a whopping 437 components, including new factions, new dice, new homeworlds, new game tiles, and even new customizable dice. In The Deal expansion, a new phase is added to the game using the customizable dice and allowing players to get in on deals and exchange some assets for others. With The Orb, a Research phase is added to the game, allowing the players to modify their customizable dice to obtain immediate benefits or improved effects. Rivalry requires the Roll for the Galaxy base game to play. Rivalry is compatible with the Ambition expansion.

Roll For The Galaxy, kr. 450,00 (Rio Grande Games)

Boxsæt. Sværhedsgrad: 14+. Spillere: 2-5. Spilletid: 45 min. In this dice variant of the popular Race for the Galaxy board game of space empire building, your dice represent your populace, whom you direct to develop new technologies, settle worlds, and ship goods. The player who best manages his workers and builds the most prosperous empire wins!

ROOT**Riverfolk Expansion, kr. 360,00 (Leder Games)**

The Riverfolk Expansion adds two new factions, new vagabonds, and exciting new game modes. More screen-printed warriors and all the pieces needed to play with up to six players. Three new Vagabond variants. Cooperative and competitive play with the Mechanical Marquise. Dozens of new faction mixes!

RORYS STORY CUBES**Rory's Story Cubes Actions Max, kr. 200,00 (Gamewright Inc.)**

Boxsæt. Rory's Story Cubes®: Actions is the first expansion set for the Rory's Story Cubes® range. This time we have created 54 unique icons (or picto-verbs™) that depict the most important verbs (action words) to be learned in second language development.

Rory's Story Cubes®: Actions does not require Rory's Story Cubes® in order to use them. They can be played on their own straight out of the box, or mixed with other sets of Rory's Story Cubes®.

Made to the same high quality as the original set, Rory's Story Cubes®: Actions are inked in dark blue. This makes them easier to sort from your Rory's Story Cubes® after use.

With Rory's Story Cubes®: Actions, you will have more fun practising a new language. You will be able to practise telling stories set in the past, present and future!

Try starting your stories with 3 cubes (as opposed to 9 in Rory's Story Cubes®). This makes it easier when learning a second language.

Randomly mix in with the original Rory's Story Cubes® to create a more action packed set of 9 cubes

SCYTHE**Scythe, kr. 800,00 (Greater Than Games LLC)**

Boxsæt. Sværhedsgrad: 14+. Spillere: 1-5. Spilletid: 115min. It is a time of unrest in 1920s Europa. The ashes from the first great war still darken the snow. The capitalistic city-state known simply as The Factory, which fueled the war with heavily armored mechs, has closed its doors, drawing the attention of several nearby countries. It is a time of farming and war, broken hearts and rusted gears, innovation and valor. Featuring world building and art by Jakub Rozalski, Scythe is a competitive 4x game set in an alternate-history 1920s.

SKRALD**Skrald, kr. 100,00 (Verden af skrald)**

Boxsæt. Spillere: 2-4. Spilletid: 10-20min. Du er den stolte ejer af en genbrugsstation, hvor du modtager alverdens skrald. Det er beskidt og hårdt arbejde, men også ganske indbringende. Desværre er der dukket nogle usle konkurrenter op på affaldsmarkedet, og nu gælder den vilde jagt om at få solgt affaldet i forskellige kombinationer og rigtige mængder, for at blive vinderen af SKRALD.

SKRALD er et strategisk "set-collection" kortspil, hvor du konfronteres med at vælge din egen vej til succes eller ødelægge det for dine konkurrenter. Du vil slås med dine nærmeste om at gennemskue deres planer for at tage magten i affaldsbranchen. Alt i alt utroligt underholdende.

Vision for SKRALD var at skabe et nemt, hurtigt og underholdende spil, som samtidig kunne lære selv de største miljøsvin vigtigheden i at affald også har værdi. Spillet bruges i dag i undervisning til skoleklasser og til konferencer for direktører, men kan også spilles derhjemme som erstatning for andre familiekortspil.

Det kommer så tæt på virkeligheden som muligt - Ikonerne på kortene er dem fra hverdagen og fraktionerne simulere udfordringerne ved at afsætte affald – men uden at gå på kompromis med at det skal være sjovt. For det er det vigtigste.

SLEEVES**Soft Sleeves, kr. 10,00 (PKK)****SMALL WORLD****Small World Board Game, kr. 400,00 (Days of Wonder, Inc.)**

Boxsæt. Sværhedsgrad: 8+. Spillere: 2-5. Spilletid: 40-80 min. Small World, the fun, zany, light-hearted civilization board game!

In Small World, players vie for conquest and control of a world that is simply too small to accommodate them all.

Designed by Philippe Keyaerts as a fantasy follow-up to his award-winning Vinci, Small World is inhabited by a zany cast of characters such as dwarves, wizards, amazons, giants, orcs and even humans; who use their troops to occupy territory and conquer adjacent lands in order to push the other races off the face of the earth.

Picking the right combination from the 14 different fantasy races and 20 unique special powers, players rush to expand their empires - often at the expense of weaker neighbors. Yet they must also know when to push their own over-extended civilization into decline and ride a new one to victory!

Small World blev kåret ved Spilfestival 2010 til:
ÅRETS BRÆT/KORT-SPIL 2010

Se film her:
www.youtube.com/watch?v=ehxrQhlfDs&feature=relmfu

SMALL WORLD - DANSK***Small World (danske regler), kr. 400,00 (Enigma)***

Boxsæt. Sværhedsgrad: 8+. Spillere: 2-5. Spilletid: 40-80 min. I Small World styrer du din fantasyrace til at få kontrol over felterne på landkortet. Du myldrer ind fra kortets kanter – erobrer så meget land som dine brikker kan gabe over. Du slår fjenderne væk fra deres land og du bliver selv slået væk fra dine områder. Når du synes dine tropper er lidt for tynde i rækkerne, lader du civilisationen forgå. Vælger en ny race og stormer ind over kortet igen.

SONAR FAMILY***Sonar Family, kr. 320,00 (Matagot)***

Boxsæt. Sværhedsgrad: 8+. Spillere: 2-4. Spilletid: 30min. In the depths of the ocean, two submarine crews are engaged in a silent war, enemies forever.

SONAR Family is a submarine battle game in which two teams operate a different submarine. Each player plays a crew member: the Captain or the Radio Operator. The game comes with 4 Double-sided Captain Sheets and 4 Double-sided Radio Operator Sheets. These are maps that are dry erase and are used to track movement and find the opposing team to sink their submarine. The two teams are divided by a screen blocking the view of each team's maps.

If one of the two submarines loses its second structure point, its team loses immediately. The team who sunk the submarine wins the game!

SPACE PARK***Space Park******Space Park, kr. 350,00 (Keymaster Games)***

Boxsæt. Sværhedsgrad: 14+. Spillere: 1-4. Spilletid: 30min. Ride a rocket to extraordinary destinations across our galaxy. During your travels you will gather exotic crystals that further our understanding of what's out there. Use these crystals to complete exploration badges and turn them in at the mysterious Outpost 13 to prove yourself as the galaxy's next great space explorer! Space Park features a modular board where seven destinations are randomly arranged to form a circle between players.

SPLENDOR - DANSK***Splendor, kr. 300,00 (Asmodee Editions)***

Boxsæt. Sværhedsgrad: 10+. Spillere: 2-4. Spilletid: 30min. As wealthy Renaissance merchants, players attempt to gain prestige through the acquisition of mines and transportation, hiring artisans, and wooing the nobility. Create the most fantastic jewelry to become the best-known merchant of them all!

SPYFALL***Spyfall, kr. 225,00 (Cryptozoic Entertainment)***

Boxsæt. Sværhedsgrad: 13+. Spillere: 3-8. Spilletid: 15min. A card game of bluffing, probing questions, clever answers, and suspicion, players in Spyfall receive a secret card letting them know where they are a casino, space station, pirate ship, circus, or 30 unique locations except that one player receives the SPY card instead of the location. The Spy doesn't know where he is, but wins the round if he can figure it out before he blows his cover.

SPØGELSESTRAPPEN***Spøgelsestrappen, kr. 250,00 (Enigma)***

Boxsæt. Sværhedsgrad: 4 år. Spillere: 2-4. Spilletid: 10-15min. Helt oppe i toppen af ruinen bor et spøgelse. Børnene lister rundt for at forskrække spøgelseset. Men terningen er fortryllet og -vupti - er børnene selv blevet forvandlet til spøgelse. Og så må børnene sætte en spøgelsesfigur ovenpå deres spillebrikker - en fortryllende magnetisk kraft holder spøgelsesfiguren på plads. Nu må man forsøge at huske hvilke spillebrikker, der er under spøgelseerne. Hvis man har held med terningen, kan man nå op til det øverste trin som den første og råbe "Juhuuu!". Et spil hvor magneter spiller en stor rolle og ikke bare et børnespil!

STAR WARS - LEGION***Legion - Dice Pack - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Fantasy Flight Games)***

Supplement your games of Star Wars: Legion with a tool of **Movement Tools and Range Ruler Pack - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Fantasy Flight Games)**

Supplement your games of Star Wars: Legion with a tool of convenience: extra movement tools and range rulers! The Star Wars: Legion Movement Tools and Range Ruler Pack comes with three joined movement tools and one segmented range ruler, identical to the dice contained in the Core Set.

STAR WARS CARD GAME LCG***Echoes of the Force Cycle 4 - Join Us or Die Force Pack - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 30,00 (Fantasy Flight Games)***

Players uncover new game options in Join Us or Die, the fourth Force Pack in the Echoes of the Force Cycle for Star Wars: The Card Game. The power of the Force reveals itself as the Imperial Navy receives deadly reinforcements, and the Rebel Alliance engages in espionage. Meanwhile, the second phase of the Dark Trooper Project begins, and Jedi Master Yoda's power reaches new heights. Whether infiltrating Imperial strongholds or riding with Jawa raiders, the Force is with every player in Join Us or Die!

Echoes of the Force Cycle 6 - Darkness and Light Force Pack - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 30,00 (Fantasy Flight Games)

Players will find new tricks and ways to prove their devotion to the Force amid the ten objective sets in Darkness and Light, the final Force Pack in the Echoes of the Force Cycle for Star Wars: The Card Game. Experience the intrigue within Jabba's Palace, or infiltrate the ruins of the Jedi Temple in search of survivors. Whether a player commands the Imperial Navy's fighters, or impersonates a deity in exchange for some native support, he'll discover plenty of options in Darkness and Light!

Endor Cycle 1 - Solo's Command Force Pack - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Fantasy Flight Games)

Star Wars: The Card Game recalls the climax of Return of the Jedi with the Solo's Command Force Pack and the Endor Cycle! As the Empire constructs its second Death Star, a small strike team descends to Endor to eliminate the shield generator and open the way for an assault. Meanwhile, attack and defense are revolutionized with the introduction of mission cards - objectives played from your hand that offer powerful benefits when destroyed. Plus, new Fate cards amplify edge battle tensions and the return of neutral sets offers new tools to every affiliation.

Endor Cycle 2 - New Alliances Force Pack - TILBUD (så længe lager havest, der tages forbehold for udsolgte varer), kr. 50,00 (Fantasy Flight Games)

Descend to Endor in New Alliances, the second Force Pack in the Endor Cycle for Star Wars: The Card Game! The Ewoks are formidable warriors in their forest home, and could be useful allies for the light side. New Alliances also introduces new mission cards - objectives played under your opponent's control that offer powerful benefits when destroyed. With the return of neutral objective sets and three brand-new Fate cards, New Alliances is destined to change your decks forever, whether you participate in the spice trade, lock down the sector, or join the Ewoks in their fight against the Empire!

Endor Cycle 3 - Forest Moon Force Pack - TILBUD (så længe lager havest, der tages forbehold for udsolgte varer), kr. 50,00 (Fantasy Flight Games)

Revisit the climactic events of Return of the Jedi with The Forest Moon Force Pack for Star Wars: The Card Game. As a team of heroes descends to Endor, the Rebel fleet prepares to assault the second Death Star. With this expansion you can relive some of the Star Wars trilogy's most memorable fleet battles and adventures. You'll also find new versions of iconic characters and vehicles like Home One, Lobot, and Executor. Revolutionize your edge battles with new fate cards and prepare for thrilling adventure on the Sanctuary Moon and in the skies above it!

Endor Cycle 4 - So Be It Force Pack - TILBUD (så længe lager havest, der tages forbehold for udsolgte varer), kr. 50,00 (Fantasy Flight Games)

Massive fleets meet in deadly battle above the Sanctuary Moon as a few noble heroes infiltrate the palace of Jabba the Hutt to rescue their captured friend. In So Be It, the fourth Force Pack in the Endor Cycle for Star Wars: The Card Game, you'll find new mission cards to shake up your conflicts, new fate cards that add more tension to your edge battles, and neutral objective sets that expand your deck-building options. Work to complete the second Death Star, or lead a Rebel assault - So Be It welcomes you into some of the most thrilling moments of Return of the Jedi!

Endor Cycle 5 - Press the Attack Force Pack - TILBUD (så længe lager havest, der tages forbehold for udsolgte varer), kr. 50,00 (Fantasy Flight Games)

Forge an alliance with the Ewok tribes, lead your elite strike team to assault the shield generator, or use the Death Star's superlaser to destroy the Rebel fleet. As part of the Endor Cycle for Star Wars: The Card Game, Press the Attack invites you to experience the climactic events of Return of the Jedi as you reenact the movie or create your own stories. Within this Force Pack you'll find a renewed focus on Endor objectives, gain the support of the Ewoks with C-3PO, and battle your foes as the dark side Force user, Maw.

Endor Cycle 6 - Redemption and Return Force Pack - TILBUD (så længe lager havest, der tages forbehold for udsolgte varer), kr. 50,00 (Fantasy Flight Games)

The battle for Endor has raged in three arenas - on the Forest Moon itself, in the skies above, and in the Emperor's throne room. Now, in Redemption and Return, the sixth Force Pack in the Endor Cycle for Star Wars: The Card Game, invites you to play out these iconic conflicts in your own games. Like the other Force Packs of the Endor Cycle, Redemption and Return follows the climactic events of Return of the Jedi while introducing new mission cards to change your strategies and methods. In addition to new missions, the ten new objective sets (two copies each of five distinct sets) offer new versions of Luke Skywalker and Emperor Palpatine to expand your options and inspire your deckbuilding.

Opposition Cycle 1 - Ancient Rivals Force Pack - TILBUD (så længe lager havest, der tages forbehold for udsolgte varer), kr. 50,00 (Fantasy Flight Games)

Certain feuds and rivalries have shaped the Galactic Civil War, and with the Ancient Rivals Force Pack, these conflicts enter Star Wars: The Card Game. Kicking off the Opposition Cycle, players incorporating Ancient Rivals will find cards that focus on the struggles between affiliations by increasing their power when they battle their chosen rivals. Ancient Rivals also introduces new versions of iconic characters like Ahsoka Tano, Han Solo, and Darth Vader.

Opposition Cycle 2 - Wretched Hive Force Pack - TILBUD (så længe lager havest, der tages forbehold for udsolgte varer), kr. 50,00 (Fantasy Flight Games)

There is opposition between order and chaos, between the physical and the intellectual, between those who stand alone and those who work with their friends. Take these oppositions into the Star Wars galaxy with A Wretched Hive, the second Force Pack of the Opposition Cycle for Star Wars: The Card Game. In A Wretched Hive, you'll discover more characters from Star Wars: Rebels entering the game, including Agent Kallus and Zeb Orrelios, alongside recognizable scum like Dr. Evazan and Ponda Baba.

Opposition Cycle 3 - Meditation and Mastery Force Pack - TILBUD (så længe lager havest, der tages forbehold for udsolgte varer), kr. 50,00 (Fantasy Flight Games)

Throughout the Opposition Cycle, the rivalries and feuds between affiliations dominate the game. Now, with Meditation and Mastery, the third Force Pack in the Opposition Cycle for Star Wars: The Card Game, you'll find ten new objective sets (two copies each of five distinct sets) that grant new options for every affiliation. New affiliated fate cards for the Rebel Alliance and the Imperial Navy offer new edge battle tactics, plus you'll also gain the opportunity to fly and fight alongside recognizable characters from the Star Wars saga, including Wedge Antilles, Nien Nunb, and Admiral Scream.

Opposition Cycle 5 - Power of the Force Force Pack - TILBUD (så længe lager havest, der tages forbehold for udsolgte varer), kr. 50,00 (Fantasy Flight Games)

Just as the Force moves throughout the entire galaxy, binding and connecting all lifeforms, there's a new spark of rebellion moving across the galaxy. In Power of the Force, the fifth Force Pack in the Opposition Cycle for Star Wars: The Card Game, you'll find plenty of new Specter cards reaching across affiliations, even as other cards play into the feuds between factions. With a completely new fate card focusing on Specter units, and iconic characters and vehicles like Ezra Bridger, Hera Syndulla, the Ghost, and 'Howlrunner' joining the game, there's never been a better time to declare your allegiance and join the fight for the galaxy.

Opposition Cycle 6 - Technological Terror Force Pack - TILBUD (så længe lager havest, der tages forbehold for udsolgte varer), kr. 50,00 (Fantasy Flight Games)

Delve into the stunning technologies of Star Wars with Technological Terror, the sixth Force Pack in the Opposition Cycle for Star Wars: The Card Game. Within this pack's five unique objective sets, you'll find astromechs, assassin droids, Imperial shuttles, and Skyhoppers.

Rogue Squadron Cycle 1 - Ready for Takeoff Force Pack - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Fantasy Flight Games)

Prepare for Takeoff! As the first Force Pack in the Rogue Squadron Cycle for Star Wars: The Card Game, Ready for Takeoff brings the game's interstellar battles to the forefront, as vehicles and ace pilots clash in the vacuum of outer space. This Force Pack contains ten new objective sets, two copies each of five unique sets, designed to shake up the evolving metagame with a new fate card, iconic starship pilots like Lando Calrissian and Mauler Mithel, and new mechanics for piloting vehicles through space battles.

Rogue Squadron Cycle 2 - Draw Their Fire Force Pack - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Fantasy Flight Games)

Take your interstellar dogfights to new heights with Draw Their Fire, the second Force Pack in the Rogue Squadron Cycle for Star Wars: The Card Game! Within this Force Pack, you'll find powerful new fate cards alongside a host of iconic characters and vehicles, including the starship Outrider, the Jedi Master Qu Rahn, and ace pilot Maarek Stele.

Rogue Squadron Cycle 4 - Attack Run Force Pack - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Fantasy Flight Games)

Relive the climax of Star Wars: A New Hope with Attack Run! Attack Run is the fourth Force Pack in the Rogue Squadron cycle for Star Wars: The Card Game, and it continues to develop the cycle's major themes by introducing new support for pilots and the starships they fly. Within this Force Pack, players find new versions of heroes and villains, including Luke Skywalker, Darth Vader, and Boba Fett. Whether players evade authorities or fly with the pilots of Black Squadron, they'll find the cards they need in Attack Run.

Rogue Squadron Cycle 6 - Jump to Lightspeed Force Pack - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Fantasy Flight Games)

Make your Jump to Lightspeed with the final Force Pack in the Rogue Squadron Cycle for Star Wars: The Card Game! The cycle's focus on Ace Pilots and powerful Vehicles reaches its triumphant conclusion as Han Solo and the Millennium Falcon arrive for your ongoing interstellar battles. Win breakneck dogfights and conduct lightspeed travel with any affiliation, blast into hyperspace, fly with the heroes of the Rebellion, or give in to your anger to gain the power of the Sith. Make the stars your destination, and Jump to Lightspeed!

STAR WARS DESTINY

Across the Galaxy Booster Pack, kr. 30,00 (Fantasy Flight Games)

Across the Galaxy brings the characters of Solo: A Star Wars Story to Star Wars: Destiny. Before he was a hero of the Rebellion, Han Solo was a cocky young pirate just looking for a little adventure. With a crew of like-minded individuals that includes Lando Calrissian and Tobias Beckett, the dashing young rogue finds his way to Star Wars: Destiny. Across the Galaxy finishes the block started by Legacies and expands on its themes. Look for Plot Cards with negative point values, cards that grow stronger when you spot specific characters, and new ways to upgrade some of the most famous vehicles in the galaxy.

Boba Fett Starter Set, kr. 150,00 (Fantasy Flight Games)

Boxsæt. Hunt Your Target! This Starter Set for Star Wars: Destiny lets you take control the infamous bounty hunter Boba Fett, as well as a veteran Stormtrooper of the Empire. With twenty-four cards and nine dice, the Boba Fett Starter Set contains everything you need to start your journey into Star Wars: Destiny.

Empire at War Booster Pack, kr. 30,00 (Fantasy Flight Games)

These 160 brand-new cards will focus on taking core concepts of Star Wars: Destiny and throwing them into disarray. Every booster pack includes five randomized cards and one premium die, broken down into three common cards, one uncommon card, and one rare or legendary card with a corresponding die.

General Grievous Starter Set, kr. 150,00 (Fantasy Flight Games)

Boxsæt. Discover an ideal entry point with the General Grievous **Kylo Ren Starter Set, kr. 150,00 (Fantasy Flight Games)** Boxsæt. Enter a world of epic, saga-spanning, 'what if' battles with the Kylo Ren Starter Set for Star Wars: Destiny! With an array of characters that spans the saga from The Phantom Menace to The Force Awakens, Star Wars: Destiny gives you the freedom to play out any battle you can imagine. Innovative gameplay blends dice and cards as you strategize exactly how to defeat your opponent's characters. Meanwhile, the game's collectible model invites you to enter the game at whatever pace you choose, tweaking your decks with the addition of new cards and dice from booster packs. An ideal starting point to enter Star Wars: Destiny, the Kylo Ren Starter Set contains a fixed set of twenty-four villainous cards with nine premium dice, alongside tokens and a rule sheet - everything you need for one player to take command of Kylo Ren and a First Order Stormtrooper to oversee the rise of the First Order.

Legacies Booster Pack, kr. 30,00 (Fantasy Flight Games)

A 160-card booster expansion for Star Wars: Destiny, Legacies continues the evolution of Star Wars: Destiny by expanding on classic archetypes, while introducing new mechanics, including a new die symbol and a new card type. Plus, collect the heroes and villains of the Star Wars saga including Obi-Wan Kenobi, Dr. Aphra, and Maul!

Luke Skywalker Starter Set, kr. 150,00 (Fantasy Flight Games)

Boxsæt. Discover the legacy of two of the galaxy's greatest heroes with the Luke Skywalker Starter Set for Star Wars: Destiny! The set lets you take control of Luke Skywalker and Han Solo in their battle against the Empire with twenty-four cards and nine dice - everything you need to start your journey into Star Wars: Destiny.

Obi-Wan Kenobi Starter Set, kr. 150,00 (Fantasy Flight Games)

Boxsæt. Discover an ideal entry point with the Obi-Wan Kenobi

Rey Starter Set, kr. 150,00 (Fantasy Flight Games)

Boxsæt. Enter a world of epic, saga-spanning, 'what if' battles with the Rey Starter Set for Star Wars: Destiny! With an array of characters that spans the saga from The Phantom Menace to The Force Awakens, Star Wars: Destiny gives you the freedom to play out any battle you can imagine. An excellent starting point to enter Star Wars: Destiny, the Rey Starter Set features a fixed set of twenty-four heroic cards with nine premium dice, alongside tokens and a rule sheet - everything you need for one player to take command of Rey and Finn while fighting for the light side across the Star Wars galaxy.

Rivals Draft Set, kr. 150,00 (Fantasy Flight Games)

Boxsæt. Fantasy Flight Games is proud to present the Star Wars: Destiny Rivals Draft Set, the backbone of a brand-new way to play Star Wars: Destiny.

Star Wars: Destiny Rivals introduces a new way to play Destiny in the form of draft and sealed events. Playing in a draft requires each player to have one Rivals Draft Set and six booster packs of any set.

A Star Wars: Destiny Draft event will feature every player opening three booster packs, selecting one card to take from the pack and passing the remaining cards to their left for that player to select a card and pass. Once these cards have all been selected, the next three packs are opened and players pass right. When all is said-and-done, players will have thirty cards from the booster packs as well as the twenty cards featured in their Rivals Draft Set to construct a twenty-to-thirty card deck. A player can add as many copies of a card to a deck as they want, and hero, villain, and neutral cards can all be intermixed in the same deck in the draft format.

The Rivals Draft Set includes twenty cards that are meant to supplement the cards you draft from Booster Packs. With characters, supports, upgrades, and events of every color, the Rivals Draft set gives you all the tools you need to construct a successful deck. Every card featured in Rivals is legal for constructed play in Destiny, and makes for a great way to expand your collection.

Two-Player Game, kr. 300,00 (Fantasy Flight Games)

Boxsæt. Sværhedsgrad: 10+. Spillere: 2. Spilletid: 30min. The Star Wars: Destiny Two-Player Game puts you in an epic battle as Kylo Ren and Captain Phasma challenge heroes Rey and Poe using the fast-paced and easy-to-learn Star Wars: Destiny system. Will you join the First Order and take control of Kylo Ren and Captain Phasma, or uphold the values of the Resistance with Rey and Poe? The Star Wars: Destiny Two-Player Game throws you straight into the action with two optimized 23-card decks, plus all the rules, resource, shield, and damage tokens needed to play straight out of the box. The Star Wars: Destiny Two-Player Game features a mix of previously released Destiny cards and brand-new characters, upgrades, supports, battlefields, and events, including brand-new cards showcasing events and characters inspired by Star Wars: The Last Jedi!

Way of the Force Booster Pack, kr. 30,00 (Fantasy Flight Games)

Return to the stunning, 'what if' battles of Star Wars: Destiny with Way of the Force, a new set of booster packs featuring 160 brand new cards! Within Way of the Force, players will revisit many of the saga's most iconic characters in fresh new ways, focusing on their unique equipment, abilities, and tactics. The set includes the most expensive support yet to enter the game, a new way to bring back a defeated character, and a rare battlefield that comes complete with its own die. Furthermore, look for mechanics introduced in the newest base set, Legacies, to be expanded upon, such as plot cards that can completely change how you play the game.

STAR WARS IMPERIAL ASSAULT**Alliance Rangers Ally Pack - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 120,00 (Fantasy Flight Games)**

Alliance Rangers are a powerful asset to Restore the Republic. Alliance Rangers may help a small team of Rebel heroes survive among the dunes of Tatooine or battle Imperial Stormtroopers under the canopy of a mighty forest, but wherever they're deployed, these warriors are among the most deadly long-range fighters in the game of Imperial Assault. Now, these renowned snipers can join your campaigns and skirmishes with the Alliance Rangers Ally Pack.

Alliance Smuggler Ally Pack, kr. 90,00 (Fantasy Flight Games)

Slip past Stormtroopers and supply your Rebels with the weapons and other gear they need with the Alliance Smuggler Ally Pack for Imperial Assault, introducing a single Alliance Smuggler, as well as new missions and cards to enhance both your campaign and skirmish games.

Hired Guns Villain Pack, kr. 130,00 (Fantasy Flight Games)

Two Hired Guns join the Mercenaries faction with the Hired Guns Villain Pack for Imperial Assault, and they're ready to fight for the highest bidder! During a campaign, your Hired Guns can make life difficult for the Rebel heroes by allying with the Empire.

Alternatively, the Hired Guns can join your skirmish strike teams as disposable warriors to make a sudden opening assault. A new skirmish map invites you to complete two new missions within the sewers of Nar Shaddaa, while four new Command cards allow you to slip away from your enemies or push them further away from victory!

IG-88 Villain Pack, kr. 100,00 (Fantasy Flight Games)

Bring the power of the dark side to life with Star Wars: Imperial Assault Villain Packs! The IG-88 Villain Pack contains a sculpted plastic figure depicting the renowned Droid assassin. In addition to this detailed figure, players find new missions for the campaign game and the skirmish game, inviting them to enter the shifting junkyards of Ord Mantell or raise an army of Droids to rebel against the tyranny of the biologicals. With new missions, a lethal IG-88 figure, and key Command cards, this Villain Pack supports sinister machinations in any game of Imperial Assault.

Kayn Somos Villain Pack, kr. 100,00 (Fantasy Flight Games)

Kayn Somos is an especially vicious Stormtrooper commander,

STONE DAZE**Stone Daze - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 350,00 (Tyto Games)**

Boxsæt. Sværhedsgrad: 10+. Spillere: 2-4. Spilletid: 60min. Some 7,000 years ago, two clans happily shared the green meadows they called 'HooHa', meaning 'home' or 'our place' (scholars still debate). However, as time passed, the valley could no longer sustain them all. Outwit your rival clan, or leave in a daze with a big lump on your head in Stone Daze, an action-packed, primal game of tactics, cooperation, raw guts, and a little luck. Plan ahead with your teammate, make good use of your primitive's special abilities, throw your clubs effectively, and your clan just might make it and prosper in HooHaa.

TAPESTRY**Tapestry, kr. 850,00 (Greater Than Games LLC)**

Boxsæt. Sværhedsgrad: 12+. Spillere: 1-5. Spilletid: 90-120min. Create the civilization with the most storied history, starting at the beginning of humankind and reaching into the future. The paths you choose will vary greatly from real-world events or people your civilization is unique! In Tapestry, you start from nothing and advance on any of the 4 advancement tracks (science, technology, exploration, and military) to earn progressively better benefits. You can focus on a specific track or take a more balanced approach. You will also improve your income, build your capital city, leverage your asymmetric abilities, earn victory points, and gain tapestry cards that will tell the story of your civilization. Tapestry is a 2-hour civilization game for 1-5 players designed by Jamey Stegmaier.

TERRAFORMING MARS**Colonies, The, kr. 250,00 (Stronghold Games)**

Boxsæt. Terraforming Mars: Colonies lets you visit the outer solar system. It features colony tiles where you can build colonies and send your trade fleet. It also includes new cards and corporations. The Colonies is an expansion to Terraforming Mars. Terraforming Mars: Colonies is played together with the main game and may be combined with any other expansion and variant.

Prelude Expansion, kr. 175,00 (Stronghold Games)

Boxsæt. As the mega corporations are getting ready to start the terraforming process, you now have the chance to make those early choices that will come to define your corporation and set the course for the future history of Mars - this is the prelude to your greatest endeavors!

In Terraforming Mars: Prelude, you get to choose from Prelude cards that jumpstart the terraforming process, or boost your corporation engine. There are also 5 new corporations, and 7 project cards that thematically fit the early stages of terraforming.

Prelude is an expansion to Terraforming Mars, and can be combined with any other Terraforming Mars expansion or variant.

Terraforming Mars, kr. 500,00 (Publisher Services, Inc.)

Boxsæt. Sværhedsgrad: 12+. Spillere: 1-5. Spilletid: 90-120min. Coming to Mars was a big step...making it habitable will give us a new world! In the 2400s, mankind begins to terraform the planet Mars. Giant corporations, sponsored by the World Government on Earth, initiate huge projects to raise the temperature, the oxygen level, and the ocean coverage until the environment is habitable. In Terraforming Mars, you play one of those corporations overseeing the terraforming process. But, competition is fierce, with victory points awarded not only for your contribution to the terraforming, but also for advancing human infrastructure throughout the solar systems and other commendable achievements.

Terraforming Mars (Dansk udgave), kr. 500,00 (Spilbræt.dk)

Boxsæt. Sværhedsgrad: 12+. Spillere: 1-5. Spilletid: 90-120min. Kan I tæmme den røde planet?

Terraforming-koncerner kappes om at omdanne Mars til en beboelig planet, ved at bruge enorme mængder ressourcer og innovativ teknologi på at hæve planetens temperatur, opbygge en iitholdig atmosfære og skabe blå have. I takt med at terraforminggen skrider frem, vil flere og flere mennesker immigrere til den røde planet fra jorden.

Turmoil, kr. 250,00 (Stronghold Games)

Boxsæt. Turmoil, the fifth expansion to Terraforming Mars, takes players back to Mars, and the struggle for control and progress of human society on a big and dangerous planet. The expansion includes new corporations, new projects, and a new type of cards Global Events, from dust storms to riots to rising alloy demand that give you something to plan for.

TICKET TO RIDE**Ticket to Ride Nordic Countries, kr. 400,00 (Days of Wonder, Inc.)**

Boxsæt. Sværhedsgrad: 8 år. Spillere: 2-3. Spilletid: 30-60min. Ticket to Ride Nordic Countries takes you on a Nordic adventure through Denmark, Finland, Norway and Sweden as you travel to the great northern cities of Copenhagen, Oslo, Helsinki and Stockholm.

Unlike prior Ticket to Ride products, this version will only be available and sold in the Nordic Countries of Denmark, Norway, Sweden and Finland

The game is published as a full game, not an expansion, to fit local channel requirements.

Ticket to Ride Nordic Countries is designed specifically for 2 or 3 players.

Part of the Ticket to Ride series

TICKET TO RIDE - EUROPE**Ticket to Ride Europe, kr. 400,00 (Days of Wonder, Inc.)**

Boxsæt. Sværhedsgrad: 8 år. Spillere: 2-5. Spilletid: ½-1h. From the craggy hillsides of Edinburgh to the sunlit docks of Constantinople, from the dusty alleys of Pamplona to a windswept station in Berlin, Ticket to Ride Europe takes you on a new train adventure through the great cities of turn-of-the-century Europe.

Will you risk a trip through the dark tunnels of Switzerland? Venture aboard a ferry on the Black Sea? Or erect lavish train stations in the great capitals of the old empires? Your next move might just make you Europe's greatest train magnate!

The newest installment in our best-selling Ticket to Ride series of train adventures, Ticket to Ride Europe takes you across the Ocean into the heart of Europe. More than just a new map to play on, Ticket to Ride Europe offers you brand new gameplay elements including Tunnels, Ferries and Train Stations. We've also upgraded you to First-Class accommodations with larger cards, new Train Station game pieces, and a lavishly illustrated gameboard.

Like the Spiel des Jahres winning original that has sold over 320,000 copies worldwide, the game remains elegantly simple, and easy to learn. Ticket to Ride Europe is a complete, new game that does not require the original version. It is guaranteed to offer you hours of enjoyment.

Se film her:

www.youtube.com/watch?v=WBFeFwCSELsc

TICKET TO RIDE - MAP COLLECTIONS**Polen, kr. 320,00 (Days of Wonder, Inc.)**

Boxsæt. Sværhedsgrad: 8+. Spillere: 2-4. Spilletid: 30-60min. This map is an unofficial fan made expansion. Symbols & Graphics Copyright © 2004-2015 Days of Wonder, Inc. Produced with permission of Days of Wonder, for non-commercial use only.

This follows the principles of the basic Ticket to Ride game on a special board with special cards and rules. The object of the game is to gain the most points by travelling various routes and outwitting other players. You will need the train pieces and the train cards from either the US or Europe base games (or you can buy them from the Days of Wonder shop. You can use stations if you wish.

There is an extra set of Chance cards: some are for the cities, each with a value to be earned by visiting that city; others give you extra facilities to complete your tickets. These cards are dealt/picked up alongwith tickets in the same quantity and with the same 'keep/dispose' rules. Some famous names intervene to add interest. There are also up to 9 bonuses for the end-of-game scoring.

The board does not have any grey tracks or parallel tracks, though the famous names can help with these.

There are many new options in the rules: exchange all your cards at the start but keep all the new ones: discard 5 cards and pick up 5 new ones, as your turn: earn double or triple points: and many more. You can also call time when your wagon stock reaches 3, if you want, giving you the advantage of stopping other players completing tickets.

TICKET TO RIDE - USA***Ticket to Ride, kr. 400,00 (Days of Wonder, Inc.)***

Boxsæt. Sværhedsgrad: 8+. Spillere: 2-5. Spilletid: 30-60 min. October 2, 1900 - 28 years to the day that noted London eccentric, Phileas Fogg accepted and then won a £20,000 bet that he could travel "Around the World in 80 Days". Now at the dawn of the century it was time for a new "impossible journey". Some old friends have gathered to celebrate Fogg's impetuous and lucrative gamble - and to propose a new wager of their own.

The stakes: \$1 Million in a winner-takes-all competition. The objective: to see which of them can travel by rail to the most cities in North America - in just 7 days. The journey begins immediately...

Ticket to Ride is a cross-country train adventure where players collect cards of various types of train cars that enable them to claim railway routes connecting cities throughout North America.

Se film her:

www.youtube.com/watch?v=WBefWCSELsc

TICKET TO RIDE DANSK - EUROPE***Ticket to Ride Europe (danske regler), kr. 400,00 (Enigma)***

Boxsæt. Sværhedsgrad: 8+. Spillere: 2-5. Spilletid: 30-60. Fra klipperne i Edingburgh til Konstantinopels solrige havn, fra Pamplonas støvede gader til en forblæst station i Berlin. Ticket to Ride Europa tager dig med på et nyt togeventyr i Europas store byer, til tiden omkring begyndelsen af det 20. århundrede.

Vil du prøve en tur gennem mørke tunneller i Schweiz? Skride selvsikkert ombord på færgen i Sortehavet? Eller bygge overdådige togstationer i de imponerende storbyer? Din næste beslutning kan måske gøre netop dig til Europas største togmatador!

TICKET TO RIDE DANSK - USA***Ticket to Ride (danske regler), kr. 400,00 (Enigma)***

Boxsæt. Sværhedsgrad: 8+. Spillere: 2-5. Spilletid: 30-60 min.

TIMELINE - WHEN DID THIS HAPPEN?***Inventions, kr. 100,00 (Asmodee Editions)***

Sværhedsgrad: 8+. Spillere: 2-8. Spilletid: 15min. Was the light bulb invented before or after glasses? In Timeline Inventions, you can learn the answer to this question and many more, all while having fun! Each card has a different invention, and on the opposite side of the card is the date it was invented. Players start with one randomly drawn card in the middle of the table to form the timeline, and on your turn, you place a card before it or after it - depending on when you think it was invented. If placed correctly on the timeline, the card remains. Otherwise, the card is discarded, and a new one must be drawn to replace it. The first player to get rid of their cards wins!

TOUCH OF EVIL***Hero Pack 1 - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Flying Frog Productions, LLC)***

The Hero Pack 1 Expansion for A Touch of Evil introduces 4 exciting new monster-hunting Heroes: Adrianna, the Foreign Traveler; Harlow Morgan, the Inventor; Lucy Hanbrook; and the infamous highwayman, The Scarlet Shadow—each with a highly detailed plastic miniature. Also included are 10 powerful new Event and Location cards as well as a deadly new Villain: the Necromancer. With total control of the Walking Dead, the Necromancer strangles the streets of Shadowbrook with an endless horde of zombie minions and an unquenchable thirst for destruction.

TREASURES & TRAPS***Treasures & Traps - The Adventure Card Game - TILBUD, kr. 120,00 (Studio 9 Games)***

Boxsæt. Sværhedsgrad: 10 år. Spillere: 2-6. This fantasy adventure card game puts you in the role of the hero. Collect three treasures before anyone else. Sounds simple enough, right? Now throw in a two-headed troll, a maze of dangerous doors, and a few cunning thieves. You never know what might happen next.

Each game is a unique journey of wild adventure never to be repeated again!

Treasures and Traps™ is a game for 2-6 players ages 10 and up. The 2-player version averages 10 minutes a game. With 3 to 6 players add 10 minutes for each player. To speed up 4 or 6 player games form teams and try the team variation.

TRIBES***Tribes, kr. 400,00 (Thames & Kosmos)***

Boxsæt. Sværhedsgrad: 10+. Spillere: 2-4. Spilletid: 45min. Experience 30,000 years of civilization in 45 minutes. Tribes: Dawn of Humanity is a civilization game with quick turns and fast rounds. The players lead their tribes in short, fast turns through the early history of humanity to the Bronze Age. They settle unknown lands and extract valuable resources through which they in turn discover new tools and inventions. Who will best prepare their tribe against events such as natural disasters? Who will take the lead, and who will follow in the footsteps?

TRISMEGISTUS***Trismegistus: The Ultimate Formula, kr. 495,00 (Board & Dice)***

Boxsæt. Sværhedsgrad: 14+. Spillere: 1-4. Spilletid: 90-120min. You are an adept of the mysterious art of alchemy, seeking a way to become the successor of the greatest alchemist ever living — Hermes Trismegistus. In order to do so you will be transmuting mere metals into pure gold, performing experiments, and inventing artifacts to finally achieve everlasting greatness.

Trismegistus: The Ultimate Formula is played over three rounds during which you will draft exactly three dice. By expertly utilizing the potency of your drafted die, you will be able to transmute precious materials, collect alchemical essences, purchase and activate artifacts, and perform experiments that will progress you along four mastery tracks. You will also build a secret hand of publication cards which — together with the value of your experiments, the completed formulas of your Philosopher's Stone, and your collected gold — will determine your final score in victory points and, perhaps, make you the greatest alchemist, someone able to rival Hermes Trismegistus himself!

The game features custom dice, the sides of which represent alchemical materials. At the beginning of each round, the dice are rolled and grouped by their respective types. On your turn, you must either draft a new die or utilize the untapped potency of a previously drafted die. Based on the material associated with your chosen die, you will be able to collect certain essences in addition to the material to which the die is keyed. Additionally, the color of the die will determine which types of transmutations you can perform, refining raw materials and increasing your mastery of the elements.

Acquire precious artifacts in order to maximize the effects of your transmutations. Conduct experiments. Increase your knowledge and expertise and discover the ultimate formula!

The game includes a solo mode by Dávid Turczi and Nick Shaw.

—description from the publisher

ULTIMATE WEREWOLF***Ultimate Werewolf Deluxe Edition, kr. 225,00 (Publisher Services, Inc.)***

Boxsæt. Sværhedsgrad: 13+. Spillere: 5-75. Spilletid: 30-75. Your quiet, little 16th century village has suddenly become infested with some very unfriendly werewolves! Can you and the other villagers find them before they eliminate everyone? The ultimate party game for up to 75 players, this Deluxe Edition of Ultimate Werewolf features over 40 unique roles, plus 18 different scenarios, a set of 80 fully illustrated cards, a moderator scorepad, and a comprehensive game guide chock-full of insights, tips, and strategies. This Deluxe Edition also includes the Wolfpack Expansion, featuring brand-new rules for The Big Bad Wolf, Wolverine, Dire Wolf, Virginia Woolf, and other roles.

UNDERWATER CITIES***Underwater Cities, kr. 560,00 (Rio Grande Games)***

Boxsæt. Sværhedsgrad: 14+. Spillere: 1-4. Spilletid: 40m/player. In Underwater Cities, by Vladimir Suchy, the players build and develop underwater metropolises by constructing kelp farms, desalination plants, laboratories, and tunnels to connect them. The heart of the game is a clever mechanism using a combination of action slots and development cards. The players take turns playing cards into action slots, sometimes for the action of the slot, sometimes for the action of the cards. If played strategically, the players can receive a bonus for the card matching the slot. Balancing these strategic choices is the key to building the best underwater habitat, allowing humanity to thrive.

UNDO - WEAVING FATE ANEW***Blood in the Gutter, kr. 185,00 (Pegasus Spiele GmbH)***

Boxsæt. Sværhedsgrad: 10+. Spillere: 2-6. Spilletid: 45-90min. Time heals all wounds, they say, but the sudden death of a loved one sometimes shakes those who are left behind so much that their faith wavers. To prevent this, the gods send fate weavers to change the past and prevent death. In the game series Undo, players slip into the role of these destiny weavers and do everything in their power to undo sudden deaths — whether murder or suicide. Not only do they travel minutes or hours back in time, but sometimes thousands of years to change events that have laid the foundation for the later stroke of fate. Sometimes a leap into the future can also provide important information.

The Undo series combines the theme of time travel with emotional, extraordinary stories that players must assemble piece by piece. Each time jump gives them another choice in how they can change the past — and not every change is a turn for the better!

Cherry Blossom Festival, kr. 185,00 (Pegasus Spiele GmbH)

Boxsæt. Sværhedsgrad: 10+. Spillere: 2-6. Spilletid: 45-90min. Time heals all wounds, they say, but the sudden death of a loved one sometimes shakes those who are left behind so much that their faith wavers. To prevent this, the gods send fate weavers to change the past and prevent death. In the game series Undo, players slip into the role of these destiny weavers and do everything in their power to undo sudden deaths — whether murder or suicide. Not only do they travel minutes or hours back in time, but sometimes thousands of years to change events that have laid the foundation for the later stroke of fate. Sometimes a leap into the future can also provide important information.

The Undo series combines the theme of time travel with emotional, extraordinary stories that players must assemble piece by piece. Each time jump gives them another choice in how they can change the past — and not every change is a turn for the better!

Curse From the Past, kr. 185,00 (Pegasus Spiele GmbH)

Boxsæt. Sværhedsgrad: 10+. Spillere: 2-6. Spilletid: 45-90min. Time heals all wounds, they say, but the sudden death of a loved one sometimes shakes those who are left behind so much that their faith wavers. To prevent this, the gods send fate weavers to change the past and prevent death. In the game series Undo, players slip into the role of these destiny weavers and do everything in their power to undo sudden deaths — whether murder or suicide. Not only do they travel minutes or hours back in time, but sometimes thousands of years to change events that have laid the foundation for the later stroke of fate. Sometimes a leap into the future can also provide important information.

The Undo series combines the theme of time travel with emotional, extraordinary stories that players must assemble piece by piece. Each time jump gives them another choice in how they can change the past — and not every change is a turn for the better!

UNLOCK***Mystery Adventures (nr.2), kr. 270,00 (Asmodee Editions)***

Boxsæt. Sværhedsgrad: 10+. Spillere: 1-6. Spilletid: 60min. nlock! Mystery Adventures features three new "escape room" scenarios that you can play on your tabletop:

- The Nautilus' Traps: Attack by a sea monster during a dive, you seek shelter by opening an old hatch in an old submarine. Find a way back to the surface! Designed by Arnaud Ladagnous, illustrated by Florian de Gesincourt.
- The House on the Hill: What's going on in this run down manor? Explore the sinister pieces and foil the curse that haunts this desolate place. About the same difficulty as Squeak and Sausage. Designed by Fabrice Mazza, illustrated by Pierre Santamaria.
- The Tonipal's Treasure: Captain Smith hid his treasure on Tonipal Island. Unravel the mystery before Johnson, another treasure hunter, beats you to it! The most difficult of the three but still easier than Island of Doctor Goorse. Designed by Billy Stevenson & Sebastien Pauchon, illustrated by Sergio.

UNTIL DAYLIGHT**Until Daylight, kr. 450,00 (Asmodee Editions)**

Boxsæt. Until Daylight is a co-operative survival card game. Your goal: Survive ten waves of enemies and save at least one survivor.

During the game, you can find and exchange objects, weapons, and ammunition with other characters and build traps or barricades to protect yourself and ensure your survival as a group. Your reflexes, your sense of strategy, and your ability to survive will be tested. Every character you may embody is unique and has its advantage and drawback that will enhance the game with strong and intense moments. "Search, fight, survive" will quickly become your motto.

Your first games should be difficult, and you will probably die. Don't worry — it's normal because surviving the apocalypse is anything but easy. Every attempt will teach you a little more about the game mechanisms and strategic priorities. Until Daylight is a game in which every action counts and where time will be very cruel. In some phases you will have only a few seconds to react before the horde falls on you. You win the game if the following three conditions are met:

All characters survived the ten rounds of the game.

All enemies revealed in the game were eliminated.

The group saved at least one survivor.

Until Daylight is a co-operative game, but of course players might disagree on which strategy to adopt. In these circumstances, the group leader decides which action will be carried out for the party. The player with the most experience points is the group leader.

WARHAMMER 40K CONQUEST LCG**Warlord Cycle 2 - Scourge War Pack - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 30,00 (Fantasy Flight Games)**

Spread corruption throughout the Traxis sector in The Scourge, the second War Pack in the Warlord Cycle for Warhammer 40,000: Conquest! The Scourge introduces a new warlord, Kugath Plaguefather, as well as new cards for each faction, including Space Wolves for the Space Marines, Attack Squigs for the Orks, and battle tactics for the Tau. Whether you want to torture your opponents with the Dark Eldar or strike from an Inquisitorial Fortress with the Astra Militarum, you'll find cards to aid you in The Scourge.

WELCOME TO YOUR PERFECT HOME**Welcome To... Your Perfect Home, kr. 250,00 (Deep Water Games)**

Boxsæt. Sværhedsgrad: 10+. Spillere: 1-100. Spilletid: 25min. A

Diverse spil**BATTELMATS****Double Sided Battlemat w/1"squares/hexes, kr. 210,00 (Chessex)**

Our mats are made from expanded vinyl

Double Sided Megamat w/1"squares & hexes, kr. 360,00 (Chessex)

Our mats are made from expanded vinyl

Marker Set, kr. 95,00 (Chessex)

Set of 4 markers: red, blue, green & black

Mat Marker Set (6), kr. 140,00 (Chessex)

Set of 6 markers: red, blue, green black, orange & brown

Single Black Mat Marker, kr. 25,00 (Chessex)**SLEEVES****Black Solid 50-Count Deck Protector, kr. 30,00 (Ultra Pro)**

Card Sleeves

Blue Solid 50-Count Deck Protector, kr. 30,00 (Ultra Pro)

Card Sleeves

Clear 100ct Deck Protector Pack, kr. 60,00 (Ultra Pro)

Card Sleeves

Clear 50ct DP Pack, kr. 35,00 (Ultra Pro)

Card Sleeves

Green Solid 50ct DP Pack, kr. 30,00 (Ultra Pro)

Card Sleeves

Red Solid 50ct DP Pack, kr. 30,00 (Ultra Pro)

Card Sleeves

Trading Card Soft Sleeves, kr. 10,00 (Ultra Pro)

Ultra-PRO® Stor-Safe Card Sleeves

White Solid 50-Count Deck Protector, kr. 30,00 (Ultra Pro)

Card Sleeves

SLEEVES - BOARD GAME**Extra Large Cards (100) (fits cards of 65x100mm or smaller), kr. 34,00 (Artipia Games)**

Fits games like:

Large Cards (100) (fits cards of 59x92mm or smaller), kr. 37,00 (Artipia Games)

Fits games like:

Agricola

Aladdin's Dragons (cards are slightly too small)

Balloon Cup

Battlelore

Blue Moon City

The Bucket King

Civilization big cards (cards are 13mm too short)

Cuba (big cards)

Der Herr der Ringe

Dominion

Dr. Jekyll & Mr. Hyde

Edel, Stein & Reich

El Grande big cards

Flaschenteufel

For Sale

A Game of Thrones

Hellas

Jambo

Jambo Exp.

Kahuna

Knights of the Charlemagne

London

Le Havre

Lord of the Rings by Knizia

Memoir'44

Notre Dame

Olimpia 2000

Port Royal

Relationship Tightrope

San Juan

Starship Catan

Stone Age

Taj Mahal

Top Race

Torres

Up Front

Witch's Brew

Many other games

Medium Cards (100) (fit cards of 57x89mm or smaller), kr. 39,00 (Artipia Games)

Fits games like:

Acquire
 Arkham Horror (big cards)
 Bang! The Bullet! (cards are slightly too small)
 Bohnanza
 Bridge
 Brass
 Chez Geek
 Citadels
 Condottiere
 Death Angel
 Descent 2nd Ed. (also uses Mini)
 Doom
 Elfenland
 Elfengold
 Galaxy Trucker (cards are slightly too small)
 HeroQuest (cards are slightly too small)
 Kill Doctor Lucky
 Machiavelli
 Mare Nostrum (cards are slightly too small)
 Munchkin
 Poison
 Primordial Soup
 Risk
 Robo Rally
 Runebound 2nd Edition
 Runewars (also uses Mini)
 Samurai Swords (Shogun by MB)
 Shadows over Camelot
 Spank the Monkey + Monkey Business expansion
 StarCraft
 Ticket to Ride (new version/large cards)
 Twilight Imperium 3rd Ed. (also uses Mini)
 Warcraft
 War of the Ruin NB: card is slightly too small
 Waterloo - Napoleon's Last Battle
 Many other games

Mini Cards (100) (fit cards of 41x63mm or smaller), kr. 33,00 (Artipia Games)

Fits games like:

Arkham Horror (small cards)
 Cave Troll
 Civilization small cards (cards are slightly too small)
 Descent 1st Ed.
 Descent 2nd Ed. (also uses Medium)
 Infiltration
 Runewars (also uses Medium)
 Talisman
 Twilight Imperium 3rd edition (also uses Medium)
 Star Wars X-Wing Miniatures game (also uses Standard size)
 Warrior Knights
 Zombicide
 Many other games

Oversize Cards (100) (fit cards of 79x120mm or smaller), kr. 49,00 (Artipia Games)

Fits games like:

Small Cards (100) (fit cards of 44x68mm or smaller), kr. 33,00 (Artipia Games)

Fits games like:

Cuba (small cards)
 El Grande small cards
 Leonardo da Vinci
 Manilla
 Mice and Mystics
 Mice & Mystics (for small cards; large cards uses Standard size)
 Pillars of the Earth
 Saint Petersburg
 Shogun
 Settlers of Catan (German version) (cards are slightly too small)
 Settlers of Catan (Dutch version)
 Starfarers of Catan
 Thurn & Taxis
 Ticket to Ride old version + other Days of Wonder games
 Wings of War
 Many other games

Square Cards (100) (fit cards of 70x70mm or smaller), kr. 30,00 (Artipia Games)

Fits games like:

Standard (100) (fit cards of 63x88mm), kr. 42,00 (Artipia Games)

Fits games like:

The Spoils
 Cornish Smuggler
 Fortune and Glory: The Cliffhanger Game
 Invasion from Outer Space
 Last Night on Earth
 Legend of the Five Rings
 Magic the Gathering
 Mice & Mystics (for large cards; small cards uses Small size)
 Pokémon
 Race for the Galaxy
 Star Wars X-Wing Miniatures game (also uses Mini size)
 Vampire/Jyhad

Figurkrigsspil

BATTLETECH CLASSIC

Miniatures Rules - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (FPR Company)

It is the 31st century—a time of war. Vast star empires struggle for control of thousands of star systems light years apart. The ultimate weapon on these future, alien landscapes is the BattleMech®. Thirty feet tall and weighing up to a hundred tons, this humanoid engine of destruction is a walking arsenal with enough firepower to level a city block.

The Classic BattleTech Miniatures Rules™ set allows players to leave behind their paper maps and cardboard counters and jump into the exciting visual world of BattleTech® miniatures and full 3-D terrain. Lavishly illustrated with over a hundred photos, this book is a visual feast that brings the might and majesty of the marching armies—including every unit logo and flapping banner—of the Clans and House lords to the players.

This book also features a complete section on the MechWarrior: Dark Age™ game produced by WizKids Games LLC. This includes an introductory section and a color photo of every new infantry unit, vehicle and BattleMech in the game, quickly bringing BattleTech fans up to date on the MechWarrior: Dark Age universe. A rules section also allows players to use MechWarrior: Dark Age miniatures with Classic BattleTech miniatures rules. With the record sheets that will be published in the Classic BattleTech Record Sheets: MechWarrior I or found on the BattleTech website at www.classicbattletech.com, a whole new world of BattleTech play is available!

Record Sheets Mechwarrior Dark Ages 1 - TILBUD, kr. 20,00 (FPR Company)

It is the 32nd century. After decades of peace and prosperity, interstellar communications break down and rumors of war sweep through the universe. As ancient hatreds and rivalries rear their ugly heads, people who have only known war through history books are suddenly thrust into the dark maelstrom of combat. Some fight for king and country, others for greed and power, others for love—all will struggle to defeat those who would see them destroyed, while protecting the only homes they have known.

Welcome to MechWarrior: Dark Age.

Classic BattleTech Record Sheets: MechWarrior ITM provides filled-out record sheets for the new infantry, vehicles and BattleMechs in the MechWarrior: Dark Age game published by WizKids Games. Along with the Classic BattleTech Miniatures Rules, this record sheet book allows Classic BattleTech players to use MechWarrior: Dark Age miniatures in their BattleTech games

BATTLETECH NY UDGAVE

Alpha Kit, kr. 120,00 (Publisher Services, Inc.)

The Alpha Kit contains numerous heavy-duty cards of compile

BattleTech: Beginner Box

BattleTech: Beginner Box, kr. 180,00 (Catalyst Game Labs)

Boxsæt. BattleTech is the world's greatest armored combat game, filled with a myriad of epic stories and gaming experiences to satiate any player: miniatures to RPG play, hobby painting to fiction, and beyond. The BattleTech Beginner Box is the first step on that fantastic journey and includes everything you need to get started: two high-quality miniatures, quick-start rules, a mapsheet, cards to represent your MechWarrior's unique skills, dice, and more.

Do you have what it takes to plant the banner of victory and become a legend? Leap into the action and find out!

Blake Ascending, kr. 280,00 (Publisher Services, Inc.)

The Early Years of the Jihad

November 3067 saw the culmination of work two centuries in the making, work begun by Primus Conrad Toyama of ComStar, successor to Jerome Blake and the man responsible for single-handedly turning ComStar into a pseudo-religious organization with a vision: to lead mankind to the light...by any means necessary.

When the Star League self-destructs, a shadowy power behind the fanatical Word of Blake pulls the strings taut in righteous anger, launching a war to bring humanity to its knees. Confusion reigns, and each faction finds itself isolated amid its own turmoil. Yet as a new decade dawns, glimpses of the greater whole begin to appear through the dark clouds. The true battle has only just begun.

Blake Ascending: A Jihad Compilation is an omnibus reprint of Dawn of the Jihad and Jihad Hot Spots: 3070; the first two sourcebooks in the seminal Jihad plot line. The Blake Ascending sourcebook shakes the Classic BattleTech universe to its foundation, documenting the opening years from 3067 to 3070. The series of events presented in this book unfold in a rolling format, allowing readers to immerse themselves more directly into the action than ever before. Players of both Classic BattleTech and Classic BattleTech RPG will find framework rules to run any type of campaign in regions through out the Inner Sphere during this chaotic time.

Campaign Operations, kr. 360,00 (Publisher Services, Inc.)

Forge your forces and prepare to fight any battle across the Inner Sphere! Campaign Operations contains rules for creating and running forces, whether a down-on-their-luck mercenary battalion, or a fully-supplied House regiment. This BattleTech supplement contains complete rules for devising solar systems, allowing players to recreate existing star systems or craft all-new worlds to challenge each other, while the Narrative Campaign, Map-Based Campaign, and Chaos Campaign rules offer players options to build exciting, fun campaigns of almost any stripe for their newly-minted forces!

Historical - Wars of the Republic Era, kr. 280,00 (Publisher Services, Inc.)

In 3081, the Republic of the Sphere was born from the ruins of the Word of Blake Protectorate. For an Inner Sphere devastated by the horrors of escalating war, the Republic was a beacon of hope for a brighter, more peaceful future... and, for a time, it almost was. BattleTech Historical: Wars of the Republic Era describes the border conflicts that inevitably erupted in the decades after the Word of Blake Jihad. Covering the largest of these conflicts in particular - including the Second Combine-Dominion War, the Victoria War, and the Republic of the Spheres own war against the Capellan Confederation - this book provides a hard look at the early years of what would come to be known as the Dark Age Era.

Jihad Hot Spots 3076, kr. 200,00 (Publisher Services, Inc.)

Nine years since the death of the Second Star League, the Word of Blake's holy war against all of humanity rages on. But new heroes, and new alliances have been forged between interstellar nations of the Inner Sphere and the Clans, setting aside centuries of distrust and hatred to unite as never before against the common enemy. Emerging from shattered realms, the allied coalition has finally found the strength to turn the tide, and now the Word and its allies are on the defensive. But even as the allies prepare for the inevitable finale, the Word's unseen Master and his fanatical minions won't fall without a fight!

Jihad Hot Spots: 3076 continues the Jihad plot book series started with Blake Ascending, bringing readers into the raging conflict of the war between the Word of Blake and the Inner Sphere. Seen from the eyes of those who fight and die in this epic struggle, this book includes articles and intelligence excerpts from across the Inner Sphere, along with additional rules and campaign tracks for both BattleTech and A Time of War: The BattleTech RPG games, from the unwilling allies of the Blakist war machine, to the experimental technologies that gave the Word its incredible—if costly—edge for years, to several new BattleMechs, vehicles, and combat spacecraft that debuted in the midst of this turning point in the war.

Map Pack - Grasslands, kr. 270,00 (Catalyst Game Labs)

Expanding directly on the all-new maps found in the BattleTech: Beginner Box and BattleTech: A Game of Armored Combat products, Map Pack: Grasslands includes six double-sided maps providing twelve brand-new battlefields! Created using new art in the brilliant aesthetics of the new box sets, these maps include a variety of terrain elements that deliver interesting battlefields for players of every skill level. Each map is 17" x 22", paper, and may be placed side-on or edge-on with other maps for expanded battlefields.

Masters & Minions StarCorps Dossiers, kr. 360,00 (Publisher Services, Inc.)

Who is the Director of the Internal Security Force? Planetary ruler of Regulus? Current Marshal of the Armies? Merchant Factor of Clan Diamond Shark?

As one of the most powerful interstellar corporations in the Inner Sphere—with satellite plants in every House—such questions are imperative for StarCorps Industries. In the tumultuous time of the Jihad, as power brokers fall and new personalities rise to prominence, the answers to such questions can mean the difference between a fat in-the-black account and operations in the red. And no corporation, much less one as powerful and far reaching as StarCorps Industries, treats failure well.

Masters and Minions: The StarCorps Dossiers is a sourcebook from the perspective of StarCorps Industries, compiled from dozens of sources by an army of administrators, all with an eye towards furthering StarCorps markets and interest. Masters and Minions is a complete who's-who of the BattleTech universe, with well over a hundred personalities detailed. Short overviews of all the major and most minor factions of the Inner Sphere are also included, briefly covering such details as their most notable factories, planets and military forces.

Record Sheets 3050 Upgrade, kr. 80,00 (Catalyst Game Labs)

More 'Mechs For The Battlefield...

You've grasped the tactics involved with the additional units and weapons from Total Warfare to defeat your opponents. Now you own Technical Readout: 3050 Upgrade and want to deploy some of those 'Mechs and vehicles on your gaming table. Grab your dice and start rolling, because these sheets are for you!

Record Sheets: 3050 Upgrade contains more than 85 pre-printed 'Mech record sheets that will have players firing autocannons, missiles and PPCs at each other in no time. More than a dozen vehicle sheets bring the excitement of combined-arms game play to any table top. Two ready-to-play scenarios focus on the highlights of this volume, while an extensive Rules Addendum introduces fire and artillery, providing a sneak peak of all the advanced rules options provided in Tactical Operations.

Record Sheets 3055 Upgrade, kr. 80,00 (Publisher Services, Inc.)

In 3055, a new breed of Inner Sphere BattleMech started rolling off assembling lines 'Mechs specifically designed to counter the Clan invasion at the same time that secondline Clan 'Mechs began to appear. By 3067 those design have become a staple of the modern battlefield, giving rise to notable MechWarriors and new variants, while the demands of the ever-popular Solaris VII Games have resulted in a plethora of new dueling 'Mechs designed using prototype technology.

Technical Readout: 3055 Upgrade presents the Solaris VII 'Mechs built using prototype technologies. Upgraded in appearance and technology, the designs first presented in the Solaris VII box set and Solaris: The Reaches are now back in print, along with several new Solaris VII designs. In addition to the upgraded appearance of selected Clan designs, all the art work for Technical Readout: 3055 Upgrade is new, providing fresh illustrations of now classic Inner Sphere BattleMechs and Clan OmniFighters.

The 'Mechs in the Solaris VII BattleMechs section are constructed using select equipment found in Tactical Operations. To use those designs, players will need that book.

Record Sheets 3058 Upgrade, kr. 80,00 (Publisher Services, Inc.)

You've grasped the tactics involved with the additional units and weapons from Total Warfare to defeat your opponents. Now you own Technical Readout: 3058 Upgrade and want to deploy some of those 'Mechs, vehicles, and battle armor on your gaming table. Grab your dice and start rolling, because these sheets are for you!

Record Sheets: 3058 Upgrade contains 49 pre-printed 'Mech record sheets that will have players firing autocannons, missiles and PPCs at each other in no time. More than 30 vehicle—as well as 20 battle armor—sheets bring the excitement of combined-arms game play to any table top. Two ready-to-play scenarios focus on the highlights of this volume, while an extensive Rules Addendum section, concentrating on massed infantry actions, provides a sneak peak of all the advanced rules options provided in Tactical Operations.

Record Sheets 3060 - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Publisher Services, Inc.)

You've grasped the tactics involved with the additional units and weapons from Total Warfare to defeat your opponents. Now you own Technical Readout: 3060 and want to deploy some of those 'Mechs, ProtoMechs and vehicles on your gaming table. Grab your dice and start rolling, because these sheets are for you!

Record Sheets: 3060 contains 55 pre-printed 'Mech record sheets that will have players firing autocannons, missiles and PPCs at each other in no time. More than forty vehicle and ProtoMech sheets bring the excitement of combined-arms game play to any table top. Two ready-to-play scenarios focus on the highlights of this volume, while an extensive Rules Addendum section provides a sneak peak of all the advanced rules options provided in Tactical Operations.

Record Sheets 3075 - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Publisher Services, Inc.)

Contains forty pre-printed Mech Record sheets that will have players firing autocannons, missiles and PPC's at each other in no time.

More than forty battle armor, vehicle and aerospace fighter sheets bring the excitement of combined-arms gameplay to any table top.

Two ready-to-play scenarios focus on the highlights of this volume, while an extensive Rules Addendum section provides sneak peak of all the advanced rules options provided in Tactical Operations and Strategic Operations.

Record Sheets Prototypes, kr. 105,00 (Publisher Services, Inc.)

More 'Mechs for the Battlefield

You've grasped the tactics involved with the additional units and weapons from Tactical Operations to defeat your opponents. Now you own Technical Readout: Prototypes and want to deploy some of those 'Mechs, vehicles, and battle armor on your gaming table. Grab your dice and start rolling, because these sheets are for you!

Record Sheets: Prototypes contains 30 pre-printed 'Mech record sheets that will have players firing autocannons, missiles and PPCs at each other in no time. More than 60 additional record sheets—from vehicles to battle armor, ProtoMechs to aerospace fighters and DropShips—bring the excitement of combined-arms game play to any table top. Two ready-to-play scenarios focus on the highlights of this volume, while an extensive Rules Addendum section, including Design Quirks, provides a sneak peek of all the advanced rules options provided in Strategic Operations.

Strategic Kit, kr. 120,00 (Publisher Services, Inc.)

Tired of hunting for a specific table in a rulebook? Wish you had heavy-duty reference cards for Total Warfare game play like that found in the Introductory Box Set? Then the Strategic Kit is for you! The Strategic Kit contains five heavy-duty cards of compiled tables from Strategic Operations.

Tactical Kit, kr. 200,00 (Publisher Services, Inc.)

Tired of hunting for a specific table in a rulebook? Wish you had heavy-duty reference cards for Tactical Operations game play like that found in the 25th Anniversary Introductory Box Set? Then the Tactical Kit is for you!

The Tactical Kit contains thirteen heavy-duty cards of compiled tables from Tactical Operations.

Tactical Operations is required to use the Tactical Kit (compiled tables reflect corrected second printing).

Tech Kit, kr. 120,00 (Publisher Services, Inc.)

Tired of hunting for a specific table in a rulebook? Wish you had heavy-duty reference cards for Total Warfare game play like that found in the Introductory Box Set? Then the Tech Kit is for you! Featuring a brand-new BattleMech blueprint poster, the Tech Kit contains seven heavy-duty cards of compiled tables from TechManual.

Technical Readout 3060, kr. 240,00 (Publisher Services, Inc.)

The Great Houses of the Inner Sphere have created a new Star League to end the Clan threat, launching an all-out attack against the most powerful Clan, Smoke Jaguar. During this campaign, the Inner Sphere was assaulted by a new and deadly creation: the ProtoMech. Swift and deadly, these half-size 'Mechs proved agile and difficult to destroy. Now, other Clans will quickly field this potent new weapons against the Inner Sphere, hoping to once more tip the balance of power in their favor.

BattleTech Technical Readout: 3060 provides descriptions, game statistics and the history of development for the Clans' most unusual weapon: the ProtoMech. Additionally, new Inner Sphere and Clan BattleMechs and OmniMechs are included, as well as Clan vehicles.

Warfare Kit, kr. 120,00 (Publisher Services, Inc.)

Tired of hunting for a specific table in a rulebook? Wish you had heavy-duty reference cards for Total Warfare game play like that found in the 25th Anniversary Introductory Box Set? Then the Warfare Kit is for you!

The Warfare Kit contains five heavy-duty cards of compiled tables from Total Warfare.

Total Warfare is required to use the Warfare Kit (compiled tables reflect corrected third printing).

STAR WARS X-WING 2ND EDITION

A/SF-01 B-Wing Expansion Pack, kr. 200,00 (Fantasy Flight Games)

Incorporating a revolutionary gyrostabilization system, the A/SF-Delta-7 Aethersprite Expansion Pack, kr. 200,00 (Fantasy Flight Games)

Add even more Jedi pilots to your games of X-Wing with a ship specially designed to take advantage of their unique abilities! The Delta-7 Aethersprite is an elegant craft created to help Jedi Knights cross the gulfs between the stars in their quest to uphold justice.

Deluxe Movement Tools and Range Ruler, kr. 200,00 (Fantasy Flight Games)

This pack contains premium plastic maneuver templates and a range ruler to upgrade the corresponding components from your X-Wing Core Set. In addition to the eleven movement templates, you'll also find a range ruler base and four range ruler segments that can be used individually or combined to make your measurements quick and precise.

Fang Fighter Expansion Pack, kr. 200,00 (Fantasy Flight Games)

Only the most elite Mandalorian warriors are chosen to pilot the Concord Dawn Protectorate Fang Fighter. Utilizing advanced pivot wing technology, the pilots of this craft were known for their bold maneuvers, often swooping in for head-on face-offs at close range. You can pull off your own daring moves in X-Wing Second Edition with the Fang Fighter Expansion Pack. Featuring a highly detailed pre-painted Fang Fighter miniature, this expansion also includes six Scum pilots who bring their own abilities to this highly maneuverable fighter along with four upgrade cards that provide additional customization options. Bring the Scum and Villainy of the galaxy into the future of X-Wing with the Fang Fighter!

**First Order Maneuver Dial Upgrade Kit, kr. 100,00
(Fantasy Flight Games)**

Customize and enhance your maneuver dials as you declare your intention to take back the galaxy from the Republic with the First Order Maneuver Dial Upgrade Kit for X-Wing Second Edition! The three detailed plastic protectors included in this pack safely and securely house your ships maneuver dials while also allowing you to differentiate between your dials at a glance. Choose your maneuvers quickly and stylishly with the First Order Maneuver Dial Upgrade Kit!

**Millennium Falcon Expansion Pack, kr. 400,00
(Fantasy Flight Games)**

One of the most iconic ships in the Star Wars galaxy, the

Mining Guild TIE Expansion Pack, kr. 200,00 (Fantasy Flight Games)

The original TIE/ln design has served as the basis for countless variations serving many purposes, even those outside of Imperial demands. Thanks to their close collaboration with the Empire, the Mining Guild has access to state-of-the-art Sienar Fleet Systems technology, including their own version of this iconic starfighter. The result is a unique take on the TIE design, one ideally suited for the Mining Guilds operations that unlocks new tactical opportunities for your X-Wing Second Edition Scum and Villainy squadrons. Within the Mining Guild TIE Expansion Pack, you'll find everything you need to supplement your own mining operations and keep the profits flowing. Six ship cards including four unique pilots are ready to take the controls of the beautifully detailed, fully assembled Modified TIE/ln Fighter miniature. Meanwhile, five upgrade cards invite you to further customize your Mining Guild TIE to suit the unique needs of your Scum squadron. Rounding out this expansion are a maneuver dial and all the tokens you need to experience this classic starfighter in a whole new way.

Resistance Conversion Kit, kr. 300,00 (Fantasy Flight Games)

Boxsæt. Rekindle hope in the galaxy and take your squad into the future of X-Wing with the Resistance Conversion Kit for X-Wing Second Edition! This kit contains the components you need to begin building your own Second Edition Resistance squadrons with your First Edition ship collection, including pilot cards, upgrade cards, and ship tokens. Among the ship cards and tokens you'll find new versions of Resistance heroes like Poe Dameron and Rey, each ready to bring their unique abilities to your custom-built squadrons. These pilots are complemented by more than 100 upgrade cards that give you the power to outfit your squadron however you see fit.

**Resistance Maneuver Dial Upgrade Kit, kr. 100,00
(Fantasy Flight Games)**

Customize and enhance your maneuver dials as you boldly declare your defiance of tyranny in all its forms with the Resistance Maneuver Dial Upgrade Kit for X-Wing Second Edition! The three detailed plastic protectors included in this pack safely and securely house your ships maneuver dials while also allowing you to differentiate between your dials at a glance. Choose your maneuvers quickly and stylishly with the Resistance Maneuver Dial Upgrade Kit!

RZ-2 A-Wing Expansion Pack, kr. 200,00 (Fantasy Flight Games)

The main interceptor of the Resistance, the RZ-2 A-wing is the natural evolution of its predecessor used by the Rebel Alliance. With several field-tested refinements integrated into its design, the new generation of A-wing fighters boasts incredible maneuverability to go along with blazingly fast speed, which makes mastering this craft a challenge worthy of the greatest aces. The RZ-2 A-Wing Expansion Pack gives you everything you need to add one of these nimble fighters to your X-Wing Second Edition squadron. With six ship cards including four unique pilots and five upgrade cards, plus the maneuver dial and tokens included in this expansion pack, the RZ-2 A-Wing Expansion Pack gives you everything you need to stand toe-to-toe with the First Orders best!

Scum and Villainy Conversion Kit, kr. 350,00 (Fantasy Flight Games)

Across the galaxy, bounty hunters will take on missions for the highest bidder, doing whatever it takes to track their quarry. Begin the hunt and take your squad into the future of X-Wing with the Scum and Villainy Conversion Kit! This kit contains the components you need to upgrade your Scum ship collection from the First Edition to the Second Edition, including pilot cards, upgrade cards, and ship tokens.

Separatist Alliance Maneuver Dial Upgrade Kit, kr. 100,00 (Fantasy Flight Games)

Add some flair to your Separatist squadrons and declare your

Slave 1 Expansion Pack, kr. 300,00 (Fantasy Flight Games)

Originally produced for law enforcement purposes, the Firespray-class patrol craft became a favorite of bounty hunters across the galaxy, including the infamous Boba Fett. The ship's robust chassis offers plenty of space for additional weaponry and other less-than-legal modifications. The Slave I Expansion Pack for X-Wing Second Edition gives Scum pilots the chance to fly one of these versatile ships into a new era of space combat. With a beautifully pre-painted ship miniature as well as all the ship cards, upgrade cards, and tokens you need to get flying, this expansion gives you a vast array of options for customizing your own Firespray-class patrol craft and adding it to your squadron.

**Star Wars X-Wing: 2nd Edition - Dice Pack, kr. 80,00
(Fantasy Flight Games)**

Make the jump to the next generation of X-Wing with the X-Wing Dice Pack! Containing an additional set of six custom eight-sided dice, this pack helps your battles move faster and lets you focus on outwitting your opponents. This accessory contains three red attack dice and three green defense dice, allowing each player to have a complete set of dice.

T-65 X-Wing Expansion Pack, kr. 200,00 (Fantasy Flight Games)

No ship has become more emblematic of the Rebel Alliance's struggle against the tyranny of the Empire than the T-65 X-wing. The ship's astromech droid finely balances its firepower, shielding, and maneuverability, making it one of the most versatile and effective starfighters in the galaxy. Now, you can add one of these iconic ships to your X-Wing Second Edition squadron with the T-65 X-Wing Expansion Pack. In addition to a beautifully painted miniature, this pack contains everything you need to bring the T-65 X-wing into a new era of space combat. Six Rebel pilots stand ready to defy the Empire while six upgrades including torpedoes and astromechs provide you with plenty of options for outfitting your ships. Lock your S-foils in attack positions and fly for freedom!

T-70 X-Wing Expansion Pack, kr. 200,00 (Fantasy Flight Games)

Carrying on the tradition set by ace Rebel pilots like Wedge Antilles, the heroes of the Resistance enter the fight against the First Order in the next evolution of the classic X-wing fighter. Upgraded in almost every conceivable way, the T-70 X-wing can equip a variety of astromechs, weapons, and other customizations preferred by individual pilots, making it an invaluable part of Resistance operations. With the T-70 X-Wing Expansion Pack, you can add the new generation of X-Wing fighter to your X-Wing Second Edition squadrons. Alongside a fully assembled and beautifully painted T-70 X-wing miniature, you'll find a full complement of twelve ship cards including nine unique pilots, six upgrade cards, and the tokens, base, pegs and maneuver dial you need to add one of these powerful starfighters to your Resistance forces.

TIE Advanced x1 Expansion Pack, kr. 200,00 (Fantasy Flight Games)

Flown only by high-ranking Imperial agents and specialist squadrons, sighting a TIE Advanced x1 is a sure sign that the sector has drawn the Empire's attention. Its prototype design incorporates experimental targeting systems and deflector shields, making it a particularly deadly addition to any Imperial squadron. The TIE Advanced x1 Expansion Pack allows you to add one of these state-of-the-art fighters to your games of X-Wing Second Edition with six Imperial pilots, including Darth Vader himself. Additionally, six upgrades give you more options for customizing your ship, including Elite Pilot Talents, missiles, and Force powers to push your Force-sensitive pilots further than ever before.

TIE/fo Fighter Expansion Pack, kr. 200,00 (Fantasy Flight Games)

Terrorize your foes with the next evolution of the iconic TIE fighter! The TIE/fo Fighter Expansion Pack contains everything you need to include the First Order's take on this classic starfighter in your X-Wing Second Edition squadron. Developed using technologies pioneered for the Empire's TIE Advanced program, the TIE/fo fighter is a shielded, mass produced TIE fighter that the First Order can use to spread terror across the galaxy. The strikingly detailed, pre-painted miniature in this expansion is accompanied by twelve ship cards including nine unique pilots and five upgrades, giving you all the raw power you need to begin rebuilding the Empire.

TIE/LN Fighter Expansion Pack, kr. 200,00 (Fantasy Flight Games)

Instill fear in all those who would stand against the Empire. The TIE/LN Fighter Expansion Pack includes everything you need to add the Empire's most iconic starfighter to your X-Wing Second Edition squadron. With its namesake twin ion engines providing impressive speed and pinpoint maneuverability, the TIE is an affordable fighter that you can deploy in overwhelming numbers to defeat your foes. Featuring a pre-painted miniature accompanied by ten ship cards, four upgrades, one maneuver dial, and three Quick Build cards, this expansion has everything you need to get into the battle right away.

TIE/sk Striker Expansion Pack, kr. 200,00 (Fantasy Flight Games)

Screaming through the atmosphere on nimble ailerons, the TIE/sk

Vulture-Class Droid Fighter Expansion Pack, kr. 200,00 (Fantasy Flight Games)

The Separatist Navy may contain many capable organic pilots,

Z-95-AF4 Headhunter Expansion Pack, kr. 200,00 (Fantasy Flight Games)

Widely produced across the galaxy, the reliable, easy-to-acquire

Magasiner

WHITE DWARF

2019-12 December, kr. 60,00 (Games Workshop)

White Dwarf is Games Workshop's premium Warhammer magazine, packed with amazing content each month such as new rules and background, short stories, regular columns, special guests and more.

Here's what you can look forward to in December's issue:

Contact!

Letters, questions and painted models from you, our readers, including a whole lot of Kroot and a man with a gardening implement.

Worlds of Warhammer

Phil tackles the controversial topic of pronunciation in the Worlds of Warhammer. If you struggle with your Tzeentch and muddle up your Militarums, then this article is for you.

Inside the Studio

Check out what we've been building, painting and playing this month in the studio.

WARHAMMER AGE OF SIGMAR

Fantastical Realms – The Eightpoints

Eight pages of useful modelling and painting tips for the denizens of the Eightpoints. Will you heed the call of the Eater of Worlds?

The Spellflux Spire

In this exclusive mini-game, four wizards trapped in a mystical construct must use their arcane might in a battle to escape with their lives.

A Slayer's Quest

How would you like some rules for using Gotrek Gurnisson in Warcry? Well, here they are!

The Tome Celestial – The Emerald Host

Stand not before the Mortarch of Grief, for she will send forth her Emerald Host to claim your eternal soul. Only damnation awaits!

Painting Nighthaunt

It's a stage-by-stage painting guide for the Nighthaunt. What else could it be?

Skies of Slaughter

Ever wanted to fly above the clouds? Well, now you can in this brand-new game. But beware, there are monsters up there!

WARHAMMER 40,000

Army Feature – Strike Force Astartes

Keen wargamer Thomas Blackburn shares with us his impressive Space Marines army, which includes Ultramarines, Blood Angels, Deathwatch and Adeptus Custodes.

A Tale of Four Warlords – The Warlords of Vigilus

It's the penultimate outing for our four warlords. What have they been up to this month?

Echoes from the Warp

Alex Tuxford presents new background written by a team of hobbyists at Warhammer Fest.

Index Astartes – Flesh Tearers

The Sons of Blood return, complete with two short stories, new background, a new mission, and...

The Sons of Blood

... a gallery of beautifully painted models.

Painting Flesh Tearers

Two stage-by-stage painting guides for the most violent of all (loyal) Space Marines.

Da Festive Revolushun!

Da Red Gobbo returns, wiv noo rulez and a speshul mission for da festive season.

Battle Report – The Relics of Jovandira

The Dwarfers take each other on in a Battle Report. It's the Imperium versus the T'au Empire in a city that's on fire. What could go wrong?

MIDDLE-EARTH STRATEGY BATTLE GAME**The White Wizard**

Middle-earth overlord Rob Alderman explains why Saruman the White is his favourite hero, or villain, depending on how you look at it...

WARHAMMER UNDERWORLDS**Glory Points**

The Shadespire curse may have spilled into Beastgrave, but this month Dave is taking a look back at one of the original warbands – the Sepulchral Guard. Here, he shows how effective they can be in the new season of the game.

WARHAMMER QUEST: BLACKSTONE FORTRESS**Unleash the Penitent**

The Arco-flagellant known as Penitent 707 has been discovered roaming the corridors of the Blackstone Fortress, but can your team of explorers bring the killing machine to heel?

NECROMUNDA**Return to Zone Mortalis**

We present new rules for Necromunda, including stairs, elevators and the protein reclamator. Whatever that is...

It's Made of People!

Fortunately, Mark Bedford knows exactly what a protein reclamator is, because he's made one! Be warned, it's pretty gory.

FREE STUFF!

This issue is sleeved and comes with a poster with the playmat for The Spellflux Spire mini game on the reverse, a Necromunda Tactics card and Gotrek Gurnisson's fighter card for Warcry. Inside the issue you'll also find a code to scan in Warhammer Age of Sigmar: Champions to claim a free deck featuring Grombrindal, the White Dwarf.

Merchandise

LOVECRAFT - CALL OF CTHULHU

Dark Adventure Decoder Badge, kr. 250,00 (H.P. Lovecraft Historical Society, The)

Do you have what it takes to find the clues and break the code? Are you prepared for perilous and thrilling adventures? Then you might just have what it takes to be a member of the Dark Adventure Decoder Club!

Our custom decoder badge will allow you to decode secret messages artfully hidden in Dark Adventure shows and elsewhere. This invaluable tool is inspired by "decoder rings" of the pulp era and lets you in on a world of bygone fun. No previous experience in cryptography is necessary.

Your Dark Adventure Decoder Badge features adjustable concentric alphanumeric rings to help you quickly use a key to break a cypher. It's made of high quality cast metal with a pin on the back so you can easily affix it to your lapel. It also comes with a handy instruction booklet and a series of sample codes for you to practice with. Soon you'll be able to suss out the secret messages in the HPLHS' monthly encoded dispatches to the Decoder Club and in episodes of Dark Adventure Radio Theatre!

2.5 inches high and 1.5 inches wide.

LOVECRAFT - CALL OF CTHULHU - CD**Curious Sea Shanties of Innsmouth Mass, The Variants of Innsmouth, Mass., kr. 200,00 (H.P. Lovecraft Historical Society, The)**

The second of our series of academic papers published by Miskatonic University Press in 1927, *The Curious Sea Shanty Variants of Innsmouth Mass.* combines erudite scholarship by Miskatonic's own folklorist, Prof. Albert Wilmarth (Ph. D.) and music anthropologist Carlton J. Connolly (A. Mus. D.). Following the wave of sea shanty scholarship which began in the early 20s, Dr. Connolly happened upon an Innsmouth sailor and from his very hospital room transcribed the unique lyrical variations to traditional shanties once sung by sailors in the isolated seaport of Innsmouth, Mass.

Dr. Connolly's scholarship explores the unique themes and perspectives of Innsmouth sailors as they sang songs to coordinate their work on Innsmouth's great sailing ships of the 19th Century. These lyrical themes and motifs provide a fascinating window into the culture of this isolated community. Dr. Wilmarth expands on this insight, examining the maritime history of this community which has gone from a thriving seaport to a derelict shadow of its former glories.

To fully capture the experience of this music, Dr. Connolly engaged the Arkham Men's Chorale to resuscitate these songs of a bygone era through a recorded programme of fifteen shanties. Songs include Innsmouth takes on: *What Shall We Do with the Drunken Sailor*, *Spanish Ladies*, *Blow the Man Down*, and many more performed in the style of New England's proud maritime tradition.

The monograph is 5.5 x 8.5 inches, saddle stapled with a high quality cover depicting a unique piece of scrimshaw from Innsmouth. Interior illustrations depict tattoos, maps and other Innsmouth imagery. The companion compact disc features fifteen songs, performed by professional singers and boisterous shantymen with traditional accompaniment.

Even Scarier Solstice, An (CD with songbook), kr. 200,00 (H.P. Lovecraft Historical Society, The)

This CD features a cast of more than 30 professional singers with each number beautifully arranged and fully orchestrated by Troy Sterling Nies (composer for the HPLHS film *The Call of Cthulhu*). Styles range from rockabilly to middle-eastern to grandly gothic and just plain weird. We've even set Lovecraft's poem, "A Brumalian Wish" to music to create (we think) the world's first original Lovecraftian Christmas carol.

The sing-along songbook features a handy pronunciation guide, an introduction by celebrated mythos author Ramsey Campbell, and the fully lyrics to all of the carols, complete with ample footnotes teeming with bizarre trivia about the carols and their underlying mythos connections!

Shoggoth on the Roof, A (CD), kr. 150,00 (H.P. Lovecraft Historical Society, The)

There are some things man was not meant to adapt to musical theatre.

The HPLHS *Shoggoth on the Roof* Cast Album has been whispered of in dark alleys off Off-Broadway. Lawyers have bent paper clips into strange shapes at the very mention of its name. The CD features an ensemble of professional singers (and a few zombies) singing eleven tentacle tapping musical numbers in a grand and fully-orchestrated production. In brief, the stories of HP Lovecraft collide with the cherished Broadway musical *Fiddler on the Roof*. The result is an improbable, delightful and disturbing full-length Broadway-style musical featuring Lovecraftian horrors set to familiar tunes. For nearly 30 years, theatre companies have met their doom in attempting to stage this strange and terrible tale of love, family and tentacles. Here, for your enjoyment is a recording of all the numbers from the show.

The CD is, well, you know, just a normal CD, but features a fold out booklet with strange and terrible facts about the show. It features 11 songs and 41 minutes of music.

Listen to FREE MP3 Samples!

<http://www.cthulhulives.org/Musical/cdinfo.html>

Very Scary Solstice, A (CD with songbook), kr. 200,00 (H.P. Lovecraft Historical Society, The)

The CD

We returned to the studio with a bigger-than-ever cast of actors and professional singers. Thrill to the magnificent sounds of the Dagon Tabernacle Choir. Marvel at the exquisite harmonies of the Arkham Carolers. Tap your tentacles along with the Dunwich Children's Chorale. All twenty-five numbers are professionally produced and recorded with the same maniacal care that made *A Shoggoth on the Roof* such a disturbing achievement in musical theatre. From beatific choirs to maniacal mariachis, there's something for everyone in this first-ever CD of Lovecraftian Solstice Carols.

The Song Book

In 1988 the HPLHS published its first collection of holiday songs rewritten to include the dark forces lurking at the boundaries of perception. This year we expanded the collection to a full twenty-five numbers. In addition to providing the lyrics in an easy sing-along format, we've extensively annotated the songs. Learn the strange but true stories behind favorite holiday carols and relish bizarre tidbits of Lovecraftian holiday ephemera. The 40-page songbook includes a preface by the esteemed Lovecraft scholar S.T. Joshi, who reveals HPL's personal thoughts about the holidays and seasonal poetry written by HPL himself.

MP3 Samples

<http://www.cthulhulives.org/Solstice/index.html>

LOVECRAFT - CALL OF CTHULHU - DARK ADVENTURE RADIO THEATRE

Bad Medicine CD, kr. 195,00 (H.P. Lovecraft Historical Society, The)

"My venerable colleague went to extraordinary lengths and used archaic processes to prolong my life."

Dark Adventure Radio Theatre: *Bad Medicine* brings three classic tales of horror and medicine to life in a 1930s-style radio drama. Edgar Allan Poe's "The Facts in the Case of M. Valdemar" and H.P. Lovecraft's stories "Cool Air" and "The Picture in the House" are brought to life by a talented cast of professional actors, exciting sound effects and thrilling original music by Reber Clark. Click here for more information about our other Lovecraft stories in the Dark Adventure Radio Theatre series. They're like movies you can enjoy with your eyes closed.

This special anthology episode brings together three tales of unusual physicians and their even more unusual treatments. Can an aged physician stave off the grasp of death in "Cool Air"? Will a determined mesmerist unlock the mystery of mortality in "The Facts in the Case of M. Valdemar"? And can an alienist free a young man crippled by horrifying memories in "The Picture in the House"?

The CD edition will feature the approximately 75-minute audio show plus a collection of props to enhance your listening experience. They include:

- *a page from *Regnum Congo*, Pigafetta's ancient account of travels in Africa complete with an illustration of the disturbing practices of the Anzique tribe
- *a newspaper clipping from the *New York Amsterdam News* describing odd social outings of New York doctors and socialites
- *a page from a medical manual on the use of hypnosis
- *the notes of a healer contemplating extreme treatments for diphtheria

Case of Charles Dexter Ward, The (CD), kr. 265,00 (H.P. Lovecraft Historical Society, The)

"I have brought to light a monstrous abnormality, but I did it for the sake of knowledge."

Dark Adventure Radio Theatre: The Case of Charles Dexter Ward brings Lovecraft's novella to life as it might have been adapted for radio in the 1930s. This special 2 CD set dramatizes HPL's longest story with a huge cast of professional actors, exciting sound effects and thrilling original music by Reber Clark. This tale of ancestral evil and supernatural horror in Lovecraft's beloved Providence is a favorite among HPL fans. It's our understanding that this story has not previously been recorded in English.

Charles Dexter Ward is a bright high school student in 1920s Providence. He investigates genealogical records about his ancestor, Joseph Curwen, a dubious character who fled Salem before the witchcraft trials. Charles' inquiry takes a number of dark and nefarious turns, leading to grave robbing, ritual magic, murder and madness. Can a horror that started centuries ago be stymied, or will occult fiends succeed in their hideous ambitions?

In addition to two 77 minute CDs (the total show is more than two and half hours) containing the radio drama, you'll get these carefully made props from the story to enhance your listening experience:

- A clipping from the Providence Journal, describing the escape of a patient from a mental hospital
- A letter from Simon Orne to Joseph Curwen discussing their diabolical undertakings
- A photograph Charles Ward with the restored portrait of Joseph Curwen
- A page from Borellus' grimoire, detailing the use of essential saltes, with notations by Joseph Curwen

These great props are complimented by the fantastic artwork of illustrator Darrell Tutchtton in the style you've come to know and love from other episodes of Dark Adventure Radio Theatre.

Dagon - War of Worlds CD, kr. 195,00 (H.P. Lovecraft Historical Society, The)

"...it darted like a stupendous monster of nightmares to the monolith, about which it flung its gigantic scaly arms"

Dark Adventure Radio Theatre: Dagon: War of Worlds lets you hear Lovecraft's tale of undersea horrors in the style of a 1930s radio drama. Dark Adventure Radio Theatre presents HPL's story with a huge cast of professional actors, exciting sound effects and thrilling original music by Troy Sterling Nies. Click here for more information about our other Lovecraft stories in the Dark Adventure Radio Theatre series. It's like a movie you can enjoy with your eyes closed.

We've adapted and expanded on Lovecraft's "Dagon" and the result is a globe-trotting adventure where humanity's very existence hangs in the balance. A hapless mariner finds himself run aground on an island apparently heaved up from beneath the sea. Will his glimpse into the world of a race of sea creatures push him over the brink to madness, or will it unleash forces from the deeps, bringing havoc and horror to all mankind? Lovecraft's provided a terrific starting place, but Dark Adventure Radio Theatre takes it for quite a spin in this bold adaptation.

As with all episodes of Dark Adventure Radio Theatre, we like to enhance your listening pleasure by including physical props from the story. However, we feel the props from Dagon: War of Worlds could be spoilers. Accordingly, we'll only tell you a little about them. Each CD comes with:

- an inmate identification card from a federal penitentiary
- a memorandum from the US Navy to an important government official about important maritime events
- a page from the Portsmouth newspaper about a dramatic law enforcement incident
- an interesting message sent from a disabled submarine

All of these great extras are complemented by the fantastic artwork of illustrator Darrell Tutchtton in the style you've come to know and love from other episodes of Dark Adventure Radio Theatre.

Herbert West Reanimator CD, kr. 195,00 (H.P. Lovecraft Historical Society, The)

Reanimator lets you hear Lovecraft's tale as it might have been dramatized for radio in the 1930s. In the style of *The War of the Worlds*, *The Shadow* and our own *At the Mountains of Madness*, *The Dunwich Horror*, *The Shadow Out of Time*, *The Shadow Over Innsmouth*, *The Call of Cthulhu*, *The Case of Charles Dexter Ward*, and *The Colour Out of Space*, Dark Adventure Radio Theatre presents HPL's story with a huge cast of professional actors, exciting sound effects and thrilling original music by Reber Clark. If you enjoyed the film, you're sure to enjoy this return to Lovecraft's original six-chapter story.

Ambitious medical student Herbert West, believes he can conquer death through the reanimation of dead tissue. He and his colleague embark down a path filled with dubious science and horrifying results as they endeavor to bring life back to dead bodies. Their unholy quest leads them across New England and eventually into the trenches of the Great War in search of fresh cadavers for their nefarious experiments. Will Dr. West succeed in unlocking the very forces of life and death, or will his ghoulish experiments be his undoing (yes, we realize this is a rhetorical question, still....)?

In addition to the full 69 minute radio drama on CD, you'll get these carefully made props from the story to enhance your listening experience:

- a grisly page from Dr. West's personal research notebook
- a memorial card from the funeral of Dr. Allan Halsey
- Dr. West's Canadian Army enlistment document
- clippings from the Arkham Advertiser describing the capture of "the Arkham Cannibal" and more
- a bonus musical track from the Miskatonic University Men's Glee Club, recorded in MythoPhone™.

These great extras are complemented by the fantastic artwork of illustrator Darrell Tutchton in the style you've come to know and love from other episodes of Dark Adventure Radio Theatre.

Lurking Fear, The CD, kr. 195,00 (H.P. Lovecraft Historical Society, The)

"There was thunder in the air on the night I went to the deserted mansion atop Tempest Mountain to find the lurking fear."

Dark Adventure Radio Theatre: *The Lurking Fear* brings to life H.P. Lovecraft's tale of a lingering supernatural horror in a 1930s-style radio drama. Dark Adventure Radio Theatre presents the tale with a huge cast of professional actors, exciting sound effects and thrilling original music by Troy Sterling Nies. x

A freak storm decimates the population of a remote village in the Catskill Mountains. As the local authorities investigate, they begin to suspect there's more at work than unseasonable weather. Their inquiries lead them to an abandoned mansion from the days when New York was a Dutch colonial territory. Is the old mansion haunted by the victim of a tragic murder? Are strange wild animals roaming the surrounding woods, preying on human victims? Or could there be more terrible forces at work, lurking unseen in the foreboding back woods?

The CD edition will feature the 70-ish minute audio show plus a collection of props to enhance your listening experience. Current plans include:

- a map of upstate New York, featuring the Catskill Mountains, Lefferts Corners and other locations of interest
- a newspaper account of unspeakable tragedy in a rural mountain village
- the gruesome report of the medical examiner
- Arthur Munroe's press credentials

Thing on the Doorstep CD, kr. 195,00 (H.P. Lovecraft Historical Society, The)

"She hasn't done anything drastic yet, Dan, but she might. I mean she could. She will."

Dark Adventure Radio Theatre: The Thing on the Doorstep adapts H.P. Lovecraft's tale of occult powers and domestic horrors in a 1930s-style radio drama. Dark Adventure Radio Theatre presents the tale with a huge cast of professional actors, exciting sound effects and thrilling original music by Troy Sterling Nies. Click here for more information about our other Lovecraft stories in the Dark Adventure Radio Theatre series. They're like movies you can enjoy with your eyes closed.

Daniel Upton stands charged with the brutal murder of his best friend, Edward Derby. Was the crime an act of greed, jealousy, or madness? Or did Edward's wife, the mysterious Asenath Waite, put to use her rumored occult powers? Was it a crime carried out by a ruthless fiend, or was the killer the next victim of a supreme evil that lurks unseen among us?

The CD edition feature the 75 minute (estimated) audio show plus a collection of props to enhance your listening experience. They include:

- the Arkham Advertiser society column article announcing the betrothal of Edward Derby to Asenath Waite
- an Arkham Sanitarium intake assessment form for patient Edward Derby
- a strange and terrible note of explanation given by a late-night visitor
- a disturbing photograph by the Essex County Medical Examiner
- For pre-order customers only: Asenath Waite's student ID from Miskatonic University

All of these great extras are complemented by the fantastic artwork of illustrator Darrell Tutchton in the style you've come to know and love from other episodes of Dark Adventure Radio Theatre.

LOVECRAFT - CALL OF CTHULHU - LP**Dreams in the Witch House - The Refuge of Penitance (EP), kr. 200,00 (H.P. Lovecraft Historical Society, The)****Album Notes**

To expand the run time of 2013's epic Lovecraftian Rock Opera to a more Feature Film / Stage Extravaganza friendly run-time, the Producers of "Dreams in the Witch House: A Lovecraftian Rock Opera have continued to create new material adapted from characters and plot lines from H.P. Lovecraft's Cosmic Horror tale of Witches, Forbidden Knowledge, Advanced Mathematics, Dimensional Travel and the Lovecraftian Mythos, entitled "The Dreams in the Witch House (1932). This track features Stefan Sauk on lead vocals and legendary guitarist Bruce Kulick on a rhapsodic acoustic guitar solo, while Tino Guo delivers an impassioned cello. Other acclaimed musicians include Anders Ringman on acoustic guitar, Jeremy Rubolino on piano and Douglas Blair on electric guitar, with Stuart Ambrose, Daniel Tatar and Mike Brown providing rich, harmonic backing vocals. A challenging, dynamic piece which blossoms from quiet and acoustic, to dynamically chaotic, the track was engineered by Brian Virtue and mixed by prolific producer, Chris Laney. Musical Composition by RingMan, with lyrics by Mike Dalager and Andrew Leman of The H.P. Lovecraft Historical Society.

Dreams in the Witch House (LP and CD), kr. 399,50 (H.P. Lovecraft Historical Society, The)

Lovecraft's 1933 tale of a student whose dreams devolve into a horrific reality receives the biggest, baddest, boldest adaptation yet. Platform Studios, Polar Studios and the HP Lovecraft Historical Society joined forces to produce a rock opera concept album that will knock your socks off!

College student Walter Gilman takes up residence as a boarder in Arkham's legend haunted witch house. His room is where the 17th century accused witch, Keziah Mason once dwelt. Walter's studies of advanced mathematics and the intense dreams he experiences in the house lead him to a world where reality and nightmare merge. Has Keziah Mason returned with her demonic rat-like familiar Brown Jenkin, or are Walter's studies into extra-dimensional mathematics pushing him over the brink into a world of mind wrenching horrors?

This intercontinental collaboration joins producers Chris Laney, bamboosway, RingMan and Lennart Östlund with the HPLHS. The production's sixteen tracks feature seventeen singers, including Jody Ashworth (Trans Siberian Orchestra), Alaine Kashian (Broadway's Cats) and Swedish metal phenom Chris Laney as Brown Jenkin. The album features fourteen musicians, including Bruce Kulick (former KISS guitarist) and Douglas Blair Lucek (guitarist for W.A.S.P.) shredding on guitar.

The CD will rock your world, but if you want the truly extradimensional Lovecraftian experience, check out the vinyl LP. This double disc gatefold album features two 180g. custom-made violet LP discs and spectacular large format cover art by Carlos Garcia Rivera and noted fantasy illustrator Keith Thompson. You'll even get the concept album on CD as part of the package. It's an extraordinary Lovecraftian musical event and an extraordinary collector's piece too!

The total running time for both CD and LPs is 1:05:36.

The Birth of a Lovecraftian Rock Opera

How the dream of "Dreams in the Witch House" became reality was on a transatlantic flight to Stockholm on September 1st, 2011 when I discovered H.P. Lovecraft's "The Dreams in the Witch House." My trip was to be a mixture of business and pleasure, and my colleague, Andrew Leman had recommended I read the story just prior to my departure. A few days later in Stockholm I was to have a meeting with my long-time music co-writer, Chris Laney, who would eventually provide Industrial Metal tracks for a short film I was working on, using deleted Black Pharaoh footage from the HPLHS Motion Picture, "The Whisperer in Darkness" (directed by Sean Branney). Andrew suggested I read "The Dreams in the Witch House" to gain more insight into the Black Pharaoh, a mighty Lovecraft character who appears as different forms, identified by a variety of ominous names – Nyarlathotep, The Crawling Chaos, and The Black Man of the Witch-Cult.

As the flight continued, "The Dreams in the Witch House" quickly left an impression on me and I began to envision the story on a theatrical stage. It was when I read the following passage that I visualized the Broadway stage ---

And now, too, there was a growing feeling that somebody was constantly persuading him to do something terrible which he could not do. How about the somnambulism? Where did he go sometimes in the night? And what was that faint suggestion of sound which once in a while seemed to trickle through the maddening confusion of identifiable sounds even in broad daylight and full wakefulness? Its rhythm did not correspond to anything on earth, unless perhaps to the cadence of one or two unmentionable Sabbat-chants, and sometimes he feared it

corresponded to certain attributes of the vague shrieking or roaring in those wholly alien abysses of dream.

In this one passage Lovecraft made numerous references to sound; faint suggestions pertaining to rhythm and cadence, vaguely shrieking or roaring. I immediately heard a Heavy Metal soundtrack in my mind and the seeds of a Lovecraftian Rock Opera were planted.

During my Black Pharaoh meeting with Chris Laney in Stockholm, I pitched the idea of producing a "Dreams in the Witch House" Rock Opera concept album. Chris had just finished reading Dan Brown's "Angels & Demons", and was craving to compose a Gothic Heavy Metal Musical with religious, end-of-the-world undertones. On September 5th, we decided to join forces to produce "Dreams in the Witch House – A Lovecraftian Rock Opera." Studio production began in February of 2012, and nearly 20 months later, with the added fire-power of producers Lennart Östlund, RingMan, Sean Branney and Andrew Leman, we present the results of an epic project of passion which features 17 dynamic singers, 14 awesome musicians and a lifetime of infinite Lovecraftian dreams. Rock on!

Mike Dalager
Executive Producer

T-SHIRTS - LOVECRAFT - CALL OF CTHULHU

Phnglui (L), kr. 225,00 (H.P. Lovecraft Historical Society, The)

Delight Cthulhu cultists and confuse the rest of the world with

Phnglui (XXL), kr. 225,00 (H.P. Lovecraft Historical Society, The)

Delight Cthulhu cultists and confuse the rest of the world with the HPLHS Phnglui Shirt. "What part of ph'nglui mglw'nafh Cthulhu R'l'yeh wgah'nagl fhtagn don't you understand?"

Silk screened by our specially trained shoggoths onto a 100% cotton shirt, made by American Apparel in sweat-shop free conditions in sunny Los Angeles.

Puslespil

PUZZLES - Wicher Series 1

Geralt, kr. 225,00 (Cabrима)

Sværhedsgrad: 1500 pcs. 58x85cm

Jaskier, kr. 225,00 (Cabrима)

Sværhedsgrad: 1500pcs. 58x85cm

Vesemir, kr. 225,00 (Cabrима)

Sværhedsgrad: 1500pcs. 58x85cm

Yennefer, kr. 225,00 (Cabrима)

Boxsæt. Sværhedsgrad: 1500pcs. 58x85cm

PUZZLES - Wicher Series 2

Eskel, kr. 225,00 (Cabrима)

Sværhedsgrad: 1500pcs. 58x85cm

Triss, kr. 225,00 (Cabrима)

Sværhedsgrad: 1500pcs. 58x85cm

Zoltan, kr. 225,00 (Cabrима)

Sværhedsgrad: 1500pcs. 58x85cm

PUZZLES - WORLD OF 1920+

Breakfast Time, kr. 225,00 (Cabrима)

Boxsæt. Sværhedsgrad: 1500pcs. 85x58cm

Iron Fields, kr. 225,00 (Cabrима)

Sværhedsgrad: 1500pcs. 85x58cm

Mech on a Field, kr. 225,00 (Cabrима)

Sværhedsgrad: 1500pc. 85x58cm

PUZZLES - WORLD OF HORROR CTHULHU

Coming of Azathoth, kr. 225,00 (Cabrима)

Boxsæt. Sværhedsgrad: 1500pc. 85x58cm, 1500 pieces

Cthulhu, kr. 225,00 (Cabrима)

Boxsæt. Sværhedsgrad: 1500pc. 85x58cm, 1500 pieces

Rollespil

13TH AGE

13th Age RPG, kr. 400,00 (Impressions Advertising & Marketing)

In the 13th Age of the world, adventurers seek their fortunes in the Dragon Empire! 13th Age is the highly-anticipated new rules-light fantasy roleplaying game from two legendary game designers - Jonathan Tweet (Dungeons & Dragons 3rd Edition) and Rob Heinsoo (Dungeons & Dragons 4th Edition) - combining an old-school approach with indie story game design.

Shadows of Eldolan (inkl PDF) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Impressions Advertising & Marketing)

A short distance down the coast from the mighty city of Horizon, the town of Eldolan has its own problems. The students of Eldolan's three rival wizard schools are constantly feuding and creating trouble for the town guard, the Silver Shields, while the Council of Mages involve themselves with stints of political one-upmanship that keeps any true political progress from moving forward. And, rumors of people going missing have been on the rise, keeping the common folk close to the magically lighted streets when they go out at night. But a darkness has been growing in Eldolan, and those who seek old power have set plans in motion to remind everyone what true fear is. Shadows of Eldolan is an introductory 13th Age adventure for 1st Level heroes.

7TH SEA 2ND EDITION**7th Sea 2nd Ed. Core Rulebook, kr. 600,00 (John Wick Presents)**

7th Sea is a tabletop roleplaying game of swashbuckling and intrigue, exploration and adventure, taking place on the continent of Théah, a land of magic and mystery inspired by our own Europe. Players take the roles of heroes thrown into global conspiracies and sinister plots, exploring ancient ruins of a race long vanished and protecting the rightful kings and queens of Théah from murderous villains.

As a 7th Sea Hero, you might...

... save the Queen of Avalon from treacherous blackmail!

... thwart a dastardly assassination attempt on the Cardinal of Castille!

... raid the villainous fleets of Vodacce merchant-princes!

... free the Prince of the Sarmatian Commonwealth from a mysterious curse!

... make decisions that alter the very course of Théan history!

In most roleplaying games, you start off as a 1st-level loser who's terrified of the goblin with a broken knife. In 7th Sea, you are a Hero, an icon of Théah ready to live and die for causes that matter. You can take on ten thugs with swords, knives, and guns all on your own. You don't start off digging through old dungeons hoping to find a copper piece or two. No! You are trusted knight, a loyal bodyguard, or even... an adventuring queen herself.

In other words... you're d'Artagnan, Milady de Winter, the Dread Pirate Roberts, Jack Sparrow, Julie d'Aubigny, and the Scarlet Pimpernel all rolled up in one!

This is a game of high adventure, mystery, and action.

This is a game of intrigue and romance.

This is 7th Sea.

Heroes and Villains Hardcover, kr. 400,00 (John Wick Presents)

There is an energy in Theah. A great power summoning forth the brightest souls... and the darkest. For every knife-twisting assassin, there is an ever-diligent bodyguard. For each great act of courage and hope, there is a dastardly deed performed in darkness. For every Hero there is a Villain. Heroes & Villains gives you 40 Heroes and 40 Villains to use in your 7th Sea campaigns. It discusses heroism, villainy, and possible redemption for lost souls who have fallen into darkness and includes new Advantages, Backgrounds, and other systems for use with 7th Sea: Second Edition.

Pirate Nations Hardcover, kr. 320,00 (John Wick Presents)

Piracy on the Seven Seas has reached a fever pitch. The black flag poses a constant danger for merchants and navies, as unscrupulous brigands seek their fortunes. But, there are more dangers afoot than pirates: beasts lurking under the waves, rumors of haunted and immortal ghost ships, and a demon named 'Reis'. This sourcebook for 7th Sea: Second Edition includes new Backgrounds, Advantages, Stories, and Sorceries, and details five new Pirate Nations (Aragosta, Jaragua, La Bucca, Numa, and The Atabean Islands). Pirate Nations also includes new setting material featuring the Devil Jonah, the dreaded Reis, and the Atabean Trading Company.

ACHTUNG CTHULHU - FATE**Fate Guides to the Secret War, the, kr. 520,00 (Impressions Advertising & Marketing)**

Discover the secret history of World War II: stories of amazing heroism, in which stalwart men and women struggle to overthrow a nightmare alliance of steel and the occult; of frightening inhuman conspiracies from the depths of time; of the unbelievable war machines which are the product of Nazi engineering genius and how close we all are to a slithering end! The Secret War has begun! Enter the terrifying World War II setting of Achtung! Cthulhu, now fully compatible with the Fate Core roleplaying game.

BAKER STREET RPG**Sherlock by Gaslight, kr. 250,00 (Fantasy Flight Games)**

Whitechapel 1888; prostitutes are being murdered in London's east end. Now, your investigators are hired to solve the world's most famous unsolvable crime in Sherlock by Gaslight! Jack the Ripper is hiding in the shadows as he replaces Dr. Moriarty on the Sherlock Die and fuels your fears the closer you get to the truth! This scenario sourcebook for the Baker Street Roleplaying Game features all-new professions for investigators, several new reprobates for the Mastermind, and over 50 London locations, each with a unique plot hook that can be converted to a whole night of whodunnits!

BLACK VOID**Black Void RPG, kr. 450,00 (Modiphius)**

In the days when Babylon was the greatest city on Earth, mankind lived in placid ignorance of the grandeur, vastness and horror of the Cosmos. Following cataclysmic events on Earth the fragile Veil between reality and the Void was shattered and the truth of existence was revealed. As mankind cried to their Gods for salvation, they were torn from Earth by Void torrents and the surviving peoples were scattered among the stars. Countless where lost and mankind seemed all but perished. Over the decades the lone survivors, stragglers and ragged remnants of mankind's tribes struggled for survival across countless uncaring worlds. However, a few managed to go beyond mere subsistence and travelled the Void currents to find fabled Llyhn, epicentre of the Cosmos. The survivors congregated and created enclaves within the Eternal City - small communities where mankind could survive and start to rebuild all which was lost. You are descendants of the survivors from Earth, the lost cradle of humanity. Llyhn is your home now. Swarming with outlandish life forms, eccentric Daimons and fickle demigods; it is a swelling cosmopolis of intrigue, wonder, treachery, corruption, beauty, decadence and eldritch menace. Behind you lie the smouldering ruins of a once great species trying to reclaim former glory, before you the mysteries of Llyhn and a vast treacherous Cosmos!

BLADES IN THE DARK**Band of Blades (Blades in the Dark system) RPG Hardcover (inc. PDF), kr. 400,00 (Evil Hat Productions LLC)**

Band of Blades is a standalone RPG about a legion of soldiers **Blades in the Dark RPG HC (inc. PDF), kr. 270,00 (Evil Hat Productions LLC)**

Blades in the Dark is a roleplaying game about a crew of daring scoundrels seeking their fortunes on the haunted streets of an industrial-fantasy city. There are heists, chases, occult mysteries, dangerous bargains, bloody skirmishes, and, above all, riches to be had - if you're bold enough to seize them! You and your fledgling crew must thrive amidst the threats of rival gangs, powerful noble families, vengeful ghosts, the Bluecoats of the city watch, and the siren song of your scoundrel's own vices. Will you rise to power in the criminal underworld? What are you willing to do to get to the top?

Scum and Villainy (Blades in the Dark system Standalone Game) RPG Hardcover (inc. PDF), kr. 315,00 (Evil Hat Productions LLC)

Unwise deals. Blaster fights. High adventure among the stars. Welcome to the world of Scum and Villainy. Scum and Villainy is a Forged in the Dark game about a spaceship crew trying to make ends meet under the iron fist rule of the Galactic Hegemony. Work with the members of your crew to thrive despite powerful criminal syndicates, warring noble families, dangerous aliens, and strange mystics. Explore the ruins of lost civilizations for fun and profit. Can your motley crew hold it together long enough to strike it big and insure your fame across the sector? Scum and Villainy is a stand-alone RPG based on the Blades in the Dark game engine.

BURNING WHEEL

Burning Wheel RPG: Revised Edition, kr. 315,00 (GHQ)

The Burning Wheel is an award-winning fantasy roleplaying game in which players take on the roles of vibrant, dynamic characters whose very beliefs drive the story forward. The Revised Edition of Burning Wheel Gold contains adjustments, revisions and errata incorporated by the author.

Burning Wheel: Codex, kr. 315,00 (GHQ)

The Burning Wheel Codex stands as the companion volume to

CALL OF CTHULHU

Age of Cthulhu 8 - Starfall Over the Plateau of Leng, kr. 200,00 (Impressions Advertising & Marketing)

An investigation into the whereabouts of a missing artist becomes a manhunt for her suspected murderer, as the trail leads to the impossible, and deep into the mystical realm of sleep, The Dreamlands. Now, the investigators must journey to the very heart of the Plateau of Leng, to the fabled Pharos of Leng, if they are to find their quarry - but it may all be for naught, as a giant falling star threatens to destroy both The Waking World and The Dreamlands!

Age of Cthulhu 9 - The Lost Expedition, kr. 225,00 (Impressions Advertising & Marketing)

Deep in the Gobi Desert, the investigators discover a strange artifact amidst primordial fossils - a gateway to a conduit to travel throughout the cosmos, known as The Great White Space. Now, propelled to an alien world ruled by the Elder Things, a strange alien race of macabre scientists, and desperate to find a way home, the investigators must survive a hostile planet filled with mutant dinosaurs and the Elder Thing's amorphous and putrid slave-beasts, the shoggoths!

Arkham Now (inc. PDF), kr. 225,00 (Chaosium Inc.)

ARKHAM NOW updates to modern times the famous and fabled city of Arkham, about which so much has been written by many talented and diverse hands. A conscious effort was made to make this book as timely as possible; rents, mortgages, salary rates, and the like are left purposely vague since these things change as years go by — this is no longer a city frozen in time, but yours to move into the future.

Most residents believe there is only one horror lurking in this legendary haunted town — the urban sprawl slowly eroding Arkham's old New England beauty. Rushing by neon signs and mega-marts on a quest to obtain even more material possessions, no one has time to notice the more disturbing, underlying qualities of the city — the grotesque vegetation sprouting in some places, the sometimes odd taste from the reservoir's drinking water, the disturbingly high rate of birth defects, the too frequent child abductions.

Those who begin to make inquiries are usually scoffed at by citizens, rebuffed by local and state officials. The truly brave have continued to put the pieces together, posting their thoughts on the Internet. Many of these individuals drop off from cyberspace eventually — often due to the effects some of these discoveries can have on one's mental health.

Though they would never admit it, many of the long time residents of Arkham know there is something not quite right about their town...

Canis Mysterium (inc. PDF), kr. 90,00 (Chaosium Inc.)

Constable Clark of Coldwater Falls was desperate for attention. He'd been in touch with every sanatorium and hospital from New York to Boston and there's not an empty bed to be found. Now, he's holding a man in his jail exhibiting some rather extraordinary behavior. The delusion is complete and total - he walks on all fours and won't speak a word - not a shred of humanity is left in him. Canis Mysterium is an adventure scenario for the Call of Cthulhu RPG.

Masks of Nyarlathotep: An Epic Globetrotting Campaign (Remastered) (inc. PDF), kr. 1.100,00 (Chaosium Inc.)

Boxsæt. A dire plan has been enacted. If allowed to come to fruition, it threatens to destroy humanity as we know it. But all is not lost. If a few brave souls can uncover and piece together certain information, they might stand against the darkness and prevent the unspeakable from happening. Facing dark cults, strange lore, hideous monsters, and a host of implacable foes, the investigators embark on a journey of discovery to face the ultimate horror. This is their story and yours to tell. Slipcase set including two hardcover books and handouts pack. Masks of Nyarlathotep has been comprehensively revised and updated for use with Call of Cthulhu 7th Edition, but may also be run with the Pulp Cthulhu supplement. Requires the Call of Cthulhu Keeper's Rulebook (7th edition) to play, and is optionally usable with Pulp Cthulhu.

Secrets of Los Angeles, kr. 199,50 (Chaosium Inc.)

The City of Angels--No burg this side of the pearly gates could live up to such a moniker, and L.A. isn't even trying. You won't see many inhabitants of that sprawling boom-town sprouting downy wings or signing up for the celestial choir. Sure, L.A. has more than its share of evangelists, faith-healers, and political do-gooders, but when your economy is built on black gold, land speculation, the Hollywood dream factory, and the sweat of migrant workers, it attracts a lot more than just the saintly. The fresh-faced, scrubbed-clean, Midwest wholesomeness they plaster all over the real estate ads doesn't even tell a tenth of the story. You can't have sunshine without casting shadows, and one thing L.A. has in spades is sunshine!

1920s Los Angeles is a fast-growing, fast-moving city encompassing all that is great and all that is rotten in America. A racial, ethnic, and religious melting pot presaging what America would become later in the century, L.A. nonetheless clings to a veneer of White Protestantism more in line with farm-belt states like Iowa. The very-newly-rich build pleasure palaces in hills and on beaches, while recent immigrants and the descendants of the first humans to walk the land huddle in filthy shanty towns reminiscent of the most squalid parts of the undeveloped world. Philanthropists endow the city with impressive monuments and dreams of utopian society, while greedy businessmen and industrialists crush the labor movement spawn scandals that rock the nation. Celebrated movie stars work and play before the eyes of the world, while rum runners and racketeers ply their trade in the shadows, hand-in-hand with crooked cops and two-faced politicians.

Yet underneath it all courses an energy at once vibrant and unwholesome. Los Angeles is a place where anyone can be reinvented, and multitudes do—at a price. It is a place where dark and blasphemous secrets infest every level of society, belying the carefree and envied lifestyle broadcast to the world. Behind the glitz and glamour of Tinseltown primordial, pre-human forces and their twisted minions work to undermine the foundations of sanity.

CALL OF CTHULHU - 7TH EDITION**Alone Against the Flames (inc. PDF), kr. 120,00 (Chaosium Inc.)**

A solo introductory scenario set in the 1920s where you are the main character and your choices determine the outcome, *Alone Against the Flames* is designed to lead you through the basic rules of the *Call of Cthulhu* 7th Edition roleplaying game in a gradual and entertaining fashion.

Berlin - The Wicked City (inc. PDF), kr. 400,00 (Chaosium Inc.)

The Wickedest City on Earth! In the aftermath of the Great War, Berlin maintains a reputation for licentiousness. A place where anything can be had for the right price. It is a city of both hedonism and business; its streets overflow with disabled veterans, prostitutes, destitute immigrants, and political agitators—all rubbing shoulders with buttoned-down businessmen, scholars, and artists. The gutters run with the blood of political assassinations, where Communists and völkisch Nationalists clash with each other and the police. Long into the evenings, Berlin's world-famous cabarets offer music, dance, and titillating entertainment in stark contrast to the gray buildings that run on for endless miles along the sprawling city's byways. Into this bubbling stew, *Berlin The Wicked City* introduces the weird elements of the Cthulhu Mythos—a hotbed of secret organizations, sinister cults, and half-whispered lore. Amid the wicked air of the world's capital of sin, the very nature of what it means to be human is questioned. And as the city hurtles toward its inevitable dark destiny, the oppressive atmosphere pushes the sanity of investigators to its breaking point. This book presents an overview of 1920s Berlin as it would be experienced by visitors and residents of the time. Guidelines are presented for creating investigators for Berlin-centric campaigns, as well as investigator organizations to help bind groups together. Find notable personalities, key locations, and a system for generating details of the urban landscape on the fly. With the city's crime and punishment, underworld, and high culture detailed, the tools provided help the Keeper gain an understanding of what makes Berlin unique and dangerous.

Call of Cthulhu 7th Edition Keeper Rulebook (inc. PDF), kr. 495,00 (Chaosium Inc.)

Call of Cthulhu is a roleplaying game of secrets, mysteries, and horror based upon the worlds of H. P. Lovecraft. Playing the role of steadfast investigators, you travel to strange and dangerous places, uncover foul plots, and stand against the terrors of the Cthulhu Mythos. This 7th Edition of the Keeper's Rulebook contains the core rules, background, guidance, spells, and monsters of *Call of Cthulhu*, and is backwards-compatible with all other available *Call of Cthulhu* titles.

Call of Cthulhu: Starter Set (inc. PDF), kr. 225,00 (Chaosium Inc.)

Boxset. A WORLD OF MYSTERY, HORROR, AND ADVENTURE IN A BOX! This Starter Set contains everything you need to start playing *Call of Cthulhu* the tabletop roleplaying game of mystery and horror. Players take on the role of investigators of mysteries, uncovering dark secrets, encountering strange monsters, and thwarting sinister cults. Together, you and your friends create and develop a story in which each of your characters plays a leading role, which could be foiling some dastardly plot or stopping horrors from beyond space and time!

Doors to Darkness (inc. PDF), kr. 315,00 (Chaosium Inc.)

Doors of Darkness features five introductory scenarios for *Call of Cthulhu* roleplaying. Furthermore, sprinkled throughout each scenario are Keeper Suggestions on how best to run the adventures, overcome possible obstacles, and generally ensure the most fun for all the players. Plus, ten ready-to-use investigators are provided, allowing players to get straight into the scenarios with the minimum of fuss.

Down Darker Trails - Terrors of Cthulhu in the Wild West Hardcover (inc. PDF), kr. 400,00 (Chaosium Inc.)

Saddle Up! Get yourself a posse together and have a look-see what's over that hill. There's strange rumors coming in from the whisperin' desert. You'd best put a round in that iron and make haste! Down Darker Trails is a new setting for Call of Cthulhu - the American West of the late 19th century. Rub shoulders with the likes of Wild Bill Hickok, Crazy Horse, and Calamity Jane, while journeying through towns like Deadwood and Dodge City. Down these dark trails the taint of the Cthulhu Mythos stirs, ready to lure the unwary and tempt the power-hungry with whispered secrets of cosmic knowledge. This is a West of hidden worlds, lost treasures and cities, dubious deals and unsavory alliances. A land filled with beauty, mystery, terror - and wild adventure! Here you'll find the means to create Old West investigators, new occupations, new pulp talents, and new skills, as well as inspiration and guidance on bringing the terrors and mysteries of the Great Old Ones into your campaigns. Plus, two complete towns, the gold-hungry Pawheaton and San Rafael on the Texas border, are fully detailed, providing Keepers with ready-made inhabitants and locales from which to stage campaigns.

Grand Grimoire of Cthulhu Mythos Magic Hardcover (inc. PDF), kr. 400,00 (Chaosium Inc.)

Here are gathered spells drawn from over thirty years of Call of Cthulhu supplements and scenarios - that's over 550 spells of dire consequences, secrets, and unfathomable power! Each spell has been revised for Call of Cthulhu 7th Edition, including optional Deeper Magic for the most powerful of Mythos sorcerers and monsters, with which to beguile and confound investigators. Jam-packed with advice and guidance on diverse matters including spell names, elements of spell casting, magical components, and astronomical considerations, The Grand Grimoire of Cthulhu Mythos Magic also covers flawed spells, ley lines, folk magic, and the magic of the Dreamlands.

Investigator Handbook (inc. PDF), kr. 400,00 (Chaosium Inc.)

Will you stand against the horrors of the night? Whether learned professor, nosy journalist, or hard-hitting detective, investigators need all the help they can get. The Investigator Handbook is an essential player's aid for the Call of Cthulhu 7th Edition roleplaying game, packed with expanded rules for creating characters, a wealth of over 100 occupations and skill descriptions, and guidance on getting the most from the game. What's more, there's a range of organizations for your investigator to belong to, detailed information about the classic 1920s setting, equipment and weapons for both the 1920s and modern day, and expert tips and advice for all budding investigators.

Keeper Screen Pack (inc. PDF), kr. 270,00 (Chaosium Inc.)

An essential play aid for those running games of Call of Cthulhu, this four-panel Keeper Screen collects and summarizes important rules, statistics, and charts to assist the Keeper when running games. Also included are two scenarios set in Lovecraft Country during the 1920s ("Blackwater Creek" and "Missed Dues"), plus twelve ready to play, pre-generated investigators and full-color maps of Lovecraft Country, the World of Cthulhu, and Arkham Environs.

Petersen's Abominations: Tales of Sandy Petersen (inc. PDF), kr. 360,00 (Chaosium Inc.)

Gathered from across the aeons, this anthology of horror brings together, for the first time, a series of five nightmarish, modern-day scenarios for the Call of Cthulhu Roleplaying Game from the mind of Sandy Petersen, produced in full color, with art by Lee Simpson, M. Wayne Miller, Victor Manuel Leza Moreno, Grzegorz Pedrycz, Evgeny Maloshenkov, and sumptuous cartography by Andrew Law and Stephanie McAlea.

S. Peterson's Field Guide to Lovecraftian Horrors (inc. PDF), kr. 315,00 (Chaosium Inc.)

Weird shapes in the park? Odd rumbling noises in the basement? A lurking dread in the kitchen? Bad dreams involving strange adventures and bizarre creatures? Identifying the lurking horrors of the Cthulhu Mythos is never an easy task, so researchers need all the help they can get - don't leave home without S. Peterson's Field Guide to Lovecraftian Horrors! This essential spotter's guide for the budding and experienced preternaturalist details 53 Lovecraftian creatures and how to distinguish similar-seeming entities.

Shadows Over Stillwater - Against the Mythos in the Down Darker Trails Setting (inkl PDF), kr. 315,00 (Chaosium Inc.)

A collection of scenarios and settings for Down Darker Trails the Wild West setting for Call of Cthulhu and Pulp Cthulhu. Contained within are further insights and challenges for those seeking bold adventure in the American Old West. This scenario can be played as part of the larger campaign or as a standalone adventure. Requires the Call of Cthulhu Keepers Rulebook (7th edition) to play, and is optionally usable with Pulp Cthulhu. A copy of Down Darker Trails core setting book is recommended.

Terror Australis RPG: Call of Cthulhu in the Land Down Under, kr. 435,00 (Chaosium Inc.)

Nearly three-quarters of Australia remains unknown in the 1920s. It is one of the last great wildernesses and a place of secrets and discovery. Whether delving into mysteries on the streets of Sydney or mounting an expedition into the remote Outback, Australia is a fertile setting for those investigating the threats of the Cthulhu Mythos. From gang-related crimes and nefarious cults to ancient wisdom and lost cities, there is no shortage of adventure in the Land Down Under. This book provides a history of Australia, detailing both its geography and lore. Rules are presented for Australian investigators, with new skills, as well as mechanics for mounting expeditions. Law enforcement, transport, communications, and other sources provide Keepers with a toolkit of resources. Five cities are detailed. Special rules are presented for investigators to learn from the Song-Lines of the Aboriginal peoples. For Keepers, Terror Australis presents details of the Great Race, the flying polyps, and the elusive sand-dwellers, while also looking at other threats to be found lurking in Australia's dark shadows. Two large scenarios showcase the mysteries and horrors awaiting the unwary: In Australia, investigator will come face-to-face with supernatural forces that have endured for aeons. It is a land of adventure, danger, and ageless wisdom perfect for setting for Call of Cthulhu! Requires the Call of Cthulhu Keepers Rulebook (7th edition) to play, and is optionally usable with Pulp Cthulhu.

CALL OF CTHULHU BOOKS

H.P. Lovecraft's: Dagon - For Beginning Readers, kr. 165,00 (Chaosium Inc.)

The famous H.P. Lovecraft story 'Dagon' is gracefully retold in anapestic tetrameter and illustrated in a darkly whimsical style by 'genius poet-artist' R.J. Ivankovic. A sailor escapes in a lifeboat after his ship is attacked by a German raider during World War I. He soon finds himself in more bizarre peril, stranded in a dark, stinking mire on the edge of a mammoth pit. Venturing into the pit, he discovers a monolith covered in weird hieroglyphics and something stranger still that crawls from the slime - a creature that may be the vanguard of a vast and monstrous invading army from the depths of the sea. This glorious full-color adaptation is R.J. Ivankovic's follow-up to the popular H.P. Lovecraft's The Call of Cthulhu for Beginning Readers, also available from Chaosium.

CASTLES & CRUSADES

Players Handbook - 6th Edition Hardcover - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Impressions Advertising & Marketing)

Celebrating a Decade of Castles & Crusades! In all things lie moments of wonder and despair, echoes of past voices, of glories forgotten, of powers beyond mortal ken. They shine like a beacon, drawing those who choose to see, luring them upon paths of wild abandon and ruin. These are the wonders the bold and the brave seek to unravel. These are the despairs they seek to conquer. These are the paths of adventure, of epic glory. These are the tales of making! Heroes! Freebooters! Mercenaries! Adventurers! The Player's Handbook for the 6th Edition of the Castles & Crusades fantasy roleplaying game allows you to take up sword and shield, staff or bow, and arm yourself as you wander upon planes of your own imagining and plunder the wealth of adventure. Powered by the Siege Engine, the Player's Handbook features all the rules, spells, equipment, fast-paced combat rules, and essential information needed to play a game of Castles & Crusades

CITY OF MIST

City of Mist RPG: Master of Ceremonies Toolkit, kr. 400,00 (Modiphius)

The Master of Ceremonies` (MC) Toolkit is designed to support City of Mist MCs in every aspect of gamemastering. It includes step-by-step guides for creating and running your own City of Mist series, as well as ample ready-to-play content: challenges, adversaries, arch-villains, and a full case - `Gambling With Death` - so you can start playing right off the bat.

City of Mist RPG: Player's Guide, kr. 400,00 (Modiphius)

Hit the rainy streets of an enigmatic metropolis as a modern-day legend in search for the truth. The Player's Guide includes everything essential for players of City of Mist, both old and new - an introduction to the setting, tools for creating unique modern fantasy characters, the complete cinematic game rules, and a dramatic character development system.

CYBERPUNK 2.0.2.0. (2019)

Cyberpunk 2020, kr. 270,00 (R. Talsorian Games)

The Corporations control the world from their skyscraper fortresses, enforcing their rule with armies of cyborg assassins. On the Street, Boostergangs roam a shattered urban wilderness, killing and looting. The rest of the world is a perpetual party, as fashion-model beautiful techis rub biosculpt jobs with battle armored roadwarriors in the hottest clubs, sleaziest bars and meanest streets this side of teh Postholocaust. The Future never looked so bad. But you can change it. You've got interface plugs in your wrists, weapons in your arms, lasers in your eyes, bio-chip programs screaming in your brain. You're wired in, cyberenhanced and solid state as you can take it to the fatal Edge where only the toughest and coolest can go. Because you're CYBERPUNK. Cyberpunk: the original roleplaying game of the dark future; a world of corporate assassins, heavy-metal heroes and brain burning cyberhackers, packed with cutting edge technology and intense urban action. Within this book, you'll find everything you need to tackle the mean streets of the 2000's - in a game system that combines the best in realistic action and playability.

Maximum Metal, kr. 165,00 (R. Talsorian Games)

motorcyclist through twisting city streets; Corporate armor at war in some Third World country; huge metal forms crash a corporate board meeting This is Maximum Metal in action! Maximum Metal is the military vehicle and powered armor supplement that `tops off` the Cyberpunk 2020 combat system.

CYPHER SYSTEM

Cypher System RPG - Gods of the Fall Hardcover, kr. 400,00 (Publisher Services, Inc.)

The Gods are Dead - Now It's Your Turn! There was a time when gods walked the world. Their magic pervaded the earth and the sky. From their mystical realm of Elanehtar, they brought plenty and pestilence. They judged the living and the dead. Their rule was absolute. Then Elanehtar fell to earth like a vengeful star, sparking cataclysm and plunging the world into a dark age. The gods are gone, but their works remain - scattered and broken. The world struggles under the yoke of murder, slavery, and corruption. Dark things have squirmed free of their divine prisons, and even the afterlife has become a realm of nightmares. But a power has awoken against the darkness. A divine spark struck in the hearts of new gods-in-the-making. You have this spark - the seed of godhood is within you. Can you restore what was broken before the world vanishes forever into darkness? Can you claim a place for yourself in the heavens? Awaken your divine spark, claim a dominion, and become a god in Gods of the Fall, a campaign setting book for the Cypher System roleplaying game.

Cypher System RPG: Core Rulebook Hardcover, kr. 540,00 (Monte Cook Games)

A Cypher System campaign of Victorian Horror? High Fantasy? Espionage? Galaxy-spanning Space Opera? The Cypher System Rulebook gives players loads of new rules content for their Numenera campaign, as well as everything they need to use Numenera's Cypher System to run campaigns in virtually any setting and genre they like.

CYPHER SYSTEM 2ND ED.

Cypher System RPG 2nd Edition: Rulebook, kr. 630,00 (Monte Cook Games)

The Cypher System is the game engine that drives the multiple-award-winning Numenera RPG. Its fast-paced narrative design encourages engaging, immersive characters, and no game is easier on the GM-both in prep and at the table. This beautiful, exciting new corebook replaces and expands on the original Cypher System Rulebook. It's improved and different - but it's not a second edition. The rules are not being changed, and all existing Cypher System supplements (including titles for The Strange and Numenera) remain fully compatible with this new corebook.

Stars Are Fire, The, kr. 450,00 (Monte Cook Games)

The Stars Are Fire will provide rules and stats for aliens, robots,

D20 SYSTEM

Distant Echo, A - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 20,00 (Wizards Attic)

In light, feel courage! In shadows, stand ready! Twin cities, two nations, vying for power, and survival, against a seemingly endless wave of invading goblins. Drawn into a nation of intrigue and unrest, you and your wayward party of adventurers must stand-fast against the raiding hordes, and seek out the enemy within that is supplying the goblins with its weaponry, stolen from the nation's coffers themselves. The first in the Twin Sword War series of D20 System fantasy adventures set in the war-torn world of Axandar.

D20 SYSTEM - FIERY DRAGON PRODUCTIONS

To Stand on Hallowed Ground - Swords Against Deception - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 20,00 (Wizards Attic)

Sværhedsgrad: level 10. The first in the "Bronze" line of d20 System fantasy game supplements, To Stand on Hallowed Ground features two haunting adventures in a flip-book double-cover style, offering twice the excitement! The two thematically-linked, 16-page adventures touches on a supernatural vein, and includes a series of Black & White counter sets to enhance your campaign setting.

DARK EYE***Revelations from Heaven, kr. 180,00 (Paizo Publishing)***

Looking forward to a well-deserved rest, the heroes travel to the Principality of Kosh, known for its unspoiled and breathtakingly beautiful landscapes and the hospitality of its people. But, things don't always go as planned, and the heroes soon discover that something is rotten in the idyllic village of Oldenbridge!

Revelations from Heaven is an adventure for The Dark Eye especially well-suited for beginning heroes and GMs.

DARK HERESY - WARHAMMER 40K***Church of the Damned (Apostasy Gambit Vol. 2) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Fantasy Flight Games)***

Investigating corruption within the Ecclesiarchy itself is as delicate as it is dangerous, but when an influential leader is suspected of heresy, a team of Acolytes will uncover an ever-deepening conspiracy that could spell the end of the entire Calixis Sector!

The Church of the Damned is the second adventure in The Apostasy Gambit, a Dark Heresy campaign that takes a cell of Acolytes from investigating the tragic history of a warped Cathedral to crusading against a conspiracy at the heart of one of the Imperium's most vaunted organisations. While The Church of the Damned continues the events started in The Black Sepulchre, it also includes starting points to be played on its own or as part of a custom campaign.

The Maledictor's Hand, a secret group of fanatical extremists, manipulates the Imperium from the shadows. The Acolytes must hurry to stop this dark plot before it's too late. But who can they trust?

Disciples of the Dark Gods, kr. 399,50 (Fantasy Flight Games)

Dark conspiracies, blasphemous cults, and corrupting chaotic powers are ever present threats to the Imperium. Yet searching out such hidden horrors is the task of the Inquisition, for who else will save mankind from these threats?

Disciples of the Dark Gods features in-depth descriptions of a variety of cults, organizations, and factions for Acolytes and Inquisitors to infiltrate and expose. Plus backgrounds on internal feuds, factionalism, and personal rivalries that constantly threaten to weaken the God-emperor's domain.

Wanted Heretics of the Calixis Sector: Complete descriptions of eight of the most notorious and dangerous villains at large and declared Excommunicate Tratoris.

The House of Dust and Ash—a scenario for experienced Acolytes with an exciting mix of action, horror, and investigation. Not for the faint-hearted!

A copy of the Dark Heresy Core Rulebook is needed to use this supplement.

Purge the Unclean -TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Sabertooth Games Inc.)

Step straight into the world of the Imperial Inquisition with this amazing adventure anthology. Packed with amazing scenarios, Games Masters can test fledgling investigators to the limits with all manner of arcane plots and twisted horrors. Perfect for beginners and veterans alike, there is sure to be something to interest all playing styles. Explore the horrors of the Warhammer 40,000 Universe from the ground level up!

DEAD REIGN***Endless Dead - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 40,00 (Palladium Books)***

As time goes on, the zombie hordes only grow in size and strangeness. This book contains horrifying new zombies to haunt your player characters along with new O.C.C.s and tons of tables for detailing Survivors Hideouts, Safe Haven Communities, Death Cults and more. Survival is not enough. Now is the time for the war against the Endless Dead.

New types of zombies like the Fused Zombie, Multi-Zombie, Parasite Juggernaut and Walking Mass Grave. New O.C.C.s including the Survivalist, Watcher, Wheelman, Zombie Hunter and Zombie Researcher. More information on vehicles and tables for adding custom armor, weapons and anti-zombie defenses. Rules for vehicle combat and zombie-fighting in vehicles. Generation tables and random encounter tables for military bases, police stations, gun stores, buildings, suburbs, industrial parks, small towns, farmland and wilderness. Tables for creating Survivor caravans, hideouts, hermits, Safe Haven Communities and Death Cults. Timetable for setting campaigns during the Wave, the beginning of the Zombie Apocalypse or months into the reign of the dead. Stats for some of North America's dangerous wildlife, a threat to survivors and zombies alike. Written by Kevin Siembieda and Matthew Clements.

DEADLANDS CLASSIC***Deadlands - 20th Anniversary Action Decks, kr. 180,00 (Studio 2 Publishing, Inc.)***

Boxsæt. This double deck of cards features some of the best art

Deadlands - Classic 20th Anniversary Edition, kr. 540,00 (Studio 2 Publishing, Inc.)

Classic Never Goes Out of Style! With the 20th Anniversary Edition of Deadlands Classic, your posse can keep ridin' the Weird West, 'classic' style! The first edition of the award-winning Deadlands hit the shelves in 1996 - this 20th Anniversary Edition reprints the revised and best version of the rules system, complete with a Conversion Guide so Classic Marshals can use all the Plot Point Campaigns, including Good Intentions, to spur their ghost rock-fevered dreams.

DEATHWATCH - WARHAMMER 40K***Achilus Assault - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 200,00 (Fantasy Flight Games)***

The Achilus Assault is a sourcebook for Deathwatch, and it includes descriptions of the fires of war raging in the Jericho Reach, from the numberless tides of the Tyranids in Hive Fleet Dagon to the hellish legions of Chaos pouring forth from the Hadex Anomaly and the expansionist aggression of the Tau Empire. The threats presented in this tome provide Game Masters with a surfeit of antagonists and mysteries to confront a Deathwatch Kill-team.

With this thorough resource, players can learn about the Jericho Reach's most significant warzones and plan new Deathwatch missions of vital importance to the Crusade. Learn about the major threats to the Crusade's advance, including foes that can be reasoned with and those that must be annihilated. With new NPCs, adventure seeds, and player options, The Achilus Assault brings your campaign to the front lines.

Emperor Protects -TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 200,00 (Fantasy Flight Games)

On the savage Feral World of Aurum, a proud colony of warriors resists the pull of the Imperium, and their assistance is vital in the face of new foes. Meanwhile, a city beneath the sea might hold the answers needed to uncover the mystery behind a missing Inquisitor. The Deathwatch is needed.

The Emperor Protects contains three separate adventures for the Deathwatch roleplaying game set among the war-torn front lines of an Imperial crusade. Can your imposing Space Marines convince the warrior colony of the Feral World Aurum to join the Imperium? Or will they meet their demise upon the surface of a corrupted Forge World?

Featuring three new adventures, The Emperor Protects is a great way to begin your campaigns in the Deathwatch.

The Price of Hubris—The Kill-team travels to the Feral World of Aurum to win over a fierce and proud warrior culture to join the Imperium. However, alien forces stand between the Space Marines and any hope of victory.

A Stony Sleep—On the hunt for a missing Inquisitor, the Kill-team faces dark enemies and a mysterious city beneath the sea. Can the Kill-team solve the riddle in time to save the heart of the Crusade itself?

The Vigilant Sword—The Deathwatch has discovered a sinister conspiracy with dire consequences for the Jericho Reach. Now, they must prevail upon a corrupted Forge World!

Emperor's Chosen Hardcover, kr. 319,50 (Fantasy Flight Games)

Remain ever stalwart and let none escape judgment. A single man's failings may wreak havoc on the galaxy. Inquisitor Ghent

The Emperor's Chosen is a supplement for Deathwatch dedicated to those rare Deathwatch Space Marines who ascend to the status of veteran.

This detailed tome lets players delve into the history of the Jericho Deathwatch and honor the heroic veteran Battle Brothers that have come before them. As part of a veteran Kill-team, Player Characters can assume a Heroic Legacy and combat their foes with tactical precision and martial excellence. Then, the included adventure invites Kill-teams to follow in the footsteps of their predecessors and complete the mission that laid them low!

Jericho Reach, The, kr. 399,50 (Fantasy Flight Games)

The Jericho Reach is an exciting new supplement for Deathwatch! This comprehensive tome provides in-depth information on the struggles of Kill-teams currently operating throughout the Reach. Each chapter delves into detail on the personalities, planets, and themes of a specific salient, while providing players and Game Masters alike with important resources for integrating the setting more deeply into their campaigns.

What's more, The Jericho Reach includes a full adventure. When Watch Fortress Erioch receives an astropathic distress signal from deep inside a Tyranid-infested planet, the Kill-team is immediately dispatched to investigate. Now, they must fight their way through monstrous adversaries while working to uncover the source of the strange message. But can they solve the mysteries of this war-ravaged world in time?

Rising Tempest, kr. 319,50 (Fantasy Flight Games)

As the conflict against the Tau approaches its breaking point and paranoia over their suspected acts of sedition reaches an all-time high, the infamous Lord Commander Ebongrave seeks allies he can trust in his campaign against disloyalty. But are Tau sympathizers really maneuvering among the loyal citizens of the Imperium? And if so, what darker plans do they hold in store?

Rising Tempest is an epic adventure in three parts for Deathwatch, the popular Warhammer 40,000 roleplaying game. When the Tau make a play for dominance that threatens to tip the balance of power in the Canis Saliens, they'll unwittingly endanger the entire Jericho Reach... and only the Space Marines of the Deathwatch can stop them.

DELTA GREEN

Complex, The, kr. 270,00 (Arc Dream Publishing)

Cosmic terror infects the U.S. government and the companies that profit from it. Delta Green: The Complex offers 19 new dossiers for federal agencies and important contractors to enhance your Delta Green campaign. Each dossier describes the entity's budget, operatives, organizational structure and history, mandate, areas of friction with other agencies, suggested professions for Delta Green agents, and what it's like to work there.

Extremophilia, kr. 180,00 (Studio 2 Publishing, Inc.)

Every miracle has its price! Delta Green: Extremophilia brings the Agents to Helena, Montana, where people are going insane and dying of a bizarre fungal infection. But, this is no fungus that ever evolved on Earth. It's something far older, far stranger, and far more dangerous!

Kali Ghati Adventure, kr. 200,00 (Studio 2 Publishing, Inc.)

The war in Afghanistan is winding down. Now, a Delta Green agent has gone missing from a remote base and it's up to you to bring him home. But, can any of you make it out of the Black Valley alive? Kali Ghati is a scenario for Delta Green: The Roleplaying Game.

Observer Effect, kr. 200,00 (Studio 2 Publishing, Inc.)

If we look too deeply into the roiling chaos of reality, chaos may look back! The Olympian Holobeam Array, funded in part by the U.S. Department of Energy, was built to delve into a fringe theory of physics, using highly classified technology that its parent company developed in conjunction with the U.S. military. A few hours ago, the Holobeam Array went online. A few minutes ago, it went offline in a catastrophic power surge. Now, under the guise of a Department of Energy safety inspection, Delta Green has launched an emergency inspection, sending Agents to investigate. Observer Effect is a campaign scenario for the Delta Green RPG.

DOCTOR WHO - ADVENTURES IN TIME AND SPACE

Eleventh Doctor Sourcebook Hardcover (incl. PDF) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 200,00 (Publisher Services, Inc.)
Fifth Doctor Sourcebook (incl. PDF) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 200,00 (Publisher Services, Inc.)

Peter Davidson's time-travelling years in the Tardis are explored

Ninth Doctor Sourcebook Hardcover (incl. PDF) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 200,00 (Publisher Services, Inc.)

Celebrating the 50th anniversary of Doctor Who this Sourcebook explores the Ninth Doctor's adventures on Earth and beyond. With detailed information on all the allies enemies aliens and gadgets that he encounters as well as examining each of his adventures the book contains a wealth of material for the Doctor Who - Adventures in Time and Space RPG and is also a fact-packed resource for fans of the show. The Last of his Kind the Doctor returned to Earth haunted by what he had done to end the Last Great Time War. Witness the Earth's destruction as the sun expands unmask aliens in the British government and dance with Rose Tyler and team up with Captain Jack to save the world. Discover the fate of the Daleks prevent World War Three and uncover the secret of Bad Wolf. Features. Set - Cubicle 7 Entertainment. Game System - Vortex. Designer - Walt Ciechanowski. Publisher - Cubicle 7 Entertainment. Contents.

Silurian Age - Dinosaurs and Spaceships (incl. PDF) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 200,00 (Publisher Services, Inc.)

The Doctor and his companions often venture forwards in time, into the far future of humanity, where spaceships ply the stars and adventure can be found on even the smallest moon. But what about backwards? To a time before there was any humanity, when the Earth was roamed by dinosaurs and another species laid claim to it: the Silurians. This supplement for the Doctor Who Roleplaying Game contains rules and background for visiting prehistoric Earth, including stats for all manner of different dinosaurs and an in-depth look at the Silurian race, including a ready-made Silurian city to visit.

Sixth Doctor Sourcebook Hardcover (incl. PDF) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 200,00 (Publisher Services, Inc.)

Celebrating the 50th Anniversary of Doctor Who, this sourcebook for Doctor Who: Adventures in Time and Space RPG explores the Sixth Doctor's adventures on Earth and beyond, featuring detailed information on all the allies, enemies, aliens, and gadgets that he encounters. Return to past adventures, battle terrible foes old and new, and face the ultimate trial of a Time Lord. It's time for a change, my dear, and not a moment too soon!

Tenth Doctor Sourcebook Hardcover (incl. PDF) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 200,00 (Publisher Services, Inc.)

Celebrating the 50th Anniversary of Doctor Who, this sourcebook explores the Tenth Doctor's adventures on Earth and beyond. With detailed information on all the allies, enemies, aliens, and gadgets that he encounters, as well as examining each of his adventures, the book contains a wealth of material for the Doctor Who: Adventures in Time and Space RPG and serves as a fact-packed resource for fans of the show.

DRAMA SYSTEM

Blood on the Snow - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Impressions Advertising & Marketing)

Featuring LARP rules from Emily Care Boss, the DramaSystem MasterClass - a fierce vanguard of early adopters expand the margins of the game - and a veritable deluge of character, setting, and genre from 33 top gaming talents, Blood on the Snow is an imagination stretching compendium of DramaSystem insights and ideas.

DREAD HOUSE

Dread House RPG Hardcover, kr. 450,00 (Hammer Dog)

The ancient edifice of Kaseh Tashmere sits atop a hill overlooking the remote, sleepy town of Sorenton. Thirty years ago it served as host to a wedding the likes of which had never before been seen. Something slaughtered the wedding party and all the guests the night before the nuptials were to take place. Now Kaseh Tashmere is haunted by their ghosts. Can YOU solve the mystery and break the curse of The Dread Wedding - before the ghosts do you in? A haunted house of epic proportions featuring stats playable with Pathfinder, 5th Edition, and Call of Cthulhu, The Dread House is a combination adventure and setting sourcebook that contains 19 haunting scenarios designed for multiple eras, including medieval, the Roaring 20's, the present day, and near future.

DRESDEN FILES

Dresden Files Accelerated RPG HC (incl. PDF), kr. 350,00 (Evil Hat Productions LLC)

It takes years of study to become a wizard, but this grimoire will get you there in an afternoon! Looking to play in the world of Jim Butcher's The Dresden Files without lots of prep time? Prepare for wizarding made easy with The Dresden Files Accelerated, merging the wizardly awesomeness of the Dresden Files RPG with the sleek, story-based, rules-lite Fate Accelerated system.

Dresden Files RPG - The Paranet Papers HC (Vol.3) (incl. PDF), kr. 450,00 (Evil Hat Productions LLC)

Stand Together Against the Darkness! In Jim Butcher's bestselling The Dresden Files books, the forces of good bond together into an organization called the Paranet in a desperate bid to turn the tides of their equally desperate war against big baddies like the Fomor and the Denarians. Now you can bring the Paranet to your The Dresden Files RPG with The Paranet Papers supplement. Travel to exotic locations like Las Vegas and South America to fight evil. Team up with characters from Turn Coat and Changes to fight evil. Join up with other Paranetters to, well, you get the picture. The Paranet Papers features updated information through The Dresden Files novel Changes, with hints of Ghost Story, as well as details on four key Dresdenverse times and places (Las Vegas, the Russian Revolution, the Neverglades, and Las Tierras Rojas/the Red Lands), plus Character updates and new characters introduced to the Dresdenverse.

DUNGEON CRAWL CLASSICS

Dungeon Crawl Classics RPG HC (GSL), kr. 360,00 (Impressions Advertising & Marketing)

You're no hero. You're 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!

DUNGEON WORLD

Dungeon World RPG, kr. 225,00 (RNDM Games)

Golden Geek RPG of the Year 2012! Combining high-action dungeon crawling with cutting-edge rules, Dungeon World is a roleplaying game of fantasy adventure where players explore a land of magic and danger in the roles of adventurers searching for fame, gold, and glory. Ready-made for hacking, remixing, and building new content, Dungeon World includes systems for changing everything to suit your group including creating new races, classes, and monsters.

DUNGEONS & DRAGONS

Dungeon Survival Guide HC - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 75,00 (Wizards of the Coast)

This lavishly illustrated guide explores the fantastic dungeons of the fictional D&D world, from the perilous Tomb of Horrors to the Sunless Citadel and the Lost Caverns of Tsojcanth. Aimed at the novice dungeoneer, this book provides tips and tricks for surviving deadly dungeons of all sorts, enticing would-be dungeon explorers with stories of fabulous treasures guarded by fierce monsters and terrible traps!

DUNGEONS & DRAGONS - DRAGONLANCE

Dragonlance Campaign Setting - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 200,00 (TSR)

Sagas from the lands of Krynn are filled with valiant heroes destined to discover ancient secrets and vanquish terrible evils. Like those great champions, you will band together with brave companions to set forth on daring adventures. The tales of those bold deeds will become the newest legends in the world of Dragonlance.

From Solamnic Knights and Dragon Riders to kender, tinker gnomes, and draconians, the rich tapestry of the Dragonlance world comes alive in this campaign setting for the Dungeons & Dragons roleplaying game. With historical content covering eras from the War of the Lance to the War of Souls, along with expanded rules for aerial combat, the Dragonlance Campaign Setting provides the character races, prestige classes, feats, spells, monsters, and maps you need to fully explore the world of Dragonlance.

DUNGEONS & DRAGONS - YOUNG ADVENTURER'S GUIDE, A

Dungeons and Tombs (Hardcover), kr. 120,00 (Random House)

In this illustrated guide for new players, you'll be transported to the mystical and magical worlds of Dungeons & Dragons and given a one-of-a-kind course on the dungeons and deathtraps for which the game (and all its iterations) is known. Featuring maps, cutaway illustrations, and fun insights that show would-be adventurers how to travel and survive in these fantastical settings, along with original illustrations and archival images, the book shines a spotlight down the dark, foreboding corners of the most infamous locations in the worlds of D&D.

Monsters and Creatures (Hardcover), kr. 120,00 (Random House)

In this illustrated guide, you're transported to the legendary and magical worlds of Dungeons & Dragons and presented with one-of-a-kind entries for some of its most sinister, foul, and memorable monsters. Featuring amazing illustrations and expert insights on some of D&D's most dangerous monsters, the guide shines a spotlight on the beasts that scare, excite, and cause trouble for adventurers, from creatures that live underground, to those that dwell in the wilderness and boneyards or soar in the sky. In these profiles you will find information on the size of each monster, its danger level, and tips for how to survive an encounter. The perfect entry point for young fans of fantasy eager to become D&D adventurers, this book also features introductory 'Encounter' stories so readers can practice the problem-solving skills they'll need to fight these monsters when they play a D&D adventure of their own.

Warriors and Weapons (Hardcover), kr. 120,00 (Random House)

In this illustrated guide, you're transported to the legendary and magical worlds of Dungeons & Dragons, where you are presented with one-of-a-kind entries for different types of warriors, as well as the weaponry these fighters need for D&D adventuring. This guide includes detailed illustrations of the weapons, armor, clothing, and other equipment that fighters use, and offers the tools young, aspiring adventurers need for learning how to build their own characters, including sample profiles, a flowchart to help you decide what type of warrior to be, and brainstorming challenges to start you thinking like an adventurer whether on your own or in the midst of an exciting quest with friends and fellow players.

DUNGEONS & DRAGONS 4TH

Character Record Sheets - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 10,00 (Wizards of the Coast)

Official character sheets for the 4th Edition Dungeons & Dragons Roleplaying Game

Encased in a handy pocket folder, these official Dungeons & Dragons character sheets contain all the information players need to build, run, and track their 4th Edition D&D Roleplaying Game characters. Each character sheet is designed for optimal playability. In addition, these character sheets support characters of all classes and levels.

These character sheets are designed for use with the 4th Edition D&D core rulebooks.

Character record sheets are integral components of any Dungeons & Dragons Roleplaying Game experience.

The character record sheets are formatted to be user-friendly and appealing to both novice and experienced players.

The character sheets in this product support characters of all classes and levels (1–30).

Death's Reach (E1) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Wizards of the Coast)

Death's Reach is a D&D adventure designed to take characters from 21st to 24th level. In this adventure, players learn the very foundation of reality is threatened by those seeking to usurp the powers of the god of death. To prevent this cosmic coup, players must trace the disruptions into the Shadowfell's timeless core, where all things find their end.

This adventure can be run as a stand-alone adventure or as Part One of a three-part series of adventures (beginning with this one) that spans the epic tier of gameplay.

Draconomicon - Metallic Dragons - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 250,00 (Wizards of the Coast)

A menacing menagerie of dragons for your D&D campaign

Draconomicon 2: Metallic Dragons describes several varieties of dragons, including gold, silver, copper, iron, and adamantite dragons. It also introduces several other kinds of metallic dragons suitable for any D&D campaign.

This supplement presents dragons both malevolent and benign, and gives details on each dragon's powers, tactics, myths, lairs, servitors, and more. In addition, this book provides new information about draconic nations and organizations, and the roles that metallic dragons fill in a D&D game. Story and campaign elements in the book give Dungeon Masters ready-to-play material that is easily incorporated into a game, including adventure hooks, quests, and pregenerated treasure hoards.

Dragon Magazine Annual HC - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Wizards of the Coast)

This book collects the best Dragon magazine content from the past year into one easy-to-reference source. The articles contained herein provide exciting character options for players as well as inspiration and campaign-building support for Dungeon Masters. All of this material is 100% official and suitable for any D&D game.

In addition to the compiled articles, the book contains never-before-seen notes from the designers, developers, and editors that take you behind the curtain, offering a firsthand glimpse into the origin and evolution of each article.

Dungeon Magazine Annual HC - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 150,00 (Wizards of the Coast)

A collection of Dungeons and Dragons adventures from the pages of Dungeon magazine.

This official Dungeons and Dragons supplement gathers a years worth of adventures published in Dungeon magazine into one easy-to-reference source. The adventures contained herein provide hundreds of hours of play, and each of them fits easily into a Dungeon Masters existing Dungeons and Dragons campaign.

In addition to the compiled adventures, this book contains never-before-seen notes from the designers, developers, and editors that take you behind the curtain, offering a firsthand glimpse into the origin and evolution of each adventure.

Into the Unknown - The Dungeon Survival Handbook - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 150,00 (Wizards of the Coast)

The Darkness Beckons

Being an adventurer is a hard business. Dungeons offer adventure, treasure, and glory, but they are fraught with deadly traps, vicious monsters, and sinister puzzles. It takes more than a stout heart and a sharp mind to survive. A hero must be equipped with knowledge and tools if he or she is to face the unknown and live to tell about it.

Into the Unknown: The Dungeon Survival Handbook is a guide for players and Dungeon Masters who want to play in a Dungeons & Dragons game that explores dungeons and plumbs the blackest reaches of the Underdark. Whether you're a Dungeon Master seeking to create a fantastic location populated with beholders and mind flayers, or a player looking to equip your character with the means to fight such threats, this book is for you. Players will find an assortment of new powers, equipment, feats, character themes, and player races, including the kobold and the goblin. For Dungeon Masters, the book is a trove of dungeon-building advice and details, including lore on classic dungeon monsters, some quirky companions for adventurers, a few timeless treasures, and tips for incorporating players' character themes into an adventure.

King of the Trollhaunt Warrens (P1) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Wizards of the Coast)

A D&D adventure for 11th-level characters.

King of the Trollhaunt Warrens is the first-ever paragon-level adventure for 4th Edition Dungeons & Dragons. Designed to take characters from 11th to 14th level, this adventure pits the heroes against a variety of horrible monsters and fiendish foes as they seek to thwart the evil machinations of the denizens of the Trollhaunt Warrens.

This adventure can be run as a stand-alone adventure or as Part One of a three-part series of adventures that spans 10 levels of gameplay.

Manual of the Planes HC - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 150,00 (Wizards of the Coast)

If you seek to stem this tide of chaos at its source, follow my lead—I set out for the dreaded Abyss on the morrow. —Lord Amgar the Bold, Paladin of Bahamut

The planes have always been a place of great mystery and danger in the Dungeons & Dragons Roleplaying Game, and the new array of planes debuting in 4th Edition continue that grand tradition. Home to gods and devils, demons and genies, fey and titans, these strange dimensions offer unlimited adventure opportunities for Dungeon Masters and their players.

Manual of the Planes explores the many planes introduced in the 4th Edition Dungeon Master's Guide. This useful travel guide also comes in handy for players seeking to battle demons, devils, elementals, and other iconic D&D monsters native to the planes.

RICHARD BAKER, ROB HEINSOO, and JAMES WYATT have collectively authored over 100 game products and novels.

Open Grave - Secrets of the Undead - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 150,00 (Wizards of the Coast)

Unearth the Evil.

Whispered tales speak of an eldritch tome crafted by necromancers and filled with spine-chilling facts about a vile menagerie of undead horrors—unnatural things known to haunt the gloom-filled corners of the world and beyond. Beware! This is that tome.

This supplement for the DUNGEONS & DRAGONS Roleplaying Game explores the origins, tactics, myths, and lairs of undead creatures. Along with encounters and hooks for your campaign, it presents a host of undead threats, including new varieties of ghouls, skeletons, vampires, wraiths, and zombies. It also introduces new kinds of undead and provides statistics for unique undead villains such as Acererak and Vecna.

Players Handbook Races - Dragonborn - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 30,00 (Wizards of the Coast)

New options and character hooks for dragonborn characters.

If you want to play the ultimate dragonborn hero, this book is for you!

This expansion of the Player's Handbook core rulebook explores the mysteries of the dragonborn. It presents D&D players with exciting new options for their dragonborn characters, including unique racial feats, powers, paragon paths, and epic destinies. This book also includes ways to flesh out your dragonborn character's background and personality.

Players Option - Heroes of the Elemental Chaos HC - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Wizards of the Coast)

Masters of fire and earth. Lords of air and water. This tome is the definitive sourcebook for creating and playing characters with ties to the Elemental Chaos and the primordial beings that dwell there. It shows how the elements can influence heroes of the natural world and presents elemental-themed character options for players.

In addition to discussing elemental power and presenting new character themes with strong story hooks, this book includes three new class builds--the elementalists, the sha'ir, and the shugenja -- and new feats and paragon paths designed to tie existing characters more closely to the Elemental Chaos.

Players Strategy Guide HC - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Wizards of the Coast)

One hundred and sixty pages of Dungeons and Dragons hotness!

The Dungeons and Dragons Players Strategy Guide is aimed at Dungeons and Dragons players who crave the envy of their gamer peers. If you want a character that's jaw-droppingly cool, this book is for you. It provides tips and tricks for optimizing your Dungeons and Dragons characters to make them more awesome and fun to play at the game table.

In addition to character optimization tips and player advice, this book includes entertaining sidebar essays written by celebrity gamers and a distinctive comic art style unlike other books in the Dungeons and Dragons game line.

Psionic Power HC - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Wizards of the Coast)

New options for ardens, battleminds, monks, and psions.

Psionic Power is a D&D supplement that explores the psionic power source in more detail. This supplement presents hundreds of new options for D&D characters, specifically focusing on heroes who channel the power of the mind. It provides new builds for the ardent, battlemind, monk, and psion classes, including new character powers, feats, paragon paths, and epic destinies.

DUNGEONS & DRAGONS 4TH - DARK SUN

Marauders of the Dune Sea - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 40,00 (Wizards of the Coast)

A D&D adventure set in the world of Athas or your own campaign world.

Now that Tyr is free of Kalak the Sorcerer-King, opportunity abounds in the city and the surrounding wastes. But some see Kalak's fall as the beginning of Tyr's end, and the unpatrolled deserts nearby are rife with danger. Outlaws openly defy the city's Revolutionary Council and threaten outlying holdings. If Tyr is to thrive, heroes must arise to tame the lawlessness and evil that threatens the free city.

This stand-alone D&D adventure is designed to take characters from 2nd to 5th level. Although nominally set in the Dark Sun campaign setting, Dungeon Masters can easily incorporate it into their "homebrew" D&D campaigns.

DUNGEONS & DRAGONS NEXT

Acquisitions Incorporated, kr. 450,00 (Wizards of the Coast)

Acquisitions Incorporated is a different flavor of Dungeons & Dragons. A fifth edition D&D book created in partnership with Penny Arcade Inc. and inspired by the podcast and web series, this book is full of madcap heists, hilarious moments, and all the ingredients you need to include the adventurers of Acquisitions Incorporated in a fifth edition D&D campaign.

Adventure Grid, kr. 225,00 (Wizards of the Coast)

This sturdy, double-sided, grid-lined play surface puts players into the thick of the action and is ideal for when campaigns get tactical. One side features a stone floor good for dungeon and city encounters alike, while the other details terrain useable for a wide range of rural and wilderness encounters. Additionally, the Dungeons & Dragons Adventure Grid folds up for easy transport and storage, and can be used with both wet-erase and dry-erase pens.

Baldur's Gate - Descent into Avernus, kr. 450,00 (Wizards of the Coast)

Welcome to Baldur's Gate, a city of ambition and corruption situated at the crossroads of the Sword Coast. You've just started your adventuring career, but already find yourself embroiled in a plot that sprawls from the shadows of Baldur's Gate to the front lines of the planes-spanning Blood War! Do you have what it takes to turn infernal war machines and nefarious contracts against the archdevil Zariel and her diabolical hordes? And can you ever hope to find your way home safely when pitted against the infinite evils of the Nine Hells?

Character Sheets, kr. 90,00 (Wizards of the Coast)

Inside the pockets of this lavishly illustrated protective folder, you'll find a full set of 5th Edition Dungeons & Dragons character sheets for use in any D&D campaign. This accessory includes three additional styles of double-sided character sheets giving veteran players options based on their individual play preference and spell sheets for keeping track of their magical repertoire. Also included is an introductory character sheet designed specifically to help ease new players into the game.

Curse of Strahd, kr. 450,00 (Wizards of the Coast)

Under raging storm clouds, the vampire Count Strahd von Zarovich stands silhouetted against the ancient walls of Castle Ravenloft. Rumbling thunder pounds the castle spires. The wind's howling increases as he turns his gaze down toward the village of Barovia. Far below, yet not beyond his keen eyesight, a party of adventurers has just entered his domain. Strahd's face forms the barest hint of a smile as his dark plan unfolds. He knew they were coming, and he knows why they came - all according to his plan. The master of Castle Ravenloft is having guests for dinner. And you are invited. Curse of Strahd is a Dungeons & Dragons fantasy-horror adventure for characters levels 1-10.

D&D Next RPG - Dungeon Masters Guide, kr. 450,00 (Wizards of the Coast)

The Dungeon Master's Guide provides inspiration to create worlds of adventure for players to explore and enjoy. This 320-page volume contains world-building tools, tips and tricks for creating memorable dungeons and adventures, optional game rules, hundreds of classic D&D magic items, and much more!

D&D Next RPG - Monster Manual, kr. 450,00 (Wizards of the Coast)

The Monster Manual presents a horde of classic Dungeons & Dragons creatures, including dragons, giants, mind flayers, and beholders—a monstrous feast for Dungeon Masters ready to challenge their players and populate their adventures. This 320-page book is an essential resource for Dungeon Masters to use in populating any type of challenge they might contrive for their players.

D&D Next RPG - Players Handbook, kr. 450,00 (Wizards of the Coast)

Boxsæt. The Player's Handbook is the essential reference for

D&D Next RPG Starter Set, kr. 180,00 (Wizards of the Coast)

Boxsæt. The Dungeons & Dragons Starter Set is the perfect introductory campaign experience for 4 to 6 players, character levels 1 through 5. Everything players and the Dungeon Master need to kick off their adventure is included, all in one box!

This newest edition of D&D draws from every prior edition to create a universally compelling play experience, and exemplifies the true spirit of a game that has captured the hearts and imaginations of millions of players worldwide.

Dungeon Master's Screen Reincarnated, kr. 135,00 (Wizards of the Coast)

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, revisited and refreshed as a direct result of feedback received from D&D fans everywhere, 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.

Dungeon Tiles Reincarnated - City, kr. 225,00 (Wizards of the Coast)

Used to enhance the D&D tabletop experience, these tiles come with evocative terrain art themed for a city setting. Featuring city streets, buildings, sewers, and other terrain elements, these beautifully illustrated tiles can be combined to create customizable adventure maps.

Dungeon Tiles Reincarnated - Dungeon, kr. 225,00 (Wizards of the Coast)

Boxsæt. Used to enhance the D&D tabletop experience, these

Dungeon Tiles Reincarnated - Wilderness, kr. 225,00 (Wizards of the Coast)

Used to enhance the D&D tabletop experience, these tiles come

Dungeology (Hardcover), kr. 250,00 (Random House)

The world's most beloved roleplaying game, Dungeons & Dragons, joins the legendary 'Ology series as Volo the Wizard takes you on an unforgettable journey to the Forgotten Realms! From the dreaming spires of Waterdeep and the frozen majesty of Drizzt Do'Urden's Icewind Dale, to the despicable Underdark and the mysterious Underchasm, you'll learn the history, secrets, and wonders of this incredible world.

Dungeons & Dragons Begyndersæt, kr. 249,00 (Faraos Cigarer)

Boxsæt. Dungeons & Dragons: Begyndersæt indeholder alt, hvad du skal bruge for at komme godt i gang med at spille rollespillet Dungeons & Dragons. Sættet indeholder materiale for op til seks spillere, der sammen kan spille med en flok eventyrere fra niveau 1 til 5.

I begyndersættet finder du reglerne til Dungeons & Dragons 5th edition på dansk. Reglerne er sat op, så I nemt kan komme i gang med at spille rollespil. Sammen med reglerne er fem eventyrere færdiglavede, så I hurtigt kommer i gang med at spille.

Regelsættet dækker spillet fra niveau 1 til 5.

Begyndersættet indeholder eventyret Phandelvers forsvundne miner, som er hjemstedet for hjemløse og søgende befolkning med monstre og forunderlige skatte, og det er begyndelsen på en episk fortælling, som begynder i vildniset ved rejsen ud til minerne. Historien fører jer ud på en drabelig færd med trolde, røvere og uhyggelige monstre.

Til Dungeons & Dragons: Begyndersæt følger et sæt rollespilsteringer.

Dungeons & Dragons vs. Rick and Morty - Tabletop RPG, kr. 270,00 (Wizards of the Coast)

Boxsæt. D&D has partnered with Adult Swim to bring this boxed set blending the world of Dungeons & Dragons with the mad narcissistic genius of Rick Sanchez's power-gaming sensibilities, and it includes everything a Dungeon Master needs to channel their inner mad scientist and run a rickrolling adventure for up to 5 players, levels 1 to 3.

Eberron - Rising from the Last War, kr. 450,00 (Wizards of the Coast)

Explore the lands of Eberron in this campaign sourcebook for the world's greatest roleplaying game. This book provides everything players and Dungeon Masters need to play Dungeons & Dragons in Eberron's war-torn world filled with magic-fueled technology, airships and lightning trains, where noir-inspired mystery meets swashbuckling adventure. Will Eberron enter a prosperous new age or will the shadow of war descend once again? Dive straight into your pulp adventures with easy-to-use locations, complete with maps of floating castles, skyscrapers, and more. Explore Sharn, a city of skyscrapers, airships, and noirish intrigue and a crossroads for the world's war-ravaged peoples. Include a campaign for characters venturing into the Mournland, a mist-cloaked, corpse-littered land twisted by magic. Meld magic and invention to craft objects of wonder as an artificer, the first official class to be released for fifth edition D&D since the Players Handbook. Flesh out your characters with a new D&D game element called a group patrona background for your whole party. Explore 16 new race/subrace options including dragonmarks, which magically transform certain members of the races in the Players Handbook. Confront horrific monsters born from the world's devastating wars.

Essentials Kit, kr. 225,00 (Wizards of the Coast)

Boxsæt. The D&D Essentials Kit is the ideal second purchase for new players that have bought the Starter Set. With the Essentials Kit, new players will learn to create characters of levels 16 and experience the thrill of being the Dungeon Masters. 64-page rulebook that teaches how to create characters of levels 16 and play the game. Includes the introduction of sidekick rules. Dragon of Icespire Peak, a 64-page introductory adventure. Double-sided poster map for use with the Dragon of Icespire Peak adventure (21 x 15). Four-panel, folding Dungeon Masters screen (33" x 8.5"). 6 blank character sheets. 11 polyhedral dice. 81 cards describing magic items, sidekicks, and other D&D game elements, plus a folding box to hold all the cards. Codes for D&D Beyond, the official digital toolset for D&D

Ghosts of Saltmarsh, kr. 450,00 (Wizards of the Coast)

Ghosts of Saltmarsh brings classic adventures into fifth edition Dungeons & Dragons. This adventure book combines some of the most popular classic adventures from the first edition of Dungeons & Dragons including the classic U series, plus some of the best nautical adventures from the history of Dungeon Magazine: Sinister Secret of Saltmarsh, Danger at Dunwater, Salvage Operation, Isle of the Abbey, The Final Enemy, Tammeraut's Fate, The Styges.

Guildmasters' Guide to Ravnica, kr. 450,00 (Wizards of the Coast)

A perpetual haze of dreary rain hangs over the spires of Ravnica. Bundled against the weather, the cosmopolitan citizens in all their fantastic diversity go about their daily business in bustling markets and shadowy back alleys. Through it all, ten guilds, crime syndicates, scientific institutions, church hierarchies, military forces, judicial courts, buzzing swarms, and rampaging gangs - vie for power, wealth, and influence. These guilds are the foundation of power on Ravnica. They have existed for millennia, and each one has its own identity and civic function, its own diverse collection of races and creatures, and its own distinct subculture. Their history is a web of wars, intrigue, and political machinations as they have vied for control of the plane.

Guildmasters' Guide to Ravnica Map Pack, kr. 225,00 (Wizards of the Coast)***Mordenkainen's Tome of Foes, kr. 450,00 (Wizards of the Coast)***

Mordenkainen hails from the City of Greyhawk, but over the eons he has expanded his mastery of the major conflicts in the multiverse. Similar to 2016's *Volo's Guide to Monsters*, *Mordenkainen's Tome of Foes* not only contains everything you need to run challenging new monsters at the table with your friends but also provides tons of storytelling information on some of the most contentious relationships in the multiverse. You'll learn more about the schism between drow and other elves, githyanki and githzerai, and dwarves and duergar, in addition to reading about the incessant Blood War between demons and devils. Players will love to delve into *Mordenkainen's Tome of Foes* to search for story hooks to use with their characters, as well as try out some of the player options for races like tieflings and elves, or maybe an otherworldly githyanki or githzerai. *Dungeons & Dragons* Masters looking for inspiration and greater challenges for players who have reached higher levels of play will find much to explore in *Tome of Foes*.

Of Ships and the Sea DM Screen, kr. 140,00 (Gale Force Nine)

This screen is the perfect accessory for running adventures on the high seas, such as those found in *Ghosts of the Saltmarsh*. On the back you will find a variety of references to help you in the running of your sea escapades, such as random ships and seafaring hazards.

Out of the Abyss - Rage of Demons, kr. 450,00 (Wizards of the Coast)

The Underdark is a subterranean wonderland, a vast and twisted labyrinth where fear reigns. It is the home of horrific monsters that have never seen the light of day. It is here that the dark elf Gromph Baenre, Archmage of Menzoberranzan, casts a foul spell meant to ignite a magical energy that suffuses the Underdark and tears open portals to the demonic Abyss. What steps through surprises even him, and from that moment on, the insanity that pervades the Underdark escalates and threatens to shake the Forgotten Realms to its foundations. Stop the madness before it consumes you! *Out of the Abyss* is a *Dungeons & Dragons* 5th Edition adventure for characters of levels 1-15.

Princes of the Apocalypse - Elemental Evil, kr. 450,00 (Gale Force Nine)

Called by the Elder Elemental Eye to serve, four corrupt prophets have risen from the depths of anonymity to claim mighty weapons with direct links to the power of the elemental princes. Each of these prophets has assembled a cadre of cultists and creatures to serve them in the construction of four elemental temples of lethal design. It is up to adventurers from heroic factions such as the Emerald Enclave and the Order of the Gauntlet to discover where the true power of each prophet lay, and dismantle it before it comes boiling up to obliterate the Realms.

Storm King's Thunder, kr. 450,00 (Wizards of the Coast)

Giants have emerged from their strongholds to threaten civilization as never before! Hill giants are stealing grain and livestock, stone giants have been scouring settlements, fire giants are press-ganging the smallfolk into the desert, and frost giant longships have been pillaging along the Sword Coast. Even the elusive cloud giants have been witnessed, their wondrous floating cities appearing above Waterdeep and Baldur's Gate. Where is the storm giant King Hekaton, who is tasked with keeping order among the giants? The only chance at survival is for the small folk of the Sword Coast to work together to investigate this invasion and harness the power of rune magic, the giants' weapon against their ancient enemy the dragons. A *Dungeons & Dragons* adventure designed for characters level 1-11, *Storm King's Thunder* provides everything a *Dungeon Master* needs to create an exciting and memorable play experience, including rune magic items, a new treasure option for characters.

Stranger Things Starter Set, kr. 320,00 (Milton Bradley)

Boxsæt. The *Stranger Things* *Dungeons & Dragons* starter set contains everything players need to embark on a *Stranger Things* adventure including the essential rules of the roleplaying game. It's a great way for new as well as seasoned *Dungeons & Dragons* players to experience the D&D adventure *Stranger Things* character Mike Wheeler has created for his friends. Pick your character will you be Will the Wise or Dustin the dwarf? Get your fireballs ready as you investigate the mysterious castle and battle the ferocious Demogorgon. Prepare for just about anything, because the game just got stranger.

Sword Coast Adventurers Guide, kr. 360,00 (Wizards of the Coast)

Welcome to the Sword Coast - a region of Faerun that comprises shining paragons of civilization and culture, perilous locales fraught with dread and evil, and encompassing them all, a wilderness that offers every explorer vast opportunity and simultaneously promises great danger. This *Dungeons & Dragons* 5th Edition sourcebook provides expanded backgrounds, class builds, races, story, and setting information critical to the Sword Coast of Faerun.

Tactics Map Pack, kr. 225,00 (Wizards of the Coast)

Bring your *Dungeons & Dragons* game to life with this collection of twenty beautifully rendered, full-color, tactical poster maps. Maps are a key element of every *Dungeons & Dragons* campaign. A map's importance in bringing your world to life can't be overstated. The same can be said for your encounter maps. Sometimes you need a visual representation of the area your adventurers are in, or perhaps tactical combat is simply the way your group rolls.

Tales from the Yawning Portal, kr. 450,00 (Wizards of the Coast)

When the shadows grow long in Waterdeep and the fireplace in the taproom of the Yawning Portal dims to a deep crimson glow, adventurers from across the Forgotten Realms, and even from other worlds, spin tales and spread rumors of dark dungeons and lost treasures. Some of the yarns overheard by Durnan, the barkeep of the Yawning Portal, are inspired by places and events in far-flung lands from across the D&D multiverse, and these tales have been collected into a single volume. Within this tome are seven of the most compelling dungeons from the 40+ year history of *Dungeons & Dragons*: *Against the Giants*, *Dead in Thay*, *Forge of Fury*, *Hidden Shrine of Tamoachan*, *Sunless Citadel*, *Tomb of Horrors*, and *White Plume Mountain*. D&D's most storied dungeons are now part of your modern repertoire of adventures, providing fans with adventures, magic items, and deadly monsters, all of which have been updated to the Fifth Edition rules.

Tomb of Annihilation, kr. 500,00 (Wizards of the Coast)

The talk of the streets and taverns has all been about the so-called death curse: a wasting disease afflicting everyone who's ever been raised from the dead. Victims grow thinner and weaker each day, slowly but steadily sliding toward the death they once denied. When they finally succumb, they can't be raised - and neither can anyone else, regardless of whether they've ever received that miracle in the past. Temples and scholars of divine magic point to a necromantic artifact called the Soulmonger, which is located somewhere in Chult, a mysterious peninsula far to the south, ringed with mountains and choked with rainforests. Adventurers tasked with stopping the curse must travel to settlements such as Port Nyanzaru to secure guides to lead them into the dense jungle. At the end of the journey, a horrifying villain awaits with a familiar visage. *Tomb of Annihilation* is a Fifth Edition *Dungeons & Dragons* adventure for character levels 1-11.

Tyranny of Dragons Alternate Cover (LE), kr. 450,00 (Wizards of the Coast)

Available only through core hobby game stores, Tyranny of Dragons is a single special volume re-release of the two-part adventure from 2014 featuring a new cover designed by Hydro74. The 224-page adventure combines the two previous titles (Hoard of the Dragon Queen and The Rise of Tiamat) into one book, taking players from level 1 all the way to level 16 as they contend against the Cult of the Dragons plans to bring their queen Tiamat to the Forgotten Realms.

Tyranny of Dragons Vol.1 - Hoard of the Dragon Queen, kr. 270,00 (Wizards of the Coast)

This 96-page adventure, designed and developed by renowned

Tyranny of Dragons Vol.2 - The Rise of Tiamat, kr. 239,50 (Wizards of the Coast)

The Tyranny of Dragons storyline continues in this second 96-
Volo's Guide to Monsters, kr. 450,00 (Wizards of the Coast)

The esteemed loremaster Volothamp Geddarm is back and he's written a fantastical dissertation, covering some of the most iconic monsters in the Forgotten Realms. Unfortunately, the Sage of Shadowdale himself, Elminster, doesn't believe Volo gets some of the important details quite right. Don't miss out as Volo and Elminster square off (academically speaking, of course) to illuminate the uninitiated on creatures both common and obscure. Uncover the machinations of the mysterious Kraken Society, what is the origin of the bizarre froghemoth, or how to avoid participating in the ghastly reproductive cycle of the grotesque vargouille. Dungeon Masters and players will get some much-needed guidance as you plan your next venture, traipsing about some dusty old ruin in search of treasure, lore, and, let's not forget, dangerous creatures whose horns, claws, fangs, heads, or even hides might comfortably adorn the walls of your trophy room. If you survive. Explore the breadth of D&D's monsters with Volo's Guide to Monsters, an immersive tome filled with beautiful illustrations and in-depth lore.

Waterdeep - Dragon Heist, kr. 450,00 (Wizards of the Coast)

Welcome to Waterdeep! Famed explorer Volothamp Geddarm needs you to complete a simple quest. Thus begins a mad romp through the wards of Waterdeep as you uncover a villainous plot involving some of the city's most influential figures. A grand urban caper awaits you. Pit your skill and bravado against villains the likes of which you've never faced before, and let the dragon hunt begin!

Waterdeep - Dungeon of the Mad Mage, kr. 450,00 (Wizards of the Coast)

In the city of Waterdeep rests a tavern called the Yawning Portal, named after the gaping pit in its common room. At the bottom of this crumbling shaft is a labyrinthine dungeon shunned by all but the most daring adventurers. Known as Undermountain, this dungeon is the domain of the mad wizard Halaster Blackcloak. Long has the Mad Mage dwelt in these forlorn depths, seeding his lair with monsters, traps, and mysteries-to what end is a constant source of speculation and concern. This adventure picks up where Waterdeep: Dragon Heist leaves off, taking characters of 5th level or higher all the way to 20th level should they explore the entirety of Halaster's home. Twenty-three levels of Undermountain are detailed herein, along with the subterranean refuge of Skullport. Treasures and secrets abound, but tread with care!

Waterdeep - Dungeon of the Mad Mage Map Pack, kr. 225,00 (Wizards of the Coast)

In the city of Waterdeep rests a tavern called the Yawning Portal, named after the gaping pit in its common room. At the bottom of this crumbling shaft is a labyrinthine dungeon shunned by all but the most daring adventurers. Known as Undermountain, this dungeon is the domain of the mad wizard Halaster Blackcloak. Long has the Mad Mage dwelt in these forlorn depths, seeding his lair with monsters, traps, and mysteries-to what end is a constant source of speculation and concern.

Xanathar's Guide to Everything, kr. 450,00 (Wizards of the Coast)

Beauty is in the eye of the beholder, but evil is in its heart! The Xanathar - Waterdeep's most infamous crime lord, and a beholder to boot. You'd be shocked to discover just how much he knows about you! Yes, you, adventurers! Assembled here in Xanathar's Guide to Everything is new information on adventurers of every stripe. In addition, you'll find valuable advice for those of nefarious intent who must deal with such meddling do-gooders, including the Xanathar's personal thoughts on how to dispatch anyone foolish enough to interfere with his business dealings. Alongside observations on 'heroes' themselves, the beholder fills the pages of this tome with his personal thoughts on tricks, traps, and even treasures and how they can be put to villainous use. Xanathar's Guide to Everything introduces complete rules for more than twenty new subclasses for Fifth Edition Dungeons & Dragons, including the cavalier, the inquisitive, the horizon walker, and many more. Also included are dozens of new feats and spells, as well as a system to give player characters a unique, randomized backstory.

DUNGEONS & DRAGONS NEXT - ADVENTURES IN MIDDLE-EARTH LICENSED

Loremaster's Guide Hardcover, kr. 400,00 (Cubicle 7 Entertainment Ltd.)

The quest that began in the Player's Guide continues in this lavishly illustrated, hardcover Adventures in Middle-earth Loremaster's Guide. Packed with information, this volume is a hugely valuable resource for your games.

Adventures in Middle-earth Loremaster's Guide contains:

- Extensive setting information for Wilderland
- A comprehensive guide to Lake-town
- Advice for before the game begins on theme and building your character group
- Notes on the Adventuring phase, inspiration, rests and more!
- Expanded journey rules, including guidance on narrating Middle-earth journeys
- Information to help you create your own journey tables
- A guide to creating and playing NPCs, and a gallery of NPCs for your games
- A Wilderland bestiary of adversaries
- New rules for customising monsters and using scenery in battle
- Notes on treasure in Middle-earth, magic items and weapons
- A guide to offering expanded magic options
- Advice on running the Fellowship phase, patrons, sanctuaries and undertakings

Mirkwood Campaign, kr. 400,00 (Cubicle 7 Entertainment Ltd.)

The Necromancer may have been cast out of Dol Guldur, but a lingering darkness remains over Mirkwood, a shadow that will grow ever longer as the years draw on – unless a fellowship of heroes step forward and hold back the gloom.

The Mirkwood Campaign is a complete campaign framework for Adventures in Middle-earth, set in and around Mirkwood, played out over the course of three decades. It allows you to tell your own epic saga, following your heroes in their quest as the tale of years unfolds before them.

This guide includes enough adventure material to keep you playing for months or even years, and includes new rules that give your heroes a real stake in what happens to the world around them. Rules for Holdings allow them to carve out their own corner of Middle-earth, whilst new options for the Fellowship Phase and new Undertakings allow them to chart their own path through the years. Additional optional rules allow your Player-heroes to weave their backgrounds into Journey Events.

Visit the Parliament of Spiders, do battle with the Nazgûl, meddle in the affairs of Wizards and enter the Halls of King Thranduil. Stand firm against the Shadow and maybe the Darkening of Mirkwood can be averted. Falter for even a moment and all that you know and love will be lost.

DUNGEONS & DRAGONS NEXT - DECKS**D&D 5e Spell Deck Cleric (149 cards), kr. 160,00 (Gale Force Nine)****Druid Spellbook Cards (131 cards), kr. 140,00 (Gale Force Nine)**

Contains 131 durable, laminated cards for all Druid cantrips and spells from level 1 to 9. A perfect reference tool for spellcasters of every type.

This deck of spell cards [is] an invaluable resource for any magic-user. Consult the entire deck when selecting new spells to learn, and after a long rest you can set aside those spells you want to prepare for the day. Each deck is made from thick laminated card so they will stand the test of time.

Spell name and important info is easy to find for quick reference. Descriptive/Mechanical text is written in full wherever possible. When it isn't, a Player's Handbook page reference is given. Scaling spells have an additional section with details on how they improve.

Card backs prominently display spell level for easy sorting. The Spell cards are highly durable and are made to last. Each card has a coating that protects them and makes them safe to use with dry erase markers.

Contains 110 cards for all Druid spells from level 1-9.

Magic Item Cards Deck (292 cards), kr. 250,00 (Gale Force Nine)

Boxsæt. Contains 292 durable, laminated cards for a hoard of magical weapons, armor, and other wondrous items. With game statistics on one side and evocative art on the other they are the perfect tool to help Dungeon Masters equip their villains or dole out rewards to their players' heroes.

Monster Cards - Challenge 6-16 Deck (74 cards), kr. 150,00 (Gale Force Nine)

Boxsæt. Contains 74 durable, laminated cards for a range of deadly monsters of Challenge Rating 6 to 16. With game statistics on one side and evocative art on the other they are the perfect tool to help Dungeon Masters manage and reference their menagerie during play.

Xanathars Guide Spellbook Cards (92 cards), kr. 130,00 (Gale Force Nine)

Boxsæt. Contains 95 durable, laminated cards that expand the **DUNGEONS & DRAGONS NEXT - LICENSED**

Gamemaster Cards, kr. 165,00 (Rogue Comet Games)

Boxsæt. This deck of 54 cards for use with 5th Edition Fantasy

Location Cards: Modern Setting, kr. 165,00 (Rogue Comet Games)

Create adventure scenes on the fly with this deck of 54 modern

Modern & Sci-Fi Setting Background Cards, kr. 165,00 (Rogue Comet Games)

Boxsæt. This deck of 54 background cards is designed to help

Waterdeep - City Map, kr. 329,00 (Gale Force Nine)

Explore Waterdeep with this oversized city map, measuring a massive 40 x 20 inches. To celebrate the release of Dungeons & Dragons Dragon Heist, Gale Force Nine is releasing this Giant City map, allowing you to bring the Crown of the North to your tabletop. Featuring locations of renown, this map will allow your party of adventurers to traverse all the streets and alleys of the City Splendors as they discover the secrets hidden within.

Printed on high-quality single sided vinyl surfaces, these maps are durable and hard wearing.

EARTHDAWN**Mists of Betrayal - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 25,00 (FASA Corp.)**

Sværhedsgrad: 1-3. Spillere: 6-8. En rask tur til Blood Wood,

END OF THE WORLD**Alien Invasion Hardcover, kr. 400,00 (Fantasy Flight Games)**

Earth has come under attack from extraterrestrial lifeforms! Mars may attack our civilization with a devastating invasion, or the aliens that live far beneath our oceans may enact a plan to flood the entire world. You may discover that your neighbors have been secretly replaced by alien copies, or that Earth is ruled by an Illuminati society of reptilian aliens. You may even do battle with massive alien ants that seek to transform the world into a colony. Countless adventures await in the five scenarios included in Alien Invasion, an otherworldly take on The End of the World roleplaying line. Make first contact and prepare for an Alien Invasion!

Wrath of the Gods Hardcover, kr. 400,00 (Fantasy Flight Games)

The supernatural merges with the physical in Wrath of the Gods and the results are cataclysmic! The second book in The End of the World roleplaying line, Wrath of the Gods allows you to play as yourself amidst the tumult of the Apocalypse. Select humanity's demise from any of five different scenarios; then take up arms alongside Norse Gods and ancient heroes, flee the mind-bending terrors of Cthulhu, or hide from Quetzalcoatl as the Mayan Apocalypse takes place!

EXPANSE**Expanses Roleplaying Game, kr. 450,00 (Green Ronin Publishing)**

The Expanses Roleplaying Game brings James S.A. Coreys award-winning series of science fiction novels to the tabletop. Using the Adventure Game Engine (AGE) rules that power Green Ronins Fantasy AGE, Blue Rose, and Modern AGE RPGs, The Expanses takes players to a far-future solar system where humanity is divided: Martians, Belters, and the people of old Earth struggle for political power and resources, but older, alien, forces are stirring in the universe, and human history is about to take an unexpected new turn. The Expanses RPG applies the fast-playing, stunt-powered AGE system to spaceships, solar colonies, adventure, and intrigue in the far-future, where the actions of the characters may change the course of history!

FAIRYLAND**Fairyland RPG, kr. 315,00 (Rogue Games)**

It is time to leave the real world behind and return to the world of your childhood: Fairyland. A land where anything is possible and your imagination is your guide. From tiny smug black cats to little green dragons, and even yourself, now is the time for you to tell your story and be the hero you want to be. Richard Iorio (Colonial Gothic and Shadow, Sword & Spell) presents a game perfect for the whole family. Using simple mechanics, and allowing you to be anything you want, Fairyland stress one thing: imagination.

FAITH**Faith: Core Book, kr. 540,00 (Burning Games)**

Be a star explorer, a soldier, a scoundrel, or a mystic believer, using a mix of technology, training, and god-given powers to survive the untamed regions of wild space against rival factions, alien perils, and ruthless bandits in Faith, The Sci-Fi RPG! Faith is a science fiction roleplaying game of epic adventures, where starfaring alien civilizations race to explore a dangerous, unknown universe, while the Gods compete for followers and the Ravager threaten civilization as a whole. The centerpiece of Faith, the Core Book covers the rules and mechanics of the game, as well as the setting and story of the universe.

FAMILIE OG ÆRE**Familie og Ære Rollespillet - TILBUD (så længe lager
haves, der tages forbehold for udsolgte varer), kr.
200,00 (Ravnehøj - Books on Demand)**

I november 2015 udkom Familie og Ære, et nyskrevet dansk fantasy bord-rollespil for voksne. Det er et intrigespil, der handler om ussel politik og blodig borgerkrig. Hvis man tager Tv-serien Rome fra den amerikanske kanal HBO og blander den med William Shakespeares Romeo og Julie, så har man meget af stemningen i den verden som Familie & ære foregår i. Man spiller et ungt medlem af en af seks adelsfamilier, der kæmper indbyrdes om magt og ære.

På grund af at det er by-eventyr, og et intrigespil hvor der skal holdes styr på mange bipersoner, er Familie og Ære nok for de lidt mere erfarne spillere.

Det er et (næsten) komplet spil; man mangler blot nogle rollespilsteringer og et almindeligt sæt spillekort for at komme i gang.

Familie og ære indeholder:

- ♦ Lette regler for at skabe en spillerson, for magi og kamp.
- ♦ Beskrivelserne af de to dominerende kulturer; de ædle thalenerne og de barbariske skovvilde.
- ♦ En grundig guide til verdenen Thallus, dets steder og hemmeligheder.
- ♦ Beskrivelser af venner, fjender, forfædre og andre væsner.
- ♦ To fulde eventyr, og seksten 'tråde', som danner en komplet kampagne.
- ♦ Mindre afsnit om andre kulture, kulter, lavadelsfamilier mm.

140 sider

**Spillerens håndbog - TILBUD (så længe lager
haves, der tages forbehold for udsolgte varer), kr. 80,00
(Ravnehøj - Books on Demand)**

I november 2015 udkom Familie og Ære, et nyskrevet dansk fantasy bord-rollespil for voksne. Det er et intrigespil, der handler om ussel politik og blodig borgerkrig. Hvis man tager Tv-serien Rome fra den amerikanske kanal HBO og blander den med William Shakespeares Romeo og Julie, så har man meget af stemningen i den verden som Familie & ære foregår i. Man spiller et ungt medlem af en af seks adelsfamilier, der kæmper indbyrdes om magt og ære.

På grund af at det er by-eventyr, og et intrigespil hvor der skal holdes styr på mange bipersoner, er Familie og Ære nok for de lidt mere erfarne spillere.

60 sider

FANTASY TRIP**Companion, kr. 180,00 (Steve Jackson Games)**

This is the Fantasy Trip Companion both part of the game, and a book about the game. Its a very limited print run, made possible by supporters of the 2018 Kickstarter that brought TFT back to the world. It was a stretch goal in that campaign, and we appreciate the support! The TFT Companion is a collection of articles, starting with Steve Jackson's original designers notes and errata published in The Space Gamer in 1980. It includes a collection of optional rules, expansions and adventures created by fans for the magazines of the day, and closes with a collection of the articles posted online as part of the TFT Kickstarter in 2018.

Death Test and Death Test 2, kr. 180,00 (Steve Jackson Games)

Boxsæt. The mighty Thorsz is hiring guards. But the test is killer.

Fantasy Trip: Melee, kr. 135,00 (Steve Jackson Games)

Boxsæt. The Fantasy Trip has been out of print for decades, and now Steve Jackson's classic roleplaying game returns, merging the fun of old-school roleplaying with modern components and accessories. With this oversized and loaded box, you have everything that you need to adventure in the world of Cidri for years to come.

Fantasy Trip: Wizard, kr. 135,00 (Steve Jackson Games)

Boxsæt. The Fantasy Trip has been out of print for decades, and now Steve Jackson's classic roleplaying game returns, merging the fun of old-school roleplaying with modern components and accessories. With this oversized and loaded box, you have everything that you need to adventure in the world of Cidri for years to come.

In the Labyrinth, kr. 315,00 (Steve Jackson Games)

Old-school dungeon-crawling at its best. Welcome to a world where swords and sorcery meet fragments of super-science, medieval knights ballt monsters, and wizards labor in their towers to cast every-more-powerful spells. This hardcover edition of The Fantasy Trip: In the Labyrinth covers roleplaying, character creation and experience, and advanced magic and combat rules for players who already have Melee and Wizard.

Melee & Wizard Pocket Box, kr. 225,00 (Steve Jackson Games)

Two Great Games. One Classic Package. Wizard The magic companion to Melee sorcerous combat, in the arena or in the dungeon. Create your wizard, choose his spells, and go into combat. Zap your foe with fireballs or lightning. Summon giants, dragons, and wolves to destroy them all. Or be subtle and entangle them with Magic Rope and Sticky Floor spells. Successful wizards gain skill and power. Losers die. Melee Create characters in just a few minutes then send them into the arena. Winners become stronger and faster for the next battle. Losers die. Each counter in this fast-moving game is a single warrior. Players choose weapons and tactics for their fighters, and send them into combat against men, beasts, or monsters to victory, or death.

FATE CORE**Atomic Robo - Majestic 12 (inc. PDF), kr. 180,00 (Evil Hat Productions LLC)**

Majestic 12. Secretly protecting the American public from dangerous technologies since 1947. Majestic isn't just Total Science Bastards with Unlimited Gun Budgets, either. Behind every strike team is a score of intelligence agents, R&D specialists, and bureaucrats working around the clock. Step into their shoes with this supplement for the Atomic Robo Roleplaying Game chock-full of secret, behind-the-scenes information on the workings of Majestic, its mission briefing process, and key players in the secret organization.

Do - Fate of the Flying Temple Core Rules (inc. PDF) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Evil Hat Productions LLC)

The Flying Temple has disappeared - leaving only a single dragon's egg in its place! Now, it's up to you and the other teenaged pilgrims to carry on with the temple's work, helping the residents of the Many Worlds with their problems. But it won't be easy. Evildoers plot to take advantage of the temple's absence, there are no monks to give advice on how to deal with them, and your young dragon gets you into trouble as much as it helps you! This standalone RPG brings the world of Daniel Solis's Do to Fate Core for family-friendly adventures.

Fate - Accelerated (inc. PDF), kr. 45,00 (Evil Hat Productions LLC)

Let's face it: most role playing games aren't grab-and-go. Giant books and prep work out the ying-yang can be fun if you've got the time, but what if you don't? What if you're looking for a last minute game? What if you're new to the RPG world and want a no hassle way to try one out? What if you're introducing your kids to RPGs and want something easily accessible for them that won't bore you to tears? We've got a solution: Fate Accelerated Edition.

Fate Accelerated, or FAE, is a condensed version of the popular Fate Core system that brings all the flexibility and power of Fate in an easily digestible—and quickly read—package. With FAE, you and your friends can step into the world of your favorite books, movies, and TV or you can create a world of your own. And set up is simple—you can be playing in minutes. Whether you're new to RPGs or an expert gamer, FAE brings something special to the table.

Fate Accelerated Edition. Your story—full speed ahead.

Fate Core RPG (inc. PDF), kr. 225,00 (Evil Hat Productions LLC)

Grab your plasma rifles, spell components, and jetpacks! Name your game; Fate Core is the foundation that can make it happen. Fate Core is a flexible system that can support whatever worlds you dream up. Have you always wanted to play a post-apocalyptic spaghetti western with tentacle monsters? Swords and sorcery in space? Wish there was a game based on your favorite series of books, film, or television, but it never happened? Fate Core is your answer.

Fate Core is a tabletop roleplaying game about proactive, capable people who lead dramatic lives. The type of drama they experience is up to you. But wherever they go, you can expect a fun storytelling experience full of twists... of fate.

Freeport Companion (inc. PDF), kr. 180,00 (Evil Hat Productions LLC)

For over a decade, Freeport has stood as one of fantasy gamings most distinctive cities. Home to pirates, foul cults, terrifying monsters, vicious gangs, crime lords, and a whole host of corrupt politicians, Freeport is a dynamic setting, offering a unique blend of high adventure and cosmic horror. Whether as a daring hero looking for adventure, or as a Gamemaster seeking new worlds to explore, the Fate Freeport Companion is an indispensable sourcebook and accessory for fans of both Freeport and the Fate Core system.

Horror Toolkit (inc. PDF), kr. 180,00 (Evil Hat Productions LLC)

Maybe it's a masked killer, or a creature from the unknown depths, or a psychotic porcelain doll. Or maybe it's just a cat, and the threat stands right behind you! The Fate Horror Toolkit offers a variety of tools, mechanics, and hacks to help you develop thematic horror in your game. Explore what horror is and how to employ it effectively at your table. Learn how to develop horrific elements in Fate a game system designed around competent, proactive characters not usually seen in horror. Pick from a variety of mechanics to easily design your own game about the things that go bump in the night.

Romance in the Air (inc. PDF), kr. 85,00 (Evil Hat Productions LLC)

Enjoy the heady, innocent days before the war in Romance in the Air, a Fate world and adventure by Bill White, author of Ganakagok. In the skies over a Europe that never was, the aristocracy mingles in elegant comfort upon balloon-borne sky-salons and aerial lounges, dallying in an endless round of parties and excursions. But the winds of war are rising, and ambitious nobles rub elbows with scheming spymasters to decide the succession of a key Central European province. Romance meets high-stakes political intrigue as the affections of a young countess sway the fate of nations, while down below earthbound commoners look to the skies and dream of flight. Its Downton Abbey meets Last Exile, on a collision course with Dr. Zhivago!

Save Game (inc. PDF), kr. 85,00 (Evil Hat Productions LLC)

The Glitch Has Come to Tendoria! A vicious computer virus threatens to corrupt the entire internet, and the only one's standing in its way are the characters from your video games. Wreck-It Ralph meets The Lord of the Rings in Save Game, as 8-bit heroes battle monsters and corrupted files in a fight for the fate of the world! Powered by the Fate Core system, Save Game provides a complete world to adventure in, including randomized character generation rules, ideas to govern digital adventures, and new Fate point hacks.

Shadow of the Century Hardcover (inc. PDF), kr. 225,00 (Evil Hat Productions LLC)

Shadow of the Century is a RPG supplement for Fate Core about **System Toolkit (inc. PDF), kr. 180,00 (Evil Hat Productions LLC)**

Rules, Glorious Rules! The Fate Core system is flexible, hackable, and adaptable to any world you can dream up! The Fate System Toolkit is packed with system ideas to bring those dreams to life. Whatever genre you're gaming, you'll find a wide array of customizable concepts and optional rules in the Fate System Toolkit to take your campaign to the next level.

War of Ashes - Fate of Agaptus Core Rules Hardcover (inc. PDF), kr. 315,00 (Evil Hat Productions LLC)

Brush your fur and sharpen your eye teeth...war is coming! Head off to adventure in a world where the inhabitants might look cute and cuddly, but often carry pointy objects which they might just decide to stab you with! Play as a determined Elvorix, a vengeful Vidaar, a militaristic Jaarl, or a tummy-rumbling Kuld. Stage Romanic-style battles, then celebrate your victory with a pint of kogg. Welcome to War of Ashes: Fate of Agaptus, a "grimsical", minis-friendly, tabletop roleplaying game based on the popular miniatures game by Zombiesmith.

FATE CORE - MINDJAMMER

Mindjammer Core Rules Hardcover, kr. 495,00 (Impressions Advertising & Marketing)

Grab your blaster, thoughtcast your orders to the starship sentience, and fire up the planing engines - defend the light of humanity's greatest civilization as it spreads to the stars in Mindjammer, the ENnie Award-winning, transhuman science-fiction setting now updated and massively expanded for the Fate Core system! An action-packed roleplaying game of hardened mercs, cunning traders, steely-nerved pilots, intrigue-filled spies, divergent hominids, and artificial life forms in a galaxy of the far future, Mindjammer is filled to the brim with virtual realities, sentient starships, realistic aliens, and mysterious worlds waiting to be explored.

FATE CORE - WORLDS

Volume 1 - Worlds on Fire (inc. PDF), kr. 125,00 (Evil Hat Productions LLC)

All the worlds! Your stage! Divest an evil cult of a powerful idol in "Tower of the Serpents" and experience the small town supernatural in "White Picket Witches", or explore the lives, loves, and losses of fire fighters in "Fight Fire" and take on a horde of WMM mechanical monstrosities in "Kriegszeppelein Valkyrie". Featuring custom mechanics, NPCs, and story elements, Fate Worlds Volume 1: Worlds on Fire introduces six, original story settings for use with the Fate Core system.

Volume 2 - Worlds in Shadow (inc. PDF), kr. 125,00 (Evil Hat Productions LLC)

All the worlds! Your stage! Be a knight in a giant robot suit in "Camelot Trigger" and get on the grift with "CrimeWorld", or fight off alien invaders in the court of Louis XV in "Court/Ship" and indulge your time-travel fantasies in "Timeworks". Featuring custom mechanics, NPCs, and story elements, Fate Worlds Volume 2: Worlds in Shadow introduces six, original story settings for use with the Fate Core system.

Worlds Rise Up (inc. PDF), kr. 225,00 (Evil Hat Productions LLC)

This compilation includes four upstanding Worlds of Adventure

Worlds Take Flight (inc. PDF), kr. 225,00 (Evil Hat Productions LLC)

This compilation includes four high-flying Worlds of Adventure

FATE OF THE NORNS - RAGNAROK

Fate of the Norns - Ragnarok 20th Anniversary Edition, kr. 520,00 (Pendelhaven)

Fate of the Norns: Ragnarok 20th Anniversary Edition

How does it work?

It's a mix between a table top role playing game and a board game. One player runs the game as the "Norn", and the other players create characters that go on epic Viking sagas! Each player has a play-mat and a bag of nordic Futhark rune stones. These are used to resolve actions and combat and help tell the tale of a hero and an age of darkness that heralds the end of the world!

Our design mantra is "easy to learn, long to perfect". The players can create a solid fun character in as little as 5 minutes, or take as long as they would like using optional build components to add personality, back-story and customizing the character build for optimal performance.

Norn Screen - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Pendelhaven)

The player that runs the game uses the Norn Screen for quick

FIGHTING FANTASY

Citadel of Chaos, The (Vol. 3) (by Ian Livingstone), kr. 90,00 (Scholastic)

Part story, part game, all mighty adventure! A cult game-in-a-book from the series that invented it all. Pick a mission, roll a dice, make your choice. Every move you make could be your last... Are YOU brave enough to enter the trap-filled lair of the evil sorcerer Balthus Dire? You are a fearless young wizard, armed with magic spells – the last hope to defeat this dread magician and warlord. You must enter his forbidden citadel and take on his monstrous minions, or perish in the process. Step up, hero: it's time to fight!

Creature of Havoc (Vol.7) (by Steve Jackson), kr. 90,00 (Scholastic)

PART STORY, PART GAME - PURE ADVENTURE! You, the hero, must track down three Vapours in order to defeat the feared necromancer Zharradan Marr. Access the Galleykeep, Marr's flying vessel, to destroy his portal and his means of entering Allansia - or perish in the attempt!

Forest of Doom, The (Vol. 4) (by Ian Livingstone), kr. 90,00 (Scholastic)

Part story, part game, all mighty adventure! A cult game-in-a-book from the series that invented it all. Pick a mission, roll a dice, make your choice. Every move you make could be your last... Are YOU brave enough to face the gruesome fiends and monsters of a nightmare forest? A war is raging, and the dwarfs of Stonebridge are under attack from evil trolls. To save the dwarfs, you must find a magical war hammer, lost in the depths of Darkwood Forest. Step up, hero: it's time to fight!

House of Hell (Vol. 5) (by Steve Jackson), kr. 90,00 (Scholastic)

Part story, part game, all mighty adventure! A cult game-in-a-book from the series that invented it all. Pick a mission, roll a dice, make your choice. Every move you make could be your last... Taking refuge in the infamous House of Hell may be the worst mistake of your life. The dangers of the storm outside are nothing compared to the blood-curdling horrors inside. Ghosts, zombies, skeletons and terrifying monsters – plus a den of demon worshippers. Will you be one of their sacrifices? Step up, hero: it's time to fight!

Port of Peril, The (Vol. 6) (by Ian Livingstone), kr. 90,00 (Scholastic)

Part story, part game, all mighty adventure! A cult game-in-a-book from the series that invented it all. Pick a mission, roll a dice, make your choice. Every move you make could be your last... Are you brave enough to face the ultimate quest? You must travel all over Allansia – including old haunts Darkwood Forest and Port Blacksand – on a dangerous mission. But what starts as a treasure hunt soon takes a darker turn, as evil sorcerer Zanbar Bone rises again. Step up, hero: it's time to fight!

Sorcery! The Shamutanti Hills (Vol.11) (by Steve Jackson), kr. 90,00 (Scholastic)

PART STORY, PART GAME - PURE ADVENTURE! You, the hero, must search for the legendary Crown of Kings, hidden in the Shamutanti Hills. Alive with evil creatures, lawless wanderers and bloodthirsty monsters, the land is riddled with tricks and traps waiting for you. Will you be able to cross the hills safely - or will you perish in the attempt?

GAME MASTERS**Critical Fail Deck, kr. 135,00 (Nord Games)**

Boxsæt. Make your failures more memorable with our Critical Fail Deck. Draw a card from the deck when a player or NPC rolls a 1 for additional effects and inspiration. The Critical Fail Deck is made with the intention to make failure a part of your tabletop RPG game that you might remember. Each card features a different outcome based on the type of attack used. Attack types like: Melee, Ranged, Natural, Magic. Make your favorite fantasy role playing game a little more interesting with the Critical Fail Deck from Nord Games today!

Critical Hit Deck for Players, kr. 135,00 (Nord Games)

Add some excitement to your combat tabletop RPG games with our Critical Hit Deck for Players. When your players score a critical hit, pull a card from the deck for additional effects. Each card features a different effect based on the damage type used. Damage types include: Slashing, Piercing, Bludgeoning, Magic.

GENESYS**Adversary Deck - Androids, Drones, and Synthetics, kr. 90,00 (Fantasy Flight Games)**

Enter the Android universe with a new adversary deck for Shadow of the Beanstalk, an Android sourcebook for the Genesys Roleplaying System! The Androids, Drones, and Synthetics Adversary Deck features characters brought to life by the massive advancements in technology prevalent in the Android universe.

Adversary Deck - Citizens of New Angeles, kr. 90,00 (Fantasy Flight Games)

Enter the Android universe with a new adversary deck for

Adversary Deck - Runners, Mercs, and Criminals, kr. 90,00 (Fantasy Flight Games)

Enter the Android universe with a new adversary deck for Shadow of the Beanstalk, an Android sourcebook for the Genesys Roleplaying System! The Runners, Mercs, and Criminals Adversary Deck brings some of the most famous (and infamous) characters of the Android universe to your tabletop!

Android - Shadow of the Beanstalk Hardcover, kr. 450,00 (Fantasy Flight Games)

Travel to the darkest parts of New Angeles with Shadow of the Beanstalk, an Android sourcebook for Genesys roleplaying! Shadow of the Beanstalk is a 256-page sourcebook for use with the Genesys Roleplaying System. In this book, you'll find new rules for character creation, new weapons, equipment, and adversaries, new rules for running the net, a guide to New Angeles, and advice for Game Masters running a campaign in the cyberpunk future of Android. All of this new information and rules comes accompanied by beautiful art and elegant mechanics that can be used in any setting for the Genesys Roleplaying System.

Denizens of Terrinoth Adversary Deck, kr. 70,00 (Fantasy Flight Games)

The denizens of Terrinoth are as diverse as the wondrous lands themselves. As they journey across the realms, adventurers might encounter scholarly Greyhaven wizards, mysterious Latari Elves, gruff Dunwarr Dwarves, mighty rune golems, lyrical sword poets, and even Singhara Pridelords from the wilds of Zanaga. Unless treated with respect or caution, however, these individuals can be as dangerous as any ogre or dragon! This deck requires the Genesys Core Rulebook and the Realms of Terrinoth supplement to use. It includes cards for 20 adversaries from all across the varied lands of Terrinoth and beyond.

Expanded Player's Guide Hardcover, kr. 340,00 (Fantasy Flight Games)

The Expanded Players Guide contains a wealth of knowledge for

Foes of Terrinoth Adversary Deck, kr. 70,00 (Fantasy Flight Games)

Terrinoth is a land filled with great wonders that date to the far past of the First Darkness, but it is also filled with terrible dangers. Ghastly undead creatures, ravenous monsters, ferocious dragons, and horrific demons lurk here as well. Adventurers must always be prepared when exploring forgotten treasure vaults and castle ruins, for it is a certainty that they won't be alone in such places! This deck requires the Genesys Core Rulebook and the Realms of Terrinoth supplement to use. It includes cards for 20 adversaries from all across the varied lands of Terrinoth and beyond.

Game Master's Screen, kr. 135,00 (Fantasy Flight Games)

Speed up your adventures, hide your notes, and impress your

Genesys RPG: Core Rulebook Hardcover, kr. 400,00 (Fantasy Flight Games)

One Book, Unlimited Adventures! Blast hordes of reanimated skeletons with holy fire, explore new worlds in a steam-powered zeppelin, match wits with alien warlords, or invent your own entirely unique world. Unlimited adventure awaits you in Genesys, a new roleplaying system limited only by your imagination! The Genesys experience begins with the Genesys Core Rulebook, which features an explanation of the innovative narrative dice system and core mechanics of the game, an overview of five different settings in which to place campaigns, and advice for Game Masters to craft a myriad of adventures with unparalleled freedom.

Genesys RPG: Dice Pack, kr. 150,00 (Fantasy Flight Games)

The Genesys Roleplaying Dice Pack features three Ability dice,

Realms of Terrinoth Hardcover, kr. 450,00 (Fantasy Flight Games)

Terrinoth is a land of forgotten greatness and lost legacies. Once ruled by the Elder Kings who called upon mighty magics to perform great deeds and work marvels, the land has suffered greatly at the hands of its three great foes; the undead armies of Waiqar the Betrayer, the demon-possessed hordes of the bloodthirsty Uthuk Y'lan, and the terrifying dragons of the Molten Heath. Many of its great cities have been cast down into ruins, and many wondrous secrets and powerful artifacts have been lost. For hundreds of years, Terrinoth slipped into gloom and decay. But, heroes arise just when their lands need them the most. Courageous adventurers brave the ruins of past ages and the foul creatures within to uncover the treasures of their ancestors. A sourcebook for the Genesys Roleplaying System, Realms of Terrinoth explores the world of Mennara featured in Runewars: The Miniatures Game, Legacy of Dragonholt, Descent, and Runebound, covering the many races, weapons, gear, and careers that can be discovered in the embattled realm of Terrinoth.

GUMSHOE SYSTEM - CTHULHU CONFIDENTIAL***Cthulhu Confidential, kr. 350,00 (Impressions Advertising & Marketing)***

Face Madness and Corruption... Alone! A one-on-one, roleplaying game experience designed for a single player and game master, Cthulhu Confidential drops your hero into the noir nightscape of hardboiled-era Los Angeles, New York, or Washington, DC. Meet power brokers and politicians, rub shoulders with Hollywood studio bosses and fiery evangelists, and face narrow-eyed G-Men, bent cops, and dangerous crime lords. But, beneath it all, under the scrim of all this human endeavor, lives corruption so old and inhuman you'll need all your courage and resourcefulness to face it! Choose one of three heroes with their own settings and adventures: Langston Wright, an African-American war veteran and scholar in WW2-era DC with a keen intellect; Dex Raymond, a hard-boiled private detective in 1930s Los Angeles with a nose for trouble; or Vivian Sinclair, The New York Herald's most determined scoop-hound. Each is a lone investigator, equipped with smarts, fists, and just maybe a code of honor, uncovering their town's secret truths. But what happens when you scratch the veneer of human malfeasance to reveal an eternal evil-the malign, cosmic indifference of H.P. Lovecraft's Cthulhu Mythos?

GUMSHOE SYSTEM - ESOTERRORIST***Albion's Ransom - Little Girl Lost (inc. PDF) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Impressions Advertising & Marketing)***

Little Girl Lost is a full-length campaign for The Esoterrorists.

Albions Ransom - Worms of Sixty Winters (inc. PDF) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Impressions Advertising & Marketing)

An Esoterrorist weather control ritual has brought sudden blizzards and extreme temperatures to an unsuspecting England - the first stage of the Fimbulvetr of Norse mythology, a dreadful winter that lasts three full years and heralds Ragnarok, the Viking apocalypse. Now, in a hazardous chase across a snow-covered Britain, facing sinister cultists, terrifying bikers, and ordinary people taking desperate measures to survive the extraordinary circumstances, only you can prevent the Esoterrorists from causing irreparable damage to the Membrane. Worms of Sixty Winters is a full-length campaign for The Esoterrorists.

Love of Money, The - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Impressions Advertising & Marketing)

Six months ago, Ordo Veritatis agent John Sheldon went off the organisations radar following an emotional breakdown in the wake of losing his wife in a car crash. He held his sister, fellow Ordo Veritatis agent Caroline Sheldon responsible for her death as she was drunk at the wheel that night. Psychiatric Metrics feared John went out to perform a solo mission to expose the heart of an Esoterrorist funding network he had uncovered in Amsterdam. The proposal for that mission had been shelved months ago due to its low probability of success. When his body turns up in Amsterdam, evidently the sacrifice in an Esoterrorist ritual, the eye of suspicion turns on the rest of his team he left behind. Are they guilty by mere association, or are they innocent of his fate? They are given a chance to find out what happened to their friend and colleague, and in the process clear them from any suspicion in the eyes of the Ordo Veritatis. The Love of Money is an Esoterrorists adventure for 4-6 players from incredible GM and Pelgrane Crew favourite, Matthew Sanderson. It is designed as a single stand-alone adventure with pre-generated characters provided, but can be tweaked to accommodate integration into an ongoing campaign.

GUMSHOE SYSTEM - TRAIL OF CTHULHU***Dulce et Decorum Est (inc. PDF), kr. 159,50 (Impressions Advertising & Marketing)***

From the conflict in the air and the depths of the sea, to the home front and the different battle fronts, the Great War affects the lives of countless millions of people. It also brings humanity into conflict with elements of the Mythos, and in particular the Charnel God Mordiggian who, for the first time in centuries, may actually have more to devour than it can stomach! This collection of adventures considers the Great War, 1914-18, from the perspective of Trail of Cthulhu.

Out of Space (inc. PDF), kr. 199,50 (Impressions Advertising & Marketing)

Out of Space contains five adventures that will take Investigators from the mountains of northern Mexico to the skies above Germany, to the smog and disease of gaslight London and the raging tides of the Atlantic Ocean. It will even take you to a world that could only exist in your worst nightmares. Created GUMSHOE designer and gaming luminary, Robin D. Laws, Trail of Cthulhu veteran Adam Gauntlett, and Jason Morningstar, award-winning creator of Fiasco and the Shab-al-Hiri Roach, Out of Space features: -"The Repairer of Reputations" -"Flying Coffins" -"Many Fires" -"Hell Fire" -"The Millionaire's Special" Out of Space also features extensive handouts, pregenerated characters and exclusive new essays from the authors.

Out of the Woods (incl. PDF), kr. 250,00 (Impressions Advertising & Marketing)

The shadowy depths of the primeval forest are the ancient source of our collective fears. But, there's worse in the woods than timber wolves and fairy tales; you can lose not just your way, but your mind, too! This collection of Trail of Cthulhu adventures explores hidden groves and endless avenues - the hideous soul of Lovecraft's forests. Containing extensive handouts, maps, and pre-generated characters for each adventure, Out of the Woods takes your hand and leads you gently through the leaves and into the darkness.

Soldiers of Pen and Ink (inc. PDF), kr. 145,00 (Impressions Advertising & Marketing)

Madrid, 1936. The Investigators have come to Spain to shoot a documentary on the war sympathetic to the Republican cause, but find themselves trapped in the Siege of Madrid. One of their team goes missing, and their literary colleagues say it's pointless - even dangerous - to ask what happened to him. In a war of competing ideologies, unorthodoxy can merit the death penalty, even amongst those opposing Fascism - but is this Communist oppression or something more sinister? Soldiers of Pen and Ink is a stand-alone campaign for Trail of Cthulhu set during the Spanish Civil War.

GURPS 4TH***GURPS 4th Edition Basic Set V1 Characters HC 2nd Printing, kr. 450,00 (Steve Jackson Games)***

Anything You Want.

Basic Set: Characters combines information from Basic Set, Third Edition and Compendium I, plus hundreds of new and updated rules! This book and Basic Set: Campaigns together replace Basic Set, Compendium I, and Compendium II, plus add new material.

GURPS is the most flexible roleplaying system ever created. With just this book, you can adventure in any world you can imagine. Use all types of weapons from clubs to lasers . . . magic and martial arts . . . psionics and superpowers.

Create exactly the character you want to play . . . your favorite fictional hero, or your own original invention. Choose from over 400 advantages and disadvantages, over 350 skills, spells, and techniques. Customize your character with individual perks and quirks, and you're ready to go.

No more switching game systems when you change campaigns! GURPS gives you one set of clear, comprehensive rules to cover any background. This new Fourth Edition is based on 16 years of gamer feedback from the Third Edition, and is faster and easier to play than ever before.

GURPS makes the Game Master's job easy and fun. All rules are carefully organized, indexed, and cross-referenced. Charts and tables are clear and legible. And to help you introduce new players to the system, there's a "Quick Start" section which covers the basics in a few pages . . . and the introductory version of the rules, GURPS Lite, is available free online!

This is Book 1 of the two-volume Basic Set, and contains everything you need to create and play a GURPS Fourth Edition character. Only this book is necessary to play. Game Masters, and players wanting more detail, will find Book 2 valuable.

Written by David Pulver, Sean Punch, Steve Jackson.

GURPS DUNGEON FANTASY***Dungeon Fantasy GM Screen, kr. 250,00 (Steve Jackson Games)***

The Dungeon Fantasy Roleplaying Game is designed to run quickly. This full-color, four-panel screen will place important tables and modifiers at your fingertips to speed up game play even more. Includes two 16-page booklets – one to accelerate character creation and advancement, the other providing ready-to-play characters for a really speedy first game!

Dungeon Fantasy Roleplaying Game, kr. 540,00 (Steve Jackson Games)

Boxsæt. Storm Dungeons! Slay Monsters! Seize Treasure! Make fantasy heroes, arm them for action, then send them into dungeons for the adventures of their lives with the Dungeon Fantasy Roleplaying Game! Choose from 11 classic professions and nine races. Tailor your hero using quick-start templates and the time-tested GURPS point-build system. Gear up with a massive list of customizable armor and weapons. Pick from over 400 spells. Then battle foes chosen from more than 80 monsters. The Dungeon Fantasy Roleplaying Game comes with everything you need for endless hours of crypt-crawling, monster-slaying, treasure-hunting action!

INDIE PRESS PRODUCTS***Active Exploits (indie produkt), kr. 199,50 (Indie Press Revolution)***

All the Adventure, None of the Dice!

Active Exploits is a universal diceless roleplaying system built around the concept of effort. Every person has the potential to exert energy in order to accomplish a task. Instead of using absolute ratings, Active Exploits allows players to vary the amount of effort exerted. You can split the effort up among multiple actions each turn or exert the character's full potential and risk overexertion.

MODES OF PLAY:

Basic Exploits: This is an introductory version of the rules, intended for those who are new to the system or prefer something less involved.

Advanced Exploits: This presents both advanced and optional rules which players can selectively use, including convictions, character threads, and vehicles.

Live Exploits: This is a compilation of rules from the Basic and Advanced Exploits sections which are optimized for Live Action Role Playing (LARP).

Adaptive Exploits: This is a guide for converting other ability / skill-based game systems for use with the Advanced Exploits rules.

Dice: Optional dice rules include pooled D6, Impresa Express (pooled d10), and genreDiversio i (2d6).

OTHER FEATURES:

Setting Specifics: Rules for magic, the occult, and martial arts.

Setting Soucebooks: From conspiracies to swashbuckling pirates, expand your diceless horizons with setting books, providing plenty of background information plus new rules.

Precis Intermedia's Online Collaborative: Optional rules and extra material posted by Precis Intermedia, third parties, and players.

Compatibility: Use Active Exploits almost interchangeably with other Precis Intermedia games like Iron Gauntlets, HardNova 2, and Coyote Trail. Plus, most existing ability/skill-based rules can be adapted for use with Active Exploits.

Grey Ranks (indie produkt), kr. 176,00 (Indie Press Revolution)

Poland, high summer, 1944. You are fifteen. Your country has been occupied by the Nazis for half a decade, a third of your life. If the Nazis hadn't abolished it, you'd be a Boy Scout. Instead, you joined the Grey Ranks – you're part of a crew of boys and girls specializing in sabotage and harassment.

It's all pranks and capers now, but the general uprising is only days away. Then you'll be ammo carriers, couriers, and stretcher bearers. And when the uprising goes terribly wrong, you'll be sewer guides, soldiers, executioners, and martyrs. You'll grow up fast. Maybe you won't grow up at all.

Grey Ranks is a role-playing game for three to five players that puts you in the shoes of child soldiers during the Warsaw Uprising. The game is designed to be played over three sessions and includes a scene structure, with each scene corresponding to a specific date in 1944. You'll choose historical and dramatic elements that pique your interest to include in each scene. The game is collaborative, and together with your friends you'll work to create challenging, exciting, and poignant scenes for your crew - some mission-oriented, and some strictly personal.

As the game progresses, success becomes increasingly difficult and you'll be faced with difficult choices. Is achieving a goal worth destroying the thing your character holds dear? How will reputations change over time as youngsters have adulthood thrust upon them? The emotional state of your crew is tied to the Grid, which tracks their individual condition as they are drawn to the opposing extremes of love and hate, enthusiasm and exhaustion. Success or failure will pull them in unexpected directions, and where these strong currents intersect lie death and heartbreak.

"It was emotionally powerful and engaging and we were on the edge of our seats the whole way through." - Andrew Kenrick

"It was touching and crushing, enlightening and enraging." - Emily Care Boss

"This game was just stuffed with awesome. Tragedy, coming-of-age stories, violence, teenage sexuality - this is going to be a game we can point at when people think that RPGs are just about dragons and lasers." - Bret Gillan

Heros Banner (indie produkt), kr. 130,00 (Indie Press Revolution)

Great heros walk the land. They alone have the power to lead their people to a better life.

But there was a time before these men and women were remembered for their deeds.

The fate of a kingdom lies in your hands and you must choose a path to glory.

What cause will you fight for? Who will you leave behind? How will you be remembered?

Hero's Banner: The Fury of Free Will is a fantasy roleplaying game about making life choices in a world filled with expectation. Your character consists, primarily, of three "influences," or possible life callings. These might include anything from choosing to marry for love instead of political gain to choosing the life of a soldier over that of a courtly diplomat. Whatever the character is struggling with, he spends his time forming alliances and developing other connections to each influence. But with choice comes loss. As your character slowly progresses towards an inevitable end he will lose friends and ability along the way. The more he specializes, the better he becomes, but also the more he must give up. And eventually, he will have to abandon two of his influences altogether—making one final choice.

It was A Mutual Decision (indie produkt) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 150,00 (Indie Press Revolution)

Whose fault was it? Anyone's? Who's the bad guy (or gal)? Either? Both?

Is my lover really an inhuman, pest-ridden, murderous, shape-changing monster?

Don't pretend you never asked those questions.

Breaking up isn't hard to do—but staying alive and sane might be a problem.

Welcome to a romantic excursion for Story Now play from Adept Press.

Legends of Alyria (indie produkt) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 150,00 (Indie Press Revolution)

Welcome To The World Of Alyria!

One thousand years have passed since the Rape of Alyria. Within the walls of the Citadel, men bow to a god of Iron and Thunder, and pay homage to the Keepers, priests of this fearful god. To the east, another nation has risen. Tales speak of the Ark, and their masked people without names. Dragon cultists worship in dark places and infiltrate the halls of power, seeking to return their masters to the surface. A red, blood moon rises above the horizon, a harbinger of doom, for the Outsiders have returned.

Sons of Liberty (indie produkt) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 150,00 (Indie Press Revolution)

Have you ever had Alexander Hamilton wind up your clockwork power armor, jump out of Thomas Paine's ornithopter, and land in the middle of the Battle of Yorktown to punch General Cornwallis in the face?

No?

Well... would you like to?

Take on the role of the Founding Fathers to kick ass and take names for truth, justice, and the American way in the only Roleplaying Game of Freedom and Badassery.

The game's fast-paced card mechanics ensure high-action madness and revolutionary heroics. If you are playing Benjamin Franklin and you aren't swinging an electrified kite over your head to clear the streets of redcoats, then you are playing it wrong.

Urchin RPG (indie produkt) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Indie Press Revolution)

Far below the streets of New York City, the outcast struggle for survival. This is Scum City. Nothing here is certain, but there are those who say that paradise is not far away. Will you be the one to lead us all to Agharta?

Welcome to Urchin, a role-playing game of survival against the odds, based on the independent film by director John Harlacher.

The game includes:

- Foreword by director John Harlacher.
- A unique, no-prep game system, designed to force players to be proactive.
- Secret paradise realms! Crime families! Neo-Nazi youth cults!
- Ideas, advice, and more!

Zorcerer of Zo, the (indie produkt) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 150,00 (Indie Press Revolution)

Once Upon a Time, in the Zantabulous Land of Zo...

Tailors face giants, enchanted queens dance with human peasants, talking creatures perform domestic duties, witches cast curses and fairies grant blessings. And all are seeking their Happily Ever After.

Fairy tales and folktales have served as fertile ground for many stories, novels, cartoons, movies, and games. They speak to common—possibly timeless—human emotional concerns. Despite being retold again and again until they are cliché and their images instantly familiar, something about fairytales always remains fresh and new, speaking expressively to even long-familiar readers or hearers. Fairytales unite the ordinary and the extraordinary in stories full of magic, wonder, and moral lessons.

The Zorcerer of Zo (ZoZ) is a fairytale RPG by Atomic Sock Monkey Press, publishers of Dead Inside and Truth & Justice. Inside ZoZ, you'll find:

An extensive discussion on fairytales, their nature and tropes. An evocative game setting: the Zantabulous Land of Zo (and its five Kingdoms)—strongly influenced by much-beloved fairytale otherworlds like Oz (naturally), Narnia, Wonderland, Fantastica, The Neighborhood of Make-Believe, Florin & Guilder, Neverland, Living Island—and how it developed in-play with the help of the author's gaming group.

The "Good Parts" PDQ System—a slimmed-down version of the PDQ Core Rules, complete in itself, suitable for fast-paced, straightforward fairytale play.

Extensive notes on how the initial ZoZ campaign was begun, the setting and episodes were developed, how the game was run, and the campaign came to an exciting climax (and advice on how you can do the same yourself).

Two "DVD commentary tracks" of textboxes—one from the author/GM and one from the players of the PCs—on the Actual Play of the campaign.

An appendix with Bonus Material like campaign production notes and additional NPCs.

In the words of Willy Wonka:

Close your eyes.
Make a wish.
Count to three.
Come with me
And you'll be
In a world of
Pure imagination...

INDIE PRESS PRODUCTS - DON'T REST YOUR HEAD

Don't Lose Your Mind Expansion (indie produkt) (inc. PDF), kr. 160,00 (Evil Hat Productions LLC)

A pair of government agents stalk a runaway girl armed only with a teddy bear. They are never heard from again. A psychopathic hero wields every blade that ever murdered, carving off pieces of his personality in an effort to beat back the Nightmares. A temptress lures the cruel and vile to assault her—only to trap them in a prison built from her own ribcage. Trailing ash and burning footprints with every step, a man cursed with Orpheus' gift delves deeper into Hell each day on a quest to find the last missing puzzle-piece needed to rebuild his late girlfriend from the wreck she has become...

This is the story of the Awake. From the depths of their terrible and deliberate Madness, they face Nightmares both strange and dire, always knowing they are only a few moments away from becoming what they fight.

From author Benjamin Baugh (Monsters & Other Childish Things) comes Don't Lose Your Mind, a Don't Rest Your Head supplement that explores the darkest depths of Madness for your game. Inside you'll find twenty-six unique Madness Talents that push the boundaries of imagination. Each gives way to its own unique Nightmare, ready to darken every player's door. And at the rich, nougaty center of this tome you'll find a toolbox of new techniques and perspectives for supercharging insanity at your table, and making the most of Madness in the Mad City.

Contains mature subject matter. Not recommended for the abnormally sane.

INDIE PRESS PRODUCTS - SHAB-AL-HIRI ROACH

Roach Returns, The (indie produkt) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Indie Press Revolution)

The Roach is back! This supplement to The Shab-al-Hiri Roach includes two new settings and 16 new Command/Opportunity cards. "Overlord", written by Jason Morningstar, takes place in WWII England. "Darker", written by Graham Walmsley, brings the Roach to the halls of Oxford.

Overlord

Britain, 1944: A nation beleaguered, a narrow channel away from Nazi-occupied Europe. Under methodical assault by flying bombs, her people are exhausted but defiant after five years of war. The tide is turning — Hitler's armies are in full retreat in the east, and Allied troops are ashore in Italy. The massive invasion of France, for which hundreds of thousands from scores of nations have been relentlessly preparing for over a year, can only be months away.

Into this maelstrom of horror and resolve, the Shab-al-Hiri Roach raises its greasy head after a twenty-five year nap. Refreshed and eager to stretch its legs, the Roach gazes upon the greatest concentration of firepower and personnel in human history with trembling mouth-parts.

Its singular goal: to use the arsenal of democracy as its personal slave-whip.

Darker

In this scenario, the Roach is discovered in 1863 and brought to Victorian England: specifically, to Darker College in the University of Oxford. Darker is a breeding ground for the gentlemen of the British Empire: scientists, engineers, philosophers and politicians. It believes itself the champion of Empire: the place where great men are born.

You play one of these men. And you must answer a simple question: will you swallow a soul-eating telepathic insect bent on destroying the Empire?

No? Even if it will make history remember your name?

IRON KINGDOMS

Iron Kingdoms - Full Metal Fantasy RPG, kr. 599,00 (Privateer Press)

Embark upon a journey of adventure and intrigue in a steam-powered world fueled by magic and contested with gunfire and steel. Armed with mechanika and accompanied by mighty steamjacks, explore the soot-covered cities of the Iron Kingdoms and the fell ruins of ancient powers! This essential, full-color guide to the award-winning Iron Kingdoms setting equips players with a robust, elegant rules system crafted especially for the world of the Iron Kingdoms, plus rules for character creation, details on diverse playable races, and a comprehensive overview of life in the Iron Kingdoms and the history of western Immoren.

Monsternomicon, kr. 299,00 (Privateer Press)

Here Be Monsters! In the Iron Kingdoms, peril lurks at every turn, as fearsome and terrifying creatures both great and small look to turn unwary adventurers into their next meal or enslave them beyond death. From ferocious packs of ravenous burrow-mawgs to deadly ethereal pistol wraiths that haunt the back roads and forgotten cemeteries, the Monsternomicon is filled with creatures both mundane and supernatural to challenge even the most experienced adventuring parties.

Urban Adventures, kr. 175,00 (Privateer Press)

Introducing the first supplement for the Iron Kingdoms Full Metal Fantasy Roleplaying Game! The perfect companion to the Core Rules, No Quarter Presents: Iron Kingdoms Urban Adventure is an indispensable guide to life on the mean streets of western Immoren. This premium softcover book features 96 pages of all-new material for players and Game Masters, including new careers, new abilities, new monsters, a full-length adventure, new equipment and laborjacks, and much, much more!

KARTHUN**Karthun: Lands of Conflict Hardcover, kr. 400,00 (Evil Hat Productions LLC)**

A World on the Brink! Peril surrounds the denizens of Karthun; above their heads, below their feet, and to the sides, wherever they look. Nations squabble. People panic. The Age of Making, where six distant gods forged the world into a prosperous one has been scorched by the World Fire. Where six gods began, five now remain, though they are lost in divine obsessions and rivalries. Karthun sits at the edge of oblivion. Explore the world of Karthun and discover the wonders and horrors that reside there. With blade and magic, carve your name in the history of the realm and forge your own link in the chain. Karthun is a system-neutral setting for your fantasy roleplaying campaign.

KOBOLD GUIDE**Guide to Gamemastering, kr. 200,00 (Paizo Publishing)**

The Kobold Guide to Gamemastering tackles gameplay head-on, with advice from industry veterans to talented newcomers on how to make a tabletop RPG session snap, crackle, and shine! Contributors include Frank Mentzer, Keith Baker, Zeb Cook, James Jacobs, Monica Valentinelli, and Shanna Germain.

KULT 4TH EDITION DIVINITY LOST**Dice Set for Kult: Divinity Lost, kr. 80,00 (Helmcast)**

The Dice Set for KULT: Divinity Lost consists of two custom-

Gamemaster Screen for Kult: Divinity Lost (inc. PDF), kr. 150,00 (Helmcast)

The Gamemaster Screen for KULT: Divinity Lost consists of four panels with info for the GM and a clean mood-filled skyline image facing the players. The panels are designed to give the GM on-the-fly suggestions using the GM Moves, Unique Moves, and NPC generation. One panel details the physical and mental harm rules.

Kult Divinity Lost Core Rulebook (inc. PDF), kr. 550,00 (Modiphius)

"We live in a world where the sun has set."

KULT: Divinity Lost is a reboot of the highly acclaimed and infamous contemporary horror role-playing game "Kult", originally released in 1991. This, the 4th edition of Kult, features a completely new rule-set, and the setting is updated to present day. Escape your nightmares, strike bargains with demons, and try to stay alive in a world full of pain, torture, and death.

In KULT: Divinity Lost, the world around us is a lie. Mankind is trapped in an illusion. We do not see the great citadels of Metropolis towering over our highest skyscrapers. We do not hear the screams from the forgotten cellar where hidden stairs take us to Inferno. We do not smell the blood and burnt flesh from those sacrificed to long forgotten Gods. But some of us see glimpses from beyond the veil. We have this strange feeling that something is not right—the ramblings of a madman in the subway seems to carry a hidden message, and, when thinking about it, our reclusive neighbor doesn't appear to be completely human when we pass in the hallway. By slowly discovering the truth about our prison, our captors, and our hidden pasts, we can finally awaken from our induced sleep and take control of our destiny.

The PDF version of the Core Rules is included and can be retrieved by a unique code included inside the book.

Note: THIS GAME EXPLORES MATURE THEMES. The content of this book explores psychological and body horror. There are explicit examples of physical and mental abuse, violence, sexual assault, religious exploitation, child abuse, mental illness, kidnapping and abduction, animal cruelty/death, pregnancy/childbirth, miscarriages/abortion, drug use, self-harm and suicide, blood, and death.

Hardcover Core Rules book
384 pages

LEF

LEF - De samlede værker, kr. 399,50 (Caligula Forlag)

LEF er et kampagnerelateret rollespil, hvor karakteren begynder som et almindeligt menneske, med de færdigheder og evner man nu engang har valgt, og nu står med hele sit liv foran sig. Hvad skal man blive til? Hvad kan man blive til? På den måde lægger LEF op til – Lev et liv – spil.

Reglerne er opbygget således, at evner og færdigheder udvikles som man bruger dem, og man kan erhverve sig nye ved at træne, læse bøger eller gennem undervisning. På den måde har karakteren alle muligheder for at gå i den retning spilleren ønsker, og det er altid muligt at ændre retning under vejs.

REGLERNE

LEF er et kampagnebaseret rollespil i en dynamisk og eventyrlig verden. Karakteren begynder som et almindeligt menneske, med de færdigheder og evner man har valgt, og står nu med hele livet foran sig. Hvad skal man blive til? Hvad kan man blive til? På den måde lægger LEF op til – Lev et liv – spil.

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LEF er et T6-system, udviklet gennem mere end 20 år, med særlige regler for handel og krig. Selve bogen er syet, i hardcover med sort kunstlæder som omslag. Såvel design som materialer er valgt med henblik på lang og intensiv brug.

VALHEL

Reglerne er bygget op omkring Valhel, en verdensdel ved den østlige kyst af Umland-kontinentet. Det var her menneskeracen voksede op mellem elverfolk, dværge, snitalfer, trolde og onokiler. Og det var i ruinerne af disse fortidens store civilisationer, menneskeheden byggede deres byer, udviklede deres samfund og kulturer.

Dværgene har samlet sig i Smededal, deres gamle rige som de nys har tilbageerobret efter at have været forvist i mere end tusind år. Af snitalfernes to sidste riger, driver kun Suil Beradh handel og udøver diplomati med menneskene. Onokilerne menes helt uddøde og trolde er jaget så tilstrækkeligt lang ud i ødelandet, at de kun sjældent er til gene for menneskenes riger. Elverin, de sørgmodige efterkommere af fortidens elverfolk, holder sig skjult i deres skovriger, og har ikke vist sig længe for hverken menneske, snitalf eller dværg.

Med tiden bredte mennesket sig over det ganske Valhel og mange ting har ændret sig siden dengang de måtte dele landet med de gamle racer. Kaptajn Perill vendte hjem fra sin jørdomsejling med det sorte krudt, Zephyr opfandt luftskibet, Zangenberg fremstillede den første trykpresse og seneste skud på stammen er Bergs symaskine. Man kan derfor med rimelighed antage at mennesket, med dets moderne samfund, hvor begreber som mode og mekanik har fremtrædende roller, er løbet af med den kulturelle sejr – eller er de?

De gamle racer er begyndt at røre på sig. Pludseligt og overraskende anmodede elvarin-fyrsten af Lurindal om tilladelse til at sende en ambassadør til Diplomaternes hus i Asit Dur, og snart efter fulgte snitalfernes fyrste i Suil Beradh og dværgekongen i Smededal. Men hvad disse ellers tilbagetrukne racer mener at have for i det internationale samfund er der ingen som ved.

Striden mellem menneskenes riger er intensiveret og børskurserne varsler et kommende verdenskrak. Købmænd, handlende, borgere, konger og regenter ser uroligt til, mens hærene rustet op og spionerne er på overarbejde.

Der er blevet spillet i Valhel i over 20 år, og mange tusind timers forskning og granskning har gjort det til en gennemført verden med alt hvad der dertil hører.

Kolde fakta: LEF er et leveløst New Fantasy-spil med T6-system (terninger med seks sider) og regler for handel og krig. (Eget karakterskema for armeen. Kig forbi www.lefnet.dk)

Bogen er syet, i hardcover med sort kunstlæder som omslag. Såvel design som materialer er valgt med henblik på lang og intensiv brug.

LEGACY: LIFE AMONG THE RUINS

Legacy: Life Among the Ruins, kr. 360,00 (Modiphius)

Our ancestors survived thanks to luck, preparation or pure grit. Now its time to leave their shelters and start rebuilding the world. But the wasteland has other inhabitants: families with different philosophies and abilities, secretive factions with their own agendas, and bizarre monsters stalking the ruins. As generations pass and your family evolves to suit this new world, what stories will you tell? In this roleplaying game you'll build your own unique post-apocalyptic landscape, home to scattered families of survivors. Take control of a family, play the brave heroes that define them, and guide them through the grand sweep of history.

LEGEND OF THE FIVE RINGS 3RD EDITION

Art of the Duel - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Alderac Entertainment Games)

One on one contests have long been a defining element of Rokugani society. From the famous iaijutsu duel to the challenge of wits between courtiers, the samurai of the Emerald Empire always seek to best one another and gain glory and honor for their Clan.

The Art of the Duel brings new depth and variety to the challenges your samurai and shugenja can face, as well as new tools to overcome their foes! This book features new rules and information for not only martial duels but also contests such as oratory, heraldry, sumai, archery, and even the famous Crab drinking contest. The tradition of magical duels among shugenja is also detailed, along with the strange competitions held among the Nezumi, Naga, and even the creatures of the Shadowlands.

- New Schools and Techniques for each Clan, including non-humans and ronin for the Legend of the Five Rings: Third Edition Roleplaying Game.
- Rules for honorable, and not so honorable conclusions of duels.
- Detailed discussions of what the duel means in society and how the glory of the victor can influence many facets of life.
- The complete Test of the Emerald Champion scenario for use in your campaign, as well as a generic tournament format.

Masters of Magic - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Alderac Entertainment Games)

To hear the voices of the kami is to hear eternity.

In the Emerald Empire, a samurai carries a sword and uses it to enact the will of his lord. In roughly one out of every one hundred births, however, there comes a child with that rarest and most enigmatic of gifts: the ability to speak to the kami. Existing at one with the universe, shugenja are able to entreat the substance of the world itself, the elemental spirits known as the kami that comprise all things, and invoke powerful spells that can heal or hinder, create or destroy, grant life or bring terrible, painful death.

Shugenja are more than simple wizards, however. They are the priests and teachers of the Emerald Empire, responsible for the spiritual well-being of its people. They oversee births and funerals, harvests and plantings, war and peace. They are the guiding hand of an Empire in chaos, a bastion of order when it is needed most.

- An examination of the magical and religious viewpoints of the Dragon, Mantis, and Phoenix Clans, complete with new Advantages, Schools, Paths, and Dojo.
- Descriptions of the major festivals celebrated throughout the Emerald Empire.
- Information on the Brotherhood of Shinsei, one of the most influential spiritual groups in the Empire outside of the Great Clans.
- Major temples located in the lands of all Great Clans, loaded with information for use in character backgrounds.
- Updated spell casting mechanics to bring players up to date with the changes of Third Edition Revised, including multi-elemental spells, shugenja and the use of Multiple Schools, and other issues.
- Much, much more.

Masters of Magic is a rules supplement and its use requires the Legend of the Five Rings Role-Playing Game Third Edition Revised core rule book.

Vacant Throne, The - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Alderac Entertainment Games)

The return of a prophet promised a new age of enlightenment. Instead, his death has doomed the ruling dynasty of Rokugan! Now the throne of the Toturi Emperors stands empty, and the Empire finds itself without a master. Already the Clans have begun to maneuver against each other in the prelude to war! This sourcebook for the Legend of the Five Rings roleplaying game details the events and individuals of the Lotus and Samurai eras represented in the L5R CCG.

LEGEND OF THE FIVE RINGS 4TH EDITION

Book of Air, The - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 200,00 (Alderac Entertainment Games)

"Be like unto the wind, and nothing can resist you." - The teachings of Isawa Mitsuko

The winds are a powerful force in Rokugan, both literally and figuratively. They power the vessels of the Mantis across the known world, bring the storms that bless or ruin harvests, and empower no less than five different Fortunes. Like all forces of nature, the people of Rokugan respect and fear the wind, for it is beyond control, and beyond understanding.

The Book of Air is the first in a series of elemental sourcebooks that will explore the themes of each of the five elemental Rings. From the whispers issued behind fans in the Imperial Court, to the arrows loosed upon enemies on the battlefield, every aspect of the mercurial and impermanent essence of Air will be examined.

In this book you will find explorations of:

- Iaijutsu and its traditions throughout the clans
- Archery and how the various armies utilize it
- Spells concerning revelation and deception
- Kiho utilized by the Brotherhood
- The court setting of the remote Kyuden Kurogane-Hana
- And much more!

LEGEND OF THE FIVE RINGS 5TH EDITION

Emerald Empire Hardcover, kr. 450,00 (Fantasy Flight Games)

Learn of the intricacies of Rokugan with the Emerald Empire Source Book for Legend of the Five Rings Roleplaying! The Emerald Empire is vast and as varied as the seven Great Clans that control its lands in the name of the Hantei Emperor. Its society is modelled after the Heavens themselves. It is a culture steeped in history and tradition, in a land where decorum and propriety carry the weight of life and death. It is a land where spirits shape the very earth and control the flow of rivers and streams. Emerald Empire explores the places and people of Rokugan, from small villages of fisherfolk to mighty daimy in their castles, to deep primordial forests and the spirits that dwell within. This book examines every aspect of life in the Emerald Empire, from food, to dress, to religion and spirituality, and matters of etiquette great and small.

Game Master's Kit, kr. 200,00 (Fantasy Flight Games)

The GM Kit includes both a beautiful screen that keeps the rules at your fingertips as well as a pre-made adventure in the mysterious Slow Tide Harbor. Guide your players into the world of Rokugan with style and ease with the Legend of the Five Rings Roleplaying Game GM Kit!

Legend of the Five Rings Dice Pack, kr. 130,00 (Fantasy Flight Games)

Custom Legend of the Five Rings Roleplaying Game Dice come

Legend of the Five Rings RPG: Beginner Game, kr. 400,00 (Fantasy Flight Games)

In Rokugan, it is said that honor is stronger than steel. While even the finest blade can bend and break under the heat of the forge, the Emerald Empire's society has been forged in the forges of politics and war for more than a thousand years, and it has not yet broken. The society of Rokugan follows a divinely ordered pattern set down by the eight Kami, who shared their celestial blessings with the mortal realm. Rokugan is a land of strict social stratification, where an improper look at the wrong time can mean death. This is the stage of the Legend of the Five Rings Beginner Game, a new roleplaying experience in the land of honor and steel. The Legend of the Five Rings Beginner Game allows anyone to take on the role of a Samurai in Rokugan with a full range of four character folios, a fully realized adventure book, a set of custom dice, a map of Rokugan, a variety of tokens and a complete set of rules including a play example. The Legend of the Five Rings Beginner Game gives newbies and veterans alike the perfect door to the Emerald Empire. Includes character folios with beautiful art keep the rules right at your fingertips, a pre-designed adventure lets you dive right into the world of the Emerald Empire and a set of custom dice provides unique narrative opportunities in your adventure. Experience the vibrant world of Rokugan with maps, character tokens, and more.

Legend of the Five Rings RPG: Core Rulebook Hardcover, kr. 450,00 (Fantasy Flight Games)

At 336 pages, The Legend of the Five Rings Roleplaying Core Rulebook allows game masters and players to enter the world of Rokugan like never before. The Core Rulebook is the next step for players after the Legend of the Five Rings Roleplaying Game Beginner Box, and offers players new ways to customize their characters and craft their own adventures in the Emerald Empire.

Mask of the Oni, kr. 180,00 (Fantasy Flight Games)

Take your players into the foreboding Shadowlands with Mask of the Oni. This adventure for the Legend of the Five Rings Roleplaying Game pits heroes against the dangers of the Shadowlands and the horrors found within the crumbling walls of the Hiruma family's fallen castle.

Winter's Embrace, kr. 180,00 (Fantasy Flight Games)

Winter's Embrace takes your team to the beautiful grounds of

LEGEND OF THE FIVE RINGS LCG

Across the Burning Sands Hardcover, kr. 150,00 (Fantasy Flight Games)

Heir to the Khan of Khans Shinjo Shono has traveled west to negotiate with the caliph of al-Zawira and ensure continuing peace between the Nehiri and Unicorn. A single misstep could mean war, but cultural barriers are the least of Shono's concerns, as he faces duplicity, assassins, betrayal, and even sorcery.

LEGENDEN OM PHØNIX

Legenden om Phønix - Et rollespil for begyndere, kr. 175,00 (Ravnehøj - Books on Demand)

Legenden om Phønix

Rumkoloni skibet Atlantis forlod Jorden for at foretage en hundredeårs rejse til stjernen Alpha Centauri – det nåede aldrig frem. I stedet endte rumskibet på mystisk vis i et fremmed solsystem, der allerede var beboet af fire fremmede racer. Menneskerne fandt deres plads i deres nye omgivelser – men freden er truet af en bitter, tusind år gammel krig.

Denne bog er et komplet rollespil, der indeholder næsten alt hvad du behøver for at spille. Du mangler kun rollespilsterninger, for at komme i gang. Disse terninger kan du købe i alle rollespilsbutikker.

I Phønix finder du:

- ♦ Letlæste regler, som fortæller alt om hvordan du skaber en karakter, og om hvordan kamp fungerer. Du kan spille enten mennesker, lochatte, fashuler, rhuner eller othoner.
- ♦ Beskrivelse af stjernesystemet Cautha, med dets historie, planeter, byer, megafirmaer – og hemmeligheder som spillerne kan afdække.
- ♦ Beskrivelser af mere end 60 venner, fjender og rumvæsener. Mød rumkryb, kampbotter, og andre sæere rumvæsener der gerne vil tage en bid af dig.
- ♦ Fem spændende eventyr, der hver kan spilles på ca. tre timer. Udforsk asteroider, bliv filmstjerne, red dine venner fra kampbotter, og pas på Bastionen, jeres ensomme hjem, blandt stjernerne.

MAGE THE AWAKENING

Character Sheet Pad - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 10,00 (White Wolf Publishing)

Mage: The Awakening Character Sheet Pad

A Sheet for Everything

The Awakened struggle to rebuild their societies and carve out their own kingdoms on Earth. Witch, technomancer, shaman - which one are you?

A Play Aid for Mage: The Awakening

- * Preprinted character sheets, customized for every playable path and order.
- * Easy to photocopy or use as is - no need to photocopy your rulebook.
- * Every player needs a sheet, making this a valuable play aid.

MODERN AGE

Companion, kr. 300,00 (Green Ronin Publishing)

Martial arts duels. Superpowers. Gadgets. Conspiracies. The Modern AGE Companion adds new rules for these elements and more, giving you the tools to customize the Modern AGE Roleplaying Game to fit countless campaigns. Explore new backgrounds, professions, talents and other options to customize character creation for your campaign. Build your own stunts to suit different genres and environments. Master systems for everything from fighting styles to horror. New rules for extraordinary powers, technologies, and organizations, genre inspirations and campaign design tailor the game for players and Game Masters. Make Modern AGE your own!

Modern AGE RPG: Basic Rulebook, kr. 315,00 (Green Ronin Publishing)

The Basic Rulebook for the Modern AGE Roleplaying Game includes a new, classless implementation of the AGE system, 20 levels of advancement, an innovative stunt system, psychic and magic powers, rules for chases, player and GM advice, and an introductory adventure so you can hit the ground running.

MURDER MYSTERY PARTY GAME

Murder Mystery Activation Card, kr. 199,50 (Host-Party.com LLC)

Looking for fun? Throw a Killer Party! With the Activation Card, you can choose from over 120 Mystery Party Games and custom generate your own Part Kits. Each Host-Party Murder Mystery Kit includes: Instructions and Game Materials, Scripts, Clues, Invitations, Party Recipes, Nametags, and Tips from other hosts.

<http://www.host-party.com/Home/Default>

MYTHIC D6

Mythic RPG, kr. 450,00 (Khepera Publishing)

Mythic D6 is a D6 compatible rulebook that allows players to create daring characters in heroic action adventure genres! The MYTHIC D6 game system powers action adventure in any milieu from fantasy to science fiction.

Make dynamic characters like Xena and Hercules, Mack Bolan the Executioner, Doc Savage, Remo Williams the destroyer, super-powered heroes like Spider-Man, or even science fantasy protagonists like Mace Windu. With MYTHIC D6, any setting is a heroic action adventure waiting to happen.

- Rules for superheroic play with a modular point build characters system!
- An all-encompassing list of superhuman abilities and powers to make your character truly extraordinary!
- Clear and concise rules for creating gadgets and artifacts of legendary power!
- Dynamic superheroic combat Maneuvers!
- New advantages and disadvantages!
- A fast, scalable system that allows for play in almost any genre!

NIGHTBANE

Dark Designs, kr. 210,00 (Palladium Books)

Dark Designs presents new Nightbane creation tables, Morphus

NUMENERA

Character Sheets - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Publisher Services, Inc.)

These 64 double-sided, full color character sheets are the

Numenera RPG: Starter Set, kr. 225,00 (Monte Cook Games)

Boxsæt. The Ninth World is vast, fascinating, and unique. Where do you get started? Whether you're new to Numenera or new to roleplaying games, this box contains everything you need to get started. A perfect entry point to Numenera and the Ninth World, this boxed set includes a rulebook, adventure book, five pre-generated characters, dice, a card deck, a GM reference card, and a poster map.

OBSIDIAN APOCALYPSE

Obsidian Apocalypse (kræver Pathfinder Core Rulebook eller D&D 3,5) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Louis Porter Jr. Design Inc.)

The Obsidian Apocalypse campaign setting is a post-apocalyptic

ORK***Ork! The Roleplaying Game: 2nd Edition, kr. 270,00 (Green Ronin Publishing)***

Shut up! You am Ork! Enter the bone-cracking World of Orkdom with Ork: The Roleplaying Game! This new edition is the standalone, streamlined roleplaying game of orkish mayhem: a 'beer and pretzels' game where monstrous, hilarious adventure matters more than rules and tables. Claw your way out of the Gunk Pit, earn your name with acts of spectacular violence, and bring terror to the Squishy Man villages in the name of Almighty Krom! Includes a blood-soaked combat system, other, lesser rules, and a complete series of adventures to take your orks from nameless youth to sharp-toothed, unholy terrors - if you can avoid the wrath of Krom!

OVER THE EDGE***Over the Edge RPG Hardcover, kr. 400,00 (Atlas Games)***

The original RPG of counter-culture conspiracy, weird science, and urban danger comes roaring back in a completely reimagined edition. Everything old is new again, appealing to new and existing fans alike: New narrative rules improve storytelling. New character traits propel drama. New world details keep everyone guessing. The Edge is the weirdest city in the world: Get into trouble. Question your place in the crazed multiverse. Take a draught of madness. Fight a baboon. Take a leap Over the Edge.

OVERLIGHT***Ivory Mausoleum, kr. 135,00 (Renegade Games Studio)***

A legacy stolen. A bond betrayed. After being cut loose by their own homeland and families, two individuals live their lives cast adrift, with no light to guide them. When the players are tasked with tracking down a missing delivery, they are caught up in the schemes of a pair of villains who are determined to forge their own mark upon the world with blood and bone. Detailing events surrounding the fallout from when the long memory of the Aurumel reaches even the remote thundering grounds of Pyre, The Ivory Mausoleum is an adventure for the Overlight Roleplaying Game, suitable for either first-time characters or as part of an ongoing campaign.

Overlight: Role Playing Game, kr. 450,00 (Renegade Games Studio)

A fantasy roleplaying game of kaleidoscopic journeys in a

PARANOIA 2017***Acute Paranoia Box Set, kr. 450,00 (Mongoose Publishing)***

Welcome to Acute Paranoia! This massive upgrade to Paranoia gives you new ways to play and enjoy the darkly humorous Paranoia experience. You know, the one where everyone accuses each other of treason and characters die repeatedly but everybody laughs and has a great time? Play bot Troubleshooters with buggy software. Learn how to get away with treason. Mostly. Use your health insurance for discounted (and mandatory) prescriptions. And even more rules to forget until they get your character executed. Make players regret choosing bot Troubleshooters. Blame the rules for your imperious judgments with randomized tables. Tips for getting players to turn on themselves repeatedly. And even more capricious rules to punish boring players. Yes. We are way too generous. but... theres extra more!

Implausible Deniability, kr. 180,00 (Mongoose Publishing)

CONGRATULATIONS, CITIZEN! You have been selected for an EXCITING MISSION. Your assignment is to: [] Determine why there's a microscopic shortfall in food vat yields [] Test experimental brain interface technology [] Terminate terrorist mutant traitors [] Identify and terminate saboteurs in your Troubleshooter team [] Determine the precise temperature at which your cranial fluid boils [] Have fun. Fun is mandatory. [X] ALL OF THE ABOVE The odds of your survival can be greatly increased by: [] Not going on the mission. [] Deep-tissue forehead cleansing [] Developing the mutant power to levitate down elevator shafts [] Concealing that you have the mutant power to levitate down elevator shafts [] Terminating your fellow Troubleshooters before they can terminate you [X] Purchasing this exciting adventure [] ALL OF THE ABOVE

Interactive Screen, kr. 200,00 (Studio 2 Publishing, Inc.)

The Paranoia Interactive Screen is an experimental, but entirely safe device developed by those totally non-mutant geniuses over at R&D. How will it make you happy? Touch Screen! It's entirely tangible. There is, actually, a piece of cardboard on the table, not just a hologram or social convention. Interactive! Slam your Action Cards on the screen's action slots for special bonus powers! Dangerously Interactive! Knock over the screen and win big prizes! So stylish and awesome, you'll think it's above your security clearance! [Prizes may include termination.]

More Redacted Societies, kr. 150,00 (Studio 2 Publishing, Inc.)

Boxsæt. Troubleshooters! Alpha Complex is experiencing a wave of More [REDACTED] Societies. These traitors and terrorists are flooding your sector with new societies, factions within societies, and equipment. INFRARED workers are having their loyalty to the Computer tested by the Alpha Complex Communist Movement, the Alpha Communist Complex Front, the Communist Party of Alpha Complex, and the Communist Party of Alpha Complex (Marky Marxist). Your new mission: Infiltrate More [REDACTED] Societies, uncover their leadership, and break the cruel hold they have over our citizens. Bonus XP Points and complimentary cake for every traitor you eliminate!

Mutant Explosion, kr. 150,00 (Studio 2 Publishing, Inc.)

Boxsæt. Troubleshooters! Alpha Complex is undergoing an explosion of mutants! This briefing pack contains all the information on 50 brand-new, never-before-detected and extremely traitorous mutant powers that some of your fellow citizens are concealing. Fear the laser-bending powers of the Refractor! Arrest and interrogate the Vanisher! Point and laugh at the Phosphorescent! Terminate with extreme prejudice the Android for bonus XP points! If you suspect that you're a mutant, then due to a shortage of clones you must arrest and interrogate yourself. However, if you find you're a mutant, then terminate yourself immediately for a 50 XP point bonus!

Perfectly Safe Gear, kr. 135,00 (Mongoose Publishing)

TROUBLESHOOTERS! Your trusty laser pistol is not the only piece of equipment you'll need to fight terrorists and survive. (Well, mostly survive.) That's why you need this Perfectly Safe Gear! Just remember that you are responsible for the care of all assigned equipment. XP Point charges may apply for wear-and-tear, theft, loss, improper use, improper handling, improper storing or destruction. (Grenades are exempt from only two of those.) Grab your equipment and get shooting trouble already!

RAM Deck, kr. 135,00 (Mongoose Publishing)

TROUBLESHOOTERS! The Computer recently made two discoveries: Troubleshooter missions have been unusually calm and sedate. Citizens have not been receiving enough wisdom from the Computer. That's why the Computer has decided to broadcast its wisdom to Troubleshooters while they are on a mission. These Random Access Memes* will pop up at random but invariably helpful times to assist Troubleshooters just like you!

Truth or Dare, kr. 180,00 (Mongoose Publishing)

There are times when terminating traitors needs to be obvious and recorded for entertainment. Then there are rare cases where terminations need to be subtle and understated. Are these cases rare because the Computer wants citizens to witness the price of treason or because Troubleshooters are about as subtle as a docbot with a bloody chainsaw? Truth or Dare is a mission for the the Paranoia RPG. Here, Troubleshooters will be taught how to infiltrate a secret society without letting on that they are Troubleshooters. When that fails, they will enjoy painful Coretech upgrades, an underground punk concert, candy-coated death traps, an extremely annoying NPC that just will not go way and so many mission updates that even us Famous Game Designers got lost while writing this. Question: Is treason committed while undercover still treason? Answer: We will see.

Yellow Clearance Black Box Blues (Remastered), kr. 450,00 (Mongoose Publishing)

You are YELLOW Clearance! Congratulations! The original Yellow Clearance Black Box Blues revised, updated Remastered! One of the most famous missions in Troubleshooter history has returned to enhance the lives of a new generation of clones. Once more Troubleshooters can pursue the elusive Black Box, explore Outdoors, and bring peace and security to Alpha Complex. We cant tell you what this adventure is about (except that lots of confused and desperate people are killing each other over a mysterious Black Box), but we can tell you what it (the mission, we mean, not the box). This set contains : Track 1: Bop til You Drop; Track 2: I Was a Mutant for the FBI; Track 3: No-One Gets Out of Here Alive; Track 4: Why Dont We Do it In The Road; 8 Unique Equipment Cards; 8 New Action Cards; 3 Two-Sided Map Cards. Why worry when we can Rock?

PARSELY**Parsely #2 - Jungle Adventure (indie produkt) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 20,00 (Memento Mori Theatricks)**

Parsely #2: Jungle Adventure is the second Parsely game from Memento Mori Theatricks. Now you can "GO EAST" and "TAKE RIFLE" with the best of them. Can you escape with the treasure before you die in a green hell? Parsely games are inspired by Ye Olde Text Parsers from days of yore, but substituting a live human for the computer parser. Parsely games are small, portable and fun for (almost) all occasions.

- Play them anywhere! On trips, in long lines, camping, at game cons...
- Play them with anyone! Young or old, expert or total n00b
- Play with a few friends or 100 random strangers at the same time

> ASK ABOUT JUNGLE ADVENTURE

Jungle Adventure takes place seconds after a terrible plane crash. Who are you? Where are you? Why are you here? All are good questions, and will be answered over the course of your ... JUNGLE ADVENTURE!

PATHFINDER**Adventurer's Guide HC - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 150,00 (Paizo Publishing)**

Wise adventurers don't just march off into the wilderness to search for dragons to slay and wrongs to right, for to adventure without support is to invite disaster. The Pathfinder Adventurer's Guide presents information on 18 different organizations in need of brave and able adventurers. Be they forces for good, such as the virtuous Eagle Knights or the freedom fighters of the Bellflower Network, or agencies of sinister mien like the notorious Red Mantis Assassins or the infernally-inspired Hellknights, the one thing these groups all share in common is a need for powerful adventurers to serve as their agents in the world. To the adventurers who ally with them, these groups offer specialized training, powerful magical items, specialized magic, and access to unusual gear or mounts.

Bestiary 2 HC, kr. 400,00 (Paizo Publishing)

Go beyond goblins with an army of fantasy's most fearsome foes! Bestiary 2 presents hundreds of different creatures for use in the Pathfinder Roleplaying Game. Within this collection of creatures you'll find undead dragons and mischievous gremlins, shrieking banshees and unstoppable titans, the infamous jabberwock, and so much more! Yet not all these monsters need to be foes, as new breeds of otherworldly guardians, living shadows, and vampires all might take up adventure's call. In addition, new rules for customizing and advancing monsters and an expanded glossary of creature abilities ensure that you'll be prepared to challenge your heroes wherever adventure takes them!

The Pathfinder RPG Bestiary 2 is the second indispensable volume of monsters for use with the Pathfinder Roleplaying Game and serves as a companion to the Pathfinder RPG Core Rulebook and Pathfinder RPG Bestiary. This imaginative tabletop game builds upon more than 10 years of system development and an Open Playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into the new millennium.

The 320-page Pathfinder RPG Bestiary 2 includes:

- More than 300 different monsters
- Creatures both new and familiar, drawing upon the best-known beasts of legend, literature, and Pathfinder RPG adventures
- Challenges for any adventure and every level of play
- Hosts of new templates and variants, including simple templates for on-the-fly creature customization
- Numerous lists of monsters to aid in navigation, including lists by Challenge Rating, monster type, and habitat
- New rules for creating and running high-level menaces
- Expanded universal monster rules to simplify special attacks, defenses, and qualities
- New familiars, animal companions, and other allies
- And MUCH, MUCH MORE!

Bestiary 3 HC, kr. 360,00 (Paizo Publishing)

Test your courage against the most infamous foes of myth and legend! Bestiary 3 presents hundreds of monsters for use in the Pathfinder Roleplaying Game. Within this book you'll find demiliches and demodands, grave knights and goblin snakes, norns and nephilim, imperial dragons and unfettered eidolons, and so much more! Yet not every creature needs to be an enemy, as winged garudas, crafty tanukis, and leonine lammasus all wait to join your party and answer the call of glory.

The Pathfinder RPG Bestiary 3 is the third indispensable volume of monsters for use with the Pathfinder Roleplaying Game and serves as a companion to the Pathfinder RPG Core Rulebook and Pathfinder RPG Bestiary. This imaginative tabletop game builds upon more than 10 years of system development and an Open Playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time bestselling set of fantasy rules into the new millennium.

The Pathfinder RPG Bestiary 3 includes:

- More than 300 different monsters
- Classic terrors from myth and literature, from the frumious bandersnatch and the righteous valkyrie to the cunning dybbuk and elusive kappa
- Hordes of new creatures you can construct, grow, or summon to aid your party in its adventures
- New player-friendly races to let you adventure as canny ratfolk, genie-blooded sulis, and more
- New familiars, animal companions, and other allies
- Challenges for any adventure and every level of play
- Some of the strangest and most beloved creatures from fantasy roleplaying history and the Pathfinder campaign setting
- Hosts of new templates and variants
- Appendices to aid in monster navigation, including lists by Challenge Rating, monster type, and habitat
- Expanded universal monster rules to simplify special attacks, defenses, and qualities
- And MUCH, MUCH MORE!

Bestiary 5 HC, kr. 400,00 (Paizo Publishing)

Beyond the Veil! Creatures strange beyond imagining and more terrifying than any nightmare lurk in the dark corners of the world and the weird realms beyond. Within this indispensable tome you'll find hundreds of monsters for use in the Pathfinder Roleplaying Game. Face off against devils and dragons, deep ones and brain moles, robots and gremlins, and myriad other menaces! Yet not every creature needs to be an enemy, as whimsical liminal sprites, helpful moon dogs, and regal seilenoï all stand ready to aid you on your quests - if you prove yourself worthy!

Bestiary 6 HC, kr. 400,00 (Paizo Publishing)

The End is Nigh! Archdevil Mephistopheles, Charon of the River Styx, and that notorious haunter of holidays, Krampus! Truly legendary heroes require truly legendary foes, and now these world-ending menaces are unleashed within the pages of Bestiary 6, featuring over 200 monsters for use in the Pathfinder Roleplaying Game. Test your mettle against Archdevils and the Horsemen of the Apocalypse, two-headed dragons and the Wild Hunt, conqueror worms or living statues haunted by dead gods, troops of goblins or strangely sentient oozes, and myriad other menaces suitable for all levels of play! New templates allow you to get more life out of classic monsters, while appendices help you find the right monster, including lists by Challenge Rating, monster type, and habitat, and expanded universal monster rules simplify combat.

Planar Adventures HC, kr. 400,00 (Paizo Publishing)

The world we know is but one reality. Countless others exist in the realms beyond. Dimensions carved from dreams. Worlds constructed from pure life energy. First drafts of our consciousness, and shadows of the same. Entire realities populated by angels and demons, ruled by deities and subject to physical laws mortals can barely comprehend. This is the Great Beyond, and within its reaches, the possibilities for grand adventure or devastating defeat are truly endless. This far-reaching hardcover rulebook explores Pathfinder RPG Planar Adventures explores the wondrous and horrifying regions that comprise the other dimensions and planes of reality that feature in the Pathfinder Roleplaying Game.

Strategy Guide HC - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 150,00 (Paizo Publishing)

Learn to improve your play and master the game with the Pathfinder RPG: Strategy Guide! This user-friendly, step-by-step, illustrated strategy guide offers invaluable advice on how to create a character - from the formation of a concept to selecting the best options to breath life into them. This guide also includes rules for advancing your character from humble beginnings to the heights of power.

Ultimate Combat HC, kr. 400,00 (Paizo Publishing)

Seize the initiative and chop your foes to pieces with this exhaustive guide to the art of martial combat in this exciting new rulebook for the smash-hit Pathfinder Roleplaying Game, suitable for players and Game Masters alike!

This comprehensive 256-page hardcover reference reveals the martial secrets of the Pathfinder RPG rules like never before! Tons of new tricks and techniques for combat-oriented character classes put a sharp edge on your weapons and a sure step in your tactics, ranging from new barbarian rage powers, new cavalier orders, tons of new rogue talents, and more than 60 new archetypes for nearly every Pathfinder RPG character class, including spellcasters like wizards and clerics.

Ultimate Combat also introduces three new Pathfinder RPG classes: the ninja, samurai, and gunslinger! The ninja blends the subterfuge of the rogue with high-flying martial arts and assassination techniques. The samurai is an unstoppable armored warrior who lives by a strong code of honor—with or without a master. The gunslinger combines the fighter's martial prowess with a new grit mechanic that allows her to pull off fantastic acts with a pistol or rifle. All this plus tons of new armor and weapons, a complete treatment of firearms in the Pathfinder RPG, a vast array of martial arts, finishing moves, vehicle combat, duels, and new combat-oriented spells for every spellcasting class in the game!

Ultimate Combat includes:

New player character options for 14 Pathfinder RPG base classes, including alchemist discoveries, barbarian rage powers, cavalier orders, combat-cleric archetypes, animal shaman druids, new fighter archetypes like gladiator and armor master, inquisitor archetypes like witch-hunter or spellbreaker, combat-themed magus arcana, monk archetypes based on mastery of martial arts, new paladin archetypes like angelic warrior, ranger archetypes like big game hunter and trapper, new rogue tricks, and wizard archetypes like the gunmage

The ninja, samurai, and gunslinger, brand-new 20-level alternate classes specially designed to get the most out of combat
Hundreds of new combat-oriented feats including martial arts feat trees, finishing moves, and combination feats

In-depth overviews on a variety of combat-related topics, such as armor, Asian weapons, duels, fighting schools, guns, siege weapons, and more

A complete system covering vehicle combat, including wagons, boats, airships, and more

Tons of optional combat rules like called shots, armor as damage reduction, and new ways to track character health

... and much, much more!

Ultimate Magic HC, kr. 400,00 (Paizo Publishing)

Unlock the magical mysteries of the Pathfinder RPG with this exhaustive guide to the art of magic, an invaluable resource for players and Game Masters alike!

This comprehensive 256-page hardcover reference unveils the magical secrets of the Pathfinder rules like never before. Tons of new tricks and techniques for every spellcasting class in the game fill the book, ranging from arcane secrets uncovered by studious wizards to dazzling ki-tricks performed by canny monks to new mutagens for alchemists, new oracle mysteries, specialized channel energy options for clerics, and more.

Ultimate Magic also introduces the latest Pathfinder RPG base class: the magus. Combining arcane spells with practiced martial skill, the magus incorporates elements of the warrior and wizard to walk a path balanced between two deadly efficient extremes. All this plus more than 100 new spells for all spellcasting classes, an innovative new "words of power" spellcasting system, a complete system for 1-on-1 spell duels, and more.

Ultimate Magic includes:

New player character options for all 14 spellcasting Pathfinder RPG base classes, including alchemist discoveries and bombs, specific bard performances, specialized uses for channel energy, expanded druid domains and rules for vermin companions, new inquisitor archetypes, ki tricks, alternative oracle curses and revelations, new sorcerer bloodlines, additional summoner eidolon abilities and eidolon templates, new witch hexes and patrons, wizardly arcane discoveries, and more!

The Magus, a brand-new 20-level base class that mixes wizardry with martial skill

Extensive overviews of new and existing magic subsystems such as condition-based magic, cooperative casting, magical organizations, unpredictable primal magic, counterspelling, binding outsiders, crafting golems, etc.

Lots of new familiars

Premade spellbooks suitable for use at all levels of play

Tons of new feats specifically designed for magic-using characters

Brand new "words of power" alternative magic system

More than 100 brand new spells!

... and much, much more!

Villain Codex HC, kr. 400,00 (Paizo Publishing)

Villains are at the heart of every great adventure, scheming, plotting, and getting into mayhem. Creating a convincing and dedicated group of antagonists is no easy task. Pathfinder Roleplaying Game: Villain Codex presents 20 groups of vile miscreants waiting to menace your player characters and foil their plans every chance they get. Inside this time-saving tome dwells a wide variety of foes ready to challenge characters of any level, from a corrupt royal court to a sinister cult. Also included are new rules, feats, spells, and magic items to give these villains the edge against the players!

PATHFINDER - ADVENTURE PATH**Curse of the Crimson Throne Vol.6 - Crown of Fangs - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Paizo Publishing)**

Explore the forbidden reaches of the treacherous Darkmoon Vale, a fey-haunted wilderness on the outskirts of civilization. In this detail-packed full-color 64-page regional sourcebook for the Pathfinder Chronicles campaign setting, you'll learn about the diabolical forces of the dreaded Kobold King, explore the ancient dwarven dungeons of Droskar's Crag, and discover a cabal of evil druids. The lumber-town of Falcon's Hollow holds deadly secrets of its own, and vicious orcs and hobgoblins from the neighboring mountains look upon its modest riches with deadly envy. A perfect locale for adventure, Darkmoon Vale and its secrets are laid bare for players and game masters alike!

Giantslayer Part 1 - Battle of Bloodmarch Hill, kr. 190,00 (Paizo Publishing)

The Giantslayer Adventure Path begins! In the human town of Trunau, a beleaguered settlement surrounded by the brutal orcs of the Hold of Belkzen, the heroes must investigate a mysterious death. Before they uncover the truth, however, Trunau comes under attack by an orc army, and the heroes must help defend it, only to discover the real reasons behind both the murder and the orc raidboth were just distractions from a wider conspiracy involving a giant chieftain, who seeks the treasures of the forgotten tomb of an ancient giant hero beneath the town. A Pathfinder Roleplaying Game adventure for 1st-level characters, Battle of Bloodmarch Hill kicks off the Giantslayer Adventure Path, an epic campaign of classic sword & sorcery thrills.

Giantslayer Part 2 - The Hill Giants Pledge, kr. 190,00 (Paizo Publishing)

The marauding orcs have been defeated, but great danger remains the hill giant chieftain Grenseldek did not recover the treasures of the tomb beneath the besieged town of Trunau, and she will never rest until she has made them her own. The heroes must travel by riverboat through the orc-hold of Belkzen to the abandoned border fort that the giant has claimed as her lair and put a stop to the threat at its source! A Pathfinder Roleplaying Game adventure for 4th-level characters, The Hill Giant's Pledge continues the Giantslayer Adventure Path.

Giantslayer Part 3 - Forge of the Giant God, kr. 190,00 (Paizo Publishing)

The heroes explore the tomb of a legendary giantslayer before venturing into the Mindspin Mountains in search of the valley where the Storm Tyrant is recruiting giants for his army. The adventurers must confront the numerous giants inhabiting the winding valley before making their way to the giant headquarters, an ancient temple to the giant god Minderhal, which contains a powerful artifact. But the valley of the giants is just a recruiting station, and the Storm Tyrant's stone giant representative has been sending the most promising recruits to a training camp deeper in the mountains. A Pathfinder Roleplaying Game adventure for 7th-level characters, Forge of the Giant God continues the Giantslayer Adventure Path, an epic campaign of classic sword & sorcery thrills.

Hells Rebels Part 2 - Turn of the Torrent - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Paizo Publishing)

The rebel group known as the Silver Ravens once fought for independence in the city of Kintargo, but after the nations civil war came to an end, they disbanded until today! Now, new heroes have re-established the rebel group to stand against the inquisitor Barzillai Thrune and his oppressive diabolic regime. But until the heroes find the perfect hideout for their rebellion, they'll be forced to stay in the shadows. When a perfect site for their headquarters comes along, will they survive long enough to claim it as their own? A Pathfinder Roleplaying Game adventure for 4th-level characters, Turn of the Torrent continues the Hell's Rebels Adventure Path.

Hell's Rebels Part 3 - Dance of the Damned - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Paizo Publishing)

With a hideout in the city of Kintargo established, the heroes of the growing rebellion are poised to take back the city. But before their group, the Silver Ravens, can strike against the diabolical House Thrune, a few, final preparatory steps must be completed. Yet nothing is as simple as it could be, and the dangers awaiting the heroes of the revolution in the nearby seas, mountains, and the sin-wracked city of Vyre are not always those you can defeat with a spell or sword. And, of course, Barzillai Thrune won't take these new developments lying down - what retributive reaction might one of Cheliox's most dangerous inquisitors have in plan for the Silver Ravens? A Pathfinder Roleplaying Game adventure for 7th-level characters, Dance of the Damned continues the Hells Rebels Adventure Path.

Hell's Rebels Part 4 - A Song of Silver - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Paizo Publishing)

The time has come to take back the Silver City of Kintargo! As their rebellion mobilizes in the city streets to stand against the corrupt government's minions, the heroes themselves must strike at the sources. Rescuing old heroes from forgotten prison cells, reclaiming control of historic and key locations, and the performance of an ancient song that was used years ago to protect the city from Hells agents are but the preamble for the decisive battle - an assault on the enormous Temple of Asmodeus! A Pathfinder Roleplaying Game adventure for 10th-level characters, A Song of Silver continues the Hell's Rebels Adventure Path.

Hell's Rebels Part 5 - The Kintargo Contract - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Paizo Publishing)

The Silver Ravens have defeated Paracount Barzillai Thrune and liberated the Silver City of Kintargo, but unless steps are taken to protect what they've won, it's just a matter of time before the rulers of Cheliox respond with open war - a war that would likely destroy Kintargo. Yet, as the heroes set about securing these loopholes, an old menace from Kintargo's past seizes the opportunity to strike while the city still reels from its recent upheavals. Before Kintargo can be sheltered from Cheliox, the heroes must save her from a monster of her own making! A Pathfinder Roleplaying Game adventure for 13th-level characters, The Kintargo Contract continues the Hell's Rebels Adventure Path.

Hell's Rebels Part 6 - Breaking the Bones of Hell - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Paizo Publishing)

"Breaking the Bones of Hell" is a Pathfinder Roleplaying Game adventure for 15th-level characters. The adventure concludes the Hell's Rebels Adventure Path, an urban- and political-themed campaign that focuses on a rebellion against one of the Pathfinder Campaign Setting's most infamous nations-devil-haunted Cheliox. Several new monsters, an exploration of the faith and secrets of the archdevil Mephistopheles, suggestions for how to continue your Hell's Rebels campaign beyond the events of this Adventure Path, and a brand new Pathfinder Journal round out this volume of the Pathfinder Adventure Path!

Hell's Vengeance Part 2 - Wrath of Throne - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Paizo Publishing)

Longacre remains in Throne's hands, but the knights of the Glorious Reclamation have conquered the town of Kantaria, where their goddess lomedae once ruled as a mortal. Your villainous adventurers, now official agents of House Throne, must retake the town, which is a holy site to the knights. Can your evil characters earn greater infamy and prestige for themselves by issuing the Glorious Reclamation a serious defeat in their greatest territorial gain so far, or will the rebellion continue unchecked across Cheliox? A Pathfinder Roleplaying Game adventure for 4th-level characters, Wrath of Throne continues the Hell's Vengeance Adventure Path.

Hell's Vengeance Part 3 - The Inferno Gate - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Paizo Publishing)

The Thrice-Damned House of Throne wants to seal the Inferno Gate, an uncontrolled portal to Hell, and the nefarious adventurers are tapped to accomplish the task. To perform the required ritual, they must acquire key components held by a hellspawn thieves' guild and the Hellknight Order of the Pike, as well as battle angelic foes and the knights of the Glorious Reclamation. But before they can complete the ritual, the characters face betrayal at the hands of one of their closest allies! A Pathfinder Roleplaying Game adventure for 7th-level characters, The Inferno Gate continues the Hell's Vengeance Adventure Path.

Hell's Vengeance Part 5 - Scourge of the Godclaw - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Paizo Publishing)

Now bound to Queen Abrogail by infernal contracts, the villainous adventurers are given the task of destroying the Glorious Reclamation's headquarters in the former citadel of the Hellknight Order of the Godclaw, where they face a gold dragon that was once an ally of lomedae herself! A Pathfinder Roleplaying Game adventure for 13th-level characters, Scourge of the Godclaw continues the Hell's Vengeance Adventure Path.

Hell's Vengeance Part 6 - Hell Comes to Westcrown - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Paizo Publishing)

Cheliox's largest city, Westcrown, has fallen to the Glorious Reclamation! Now, the evil adventurers must face the founder and Lord Marshal of the Glorious Reclamation to end the rebellion and restore the Thrice-Damned House of Throne's rule over the Empire of Cheliox. A Pathfinder Roleplaying Game adventure for 15th-level characters, Hell Comes to Westcrown concludes the Hell's Vengeance Adventure Path.

Ironfang Invasion Part 1 - Trail of the Hunted - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Paizo Publishing)

In the war-torn nation of Nirmathas, far from the battlefield, the sleepy little town of Phaendar is rocked by the sudden appearance of an overwhelming foe! The heroes must flee their homes, saving whatever friends and supplies they can, as the monstrous Ironfang Legion and their insidious General Azaersi begin carving out an empire of monsters from the dregs of Nirmathas and Molthune alike! A Pathfinder Roleplaying Game adventure for 1st-level characters, Trail of the Hunted kicks off the Ironfang Invasion Adventure Path.

Ironfang Invasion Part 2 - Fangs of War - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Paizo Publishing)

With their colony of survivors safe, the heroes must scour the wilderness of the Fangwood for resources and make contact with anyone who can help them strike back against the invading Ironfang Legion. But as they push into the wilds, all signs point to the legendary Chernasardo Rangers being wiped out or imprisoned by the merciless black dragon Ibzairiak! A Pathfinder Roleplaying Game adventure for 5th-level characters, Fangs of War continues the Ironfang Invasion Adventure Path.

Ironfang Invasion Part 3 - Assault on Longshadow - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Paizo Publishing)

Having rescued what remains of the Chernasardo Rangers, the heroes have their first chance to take the offensive against the Ironfang Legion when rumors emerge of the monstrous invaders massing to the north to siege the refinery town of Longshadow. If the Legion succeeds, their inhuman empire tightens its grip across western Nirmathas, and the mines and refineries would grant them all the raw materials their engine of war requires. But the Legion's heavy focus on Longshadow leaves their flanks vulnerable to a campaign of sabotage and harassment! A Pathfinder Roleplaying Game adventure for 8th-level characters, Assault on Longshadow continues the Ironfang Invasion Adventure Path.

Mummys Mask Vol.1 - The Half-Dead City - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Paizo Publishing)

The Mummys Mask Adventure Path begins with The Half-Dead City, an exciting new adventure in the pyramid-laden realm of Osirion, Land of Pharaohs! In Wati, the half-city, the church of Pharama holds a lottery allowing explorers to delve the tombs of the city's vast necropolis in search of the nation's lost glories. In the course of investigating dusty tombs and fighting their ancient guardians and devious traps, the heroes encounter a rival adventuring group intent on keeping one tomb's treasures for themselves. Can the adventurers defeat their rivals, or will they join the undead defenders of the city's necropolis? Kicking off the Mummys Mask Adventure Path, The Half-Dead City is a Pathfinder Roleplaying Game adventure for 1st-level characters.

Mummys Mask Vol.2 - Empty Graves - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Paizo Publishing)

Following the opening of its necropolis, the city of Wati is overrun by hordes of the unquiet dead. The heroes must once more brave the abandoned streets and dusty tombs of Wati's necropolis in search of the powerful artifact called the mask of the Forgotten Pharaoh and the necromancer who is using it to create the undead uprising. But a group of mysterious masked cultists also seeks the artifact to bring a pharaoh from the ancient past back to life. Continuing the Mummy's Mask Adventure Path, Empty Graves is a Pathfinder Roleplaying Game adventure for 4th-level characters.

Skull & Shackles Part 2 - Raiders of the Fever Sea - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Paizo Publishing)

Chapter 2: "Raiders of the Fever Sea"
by Greg A. Vaughan

Bound for adventure upon the pirate vessel they've taken as their own, the heroes face a sea of dangers as they chart a course to become true Free Captains of the Shackles. But life as a pirate doesn't prove any easier now that they're in command, as deadly sea monsters, the corpses of drowned scallywags, and raiders from the deep rise to oppose them. When a most unusual map falls into the adventurers' hands, they have the chance to change their fate in a single daring raid. Is it the heroes' destiny to be the next victims of the merciless waves, or will fortune smile upon them and spur their rise as the newest and most infamous pirates of the Shackles?

This volume of Pathfinder Adventure Path includes:

- "Raiders of the Fever Sea," a Pathfinder RPG adventure for 4th-level characters, by Greg A. Vaughan.
- A gazetteer of Golarion's many oceans and seas, and an exploration of the various aquatic races that inhabit them, by Adam Daigle, with Patrick Renie, F. Wesley Schneider, and James L. Sutter.
- A journey to Butcher's Rock and deadly cyclopean prophecies in the Pathfinder's Journal, by Robin D. Laws.
- Six new monsters, by Jesse Benner, Mark Moreland, Steven D. Russell, and Greg A. Vaughan.

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.

Skull & Shackles Part 6 - From Hell's Heart - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Paizo Publishing)

With an enemy fleet intent on conquering the Shackles looming on the horizon, the adventurers must launch their own fleet of pirates and buccaneers to defend against the invaders, culminating in an epic naval battle at the edge of the Eye of Abendego. Will the adventurers defeat the invading navy and save the Shackles? Or will the independence of the Free Captains be eradicated forever?

This volume of Pathfinder Adventure Path includes:

- "From Hell's Heart," a Pathfinder RPG adventure for 13th-level characters, by Jason Nelson.
- Pirate plots and sinister situations to expand the horizon of your Skull & Shackles campaign, by Adam Daigle.
- More menacing sea monsters and terrors from the deep plaguing the Shackles, by Adam Daigle.
- A pirate showdown in the Pathfinder's Journal, by Robin D. Laws.
- Seven new monsters, by Adam Daigle, Amanda Hamon, Mark Moreland, Eric Morton, and William Thrasher.

Strange Aeons Part 3 - Dreams of the Yellow King, kr. 250,00 (Paizo Publishing)

'Dreams of the Yellow King' is a Pathfinder Roleplaying Game adventure for 7th-level characters. The adventure continues the Strange Aeons Adventure Path, a twisted delve into madness that pits the heroes against the cosmic horrors of the Cthulhu Mythos. Several new monsters, a look at encounters found along the Sellen River, and the next installment of the Pathfinder's Journal round out this volume of the Pathfinder Adventure Path.

Strange Aeons Part 4 - The Whisper Out of Time, kr. 250,00 (Paizo Publishing)

With their memories once again intact, the adventurers continue their pursuit of Count Lowls after hearing that he's set course for a lost city in a remote part of Casmaron called the Parchlands. The race is on to stop their crazed nemesis and learn more about his loathsome plans before they stumble onto something too large to tackle! A Pathfinder Roleplaying Game adventure for 10th-level characters, The Whisper Out of Time continues the Strange Aeons Adventure Path.

War for the Crown Part 3 - Twilight Child - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Paizo Publishing)

After dealing with the Lotheed family of Meratt County, the adventurers head to the city of Yanmass, only to learn that an imperialist merchant has begun a political campaign against Princess Eutropia! In addition to this political struggle, the heroes discover that the city is plagued with other troubles, including increased threats from Qadiran bandits, the disappearance of skilled Taldan cavalry, a plague of disturbing nightmares, and the rise of a mysterious cult who worships a figure known as the Twilight Child. A Pathfinder Roleplaying Game adventure for 7th-level characters, Twilight Child continues the War for the Crown Adventure Path.

PATHFINDER - CAMPAIGN SETTING

Concordance of Rivals - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Paizo Publishing)

Help maintain the balance of the multiverse with Pathfinder Campaign Setting: Concordance of Rivals! Just as the Book of the Damned and the Chronicle of the Righteous documented the fiendish and celestial realms and their denizens, Concordance of Rivals reveals the monitors, the neutral inhabitants of the multiverse, each seeking to maintain their influence over existence.

Heaven Unleashed - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Paizo Publishing)

Unleash the Wrath of Heaven! Too often angels and their divine allies take a back seat to the heroics of virtuous adventurers. Pathfinder Campaign Setting: Heaven Unleashed reveals thirteen holy champions, from cassisian angels and serpentine couatls to empyreal lords and the heralds of the gods, themselves! Within you'll join a monastery of the goddess of justice, make your case against courts of angelic arbiters, even explore the Heavenly realm of the demigoddess Andoetta, known across the planes as Grandmother Crow. These righteous paragons each have their own agendas, likely to either draw adventurers into otherworldly plots - or pit them against sacred decrees. Each character includes a unique stat block, encounter map, details on locations across the planes, guidelines on setting up encounters for good or evil characters, and everything else you need to add a touch of the divine to your Pathfinder Roleplaying Games.

Hell Unleashed - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Paizo Publishing)

Break the seals of Hell and unleash ultimate evil upon your Pathfinder campaign with an unholy collection of devils, cultists, and worse! Pathfinder Campaign Setting: Hell Unleashed presents twelve diabolically detailed encounters featuring the slaves and masters of the infernal realm, including an Asmodean summoning ritual primed to rip open reality, a lethal Hellknight test of worthiness, glimpses into the soul-markets of the infernal metropolis of Dis, profane details on the infamous Book of the Damned, and a march through the fortress of one of Hell's god-like gatekeepers. Each entry includes full statistics for running a particular encounter or servant of evil, details on its history and machinations, ways to use it an ongoing campaign, maps of the related site, and more.

**Inner Sea Monster Codex - TILBUD (så længe lager
haves, der tages forbehold for udsolgte varer), kr.
100,00 (Paizo Publishing)**

From winged strix to aquatic gillmen, Golarion offers no shortage of iconic and inspiring creatures to challenge any group of adventurers. This Pathfinder RPG resource builds upon the monstrous menagerie from the Monster Codex with ten of the Pathfinder world's most distinctive monstrous races, detailed like never before with new rules content and ready-made stat blocks. Learn about the cultures and unique abilities of the ape-like charau-ka, the inbred ogrekin, the stoic centaurs, and more, making it easier than ever to bring the Inner Sea's deadliest inhabitants to life.

Inner Sea Races HC, kr. 400,00 (Paizo Publishing)

Learn all there is to know about the peoples of the Pathfinder Campaign Setting, from elves and dwarves to goblins and strix, in this massive companion to the Inner Sea World Guide! Along with expansive details on Golarion's most prominent races, you'll find whole chapters of exciting, new character options, allowing you to make your favorite hero's culture more vital and valuable than ever before! Dozens of racial details and heritages also make choosing the perfect race easier, whether you want to be a Varisian human or an archon-blooded Aasimar. Plus, dive into a treasure trove of new magic items, weapons, and armor unique to the Inner Sea's different species and cultures.

Inner Sea Taverns, kr. 210,00 (Paizo Publishing)

Belly up to the bar with this indispensable guide that delves deep into six of the Inner Sea region's most interesting (and notorious) watering holes! From a rowdy alehouse frequented by pirates and a Tian-style teahouse where decorum is paramount, to a quaint tavern that serves as the front for a group of spies and a ramshackle saloon where mind-altering chemicals are the special of the day, this Pathfinder Campaign Setting sourcebook offers a handful of exciting locales where adventurers can break bread or spend their hard-earned coin. Each entry comes complete with a detailed map and gazetteer, information about the tavern's staff, frequent guests, and most popular drinks, and plot hooks for just about every level. In addition, you'll find rules for an assortment of pub games that can be played in any tavern! Bottoms up!

**Inner Sea Temples - TILBUD (så længe lager
haves, der tages forbehold for udsolgte varer), kr. 100,00 (Paizo
Publishing)**

From modest shrines to soaring cathedral spires, the seats of godly faiths fill the lands of the Inner Sea. Now, Game Masters and players alike can explore the inner workings of six of the Pathfinder Roleplaying Game's most iconic faiths. Each comes complete with a detailed map, profiles of the temple's notable members, a history of the structure and organization, and plot hooks for parties both allied with and opposed to the church's goals. Featured temples include Cayden's Hall, the center of worship for the Drunken God; a bank of Abadar, god of commerce and civilization, in a frontier jungle settlement on the verge of revolution; and a shrine to pain and darkness in the shadow-enshrouded capital of Nidal, a nation dedicated to Zon-Kuthon, the Midnight Lord.

Lost Treasures, kr. 160,00 (Paizo Publishing)

No quest is complete without wondrous treasures motivating heroes to adventure. Pathfinder Campaign Setting: Lost Treasures presents nearly 50 rare treasures with unique game statistics, backgrounds, adventures they might inspire, and advice on incorporating them into ongoing Pathfinder RPG campaigns. To further aid Game Masters, Lost Treasures presents a dozen iconic treasure hoards, as well as new curses and deadly treasure chests to guard these wondrous treasures forever.

Nidal Land of Shadows, kr. 210,00 (Paizo Publishing)

Shed some light on a land perpetually shrouded in shadow. Draw back the veil on this ancient nation and learn more about the people and places that make up the umbral lands of Nidal. Ruled by a brutal and oppressive theocracy, the nation of Nidal is among the oldest and most isolated in the Inner Sea region. Its people hide in fear from the monsters that openly hunt the countryside, and those in cities, like the gothic capital Pangolais, keep their heads down when walking the streets among the masochistic priests of the Midnight Lord, Zon-Kuthon. Pathfinder Campaign Setting: Nidal, Land of Shadows presents a comprehensive look at this shadowy servitor state, a place of nightmarish creatures, tyrannical subjugation, and ancient mysteries.

Taldor - The First Empire, kr. 210,00 (Paizo Publishing)

Kingdoms rise and nations fall, but Taldor endures! The first empire of the Inner Sea remains a powerhouse even after five-thousand years, its vast lands rife with adventure and intrigue. Explore its deadly politics, lost history, and towering monuments in Pathfinder Campaign Setting: Taldor - The First Empire. Taldor is a land of contradictions, indescribable splendor and urban decay, saturated with history both fondly remembered and deliberately forgotten. Discover incredible wealth by plumbing the First Empire's storied past and battling its great threats, or meet terrible ruin on perfumed lips and heady wines.

PATHFINDER - CAMPAIGN SETTING - MAP FOLIO

**Wrath of the Righteous Poster Map Folio - TILBUD (så
længe lager
haves, der tages forbehold for udsolgte
varer), kr. 50,00 (Paizo Publishing)**

Designed to complement and enhance play of the Wrath of the Righteous Adventure Path, the three huge poster maps in this map folio are an invaluable aid for any campaign set in the treacherous Worldwound and beyond. Included in this folio are a map of the city of Kenabres (the setting for the first Wrath of the Righteous adventure), a map of the Worldwound itself, and an illustrative map of the Abyss presented as if it were an in-world handout of this otherworldly realm of ultimate evil.

PATHFINDER - COMPANION

**Advanced Class Origins - TILBUD (så længe lager
haves, der tages forbehold for udsolgte varer), kr.
50,00 (Paizo Publishing)**

Bring the 10 new classes from the Pathfinder RPG Advanced Class Guide to life with this comprehensive guide to getting the most out of these exciting, new character options. With all-new archetypes, traits, feats, magic items, spells, and more, this volume is the ultimate resource for players to integrate new classes like the bloodrager and warpriest into their Pathfinder campaigns, with specific attention to fitting the classes into the Pathfinder Campaign Setting.

Agents of Evil, kr. 135,00 (Paizo Publishing)

Not every protagonist is a hero! Get the tools to carry out dark deeds for even darker employers in Pathfinder Player Companion: Agents of Evil! Inside this sourcebook book you'll find discussions of what it means to carry out evil plans, plus new character options for PCs not squeamish about what patrons, gods, or other sources of power they call on, and equipment, magic items, and spells that will keep paladins from being willing to work with you.

Bastards of Golarion, kr. 105,00 (Paizo Publishing)

From the best-known mixed-blood races, like half-elves and half-orcs, to beings with just a touch of another race's blood in their veins, the most successful species are the most flexible. Learn what powers your blood might hold and draw upon the magic of your diverse heritage with new options for mixed-race characters, spells, and magic items to coax forth the might of latent powers, new feats and equipment, and more.

Blood of the Ancients, kr. 135,00 (Paizo Publishing)

From the mighty mechanical aptitude of the Jistka Imperium to the God-Kings of Ancient Osirion to the earliest days of more recently fallen empires, Pathfinder Player Companion: Blood of the Ancients provides racial traits, class options, spells, and wondrous items for those who draw their power from the past.

Blood of the Coven, kr. 135,00 (Paizo Publishing)

Discover the mysteries of witchcraft and natural magic within the pages of Pathfinder Player Companion: Blood of the Coven. Whether you've tapped into the magic of the wilds or you're a changeling who's inherited the blood of hags, Blood of the Coven allows you to indulge in some of the Pathfinder world's most enigmatic mystical secrets. New curses, hexes, and patrons further explore the witching world, while hosts of new archetypes, spells, magic items, rituals, and stranger practices unleash a cauldron of supernatural potential.

Dirty Tactics Toolbox - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 75,00 (Paizo Publishing)

Make sure you never get stuck in a fair fight again with the Dirty Tactics Toolbox. Learn how to use poisons, dirty trick maneuvers, sneak attacks, ambushes, and hidden equipment to more than even the odds in any encounter. This player-focused volume contains dozens of new feats, magic items, spells, and other character options to let you have a nasty trick or two up your sleeve, or become the unquestioned master of fighting dirty.

Disciple's Doctrine, kr. 135,00 (Paizo Publishing)

The faithful don't just congregate under the worship of a particular deity. Many adherents find faith in small congregations dedicated to obscure beliefs and complex philosophies. The Disciples' Doctrine for the Pathfinder Roleplaying Game explores over a dozen of these cults and traditions, including such groups as the secret Esoteric Order of the Palatine Eye, the Prophets of Kalistrade, Magnimar's Mystery Cults, Shoanti shamanic traditions, and the Tamashigo, who worship nature spirits known as kami. Learn what it takes to follow the dogma of these religions and unlock the secrets and powers only true dedication can bring. With Disciples' Doctrine, characters of every class can practice their devotion and gain power from their piety.

Heroes from the Fringe, kr. 135,00 (Paizo Publishing)

Dwarves, elves, gnomes, halflings, and other non-human peoples are staples of Golarion's population, and these groups are not monoliths. From Ekujae elves of the Mwangi Expanse to Pahmet dwarves of Osirion to bleaching gnomes, who exist in an emotional void, the non-human ethnicities of Golarion have cultivated rich traditions, specialized equipment, and adventuring skills. Delve deeper into your character's background with the many options in Pathfinder Player Companion: Heroes from the Fringe!

Monster Hunter's Handbook, kr. 150,00 (Paizo Publishing)

Sometimes an adventurer needs to take down a specific monstrous threat, and with the Monster Hunter's Handbook you can prepare to find (and fight) any monstrous foe! With the never-before-seen character options, equipment, and spells in this Pathfinder Player Companion, characters learn the difference between hunting dinosaurs and dragons, and show why it takes totally different equipment than hunting aberrations, vermin, plants, or magical beasts!

PATHFINDER - COMPATIBLE**Pathfinder: Cthulhu Mythos - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Petersen Games)**

Sandy Petersen is the undisputed authority on the Cthulhu Mythos in games as the author of the groundbreaking game Call of Cthulhu, the first game ever to bring H.P. Lovecraft's work to the gaming world. He now proudly presents the definitive and ultimate guide to bringing Lovecraft to the high fantasy, sword and sorcery worlds played using the Pathfinder rule system. Here, your band of heroes can now fight (and maybe even defeat) monstrous horrors and bizarre, inhumanly advanced races in adventures featuring these unique entities, their magics, and the alien technologies accurately portrayed from Lovecraftian works! This core rulebook features a bestiary with over 100 creatures, monstrosities, and Mythos Entities authoritatively revised and updated for use with Pathfinder, plus Plot Hooks and Campaign starters, information on Mythos Alien and Bizarre Technology, new expansive Insanity Rules, and details on Cults of Cthulhu and the Necronomicon and other blasphemous Tomes, as well as new Rituals, Spells, Archetypes, and Class Options.

PATHFINDER - DECK - CAMPAIGN CARDS**Tears at Bitter Manor, kr. 90,00 (Paizo Publishing)**

Unlock the past! Get the most out of Pathfinder Module: Tears at Bitter Manor with this custom-made assortment of characters, treasures, and more! Designed specifically for use with Pathfinder Module: Tears at Bitter Manor, this beautifully illustrated, 54-card deck is easily this deadly dungeon's greatest treasure!

Wardens of the Reborn Forge, kr. 90,00 (Paizo Publishing)

With beautiful illustrations on every card and direct tie-ins to The Wardens of the Reborn Forge Pathfinder Module, this useful 54-card deck puts the greatest innovations of both sorcery and steel at your fingertips. With a selection of Item Cards to help players track important treasure and Face Cards to aid in the depiction of NPCs, the new Campaign Deck format also introduces Quest Cards, summaries of key adventure goals that keep players on track to getting the most out of their adventuring experience.

PATHFINDER - DECK - ITEMS CARDS**Tech Deck Item Cards, kr. 90,00 (Paizo Publishing)**

Boxsæt. From the perilous holds of a crashed alien vessel, this deck presents a trove of treasures for use in any science fiction adventure, including laser rifles, gravity suits, nanite canisters, and other mysterious items inspired by classic sci-fi. Each of these sets 54 beautifully illustrated, full-color cards includes space on the back to add notes for each item, allowing players to track their favorite treasures. Pathfinder Item Cards allow heroes to keep track of their equipment in style. Each full-color card features a beautiful portrait of an item on one side with blank space on the back to keep notes. These Pathfinder Item Cards are designed for use with the Pathfinder Roleplaying Game, but are compatible with any fantasy or science fiction roleplaying game.

PATHFINDER - FLIP MAT**Ambush Sites Multi-Pack, kr. 225,00 (Paizo Publishing)**

When the heroes keep stumbling into trouble, Pathfinder Flip-Mat

Basic (Revised Edition), kr. 135,00 (Paizo Publishing)

A dungeon filled with insidious traps, a magnificent imperial throne room, the citadel of an immortal tyrant—the possibilities for adventure are endless with Pathfinder Flip-Mat: Basic. Appropriate for use with any roleplaying game, this invaluable gaming accessory presents two subtle textures—smooth stone and fine dirt—providing Game Masters a blank canvas on which to create any dungeon, battleground, and adventure set piece they desire. A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel.

Basic Terrain Multi Pack, kr. 225,00 (Paizo Publishing)

Get Back to Basics!

Whether you need a wild plain, a city square, an arena floor, or the open sea, set the scene for nearly any adventure with the Pathfinder Flip-Mat: Basic Terrain Multi-Pack! Cover all your ground effectively with four different full-color textures: grassland, stone floor, street, and water! Usable by experienced GMs and novices alike for a vast variety of games, Pathfinder Flip-Mats fit perfectly into any Game Master's arsenal, giving you vibrant playspaces you can customize however you like! Don't waste your time sketching when you could be playing. With the Pathfinder Flip-Mat: Basic Terrain Multi-Pack, now you can focus on what matters the most: the action in your game.

Bigger Basic, kr. 180,00 (Paizo Publishing)

A dungeon filled with insidious traps, a magnificent imperial throne room, the citadel of an immortal tyrant—Game Masters can now dream even bigger as the possibilities for adventure are endless with Pathfinder Flip-Mat: Bigger Basic. This massive gaming accessory presents two subtle textures—smooth stone and fine dirt—on which GMs can design any dungeon, battleground, or adventure set piece they desire. Fully laid out, Flip-Mat: Bigger Basic measures 27" x 39" inches, and features a coated surface designed to handle any dry erase, wet erase, or even permanent marker.

Bigger Bridge, kr. 180,00 (Paizo Publishing)

Whether you're traversing a giant's mountain pass or braving the bustle of a cosmopolitan span, Pathfinder Flip-Mat: Bigger Bridge has you covered! One side of this double-sided map features a wide passage overlooking a massive mountain precipice, while the other details an enormous city bridge, with shops and workshops teetering on its edges! Measuring approximately 27-inches x 39-inches, this map features a coated surface designed to handle any dry erase, wet erase, or even permanent marker.

Bigger Flooded Dungeon, kr. 180,00 (Paizo Publishing)

Pathfinder Flip-Mat: Bigger Flooded Dungeon measures 27 by 39

Bigger Keep, kr. 180,00 (Paizo Publishing)

Whether you're on a secret mission to rescue the crown prince, or defending a kingdom against the onslaught of hobgoblin hordes, Pathfinder Flip-Mat: Bigger Keep has you covered! Each side of the Flip-Mat details the various levels of a massive keep, with one side featuring the courtyard and surrounding terrain, and the opposite side focusing on the upper level of the fortress.

Bigger Temple, kr. 180,00 (Paizo Publishing)

Whether your party is tracking monsters through the misty highlands or fighting a guerrilla campaign against an invader, no Game Master wants to spend time drawing every fold and bluff that the party might hide behind. Fortunately, with the latest Pathfinder Flip-Mat Classics, you don't have to! This line of gaming maps provides ready-to-use and detailed fantasy set pieces for the busy Game Master.

Bigger Village, kr. 180,00 (Paizo Publishing)

Whether you're exploring some far-flung market or defending a village from a horde of orcs, Pathfinder Flip-Mat: Bigger Village has you covered. Each side of this Flip-Mat features a different sprawling village. One side features an exotic trade center on the edge of the desert, while the other depicts a palisade-fortified town. Don't waste your time sketching when you could be playing. With Pathfinder Flip-Mat: Bigger Village, you'll be ready next time your players decide to go to town.

Classics - Ancient Dungeon, kr. 125,00 (Paizo Publishing)

Delve the deepest, oldest tombs and catacombs with Flip-Mat Classic: Ancient Dungeon, a gorgeous double-sided battle-scale map of two complete dungeon levels! Both sides show numerous rooms and corridors that you populate with your own ancient treasures and terrors!

Classics - Battlefield, kr. 125,00 (Paizo Publishing)

Assemble battle lines against the enemy with Flip-Mat Classics: Battlefield! This durable Flip-Mat provides two ready-to-use scenes on which adventurers can hold strategic territory, vanquish deadly foes, and wave their banners. Be ready to draw your weapons and raise your bucklers when using Flip-Mat Classics: Battlefield!

Classics - City Gates, kr. 125,00 (Paizo Publishing)

Defend or storm the battlements with Flip-Mat Classics: City

Classics - Darklands, kr. 125,00 (Paizo Publishing)

Crawl into the depths of the earth with Flip-Mat Classics: Darklands! Whether the adventurers are just checking out a cave or fighting their way through a subterranean tunnel system, this Flip-Mat provides a ready-to-use combat map for a variety of encounters. Don't forget to bring plenty of light and watch out for collapses when using Flip-Mat Classics: Darklands!

Classics - Deep Forest, kr. 125,00 (Paizo Publishing)

Whether your party is exploring an ancient forest or fighting beasts in the woods, no Game Master wants to spend time drawing every tree and trail that the party might come across. Fortunately, with the latest Pathfinder Flip-Mat Classics, you don't have to!

Classics - Desert, kr. 125,00 (Paizo Publishing)

Whether your adventurers are on the trail of a dirty thief or just looking for a fight, no Game Master wants to slow the action down by drawing sites for urban encounters. Fortunately, with Flip-Mat Classics: Seedy Tavern, you don't have to! This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set-pieces for the busy Game Master. This double-sided combat map presents three distinct taverns perfect for all manner of sinister confrontations. It even connects with Map Pack: Sewer System for more seedy adventure! The most-popular Pathfinder Flip-Mats in history return! These fan-favorite maps feature versatile adventure settings—city streets, forests, ships, taverns, and more—and now they're back for a repeat performance. Durable and lavishly detailed, these essential adventure set pieces are sure to bring excitement to your game table for years to come! A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. Each Flip-Mat measures 24" x 30" unfolded, and 8" x 10" folded.

Classics - Dragon's Lair, kr. 125,00 (Paizo Publishing)

Dragons are among the most fearsome foes in fantasy gaming,

Classics - Hamlet, kr. 125,00 (Paizo Publishing)

Put your feet up and rest for a while with Flip-Mat Classic:

Classics - Hill Country, kr. 125,00 (Paizo Publishing)

Whether your party is tracking monsters through the misty highlands or fighting a guerrilla campaign against an invader, no Game Master wants to spend time drawing every fold and bluff that the party might hide behind. Fortunately, with the latest Pathfinder Flip-Mat Classics, you don't have to! This line of gaming maps provides ready-to-use and detailed fantasy set pieces for the busy Game Master.

Classics - Pub Crawl, kr. 125,00 (Paizo Publishing)

Paint the town red with Flip-Mat Classics: Pub Crawl, a gorgeous double-sided battle-scale map of two tavern-filled street scenes! One side features several bars and taverns in a nice part of town, while the flip-side extends the scene on Flip-Mat: Warehouse to flesh out the seedier side of town! Both sides show interiors and exteriors, for when the inevitable brawls spill out onto the city streets!

Classics - Seedy Tavern, kr. 125,00 (Paizo Publishing)

Whether your adventurers are on the trail of a dirty thief or just looking for a fight, no Game Master wants to slow the action down by drawing sites for urban encounters. Fortunately, with Flip-Mat Classics: Seedy Tavern, you don't have to! This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set-pieces for the busy Game Master. This double-sided combat map presents three distinct taverns perfect for all manner of sinister confrontations. It even connects with Map Pack: Sewer System for more seedy adventure!

Classics - Warehouse, kr. 125,00 (Paizo Publishing)

Who knows what criminal conspiracies and deadly deals might unfold amid the maze of merchandise in Pathfinder Flip-Mat Classics: Warehouse? With a full suspicious scene on each side - one along the waterfront and the other with a holding yard - this durable accessory can serve as ambush site or hideout in any tabletop fantasy campaign!

Dungeons Multi-Pack, kr. 225,00 (Paizo Publishing)

When you need an endless dungeon full of foul chambers and hiding spots for vicious fiends, Pathfinder Flip-Mat Multi-Pack: Dungeons has you covered. The four sides of this Flip-Mat Multi-Pack present levels in an interlocking dungeon. Flip-Mats feature a coated surface designed to handle any dry erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, Flip-Mats fit perfectly into any Game Master's arsenal!

Forests Multi-Pack, kr. 225,00 (Paizo Publishing)

When the heroes decide to explore vast stretches of wilderness, Pathfinder Flip-Mat Multi-Pack: Forests has you covered. The four sides of this Flip-Mat Multi-Pack present meandering brooks, winding trails, groves, grottos and other forest locations perfect for exploration and ambush. Each side connects to the other parts of the wilderness in some way, allowing you to present a nearly endless forest! Don't waste your time sketching when you could be playing. With Pathfinder Flip-Mat Multi-Pack: Forests, you'll be ready next time your players wish to brave the primordial woodlands! This set includes two flip mats, each measuring 24' x 30' unfolded, and 8' x 10' folded. A Flip-Mat's coated surface can handle any dry erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, Pathfinder Flip-Mats fit perfectly into any Game Master's arsenal!

Haunted House, kr. 135,00 (Paizo Publishing)

Whether you're questing to settle the spirit of a malicious haunt, or searching for a group of missing younglings, Pathfinder Flip-Mat: Haunted House has you covered. The two-sides of this Flip-Mat detail the levels of a large haunted mansion, with one side detailing the ground floor and twisted grounds of the mansion, while the other covers the upper levels, including the roof and tallest tower of the baneful abode. This portable, affordable map measures 24' x 30', and features a coated surface designed to handle any dry erase, wet erase, or even permanent marker.

Tavern Multi-Pack, kr. 225,00 (Paizo Publishing)

When the heroes spend their downtime carousing and one tavern just won't do, Pathfinder Flip-Mat: Tavern Multi-Pack has you covered. This set's four sides each feature a different tavern. Some of these taverns are smeared with grime and blood, others shine with the wealth of nations and pamper guests with the finest food and drink. Whether you need a roadhouse or a nobles gambling hall, you'll find the tavern you need in this pack. Use all the maps and design a pub-crawl that starts at the city's gates and ends at the higher echelons rife with guild-masters, legendary scoundrels, and archmages! Don't waste your time sketching when you could be playing. With Pathfinder Flip-Mat Multi-Pack: Taverns, you'll be ready next time your players wish to brave the primordial woodlands!

Wicked Dungeon, kr. 135,00 (Paizo Publishing)

When heroes choose to chase down the fiendish, spooky, and

Wizard's Dungeon, kr. 135,00 (Paizo Publishing)

Whether your players are on the hunt for strange magic items and dusty tombs, or on a quest to rid the world of fiends, Pathfinder Flip-Mat: Wizard's Dungeon has you covered. Each side of this Flip-Mat detail two different wizard's dungeons, one a long-abandoned haunt filled with magical dangers, while the other is a maze of filled with magic circles, binding powerful outsiders within. Don't waste your time sketching when you could be playing. With Pathfinder Flip-Mat: Wizard's Dungeon, you'll be ready next time your players want to meddle in the affairs of wizards! This portable, affordable map measures 24' by 30' unfolded, and 8' by 10' folded. Its coated surface can handle any dry erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, Pathfinder Flip-Mats fit perfectly into any Game Master's arsenal! On tabletops across the world, the Flip-Mat Revolution is changing the way players run their fantasy roleplaying games! Why take the time to sketch out ugly scenery on a smudgy plastic mat when dynamic encounters and easy cleanup is just a Flip away?

PATHFINDER - FLIP TILES**Darklands Perils Expansion, kr. 180,00 (Paizo Publishing)**

With 24 full-color 6 x 6-inch double-sided tiles, each stunningly

Darklands Starter Set, kr. 315,00 (Paizo Publishing)

Boxsæt. The new and useful Flip-Tiles: Darklands Starter Set

Dungeon Perils Expansion, kr. 180,00 (Paizo Publishing)

Dungeons get deadlier! Flip-Tiles: Dungeon Perils Expansion is the first expansion to Flip-Tiles: Dungeon Starter Set. With 24 full-color 6 x 6-inch double-sided tiles, each stunningly crafted by cartographer Jason A. Engle, add traps, hazards, and other dangers to your dungeons. Your players will never know what hit them!

Dungeon Vaults Expansion, kr. 180,00 (Paizo Publishing)

Some dungeons are bigger than others! Flip-Tiles: Dungeon Vaults Expansion is the newest expansion to the Flip-Tiles: Dungeon Starter Set. With 24 full-color 6 x 6-inch double-sided tiles, each stunningly crafted by cartographer Jason A. Engle, you can add even larger fanes, occult chambers, arcane workshops, and strangely shaped chambers to your dungeon.

Forest Highlands Expansion, kr. 180,00 (Paizo Publishing)

With 24 full-color 6 x 6-inch double-sided tiles, each stunningly crafted by cartographer Jason A. Engle, you can climb the highlands of the wilderness, scale cliffs with stunning waterfalls, find dangerous caves and craggy outcrops that'll serve as perfect ambush sites.

Forest Perils Expansion, kr. 180,00 (Paizo Publishing)

The forest holds many dangers! Flip-Tiles: Forest Perils Expansion is the first expansion to Flip-Tiles: Forest Starter Set. With 24 full-color 6 x 6-inch double-sided tiles, each stunningly crafted by cartographer Jason A. Engle, add diversions, hazards, and other dangers to your dungeons. You'll be prepared next time your players branch out in an unexpected direction!

Forest Starter Set, kr. 315,00 (Paizo Publishing)

Boxsæt. The new and convenient Flip-Tiles: Forest Starter Set features 42 full-color 6 x 6-inch map tiles, with forest paths and clearings on each side, all stunningly crafted by cartographer Jason A. Engle. These exciting new tiles put wilderness adventure in your hands! Suitable for experienced GMs and novices alike, this product fits perfectly into any Game Master's arsenal. Wet, dry, and permanent markers erase from the tiles! These double-sided dungeon tiles come in convenient packaging for easy storage. Take your dungeons to the next level!

Urban Perils Expansion, kr. 180,00 (Paizo Publishing)

The city can be a rough place! Pathfinder Flip-Tiles: Urban Perils Expansion is the first expansion to the Pathfinder Flip-Tiles: Urban Starter Set! With 24 full-color 6 x 6-inch double-sided tiles, each stunningly crafted by cartographer Jason A. Engle, you can add fires, blockades, floods, and sinkholes to your city. All perfect for the next time the heroes take a wrong turn in the big town! Suitable for experienced GMs and novices alike, this product fits perfectly into any Game Master's arsenal. Wet, dry, and permanent markers erase from the tiles! These double-sided dungeon tiles come in convenient packaging for easy storage.

Urban Sewers Expansion, kr. 180,00 (Paizo Publishing)

With 24 full-color 6 x 6-inch double-sided tiles, each stunningly

Urban Starter Set, kr. 315,00 (Paizo Publishing)

More tiles! More options! New size! Create winding passages through an urban maze with just a flip! The new and convenient Flip-Tiles: Urban Starter Set features 42 full-color 6 x 6-inch map tiles, with courtyards, back alleys, and other urban features, both sides stunningly crafted by cartographer Jason A. Engle. These exciting new tiles put endless cities at your fingertips! Suitable for experienced GMs and novices alike, this product fits perfectly into any Game Master's arsenal. Wet, dry, and permanent markers erase from the tiles! These double-sided dungeon tiles come in convenient packaging for easy storage. Take your urban adventures to the next level!

PATHFINDER - MAP PACK**Secret Rooms, kr. 150,00 (Paizo Publishing)**

Steal your way into the hiding places of secret treasures - and terrors! Pathfinder Map Pack: Vaults contains 18 full-color, 5 x 8-inch map tiles, stunningly crafted by cartographer Jason A. Engle, that combine to create a labyrinth of stone-walled chambers through which you can lure your players with the promise of fabled wealth - and ambush them with ghoulish guardians! Wet, dry, and permanent markers erase from the tiles!

PATHFINDER - MODULE**Clash of the Kingslayers (S1) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Paizo Publishing)**

An RPG Superstar dungeon adventure for 10th-level characters

Glimmerhold, an ancient dwarven city-kingdom, is under attack! A casual dungeon exploration has unleashed a host of hideous monstrosities from deep beneath the earth that threatens to destroy Glimmerhold. The ancient dwarven city has a dark secret, one that may turn the players against its rulers and force them to make the ultimate decision: save the city of Glimmerhold, or destroy it!

Written by Christine Schneider, the winner of Paizo's first RPG Superstar™ contest.

The map of Glimmerhold was omitted for lack of space, but you can download it here, and read about it in this entry in the Paizo Blog.

Pathfinder Modules are 32-page, high-quality, full-color, OGL-compatible adventures for use with the world's most popular fantasy RPG. All Pathfinder Modules include four pre-made characters so players can jump right into the action, and full-color maps to enhance play.

Conquest of Bloodsworn Vale (W1) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Paizo Publishing)

An adventure for 6th-level characters.

Fallow and abandoned for years, Bloodsworn Vale has long been a dangerous wood separating two kingdoms. A recent call-to-arms asks adventurers from around the world to establish a trade route through this dark and forboding forest.

Conquest of Bloodsworn Vale is a wilderness adventure written by Jason Bulmahn that pits players against the evil fey tribes of the Vale. Only the valiant and clever can defeat the fey—but will you be clever enough to destroy their master?

GameMastery Modules are 32-page, high-quality, full-color, OGL-compatible adventures for use with the world's most popular fantasy RPG. All GameMastery Modules include four pre-made characters so players can jump right into the action, and full-color maps and handouts to enhance play.

Treasure of Chimera Cove (LB2) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Paizo Publishing)

A Last Baron wilderness adventure for low-level characters.

An ancient map points to a legendary treasure hidden in the mythical Chimera Cove, a long-forgotten pirate port. A host of deadly traps and lingering guardians awaits the plunderers, but an even greater evil has its sight set upon powerful relic. The path to riches is fraught with peril, but the reward far outweighs the risk.

PATHFINDER - PAWN COLLECTION**Bestiary 6 Box, kr. 450,00 (Paizo Publishing)**

Boxsæt. The potent horrors and dangerous monstrosities of **Hell's Vengeance Pawn Collection, kr. 225,00 (Paizo Publishing)**

Key monsters and NPCs from the Hell's Vengeance Adventure Path come alive on your tabletop with the Hell's Vengeance Pawn Collection, featuring more than 100 creature pawns for use with the Pathfinder Roleplaying Game or any tabletop fantasy RPG. Printed on sturdy cardstock, each pawn presents a beautiful full-color image of a monster or NPC from the Hell's Vengeance campaign, including angels, archons, devils, knights, and paladins of the Glorious Reclamation, plus dozens of unique creatures and characters.

Ruins of Azlant Pawn Collection, kr. 225,00 (Paizo Publishing)

Key monsters and NPCs from the Ruins of Azlant Adventure Path come alive on your tabletop with the Ruins of Azlant Pawn Collection, featuring more than 100 creature pawns for use with the Pathfinder Roleplaying Game or any tabletop fantasy RPG! Printed on sturdy cardstock, each pawn presents a beautiful full-color image of a monster or NPCs from the Ruins of Azlant campaign, including bizarre beasts, exquisite clockworks, aquatic horrors, and dozens of unique creatures.

Tyrant's Grasp Pawn Collection, kr. 225,00 (Paizo Publishing)

Monsters, friends, and foes from the Tyrant's Grasp Adventure

PATHFINDER - POCKET EDITION**Advanced Race Guide (Pocket Edition), kr. 180,00 (Paizo Publishing)**

Get the most out of your heritage with the Pathfinder RPG Advanced Race Guide! Embrace your inner monster by playing one of 30 iconic races from mythology and gaming history, or build an entirely new race of your own. If classic races are more your style, go beyond the stereotypes for elves, dwarves, and the other core races with new options and equipment to help you stand out from the crowd.

Bestiary 5 (Pocket Edition), kr. 180,00 (Paizo Publishing)

Creatures strange beyond imagining and more terrifying than any nightmare lurk in the dark corners of the world and the weird realms beyond. Within this book, you'll find hundreds of monsters for use in the Pathfinder Roleplaying Game. Face off against devils and dragons, deep ones and brain moles, robots and gremlins, and myriad other menaces! Yet not every creature needs to be an enemy, as whimsical liminal sprites, helpful moon dogs, and regal seilenoi all stand ready to aid you on your quests-if you prove yourself worthy. Pathfinder RPG Bestiary 5 is the fifth indispensable volume of monsters for use with the Pathfinder Roleplaying Game and serves as a companion to the Pathfinder RPG Core Rulebook and Pathfinder RPG Bestiary. This imaginative tabletop game builds upon more than 10 years of system development and an Open Playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into a new era.

Horror Adventures, kr. 180,00 (Paizo Publishing)

There are things that dwell in the dark places of the world, in

Monster Codex, kr. 180,00 (Paizo Publishing)

With Pathfinder Roleplaying Game: Monster Codex, fleshed-out

Ultimate Magic (Pocket Edition), kr. 180,00 (Paizo Publishing)

Raise your character to the pinnacle of magical might with Ultimate Magic! Within this tome, secrets arcane and divine lie ready to burst into life at the hands of all the spellcasting classes in the Pathfinder Roleplaying Game. In addition to the brand-new magus class - a master of both arcane magic and martial prowess - you'll also find a whole new system for spellcasting, rules for spell duels and other magical specialties, and pages upon pages of new spells, feats, and more. Because when it comes to magic, why settle for less than absolute power?

PATHFINDER 2ND EDITION**Bestiary Hardcover, kr. 450,00 (Paizo Publishing)**

More than 400 of fantasy's fiercest foes burst from the pages of

Bestiary Hardcover (Special Edition), kr. 630,00 (Paizo Publishing)

This deluxe special edition is bound in faux leather with metallic

Character Sheet Pack, kr. 135,00 (Paizo Publishing)

With a specially designed two-sided character sheet for each of

Combat Pad, kr. 225,00 (Paizo Publishing)

Never miss a turn with the Pathfinder Combat Pad initiative

Condition Card Deck, kr. 210,00 (Paizo Publishing)

With the Pathfinder Condition Card Deck, it's easy for players

Critical Fumble Deck, kr. 120,00 (Paizo Publishing)

Boxsæt. With more than 200 unique misfortunes, the Pathfinder

Critical Hit Deck, kr. 120,00 (Paizo Publishing)

Boxsæt. Scoring a critical hit can turn the tide of any battle, and

GM Screen, kr. 180,00 (Paizo Publishing)

This beautiful 4-panel landscape-style screen features stunning artwork from Ekaterina Burmak on the player's side, and a huge number of charts and tables on the GM side to speed up play and reduce time spent leafing through rulebooks in search of an obscure modifier or result.

Lost Omens World Guide Hardcover, kr. 335,00 (Paizo Publishing)

This comprehensive 136-page hardcover overview of the world

Pathfinder RPG: Core Rulebook Hardcover, kr. 540,00 (Paizo Publishing)

This comprehensive 640-page guide to the Pathfinder roleplaying

Pathfinder RPG: Core Rulebook Hardcover (Special Edition), kr. 720,00 (Paizo Publishing)

This deluxe special edition is bound in faux leather with metallic

PATHFINDER 2ND EDITION - ADVENTURE**Fall of Plaguestone, kr. 210,00 (Paizo Publishing)**

A group of new adventurers, traveling through the small

PATHFINDER 2ND EDITION - ADVENTURE PATH**Age of Ashes Part 1 - Hellknight Hill, kr. 225,00 (Paizo Publishing)**

When mysterious fires begin to burn atop the towers of a nearby

Age of Ashes Part 2 - Cult of Cinders, kr. 225,00 (Paizo Publishing)

The heroes have claimed the citadel atop Hellknight Hill as their

Age of Ashes Part 3 - Tomorrow Must Burn, kr. 225,00 (Paizo Publishing)

In defeating the treacherous Cult of Cinders, the heroes discover

Age of Ashes Part 4 - Fires of the Haunted City, kr. 225,00 (Paizo Publishing)

The Scarlet Triad has turned their attention to a ruined dwarven

Age of Ashes Part 5 - Against the Scarlet Triad, kr. 225,00 (Paizo Publishing)

The heroes have clashed many times with the Scarlet Triad and

Age of Ashes Part 6 - Broken Promises, kr. 225,00 (Paizo Publishing)

The heroes have defeated the Scarlet Triad, but in doing so have

PATHFINDER 2ND EDITION - FLIP MAT**Fall of Plaguestone, The, kr. 135,00 (Paizo Publishing)**

Bring your Fall of Plaguestone adventures to life on your tabletop

PENDRAGON**King Arthur RPG: Pendragon, kr. 360,00 (Chaosium Inc.)**

Relive the grandeur, romance and adventure of the greatest of all legends the story of King Arthur with this new edition of the award-winning roleplaying game by Greg Stafford. Assume the role of a knight starting his career in the time of Uther Pendragon, undertaking quests and perilous adventures for your lord, for your lady-love, for the Church, or for your own glory. Win great renown with your laudable deeds and feats of arms, perhaps even winning the right to carve your name into the Round Table itself as the story of Arthur and Camelot unfolds around you.

PRINCESS BRIDE**Princess Bride RPG, The, kr. 495,00 (Toy Vault)**

Fezzik, Inigo, Westley, and Buttercup are coming to your tabletop

PROJECT NINJA PANDA TACO

Project Ninja Panda Taco RPG - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Jennisodes)

Take over the world in Project Ninja Panda Taco, a collaborative storytelling game where players, acting as villainous Masterminds, attempt to gain mastery of the world at large, while preventing their Nemesis from doing the same (with help from Minions, who assist whomever gives them the best loot).

RIDDLE ROOMS

Riddlemaster, The - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 30,00 (Cloud Kingdom Games)

They scour the remotest ruins seeking to unravel the deepest mysteries of the world. They mingle with the most powerful heroes and rules to shape the unfolding of history. They commune with mighty sphinxes to achieve enigmatic ends. They are the RiddleMasters until now shrouded in secrecy.

This book introduces the RiddleMaster as a character class including five prestige classes, new skills, feats and spells, rules for riddle contests and 13 new riddles and riddle rooms.

RIFTS

Bestiary: North America Volume One, kr. 245,00 (Palladium Books)

Monsters and animals of Rifts North America organized in two big, easy to use sourcebooks. Predators, exotic riding animals, beasts of burden, alien horrors, giant insects, and more. New creatures and terror, updated where applicable with uniform stat blocks. A map for every creature showing where it is found.

Index & Adventures Vol. One - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Palladium Books)

Har du problemer med at finde rundt i alle dine Rift bøger? Well - her er løsningen. The Rift Index (tadaaaa). Indeholder desuden en række fede eventyr, og kan bruges til at skrælle kartofler og lave kaffe - på een gang (naaah). Men ikke desto mindre - køb køb køb! (Vi sidder klar ved telefonerne).96 s.

Rifts Index & Adventures: Volume One is a combination index, sourcebook and adventure book! The Index is a comprehensive reference that indicates which title and what page players and Game Masters can find specific characters. O.C.C.s, R.C.C.s, skills psionics, magic spells, magic items, weapons, vehicles, equipment, places, Erin Tarn, monsters, D-Bees, the Coalition States, adventures, etc.! The Index includes the following titles: Rifts RPG, Sourcebook One, Sourcebook 3: Mindwerks, Rifts Conversion Book One, Rifts Conversion Book 2: Pantheons of the Megaverse, Rifts Mercenaries, Dimension Books 1 & 2 and World Books 1-6 (Vampire Kingdoms, Atlantis, England, Africa, Triax & the NGR, and South America One). The Adventure Section includes a few full-length adventures plus dozens of Hook, Line & Sinker adventures! Highlights Include: An index that is a G.M.s dream; by Craig Crawford. Over 40 pages of adventures, adventure ideas and source material set in North America. Adventures by Kevin Siembieda, Jolly Blackburn and others.

RIFTS - RIFTER

46 - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Palladium Books)

The Rifter® is your doorway to unlimited imagination and numerous Palladium role-playing worlds. It offers new heroes, powers, weapons, magic and adventure for your games. It presents new villains, monsters and dangers to battle, and new ideas to consider.

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Best of the Rifter - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 60,00 (Palladium Books)

The Best of The Rifter® & Index

A Palladium Books® 25th Anniversary Special

This special issue of The Rifter® is an index and best of collection published as part of the Palladium Anniversary Celebration (and is a free bonus issue for subscribers).

It includes some of the most interesting, useful, fun and funny moments from the last eight years.

Best of all, it includes a comprehensive index of articles from issues 1-33!

A comprehensive index for issues #1-33.

P.P.E. Channeling, G.M. tips, great art and, um, "good stuff."

A must for collectors of The Rifter® and those collecting Palladium's 25th Anniversary items.

128 pages.

ROGUE TRADER - WARHAMMER 40K

Citadel of Skulls (Warpstorm Trilogy II) - TILBUD (så længe lager havet, der tages forbehold for udsolgte varer), kr. 150,00 (Fantasy Flight Games)

On the hunt to discover the cause of vanishing settlements and increased xenos sightings, you and your fellow Explorers are thrust on a perilous journey. A great beast has awakened from beyond the edges of the Koronus Expanse, hungry to fulfill its dark purpose. Before you and your fellow Explorers can attempt to seek it out and ultimately destroy it, you must uncover what and where it is. Finding the answer is a nearly impossible undertaking, pitting you against an infamous pirate lord blessed by Chaos.

Citadel of Skulls, the second adventure in The Warpstorm Trilogy for Rogue Trader, can be played as a standalone adventure or connected to the events introduced in The Frozen Reaches. Prepare to attempt the ultimate heist: stealing a priceless artefact from the vault of Karrad Vall, the Chaos Reaver known as the Faceless Lord. No sane person has ever risked entering the Faceless Lord's inner sanctum, let alone stealing from him...until now.

Plot your course through Vall's dark cathedral, past quivering slaves and brutal enemies, bloody chambers, and the ossuaries that give the Citadel its name. And once you reach the Casket of Secrets you'll meet "the Archivist."

An epic adventure of exploration, combat, and acquisition of wealth, Citadel of Skulls is a suspenseful and thrilling journey. Will you be able to withstand the voyage?

Frozen Reaches, The (Warpstorm Trilogy I) - TILBUD (så længe lager havet, der tages forbehold for udsolgte varer), kr. 50,00 (Fantasy Flight Games)

The Frozen Reaches is an adventure for Rogue Trader that throws the Explorers before an impending Ork invasion as they work to save the planet of Damaris. But first, they will need to organize squabbling factions and establish a united front. This is no easy task, as powerful forces are working against them from the shadows...

Use all your charm and influence to prepare a planet's defences as the Ork fleets close in on Damaris. Fight the xenos in space aboard the bridge of your starship, or meet the bloody Orks in brutal hand-to-hand combat on the ground! The choices you make ensure success, or guarantee defeat. Choose wisely, and reap the rewards of your victory.

The Frozen Reaches can be played as a standalone adventure, but the events and characters it introduces are only the beginning. The Warpstorm Trilogy, an epic series of adventures, centers on the exploits of the Explorers as they uncover a great mystery that threatens the entire Expanse.

Do you have what it takes to brave the dangers of a warpstorm?

Lure of the Expanse - TILBUD (så længe lager havet, der tages forbehold for udsolgte varer), kr. 150,00 (Fantasy Flight Games)

Lure of the Expanse, the latest book for Rogue Trader, features three adventures set amongst the unexplored stars beyond the Imperium. Wealth and glory await those with the courage to venture into the farthest reaches of space. Your Explorers will travel to the perilous port of Footfall to learn of a dark prophecy of long-lost riches, or they will find themselves on the path of uncountable riches. Threats abound, but can the Explorers transform danger into rewards?

RUNEQUEST 7TH EDITION

RuneQuest RPG: Roleplaying in Glorantha Core Rulebook, kr. 495,00 (Chaosium Inc.)

RuneQuest: Roleplaying in Glorantha is the long-awaited reunion of setting and rules, merging Glorantha and the RuneQuest rules together for the first time in years. RuneQuest: Roleplaying in Glorantha is a mythic heroic fantasy roleplaying game set in the world of Glorantha, where the gods are active and magic is a part of everyday life. This edition marks the triumphant return of one of the oldest and most critically acclaimed gaming settings of all time in a deluxe all-new edition. The flagship book in an ambitious new full-color volume suitable for any gamers new or experienced the RuneQuest core rulebook presents everything you need to begin adventuring in Glorantha.

SAVAGE WORLDS

Accursed - III Omens, kr. 160,00 (Studio 2 Publishing, Inc.)

Morden has fallen to the Witches, but their banes continue to prey off of the mortal survivors. Showcasing works by an all-star cast of gaming writers, including Shane Hensley, Rich Baker, Sean Patrick Fannon, and Colin McComb, this book of adventures for Accursed presents a variety of different challenges for Morden's Witchmarked heroes to overcome, as well as notorious new foes and expanded locations.

Apocalypse Prevention, Inc., kr. 160,00 (Studio 2 Publishing, Inc.)

Join the fight to protect earth - Now using the Savage Worlds ruleset! Monsters and demons have existed on Earth since its inception, terrorizing humanity throughout history. But some of them decided to fight back, creating a company of like-minded beings (even other demons) to defend the Earth from supernatural threats.

Today, the shadow company has its hands in every facet of life all around the globe, using this grasp to police supernatural activity. Demon races that live on Earth (i.e. the aquatic Lochs, shape-shifting Changelings, or even the pyrotechnic Burners) have joined the company as well, ensuring their safety as well as humanity's.

Each agent arms themselves in a different way, but all stand as the last chance for Earth's defense against countless dimensional and magical enemies. Apocalypse Prevention, Inc. details everything you need to become agents and protect the Earth.

Fear Agent, kr. 270,00 (Pinnacle)

Based on the amazing comic series by Rick Remender, Tony Moore, and Jerome Opea, Fear Agent: The Roleplaying Game is a pulp sci-fi setting for Savage Worlds with dark secrets and cataclysmic twists! After Earth is devastated by an interstellar war between two alien races, the few surviving members of humanity are dragged kicking and screaming into a complex galaxy of terror and adventure they didn't even know existed. Now, Texan Heath Huston bands together with others of his ilk to form the Fear Agents, a ragtag collection of survivors intent on revenge! In their wake is a galaxy where humans are newcomers in a world of lasers, rocket packs, and warp drives.

Freedom Squadron - Commando's Manual, kr. 225,00 (Evil Beagle Games)

It's the year 2051, and World War III only ended two years ago. Even as the world began to rebuild from the conflagration, humanity was rocked by the revelation that a massive organization engaged in a terrible conspiracy to bring Earth to its knees and under their control. VENOM became the enemy of all freedom-loving people, using military might to attack humanity and install their mighty leader, VENOM Commander, firmly in control of the world. But Freedom Squadron has something to say about that! Grab this manual and get started on earning your Code Name, Recruit! Welcome to Freedom Squadron!

Freedom Squadron - Plans & Operations Manual, kr. 225,00 (Evil Beagle Games)

General Steel issued the mandate stop VENOM's latest scheme at all costs! Mirage gathered the initial intel, Top Boss crunched the numbers, and Uplink sent out the call. Now Sundown is calling you onto the Hornet so he can get you to the rendezvous with the rest of your mission team. Now it's up to you and your fellow Commandos to work up the plan, insert into the op-zone, bypass security, talk your way past the front office people, hack the systems, and take out the Pythons you find guarding that last vault.

Holy Crap - The Great Sects Change Operation, kr. 400,00 (Studio 2 Publishing, Inc.)

Presented in the celebrated Low Life book within a book style, Holy Crap: the Great Sects Change Operation follows gadabout Credulous Shmeckle as he explores Oith's multifarious faiths, gawds, and holy rollers. This lavishly illustrated tome features more than 100 incredible religions, cults, sects, and creeds, 55 new monsters, six new playable character species, and a horde of new Powers, Edges, Hindrances, Solids, and Snubs, as well as expanded jazz about containimants, containimators, containimation, holy rollers, danged wrangling, creatures of the danged, and a veritable reliquary of remarkable snazz.

Necessary Evil - Breakout, kr. 180,00 (Studio 2 Publishing, Inc.)

The villainous resistance of New York City was one of the last to hold out against the alien invasion. The evil v'sori responded by placing the island of Manhattan beneath an unbreakable energy field. Trapped within, the city's toughest and most cunning super villains must battle it out for food, weapons, resource, and dominance! Only the strong will survive, and only the most calculating will eventually - break out! Breakout is a prequel to the Savage Worlds setting, Necessary Evil.

Nemesis, kr. 200,00 (Studio 2 Publishing, Inc.)

The ancients foresaw the coming of vile beasts - Dark Gods - monstrosities born at the dawn of the universe, stirring from their millennia-long slumber to destroy the Earth and humankind! The prophecies were all true! The Time of Judgement is at hand! Deities have awakened and decimated the Earth... now, humanity responds with firepower! You are among those who choose not to fear the inhuman beasts, servants of the dark deities, or other unspeakable forces that plague humanity. You have discovered the secrets of the corrupt, debased nobles of Bariz, tracked down cultists of the Dark Gods, and hunted its monstrous spawn. Welcome to the grim world of Nemesis!

Savage World's Deluxe Explorer's Edition, kr. 90,00 (Studio 2 Publishing, Inc.)

Savage Worlds is a Fast! Furious! and Fun! rules system for any genre of roleplaying game. Create your own setting, convert an existing one, or pick up one of our amazing worlds like Deadlands, Slipstream, or Weird War II. The rules give players plenty of depth to create their characters and keep bookkeeping to a minimum for the game master. If you're looking for a game that's fast and easy to set up, run, and play, Savage Worlds is for you!

Science Fiction Companion (Second Edition), kr. 180,00 (Studio 2 Publishing, Inc.)

There are places far beyond the familiar bounds of Earth. Some lie twinkling in the distant starfields, waiting to be discovered by intrepid explorers or conquered by legions of space marines. Others are just around the corner in time, a near future where hovertanks race across blasted battlefields, cyberware replaces organic limbs, and robots serve humanity - or attempt to annihilate it! This Second Edition of the Savage Worlds Science Fiction Companion contains new races, Edges and Hindrances, Setting Rules, gear, cyberware, and numerous strange creatures from across the galaxy, and includes rules for creating robots, power armor, vehicles, starships, walkers, and more to travel to the stars and beyond!

Sherwood - The Legend of Robin Hood, kr. 225,00 (Battlefield Press)

Battlefield Press presents the long awaited campaign setting Sherwood: The Legend of Robin Hood for Savage Worlds. Welcome to Sherwood Forest, a place of myth and legend. In this exciting campaign setting written by Jonathan M. Thompson and Wil Upchurch, you will find everything you need for your Robin Hood Savage Worlds campaign setting. This book includes: Weapons and armor from the time; New Edges and Arcane Backgrounds; Gazetteer covering Robin Hoods England; Characters from Robin Hood Legends; Feats of derring-do and archery contests; Mythic beasts and faeries. This book is a campaign setting designed to be used with the Savage Worlds Core Rulebook.

SAVAGE WORLDS - CODEX INFERNUS

Codex Infernus: The Savage Guide to Hell (Softcover), kr. 270,00 (Studio 2 Publishing, Inc.)

A holy warrior fighting back infernal beasts on the precipice of a fiery pit. Cloaked figures chanting an incantation to bring forth a nameless beast. A man standing at a crossroads bartering with a demonic temptress for fame and fortune - the price of which is his very soul. Advisers to kings and queens, dictators and presidents, whispering lies at the behest of their demon lords with the fate of nations resting on whether or not the advice is heeded. A scientist examining a strange artifact found on a distant planet that, unbeknownst to him, opens a mysterious gate to a nightmarish dimension when a button is pushed. These are just a sampling of the myriad images which come to mind when we think of Hell. Codex Infernus: The Savage Guide to Hell, brings those images to life and shows you how to plug them into your Savage World campaigns.

SAVAGE WORLDS - DEADLANDS

Good Intentions, kr. 300,00 (Studio 2 Publishing, Inc.)

The year is 1882, but the history is not our own... Decades ago, Dr. Darius Hellstromme's discovery of 'ghost rock' and his first marvelous inventions sparked a new Industrial Revolution in the American West. Next, he courted and won over the people of Deseret, making himself indispensable to them as his factories multiplied. Finally, Hellstromme focused his mighty intellect on the Great Rail Wars, winning the race to California in a brutal conflagration. But guess what, amigo? Hellstromme was just getting started. His greatest and most terrible designs have yet to reach fruition, and he's undertaken them with the very best of intentions... The fourth and final Servitor Plot Point Campaign for Deadlands, Good Intentions gives you everything you need to run thrilling adventures in the Nation of Deseret, domain of the most contagious Reckoner, Pestilence!

SAVAGE WORLDS - DEADLANDS NOIR

Companion, kr. 320,00 (Studio 2 Publishing, Inc.)

The Deadlands Noir Companion shines a light on the rest of Noir North America - including Chicago, Shan Fan, Lost Angels, and the incredible City of Gloom. The Companion also introduces martial artists, and adds Sykers and the Blessed to the ranks of those struggling against the eternal darkness.

GM Screen, kr. 160,00 (Studio 2 Publishing, Inc.)

This full-color, three-panel, landscaped format GM Screen comes

Map Cemetery/Crypt - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 80,00 (Studio 2 Publishing, Inc.)

Contains a double-sided, erasable, gridded poster map for

Map Hotel/Manor - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 80,00 (Studio 2 Publishing, Inc.)

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Map Mississippi Bayous - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 80,00 (Studio 2 Publishing, Inc.)

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Map New Orleans/Hexaco - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 80,00 (Studio 2 Publishing, Inc.)

Contains a double-sided, erasable, gridded poster map of New Orleans. **Map Offices/Warehouses/Theatre - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 80,00 (Studio 2 Publishing, Inc.)**

Contains a double-sided, erasable, gridded poster map for

SAVAGE WORLDS - DEADLANDS RELOADED

Flood, The, kr. 280,00 (Studio 2 Publishing, Inc.)

In '68 the Great Quake shattered California from top to bottom, leaving a maze of windswept mesas and perilous sea channels brimming with precious ghost rock. The Rail Wars raged as Rail Barons fought to reach California's riches first. Only one of them can lock up the Maze's lucrative ghost rock trade, and first they have to go through Reverend Grimme and his fervent followers! The Flood gives you all you need to explore the Weird West Coast—a complete Plot Point campaign, details on the strange locales and famous personages of the Maze, new Martial Arts Edges and weapons for kung fu masters, steam vessels, and a whole mess o' Savage Tales to boot.

Your seat's reserved on the Lost Angels express, amigo. Next stop—the Great Maze!

Marshal's Handbook Explorers Edition, kr. 180,00 (Studio 2 Publishing, Inc.)

There's Hell on the High Plains, amigo!

The Tombstone Epitaph has always been filled with lurid tales of daring desperadoes and deadly drifters, but lately the West's most-read tabloid claims there's something more sinister stalking the frontier's lonely plains: Monsters. Fortunately, where there are monsters, there are heroes. Squint-eyed gunfighters, card-chucking hexslingers, savage braves, and righteous padres have all answered the call. And if they fight hard enough, they might just discover the identity of the mysterious Reckoners some say are behind it all.

The Marshal's Handbook is the setting book for Deadlands Reloaded. It includes expanded Setting Rules for the Marshal's eyes only, the lowdown on all the strange locales of the Weird West, more creepy critters than you can throw a tomahawk at, and everything a Marshal needs to keep the Reckoning rolling.

Return to Manitou Bluff, kr. 160,00 (Studio 2 Publishing, Inc.)

During the Battle of Lost Angels, a catastrophic earthquake tore Clover Mesa into four parts and revealed a motherlode of ghost rock at its center. Everyone from Kang's triad to the Union to the Wasatch Rail Co. are after its riches, and they'll do whatever it takes to seize them.

But Clover Mesa wasn't always an object of desire. It used to be a dumping ground for the dregs of Maze society, and it was known by a different name back then Manitou Bluff.

Return to Manitou Bluff is an adventure for Legendary heroes, including all the people, places, and plots you need to run this epic tale. Take care, amigo! Things aren't always what they seem, and sometimes death or somethin' worse is hiding just around the bend.

Return to Manitou Bluff is not a complete game. It's a supplement for the Deadlands Reloaded setting for the Savage Worlds game system.

SAVAGE WORLDS - EAST TEXAS UNIVERSITY

Degrees of Horror (Softcover), kr. 165,00 (Studio 2 Publishing, Inc.)

Your boyfriend dumped you! You've got exams first thing in the morning! And the worlds going to end at midnight - unless you stop it! Looks like another all-nighter with the study group! Degrees of Horror features a full-length Plot Point Campaign that takes the students from Freshman to Senior, and uncovers a mystery as old as the faculty themselves.

GM Screen with Class Ring Adventure, kr. 165,00 (Studio 2 Publishing, Inc.)

This three-panel, hardback, landscaped GM screen contains all **SAVAGE WORLDS - FLASH GORDON**

Flash Gordon RPG: Limited Edition Hardcover, kr. 360,00 (Studio 2 Publishing, Inc.)

The Flash Gordon Roleplaying Game core rulebook contains updates to the Savage Worlds core rules system, new rules for powers, races, Edges and Hindrances, gear, rocket ships, and some of the most unique Setting Rules we've ever designed! It also includes a gazetteer of the fantastic world of Mongo, a Plot Point campaign, Savage Tales, and a host of heroes, villains, and horrific beasts for the Game Masters eyes only! The Flash Gordon Roleplaying Game requires the Savage Worlds core rules to play.

Flash Gordon RPG: Softcover, kr. 270,00 (Studio 2 Publishing, Inc.)

The Flash Gordon Roleplaying Game core rulebook contains updates to the Savage Worlds core rules system, new rules for powers, races, Edges and Hindrances, gear, rocket ships, and some of the most unique Setting Rules we've ever designed! It also includes a gazetteer of the fantastic world of Mongo, a Plot Point campaign, Savage Tales, and a host of heroes, villains, and horrific beasts for the Game Masters eyes only! The Flash Gordon Roleplaying Game requires the Savage Worlds core rules to play.

SAVAGE WORLDS - GOON

GM Screen with Adventure, kr. 180,00 (Pinnacle)

Packed with all the tables and handy reference items a GM **Goon, The - Limited Edition (Hardcover), kr. 360,00 (Pinnacle)**

The Goon: The Roleplaying Game is based on Eric Powell's multiple Eisner Award-winning comic, The Goon! This game ain't about heroes, per se. More like antiheroes. Join the Goon's crime syndicate - or play as Goon, Franky, and the rest of their crew - and fight off the rival gangs what's encroachin' on your turf, while collecting on Goon's debts and whatnot. You might also succeed at fighting off the tide of bleak suffering that's set to consume yer soul. Then again, you might not! But while you're contemplatin' the psychology and so forth, make sure to watch out for Zombie Priest and his legions of groanin', brain-chompin' zombies; they're a constant hassle. If that ain't bad enough, there's crazed-yet-brilliant Dr. Hieronymus Alloy and his robots goin' on a rampage every other week. You also want to keep a lookout for swarms of chug-heads...what they call 'changelings'. Yeah. They're nasty little buggers. Believe me, pal, we ain't even got to the worst of it yet. You sure you wanna join up with Goon's crew?

SAVAGE WORLDS - LANKHMAR

Lankhmar Poster Map - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 80,00 (Studio 2 Publishing, Inc.)

This poster-map features the world of Nehwon as author Fritz

SAVAGE WORLDS - LAST PARSEC***Eris Beta-V, kr. 180,00 (Studio 2 Publishing, Inc.)***

When Eris Beta-V's valuable commerce is threatened by unscrupulous agencies, a JumpCorp-employed team must root them out. As they do, they'll explore a magnificent ringed gas giant and its moons on the icy fringes of interstellar space, discover ancient artifacts of enormous power among Eris' rings, moons, and asteroids, and solve the oldest mystery of Eris Beta-V - before time runs out. A setting sourcebook for The Last Parsec, Eris Beta-V contains new locations and characters for the planetary system, new starships and Setting Rules for asteroid mining and ringstorms, a Plot Point Campaign, Savage Tales, and a host of new creatures from these strange worlds.

GM Screen and Enigma Equation Adventure, kr. 180,00 (Studio 2 Publishing, Inc.)

This full-color, landscape-style GM screen features art on one side and the most important charts and tables for The Last Parsec on the other, complete with a new adventure ("Enigma Equation"), a tale of strange cults, intergalactic mystery, and a startling astrological phenomenon.

Last Parsec - Core Book, kr. 180,00 (Studio 2 Publishing, Inc.)

Faster-than-light travel has finally allowed humanity to spread beyond its lonely corner of the Milky Way. In the depths of space these explorers discovered millions of star systems, strange planets, and exotic alien races. Centuries later, they form the Known Worlds, a vital region of trade and technology where empires grow and business thrives. It is an unparalleled age. Cutting-edge science has opened limitless frontiers of space and consciousness, and has even begun to hint at the mysteries of the universe itself. But to find them, one must travel beyond the familiar, to the last parsecs of reality. This core rulebook contains background and setting rules to create action-packed, sci-fi adventures in The Last Parsec. Learn about the Known Worlds, their sapient races, JumpCorp operational details, and a dazzling assortment of galactic personalities plus new gear, vehicles, and even an adventure generator you can use to inspire your own journeys into deep space!

Last Parsec - Core Book (hardcover), kr. 225,00 (Studio 2 Publishing, Inc.)

Faster-than-light travel has finally allowed humanity to spread beyond its lonely corner of the Milky Way. In the depths of space these explorers discovered millions of star systems, strange planets, and exotic alien races. Centuries later, they form the Known Worlds, a vital region of trade and technology where empires grow and business thrives. It is an unparalleled age. Cutting-edge science has opened limitless frontiers of space and consciousness, and has even begun to hint at the mysteries of the universe itself. But to find them, one must travel beyond the familiar, to the last parsecs of reality. This core rulebook contains background and setting rules to create action-packed, sci-fi adventures in The Last Parsec. Learn about the Known Worlds, their sapient races, JumpCorp operational details, and a dazzling assortment of galactic personalities plus new gear, vehicles, and even an adventure generator you can use to inspire your own journeys into deep space!

Leviathan, kr. 180,00 (Studio 2 Publishing, Inc.)

Hunt the Most Dangerous Game in the Known Worlds! The jungle planet Leviathan teems with mammoth lacerauns, savage beasts of enormous size and cunning, potential trophies unmatched in any other star system. Intentionally undeveloped beyond a few tourist-oriented settlements, Leviathan nonetheless draws more than just adventure-seeking hunters, but researchers and those who would see the world left completely untouched. A setting sourcebook for The Last Parsec, Leviathan contains new locations and characters for the planetary system, new setting rules for Leviathan's natural dangers, a Plot Point campaign, Savage Tales, and a host of new creatures.

Map Set Dropship/Freighter, kr. 135,00 (Studio 2 Publishing, Inc.)

Designed for use with Last Parsec miniatures and Figure Flats, ***Pirate Ship/Research Ship, kr. 135,00 (Studio 2 Publishing, Inc.)***

Designed for use with Last Parsec miniatures and Figure Flats, ***Scientorium, kr. 180,00 (Studio 2 Publishing, Inc.)***

Hidden away by sheer distance and forever shrouded from the minds of the curious lies a mammoth artifact from the previous galactic age, the library of Scientorium. Its strange experience chambers offer passage to a million histories on a million worlds, and secrets and technologies undreamed of. Now abandoned by all but its automated security systems and enigmatic caretakers, its workings are oddly twisted and jealous, meting out reward and punishment in equal measure! A setting sourcebook for The Last Parsec, Scientorium contains new locations and characters for an epic journey, complete with new setting rules for the library's many wonders, a Plot Point campaign, Savage Tales, and detailed insight into the world of the reclusive Librarians.

SAVAGE WORLDS - RIFTS***Rifts - Savage Foes of North America Softcover, kr. 200,00 (Studio 2 Publishing, Inc.)***

Rifts: Savage Foes of North America contains stats and descriptions for all of the major monsters and enemies a group of heroes might face as they serve in the Tomorrow Legion: the Coalition States, the Federation of Magic, the Black Market, the 1st Apocalyptic Cavalry, and the bandits of the Pecos Empire. Plus, for those times when a Rift opens and you want to randomly figure out what comes out of it, there's an extensive

Creatures from the Rifts Generator to help you.

SAVAGE WORLDS - RIPPERS RESURRECTED***Frightful Expeditions (Softcover), kr. 200,00 (Studio 2 Publishing, Inc.)***

Take your Rippers on adventures around the world, into the far corners of the Empire, exotic locales beyond, and the shadowy corners best left forgotten! Frightful Expeditions features more info on all seven continents, and new creatures and Savage Tales to go with them!

Rippers Resurrected - Game Masters Handbook (Softcover), kr. 180,00 (Studio 2 Publishing, Inc.)

Three years ago, Johann Van Helsing led the Rippers - an ancient organization dedicated to fighting evil - against the forces of the diabolical Cabal. At great cost to life, limb, and reason they won. But, in 1895, a new evil stirs in the dark of night, straining at the walls of its eternal prison. Its fiendish servants comb the globe, seeking a way to free their master and consume the world with shadows. Only the Rippers stand against them. But, to triumph they must face their oldest nemeses - and their deepest fears! The Rippers Resurrected Game Master's Handbook contains everything a Game Master needs to run adventures in the Victorian era, including expanded information about the Rippers' world, secrets of the Cabal and other threats facing the Rippers, an adventure generator, the all-new Plot Point Campaign "Return of Evil", a host of all-new Savage Tales, and stats for all the Rippers' steadfast allies and fiendish enemies.

Rippers Resurrected - Players Guide (Softcover), kr. 180,00 (Studio 2 Publishing, Inc.)

At the Nineteenth Century's end, a shadow lies upon Europe and the world. The mythological creatures of the night - vampires, werewolves, and far worse - stalk the darkness seeking innocent blood. Only the Rippers, members of an ancient organization dedicated to fighting evil, stand against them. But to win this battle, the Rippers must use all their foes' weapons against them, and preserve their own embattled sanity. It's time to take back the night - again! The Rippers Resurrected Player's Guide contains everything players need to create the Ripper heroes who oppose evil's machinations, including information on the Victorian era, the various Rippers Factions and the frightening world they call home, new Hindrances and Edges, gear, and Setting Rules for Ripper Lodges, Reason, Status, and more. Plus, newly revised rules for rippertech allow heroes to "rip" their enemies' supernatural traits and graft them to other Rippers!

SAVAGE WORLDS - SAVAGE TALES

Savage Tales of Horror - Volume 1 (Softcover), kr. 180,00 (Studio 2 Publishing, Inc.)

Dare to wander the Black Forest in search of witches foul, where you may lose your soul - to the Face Snatchers! Brave the bitter northern chill, where brain freeze is the least of your worries. At least someone will keep those beautiful looks of yours in Cold Storage! Relax for a lakeside Spring Break at The Retreat if you can ignore the scratching at the door, and the deadly smiles of the townsfolk! Investigate by gaslight the ghostly hauntings of the magnificent Manor of Blood. It's very inviting, but doesn't want you to leave! And, the suspicious death of an old friend drives you to find answers somewhere in the Moonshine Blues of New Orleans, where mobsters and magic mingle!

SAVAGE WORLDS - SIXTH GUN

Sixth Gun RPG Limited Edition (hardcover), kr. 225,00 (Studio 2 Publishing, Inc.)

During the darkest days of the Civil War, wicked cutthroats came into possession of six pistols of otherworldly power. In time, the Sixth Gun, the most dangerous of the weapons, vanished! The First of the Six strikes with ungodly force. The Second spreads Perdition's flames. The Third kills with a flesh-rotting disease. The Fourth calls up the spirits of those it has slain. The Fifth can heal the wielder from even a fatal wound. And the Sixth is the key to rewriting the world! The Sixth Gun comic series - a re-interpretation of the supernatural Western by writer Cullen Bunn and artist Brian Hurtt - follows the journey of six ancient and mystical weapons with the power to remake all of Creation. Now, both Deadlands and The Sixth Gun fans will find a passel of fantastic new characters, creatures, artifacts, locales, and story ideas for their Savage Worlds campaigns in this new take on the Weird West!

SAVAGE WORLDS - SUZERAIN

Caladon Falls HC - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 150,00 (Cubicle 7 Entertainment Ltd.)

They came out of nowhere and started ripping the world apart, one city at a time. Using power on a scale never before seen, Warlocks wielding the magic of the Wild have a mission: raise armies and annihilate the entire continent of Austeria. Set in the fantasy realm of Relic, this book looks at warfare through the eyes of common soldiers—soldiers whose side is losing the war.

Take the challenge. Roleplay in a fantasy world without cute pointy-eared elves, where the dwarves aren't cookie-cutter copies of Tolkien's stout, bearded mountain folk. Focus on a daily life and death struggle where the enemy is cruel, powerful, and around every corner. Take the challenge. Let your adventurers become...

...mankind's only hope.

Product contains:

- Heaps of world detail you'll need to run games in Suzerain's Relic realm during the War of the Wild
- Many new character options including new Edges, Hindrances and Powers
- Stats for dozens of heroes and villains alike, plus an assortment of soldiers and monsters from the war
- A finely tuned setting in which to take your characters from Novice to Heroic rank
- 30 scenarios including a full plot-point campaign covering the arrival of the Warlocks and the fight for survival in the Caladon Kingdom

A copy of Savage Suzerain is recommended to get the most enjoyment from this book.

SAVAGE WORLDS - WEIRD WARS

Rome Map Druid Circle/Village - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 80,00 (Studio 2 Publishing, Inc.)

A sturdy, double-sided, wet-erase, 24" x 30" by poster map for

SAVAGE WORLDS ADVENTURE EDITION

Action Deck, kr. 180,00 (Pinnacle)

Boxsæt. An all-new oversized Action Deck (used for initiative in ***Adventure Deck, kr. 135,00 (Pinnacle)***)

Boxsæt. This revised edition puts a little story control into the player's hands, adding story twists like romantic interests or enemies, bonuses to various actions, and far more. It includes 54 cards (both new AND updated favorites!), all new graphic design, and a high-quality telescopic box for quick and easy access and storage. This product is for use with Savage Worlds Adventure Edition.

Power Cards, kr. 135,00 (Pinnacle)

Boxsæt. Handy cards you can use to quickly reference Savage ***Savage Worlds RPG: Adventure Edition, kr. 360,00 (Pinnacle)***

Savage Worlds is a Fast! Furious! and Fun! rules system for any genre of roleplaying game. Create your own setting, convert an existing one, or pick up one of our amazing settings like Deadlands, Rippers, or 50 Fathoms. The rules give players plenty of depth to create their characters and keep bookkeeping to a minimum for the Game Master. If you're looking for a game that's fast and easy to set up, run, and play, Savage Worlds is for you!

Savage Worlds RPG: Essentials Boxed Set, kr. 1.350,00 (Pinnacle)

Boxsæt. A beautiful sturdy box with all the accessories you ***Status Cards, kr. 135,00 (Pinnacle)***

Boxsæt. Gorgeous status cards you can hand out to players as

World Builder & Game Master's Guide, kr. 180,00 (Pinnacle)

The Savage Worlds World Builder and Game Masters Guide includes inspiring articles for Game Masters by respected members of the Savage Worlds community: authors, fans, and leaders of Pinnacle Entertainment Group including 'rules guru' Clint Black and original author of Savage Worlds, Shane Lacy Hensley.

SCION 2ND***Scion RPG: Hero Second Edition, kr. 495,00 (Onyx Path Publishing)***

Now begins the war against the Titans, elder beings who rage against the human world and its wayward gods. Commanding the push and pull of Fate, you will ride into battle and work wonders, the better to prove yourself worthy of legends. Scion: Hero Second Edition includes supernatural paths players can explore. Additionally, players and Story guides will explore the nature of Scions and their relationships, from their first godly Visitation to the titan spawn who curse their very existence. Scion: Hero Second Edition requires the Scion: Origin core rulebook to play and is not a standalone book.

Scion RPG: Origin, kr. 360,00 (Onyx Path Publishing)

Scion is a contemporary game of modern myth and epic heroism. Scion: Origin is a new corebook that includes the Story path System rules which provide a foundation for running the game and playing any character mortal or god in the Scion World. The Scion: Origin core rulebook also includes a detailed setting exploring different relationships between the gods and humanity, fleshing out everything players and Story guides need to play Scion.

SHADOW OF THE DEMON LORD***Shadow of the demon Lord RPG Core Book, kr. 450,00 (Schwalb Entertainment, LLC)***

Shadow of the Demon Lord is a roleplaying game of dark fantasy—a genre that weaves elements of horror into a fantasy world. In the game, you create and play characters struggling to survive in a land sliding toward oblivion, a place infested by demons, roaming mobs of undead, strange magic, unhinged cultists, and all in the ruins of the last great empire of mankind. If you love Warhammer Fantasy Roleplay, the Ravenloft and Midnight settings, Joe Abercrombie's *The First Law* series, Glen Cook's *Black Company* books, or heavy metal music, then this is the game is for you.

The game takes place in a world standing on the brink of the apocalypse. What is the cause? Who is responsible? The Demon Lord, of course! This being of staggering power and boundless evil authors the catastrophes blighting the landscape. Each new horror released reflects the Demon Lord's approach, the touch of its shadow, and its growing hunger for not only the planet but the entirety of all things. Although near, the Demon Lord remains outside the cosmos, rattling the cage of its prison as it strains to escape the Void to visit catastrophic destruction to your world.

The apocalyptic tone is on a dial. If you don't want to blow everything up right away, tune it down low and the game plays fine as a less perilous, dark fantasy roleplaying game. But if you are inclined to crank up the volume, the game provides several catastrophic templates you can use to model how the world is falling apart. These templates represent the Shadow of the Demon Lord; wherever the Shadow falls, chaos and upheaval are born. The Shadow might loose global pandemics, famines, droughts, earthquakes, demon princes to stomp across the countryside, the living dead, and other world-spanning disasters and threats.

The game system helps you tell interesting and exciting stories. To make this happen, the game system is easy to learn, plays fast, and requires little preparation to play. All these ensure both novice and veteran players can enjoy the game together. Here are a few ways the game met its goals:

Easy to Learn: The GM decides if a character's action happens, doesn't happen, or might happen. If it might happen, a roll of the die determines the outcome. You use the core mechanic to resolve any task, whether you're punching a demon in the face, trying to kick down a door to get away from that demon, or dodge the vomit it spews from its mouth.

Your character develops with the story. Each time your group completes an adventure, the group's level increases. Each increase adds cool stuff to your character. You might learn spells, a trick with a weapon, or some thing else that might help you survive. All benefits you gain come from the paths your character follows. The first adventure you play through helps you decide the first path you will choose. If you spend a lot of time fighting, you might become a warrior. If you cast a spell from a tome bound in human skin and barbwire, you might become a magician. At higher group levels, you choose additional paths that might extend previous choices or take your character in all new directions. You can choose any path you like so you can play the character you want to play.

Plays Fast: Stories (adventures) are playable in one game session lasting from 3 to 5 hours. Stories are short, covering about one page per hour of expected play. You can also complete a typical campaign (a string of 11 connected adventures) in 11 game sessions. The core book has rules for playing characters up to level 10. This means that if you meet once a week for a 4-hour session each time, you can complete

your campaign in about two months. That's six campaigns a year!

The benefit of short campaigns is that the game lets you tell more stories, create more characters, and experience more of the game's options. As a player, you're not locked into one character for one year or longer. You can have several. And, as a Game Master, it is possible to run a complete campaign in a compressed time span. Best of all, the campaign brevity gives other interested members of the group a chance to become the Game Master.

Little Preparation: You can make a starting character in about 5 minutes. You make one big choice, note the information on your character sheet, and you're ready to go. And a Game Master can prepare for a game in the time it takes to read a couple of pages of text.

SHADOWRUN 4TH EDITION

Damage Control - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 30,00 (Publisher Services, Inc.)

The Sharks are Circling

When the great dragon Hestaby leveled Saeder-Krupp's arcology in Dubai, a lot of people wondered if the success of her act meant that Lofwyr & co. were off their game. And of course, the corps of the Sixth World aren't ones to just sit around and speculate instead, they act. All of the sudden, corporations of all sizes are on the move, snatching up any Saeder-Krupp clients they can pry away, telling them that S-K can't be trusted in the current turmoil.

Saeder-Krupp, though, is not about to let anyone believe they are weak. They're going to show that they should never be trifled with, and that clients would be well served to stay with them or risk the wrath of Lofwyr. They're bringing runners to Dubai to demonstrate that the largest megacorporation in the world still has strength to spare.

Damage Control is the first in the new Boardroom Backstabs series of adventures for Shadowrun. The series explores one of the classic Shadowrun themes corporate machinations where every handshake is made with crossed fingers, and the hand you can't see is always holding a knife. There's a lot of money to be made on this job, but runners better keep their wits about them if they want to keep all those corporate sharks from feeding on them.

Damage Control is for use with Shadowrun, Twentieth Anniversary Edition.

SHADOWRUN 5TH EDITION

Anarchy Hardcover, kr. 400,00 (Publisher Services, Inc.)

Shadowrun remains one of the most beloved gaming settings of all time with wide and enduring appeal - and Anarchy provides rules for a new style of play in this awesome world. Storytelling comes to the fore in Anarchy, allowing gamemasters and players to work in tandem to craft a fun, fast-moving campaign. Powered by the Cue System and offering a narrative-focused game experience, Anarchy includes numerous, ready-to-play characters and a slew of ready-made missions that will thrust players onto the mean Sprawl streets of the Sixth World in no time!

Bloody Business, kr. 365,00 (Publisher Services, Inc.)

A scared megacorporation does not run and hide in the shadows. Instead, it lashes out, swiping with sharp claws, not caring who gets caught by the blows. Many of the megacorps are currently reeling, hit by multiple harsh blows. NeoNET and Evo are dealing with the fallout of the CFD virus, Ares has powerful forces eating it away from inside, Horizon backed the losing side of the Aztlan-Amazonia war, and the Japanacorps are rearing back to take on the world and each other. When the corps get aggressive, shadowrunners get called, and blood gets shed. In this campaign book for Shadowrun, 5th Edition, players have a chance to earn piles of money from the megacorps, and then use their best moves to survive long enough to collect it.

Book of the Lost, kr. 400,00 (Publisher Services, Inc.)

Book of the Lost takes the intricate art of the Sixth World Tarot and turns it into stories and campaigns for Shadowrun players. Full of plot hooks and adventure seeds, this book is a treasure trove of ideas, mysteries, and enigmas that can make memorable games. Open it and explore knowledge that had been lost, but is now here, rediscovered, and waiting for you. Book of the Lost is for use with Shadowrun, Fifth Edition, and can easily be used with Shadowrun: Anarchy with minor NPC adjustments.

Complete Trog, kr. 450,00 (Publisher Services, Inc.)

Big, Bad, and Awesome! The Complete Trog is the definitive guide for ork and troll characters in Shadowrun. With information on what its like to be an ork or troll in dozens of spots across the globe, details on working in corps as a trog (including in ork- and troll-dominated corps) and the heroes and enemies of trog culture, this sourcebook helps players add flavor and depth to their characters and the world around them. Plus, The Complete Trog features gear, qualities, and life modules compatible with both Shadowrun, Fifth Edition and Shadowrun: Anarchy. Plunge into the rich culture of trogs and watch them turn that slur on its head!

Court of Shadows Hardcover, kr. 450,00 (Publisher Services, Inc.)

Court of Shadows takes the award-winning rules of Shadowrun, 5th Edition to a setting that has always been part of the Sixth World but never fully detailed. The mysterious Seelie Court has long shaped the elven nation of Tr na nog and parts beyond, and this book dives into its secrets and the powers who lead it. Full of high fantasy and intrigue, Court of Shadows presents a new way to play for veteran Shadowrun players and newcomers alike, pitting them against the tricky, manipulative fae of the courts to see who will decide the future of the Sixth World.

Dark Terrors, kr. 400,00 (Catalyst Game Labs)

You heard the scream. It's important to remember that. Sometimes, when it's late, and you hear something that sounds like a scream echoing through dark alleys, you try to convince yourself that it was something else. An animal. An illusion. Anything but what it sounded like. But it was a scream. You heard it, and you'll hear it again, because in the Sixth World, the supply of terror is growing. Bug spirits work to devour corporations from within. Shedim claim dead bodies and mobilize to their own dark ends. And the hidden corners of the metaplanes and the Matrix contain creatures that are best not imagined, because to imagine them is to sever ties with reason. A plot sourcebook for use with Shadowrun, Fifth Edition and Shadowrun: Anarchy, Dark Terrors is a catalog of the horrors lurking under the surface of the Sixth World. With plot updates and hooks, critter stats, and campaign information presented in an immersive style, it's an invaluable resource for players ready to stay on the edge of their seats.

Market Panic, kr. 400,00 (Publisher Services, Inc.)

Chaos is horrible for business - unless your business is shadowrunning! The Big Ten megacorporations of the Sixth World are reeling, with scandals, disasters, and crippling attacks coming at them from all angles. NeoNET is scrambling to maintain AAA status, Ares is trying not to let the secret rot at the heart of the corp become public, while Aztechnology, fresh from taking on a dragon in Amazonia, is looking at a facedown with another great dragon. And that's not all - every corp is a pile of schemes, turmoil, upheaval, and teetering chaos because that's how they operate. Market Panic runs down the state of the Big Ten for Shadowrun, providing the background, story developments, and plot hooks players and gamemasters need to add excitement, intrigue, and Sixth World flavor to their adventures and campaigns.

Neo-Anarchist's Streetpedia, kr. 315,00 (Catalyst Game Labs)

There are many ways to enter Shadowrun's Sixth World setting the classic RPG, the story-focused Shadowrun: Anarchy RPG, card games, board games, computer games, dice games, and more. What all these things have in common is the gritty, detailed Shadowrun world, one of the primary hooks that draws people to the games. No matter how people play, they can benefit from The Neo-Anarchist Streetpedia, perhaps the most detailed reference to the Sixth World ever produced. With hundreds of entries on topics ranging from Ares to the Zrich-Orbital Habitat and written in a lively, engaging style, this book will be a useful reference to anyone wanting to keep up with the details in one of gaming's all-time great settings.

Run and Gun, kr. 500,00 (Publisher Services, Inc.)

Guns and ammo cost nuyen. Mastering martial arts takes time. And learning how to use explosives without blowing yourself up takes patience and a steady hand. These weapons and more are out there, waiting for you. You have the chance to use them to become deadlier, faster, more dangerous than the next guy and more dangerous than you were yesterday. You'll have to pay the price to get what you want, but this is the Sixth World. Don't you always? Run and Gun is a combat core rulebook for Shadowrun, Fifth Edition, containing more weapons, more armor, more modifications, and more game options such as martial arts and unit tactics. Break the book open and prepare to raise your game.

Run Faster, kr. 400,00 (Publisher Services, Inc.)

Every step, every advantage, every millisecond counts! The streets of the Sixth World are mean, and if runners want to stay alive, they need every advantage they can get to gain a step on the opposition. Fortunately, Run Faster is full of them. With it, players can learn about more metatypes for characters, acquire new qualities, and dabble with the dangerous and deadly Infected. Run Faster also has advice on fleshing out characters of different metatypes, expanded contact and lifestyle rules, and alternate character creation methods to help ensure that players can build exactly the character they want.

Run Faster Limited Edition Hardcover, kr. 565,00 (Publisher Services, Inc.)

Every step, every advantage, every millisecond counts. The streets of the Sixth World are mean, and if runners want to stay alive, they need every advantage they can get to gain a step on the opposition. Fortunately, Run Faster is full of them. With it, players can learn about more metatypes for characters, acquire new qualities, and dabble with the dangerous and deadly Infected. Run Faster also has advice on fleshing out characters of different metatypes, expanded contact and lifestyle rules, and alternate character creation methods to help ensure that players can build exactly the character they want. The limited edition is real leather with an embossed cover.

Stolen Souls, kr. 365,00 (Publisher Services, Inc.)

Shedding further light on the Sybil virus plotline, this Shadowrun, Fifth Edition sourcebook provides extensive information on New York City in the Sixth World, as well as details on extraction runs, giving shadowrunners tools, gear, and technique that can help get people out of tightly guarded spots.

Street Grimoire, kr. 360,00 (Publisher Services, Inc.)

Magic Can Burn Your Brain and Sear Your Soul! It can inject power into every millimeter of your veins, or leave you in a lump of ashes at the end of a dark alley. It's dangerous, but to spellslingers in the Sixth World, it's worth it. Because magic is power, and power in the Sixth World needs to be grabbed with both hands. Spells, rituals, alchemical preparations, adept powers, metmagics - all of those elements and more can be used to help an Awakened shadowrunner move off the streets and get a taste of the high life. Street Grimoire introduces more options for Shadowrun players, along with information on magical traditions, magic societies, and the dangers and benefits of living as a spellcaster in a world where 'geek the mage first' is a common adage.

Toxic Alley, kr. 180,00 (Catalyst Game Labs)

Dark plots and darker magic frequently converge in the capital of the UCAS, and those forces are revving up again. Toxic Alley launches plotlines for Shadowrun involving toxic mages, shedim, and other dark forces, while building on elements from the Sixth World Tarot and Book of the Lost. Runners will have as much as they can handle keeping up with the chaos filling the back alleys of DeeCee!

SHADOWRUN 6TH EDITION**Shadowrun RPG: 6th Edition Sixth World Core Rulebook (Sixth World), kr. 450,00 (Catalyst Game Labs)**

The Sixth Edition Core Rulebook for the Shadowrun Roleplaying Game. A slimmer, faster entry into the dystopian urban fantasy world of Shadowrun. This rulebook has been slimmed down to a sleek 320 pages with amazing new art, and will be expanded upon in coming months and years with a new line of core product.

SPELET OM MORWHAYLE

Spelet om Morwhayle - TILBUD (så länge lager havest, der tages forbehold for udsolgte varer), kr. 150,00 (FRIA LIGAN)

Så här beskriver Peter Bergting själv sin fantasylvärld:

Bakgrunden till Morwhayle är egentligen ett sammelsurium av allt jag gillar: Old-school fantasy rotat i 70-tals litteraturen med Moorcock, Leiber, Le Guin och så vidare. Äventyrligt, jordnära men fantastiskt och med mycket humor. Böckerna tar sig själva inte på allvar, men utan att det blir ironi. Sedan har jag försökt göra det unikt genom att basera det på östeuropeisk mytologi i stället för anglosaxisk. Lägg till att världen i The Portent är en del av Morwhayle-mytologin så blir det en helt unik värld som är riktigt spännande. Men det som jag själv gillar bäst, och som man kan hitta i t ex Jack Vances Dying Earth-böcker är det postapokalyptiska – att världen man spelar i faktiskt redan har gått under. Och det tycker jag är riktigt festligt.

Morwhayle är den stad som handlingen i Peter Bergtings böcker kretsar kring, och det gör även rollspelets äventyr. Men det finns en hel värld utanför stadens portar att upptäcka.

Peretenau

Peretenau är områdets näst största region. Dess landskap domineras av kuperade hedar som vid kusten stupar ner i det bråddjupa havet. Ruttna träd sticker upp ur dyn, överväxta med mossa och lavar. Vidsträckt ödemark dominerar de norra regionerna där mörka berg skjuter upp ur livlös jord. Kustlinjen är täckt med ruinstäder som övergivits efter de stora krigen men det finns även välmående fiskelägen som lever av det havet förser dem med.

Morwhayle är landets näst största stad och inofficiell huvudstad, hem för magiakademin. Morwhayle är till större delen byggt på ett floddelta men norröver klättrar husen upp för bergssidan.

Idilre är Peretenaus största stad. Säte för besvärjarkungen och officiell huvudstad. Hör geografiskt egentligen till Priszca men historiskt till Peretenau. Frågan om Idilre ska återgå till Priszca är en ständigt infekterad punkt på dagordningen.

Ogolste var länge porten till öst då den enda farbara vägen mellan bergskedjorna mynnade ut vid de stora sjöarna som i sin tur knöt ihop kusten och Morwhayle med resten av regionen. Under de stora krigen delades den största sjön för att skära av väst från öst. En avgrundsgravin med vilda forsar skiljer Idilre från bergen men en bro, femhundra meter lång har uppförts över ravinen. Ett under av stenhuggarkonst och magi står den som en mäktig påminnelse om hur viktig magin är för Peretenau.

Dimskär är ett välbesökt värdshus vid gränsen mellan Priszca och Peretenau. Egentligen ligger det flera mil in i Priszca men ägarna har länge hävdad att den gamla gränsdragningen som baserades på kustlinjen gäller. Och enligt den så hör Dimskär till Peretenau.

Priszca

Priszca är områdets största region och består av omtäjd vildmark och kargt stäppland. De få städer som finns är koncentrerade till den västra kusten och bergskedjan Arnakalazte. Bortom Arnakalazte väntar ett obebott kustområde med kala klippor, många mil långt.

Murlegh är en av de äldsta städerna i landet och ligger i provinsen Priszca som angränsar till Peretenau i jämnhöjd med bergskedjan Arnakalazte. Häxmästarens torn ligger strax norr om staden, skyddat av höga berg på tre sidor och Murlegh i söder. Svarta ruiner flanker gator, överväxta med tovtigt gräs, där snön ligger i drivor där den fått fäste i skydd för den bitande vinden. Även om de är ruiner står de flesta husen fortfarande

upp som om stadens ondska trotsat förfallet och tidens tand. Terrängen är kuperad och trappor leder fram och tillbaks mellan husen. Det är en spökstad i ordets rätta bemärkelse.

Kevermez är en av de nordligaste städerna i Priszca. Inklämd i ett bergsmassiv har staden en lång och mörk historia. För fem decennier sedan höll vintern landet i ett järngrepp och enda vägen in i staden var igensnöad. Staden var helt isolerad i två månader tills en vandrare nådde Amurskow och berättade om hur demoner från Murlagh belägrat Kevermez. Vad som egentligen hände är det ingen som vet men historierna om Kevermez är många. Än idag är det en stad som få beger sig till och de invånare som beger sig söderut betraktas med stor misstänksamhet.

SPLICERS

Splicers: I Am Legion Adventure Sourcebook, kr. 245,00 (Palladium Books)

This big, 256 page adventure sourcebook for Splicers is jam-packed with new Host Armors, War Mounts, Bio-Enhancements and adventure galore. Your heroes must uncover the mad schemes of the new N.E.X.U.S. personality that calls herself Legion. Then battle her army of robots and Amalgams every step of the way. If you fail, thousands will die. Collects the adventure source material from The Rifter issues #71-78 and looks great!

STAR WARS

Adversary Deck - Imperials and Rebels III Deck, kr. 100,00 (Fantasy Flight Games)

Bring the galaxy to your tabletop with two new adversary decks for Star Wars Roleplaying, including cards for use with Edge of the Empire, Age of Rebellion, and Force and Destiny! The Imperials and Rebels III Adversary Deck draws on enemies and allies found in all three of the Star Wars Roleplaying lines.

Adversary Deck - Republic and Separatist II, kr. 80,00 (Fantasy Flight Games)

Featuring 20 NPCs from the Collapse of the Republic sourcebook,

Allies and Adversaries Hardcover, kr. 360,00 (Fantasy Flight Games)

This sourcebook profiles heroic Rebels, villainous Imperials, and galactic scum and villainy drawn from all three Star Wars Roleplaying game lines, along with a host of brand-new individuals who have never been profiled before! This book is fully compatible with Edge of the Empire, Age of Rebellion, and Force and Destiny.

Collapse of the Republic Hardcover, kr. 360,00 (Fantasy Flight Games)

This sourcebook explores the latter days of the Clone Wars and

Critical Hit Deck (POD), kr. 90,00 (Fantasy Flight Games)

Interstellar travel in the Star Wars® universe is rife with dangers. No matter what kind of starship you're flying for whatever reason, your ship may fall under attack from bandits, bounty hunters, or Imperial forces. Whether your vehicle takes a critical hit or gives them out to a rival ship, the Critical Hit Deck makes operating with and fixing critical hits easier by putting the rules for all critical vehicle hits right at your fingertips. Compatible with the Star Wars: Edge of the Empire, Age of Rebellion™, and Force and Destiny™ roleplaying games, the Critical Hit Deck contains twenty-nine cards, each detailing the effects and severity of a single vehicle hit. Full-color art on every card brings to life each kind of hit and immerses players more fully in the Star Wars universe.

The Critical Hit Deck contains:

- 19 cards, each describing a single critical injury
- 2 cover cards

Dawn of Rebellion Hardcover An Era Sourcebook, kr. 400,00 (Fantasy Flight Games)

The chaos of the Clone Wars has left its devastation in countless systems. Worlds have been ravaged and brought to the brink of collapse. Citizens of thousands of worlds suffer from the turmoil of a conflict they never wanted, and the exhaustion that comes with a galaxy's struggle for mere survival has opened the way for a nefarious and tyrannical evil to take control. The Jedi Order has been eradicated and, with it, their particular religion and its impact on society. The Separatist cause has been lost. From the ashes of the corrupt and bureaucratic Senate, the former Chancellor Palpatine has secured a new Empire, promising peace and security for all who submit. There are some who welcome this change. There are more, though, who see the Empire for what it is: a pernicious evil, a cancer upon the Force, and the enemy of all free people everywhere! Dawn of Rebellion, the first sourcebook of its kind designed to be used alongside any of the three core Star Wars roleplaying lines - Age of Rebellion, Edge of the Empire, and Force and Destiny - primarily focuses on the years preceding the Battle of Yavin and features descriptions, context, and statistics for many of the iconic characters and vehicles appearing in the Star Wars: Rebels television series and Rogue One: A Star Wars Story.

Imperials and Rebels Adversary Deck POD, kr. 90,00 (Fantasy Flight Games)

Populate your Star Wars universe with a whole range of potential allies, enemies, and contacts. Three new Star Wars® Roleplaying Adversary Decks each come with twenty cards, representing different NPCs drawn from the Edge of the Empire™ Core Rulebook, the Age of Rebellion™ Core Rulebook, or one of their supplements. Adversary cards present all your adversaries' key statistics and information in an easily accessible fashion while their art and description text help you set the scene and flesh out your NPCs' personalities.

Every day, the growing Rebellion threatens the Galactic Empire on new battlefields and in new political arenas. As their military forces clash throughout the galaxy to win the war for either freedom or oppression, each side must also fight for the hearts and minds of the galaxy's citizens. Every day, as another reprehensible Imperial action produces new Rebel recruits, many more Imperials hope to rise to power through the ranks.

As Rebel cell leaders, starfighter aces, Imperial stormtroopers, Imperial Moff's, and Bothan spies are all taking sides in the fight for the galaxy in the Imperials and Rebels Adversary Deck. Its twenty NPCs provide you access to all levels of authoritarian enforcers and freedom fighters alike. No matter how the tides of battle may turn, this deck will prepare you for encounters with nearly anyone you might meet amid the heat of the Galactic Civil War.

Rise of the Separatists Hardcover, kr. 360,00 (Fantasy Flight Games)

Rise of the Separatists explores the early days of the Clone Wars and is fully compatible with every Star Wars Roleplaying Game Line including Edge of the Empire, Age of Rebellion, and Force and Destiny! Within this 144-page sourcebook, you'll find expanded player character options, new weapons, gear, and vehicles, profiles of famous Clone Wars era characters and GM guidance for running a campaign in this era, and more!

Star Wars RPG 30th Anniversary Ed. West End, kr. 540,00 (Fantasy Flight Games)

Boxsæt. Few books or games have had as enduring an impact upon the Star Wars galaxy and its fans as Star Wars: The Roleplaying Game. Originally published by West End Games in 1987, it arrived at a time when the future of the Star Wars galaxy was uncertain, and it captivated a whole generation of gamers with rules and guidelines that made it easy to design and enjoy adventures truly worthy of the Star Wars universe and its ongoing space opera. The Star Wars: The Roleplaying Game 30th Anniversary Edition is a faithful, limited edition recreation of both Star Wars: The Roleplaying Game and The Star Wars Sourcebook, both printed with higher quality and packaged in a stylized slipcase. Every bit as playable now as it was in 1987, Star Wars: The Roleplaying Game offers fast d6-based action along with unique takes on the ideas of roleplaying, designing adventures, running adventures, and the nature of the Force.

STAR WARS - AGE OF REBELLION

Age of Rebellion Beginner Box, kr. 300,00 (Fantasy Flight Games)

Boxsæt. The Star Wars: Age of Rebellion Beginner Game is the perfect entry into the Star Wars: Age of Rebellion roleplaying experience for players of all skill levels. With its complete, learn-as-you-go adventure, players can immediately dive into their roles as members of the Rebel Alliance, desperately fighting against the superior might of the galactic Empire. Pre-generated character folios keep the rules right at your fingertips, while custom dice and an exciting narrative gameplay system advance your story with every roll.

Age of Rebellion Core Rulebook Hardcover, kr. 600,00 (Fantasy Flight Games)

Take on the sinister Galactic Empire as a member of the Rebel Alliance with the Star Wars: Age of Rebellion Core Rulebook, providing everything players need to wage guerrilla warfare across the Star Wars galaxy, face down legions of stormtroopers, or steal secret plans and restricted codes. No matter what role you play in the Rebellion, the fate of the galaxy rests in your hands, while custom dice help create an immersive narrative with each and every check. A complete, standalone roleplaying experience set within the Star Wars galaxy, the Star Wars: Age of Rebellion Core Rulebook features rules for character generation and advancement, as well as extensive background information on the Galactic Civil War, the Rebel Alliance, and dozens of weapons, devices, starships, and adversaries.

Age of Rebellion Game Masters Kit, kr. 200,00 (Fantasy Flight Games)

Blast deeper into the action of your Star Wars roleplaying campaign with the Star Wars: Age of Rebellion Game Master's Kit. Featuring a GM screen which provides a handy reference for a host of vital Game Master information, the GM's Kit also includes expanded rules for running military squads and squadrons, plus a complete adventure ("Dead in the Water") which challenges players to stand strong against the Empire!

Cyphers and Masks Hardcover, kr. 300,00 (Fantasy Flight Games)

Far from the battlefields of Hoth and the skies of Yavin, the Rebellion is waging a secret war. While it is not completely free of bloodshed, this war is fought primarily with information, deception, and lies. The spies of the Rebellion infiltrate every facet of Imperial life, working alone or in teams to accomplish feats a traditional soldier could never hope to perform. Expanding the options and opportunities for the Spy career for Star Wars: Age of Rebellion, Cyphers and Masks introduces new specializations and species perfect for starting a new campaign or integrating into existing ones. New vehicles, equipment, and droids designed to be assets and adversaries to characters engaging in clandestine operations are included, with new rules for utilizing the skills most often associated with Spies and their tradecraft.

Fully Operational Hardcover, kr. 300,00 (Fantasy Flight Games)

A sourcebook for Engineers in the Star Wars: Age of Rebellion Roleplaying Game, Fully Operational introduces three new specialization talent trees and new races to populate your campaigns, and includes detailed rules for vehicle and starship construction as well as sample campaigns that emphasize the role Engineers play in the Galactic Civil War. A livery of new ships and vehicles also awaits you, ready to be included in your Age of Rebellion campaign.

Onslaught at Arda I Adventure Hardcover, kr. 270,00 (Fantasy Flight Games)

Onslaught at Arda I is the first adventure supplement for the Star Wars: Age of Rebellion Roleplaying Game, exploring the Rebel Alliances desperate struggles, along with the tenuous alliances they form to stand against an overwhelming enemy. This 96-page adventure is set at Arda I, a secret Rebel Base, and features mass-combat rules that Game Masters can use to give life to massive battles. Meanwhile, in-depth gazetteers cover the Arda I base, as well as all-new adversary and vehicle profiles!

Stay on Target Hardcover, kr. 239,50 (Fantasy Flight Games)

The first book-length rules supplement for the Star Wars: Age of Rebellion Roleplaying Game, Stay on Target focuses on expanding the Ace career, making it more versatile and allowing your Ace characters to hone their talents to all-new levels! You'll find three new Ace specializations, as well as new signature abilities, playable species, starfighters, modifications, and equipment, plus new options for any character looking to master a starfighter, vehicle, or alien mount.

Strongholds of Resistance Hardcover, kr. 400,00 (Fantasy Flight Games)

Explore brave Alliance worlds and fortified secret bases in the Strongholds of Resistance sourcebook for the Star Wars: Age of Rebellion roleplaying game. This sourcebook immerses players in the diplomatic intrigues and internal conflicts of those planets that have openly rebelled against the Empire. Players can participate in the covert operations and inner workings of hidden Rebel bases, including the iconic Echo Base on Hoth. Meanwhile, GMs find modular encounters they can use for single-session adventures or integrate into a larger Age of Rebellion campaign.

STAR WARS - EDGE OF THE EMPIRE

Enter the Unknown, kr. 300,00 (Fantasy Flight Games)

Enter the Unknown, a supplement for the Star Wars: Edge of the Empire Roleplaying Game, features new content for the Explorer career, including all-new specializations, talents, and signature abilities, plus new character, vehicle, and equipment options. Enter the Unknown also provides advice for GMs on incorporating the themes of exploration, trade, and hunting into their campaigns.

Fly Casual Sourcebook for Smugglers, kr. 300,00 (Fantasy Flight Games)

Smuggling in the Star Wars galaxy is a high stakes job filled with danger and excitement. A smuggler sourcebook for the Star Wars: Edge of the Empire Roleplaying Game, Fly Casual supports those men and women drawn to this lifestyle of opportunities, freedoms, and thrills by offering them a terrific haul of new character options, equipment, ships, modifications, and potential jobs. Moreover, GMs will find plenty of ways to incorporate smugglers and smuggling runs into their campaigns, even if none of their PCs have followed the Smuggler career path.

Jewel of Yavin, The, kr. 300,00 (Fantasy Flight Games)

Scrape together a crew and prepare for the heist of a lifetime in Jewel of Yavin, an adventure supplement for Star Wars: Edge of the Empire. Set in Bespin's Cloud City, Jewel of Yavin introduces plenty of opportunities for all characters to shine as they work to steal the priceless corusca gem, and interact with the famous Bespin Wing Guard and iconic characters like Lando Calrissian. The Jewel of Yavi also features a Cloud City Gazetteer with important information for GMs to use while running this adventure and campaigns set in Cloud City.

Lords of Nal Hutta Sourcebook Hardcover, kr. 400,00 (Fantasy Flight Games)

Lords of Nal Hutta allows you and your friends to escape the oppressive rule of the Empire and engage in devious schemes with the galaxy's slimiest and most notorious gangsters: the Hutts. This Hutt Space sourcebook for the Edge of the Empire Roleplaying Game offers Game Masters all the information they need to bring the most corrupt and lawless stretch of the galaxy to life, including its history, new playable species, new creatures, challenges, and plot hooks.

Star Wars - Edge of the Empire Core Rulebook, kr. 540,00 (Fantasy Flight Games)

Participate in grim and gritty adventures in places where morality is gray and nothing is certain. Ply your trade as a smuggler in the Outer Rim, collect bounties on the scum that live in the shadows of Coruscant, or try to establish a new colony on a planet beneath the Empire's notice.

The Star Wars universe is at your fingertips with the Star Wars: The Edge of the Empire Core Rulebook, the heart and soul of your Edge of the Empire campaign. The 448-page Core Rulebook includes everything players and GMs need to begin their Star Wars roleplay campaign:

An introduction to roleplaying in the Star Wars universe
Concise rules allow you to quickly generate and advance all manner of memorable characters
Clear descriptions of the game's skills and talents
Convenient charts of weapons, gear, devices, starships, and vehicles
Rules for conflict, combat, and Force Sensitive Exiles in an Edge of the Empire campaign
Extensive background information on the Star Wars universe, its systems, laws, and criminal organizations
A wealth of advice for GMs on how to create and run an Edge of the Empire campaign
A complete, introductory adventure to launch players into action!

Star Wars - Edge of the Empire RPG Beginner Game, kr. 300,00 (Fantasy Flight Games)

Boxsæt. Gather your friends and prepare for adventure in the Star Wars galaxy! Whether you're new to roleplaying games or just new to Edge of the Empire™, the Beginner Game is the perfect starting point.

The Star Wars®: Edge of the Empire Beginner Game features a complete, learn-as-you-go adventure. Pre-generated character folios keep rules right at your fingertips, while custom dice and an exciting narrative gameplay system make every roll into a story. Detailed rules provide for hours of entertainment as you create your own adventures and tell your own tales of a galaxy far, far away!

The Star Wars®: Edge of the Empire™ Beginner Game is a complete standalone experience for 3-5 novice roleplayers. It includes:

- 1 32-page Adventure Book, 1 48-page Rulebook, and 1 Introduction Sheet
- 4 Full-Color Character Folios
- 1 Full-Color Double-Sided Foldout Map
- 14 Custom Dice
- 8 Destiny Tokens, 35 Character Tokens, and 5 Vehicle Tokens

Suns of Fortune, kr. 400,00 (Fantasy Flight Games)

A sourcebook for the Star Wars: Edge of the Empire Roleplaying Game, Suns of Fortune allows players and Game Masters to explore the many fantastic opportunities and dangers found within the Corellian Sector, the birthplace of Han Solo and Wedge Antilles. Suns of Fortune features extensive details on multiple Core Worlds, three new species, exotic weapons, dozens of vehicles, nine modular encounters that Game Masters can use in any Edge of the Empire campaign, and more!

STAR WARS - FORCE AND DESTINY**Endless Vigil Hardcover, kr. 300,00 (Fantasy Flight Games)**

In the galaxy's most oppressive, urban environments, the Force users known as Sentinels dedicate themselves to fighting back from the shadows. These Sentinels are the last bastions of hope in these desperate cities, and they gain new support from the Endless Vigil sourcebook for Star Wars: Force and Destiny. Endless Vigil introduces new specializations, species, signature abilities, and gear, while Game Masters will find materials to enrich their urban encounters, including new droid adversaries, information on pod racing, and tips and charts to get the most out of their urban and investigative adventures.

Ghosts of Dathomir Hardcover, kr. 300,00 (Fantasy Flight Games)

The dark side is calling you in Ghosts of Dathomir, an adventure supplement for the Star Wars: Force and Destiny Roleplaying Game. When a mysterious and powerful artifact suddenly surfaces on Toydaria, you embark on a journey into the lawless Outer Rim. Along the way you'll enter negotiations with a ruthless Hutt kajidic, experience relentless Force visions, and discover some of the darkest secrets of the galaxy!

Knights of Fate Hardcover, kr. 300,00 (Fantasy Flight Games)

Knights of Fate is a sourcebook for the Force and Destiny Roleplaying Game focused on the Warrior career. Included in its 96 full-color pages are a multitude of character options such as three new species and three new specialization trees that emphasize unique methods of fighting with the Force. New starships, vehicles, droids, weapons, and other equipment will help expand your campaign's richness and variety whether it exclusively utilizes Forces and Destiny or any of the other Star Wars Roleplaying Game line. Knights of Fate also features support and guidance for reinforcing the themes and roles of Warriors in the narrative, from suggestions on how they could approach different challenges to the ways in which other character Careers might interact with a Warrior's capabilities and limitations.

Savage Spirits Hardcover, kr. 300,00 (Fantasy Flight Games)

The Star Wars galaxy is an immense realm, filled with uncharted and uncivilized regions. Some Force users, known as Seekers, are compelled by destiny to explore the galaxy's vastness and dwell in its wildernesses. With the Savage Spirits sourcebook for the Star Wars: Force and Destiny roleplaying game, players will find everything necessary for wilderness survival, including gear, a new Force power, new specializations, three additional playable species, and numerous untamed, but possibly tamable, creatures.

STARFINDER***Alien Archive 2 Hardcover, kr. 360,00 (Paizo Publishing)***

Hired to transport supplies to a new Pact Worlds colony in the Vast, the heroes discover that the Azlanti Star Empire has invaded and occupied the colony with a small military force. The Reach of Empire is a Starfinder Roleplaying Game adventure for four 1st-level characters. The adventure begins the Against the Aeon Throne Adventure Path, a 3-part, monthly campaign in which players visit and explore some of the worlds of the sinister Azlanti Star Empire. It also includes a gazetteer of the Pact Worlds colony of Nakondis, a collection of new starships and starship options used by the Imperial Fleet of the Azlanti Star Empire, and a selection of new monsters from alien worlds.

Alien Archive 3 Hardcover, kr. 360,00 (Paizo Publishing)

Battle, befriend, or become more than 100 bizarre alien life forms

Alien Archive Hardcover, kr. 360,00 (Paizo Publishing)

Every new world and space station comes with its own dangers, from strange new cultures and robotic killing machines, to alien predators ready to devour unwary spacefarers. Battle or befriend more than 80 bizarre life forms in this creature collection for the Starfinder Roleplaying Game. Inside the Alien Archive you'll find rules and ecologies for creatures from across the known worlds, plus alien equipment and more. Want to play a hyper-evolved floating brain? A mighty dragonkin? A silicon-based crystalline slug? Explore the limits of your galaxy (and your game) with the Alien Archive!

Armory Hardcover, kr. 360,00 (Paizo Publishing)

Outfit yourself with only the best supplies for interstellar adventure with the hardcover Starfinder Armory! Within this directory of futuristic equipment, you'll find tons of adventuring gear for the Starfinder Roleplaying Game, from weapons, armor, and augmentations to technological items, magic items, vehicles, and more! Also included are new equipment-themed player options for every Starfinder character class! Starfinder Armory is a must-have companion volume to the Starfinder Core Rulebook. With this galactic inventory of inventive gadgets and gear, you'll always have exactly what you need to explore new worlds and wonders!

Character Operations Manual Hardcover, kr. 360,00 (Paizo Publishing)

Explore the bounds of futuristic roleplaying with three brand-new character classes forged in a worldwide playtest; the biohacker, the vanguard, and the witchwarper or add depth to your spacefaring adventures with expanded rules and new options for existing races and classes, as well as new themes and archetypes, plus feats, equipment, spells, and more!

Combat Pad, kr. 225,00 (Paizo Publishing)

Never miss a turn with the Starfinder Combat Pad initiative

Condition Cards, kr. 130,00 (Paizo Publishing)

Boxsæt. Never Miss a Modifier! With Starfinder Condition Cards, GMs and players have all the rules for the game's most common conditions at their fingertips. Did your technomancer turn invisible? Did that alien paralyze your soldier with its venom? From bleeding and blinded, to confused and panicked, these handy cards have the rules you need, when you need them.

Critical Fumble Deck, kr. 100,00 (Paizo Publishing)

Boxsæt. Add some mayhem to your science-fantasy combats

Critical Hit Deck, kr. 100,00 (Paizo Publishing)

Add some flair - or some flames! - to your science-fantasy combats with the Starfinder Critical Hit Deck! Score a natural 20 on your attack roll? Draw a card to see which wild burst of technology or magic your strike unleashes! With dozens of new effects, these cards guarantee that your critical hits will make enemies think twice about crossing your side of the galaxy. This set of 53 lavishly illustrated, full-color cards will enhance gameplay at any table!

GM Screen, kr. 180,00 (Paizo Publishing)

Protect your important notes and die rolls from prying eyes with the Starfinder GM Screen! From helpful rules and reminders for both conventional and starship combat to skill DCs and common conditions, the Starfinder GM Screen gives you the tools you need at your fingertips to keep the game fast and fun.

Pact Worlds Hardcover, kr. 400,00 (Paizo Publishing)

The Pact Worlds are the beating heart of the Starfinder campaign setting, a solar system full of citizens both familiar and bizarre. From the cosmopolitan corridors of Absalom Station and the carnivorous jungles of Castrovel, to the necromantic wastelands of Eox and the floating cloud-cities of the gas giant Bretheda, this Starfinder rulebook features in-depth gazetteers of the system's 14 major worlds, including new playable alien races, starships, living vessels, and archetypes, plus tons of new weapons, armors, spells, feats, magic items, and technological gadgets.

Rules Reference Cards Deck, kr. 180,00 (Paizo Publishing)

Whether you're a Game Master who needs a convenient reference for starship combat, a player who wants summaries of how to use your favorite skills, or a newcomer trying to learn the rules, this 110-card deck features concise guides to essential concepts from the Starfinder Core Rulebook on handy double-sided cards.

Starfinder RPG: Beginner Box, kr. 360,00 (Paizo Publishing)

Launch into an exciting galaxy of adventure with the Starfinder

Starfinder RPG: Core Rulebook Hardcover, kr. 540,00 (Paizo Publishing)

Strap in and blast off! The Starfinder Roleplaying Game puts you in the role of a bold science-fantasy explorer, investigating the mysteries of a weird and magical universe as part of a starship crew. Will you delve for lost artifacts in the ruins of alien temples? Strap on rune-enhanced armor and a laser rifle to battle undead empires in fleets of bone ships, or defend colonists from a swarm of ravenous monsters? Maybe you'll hack into the mainframe of a god-run corporation, or search the stars for clues to the secret history of the universe or brand-new planets to explore. Whether you're making first contact with new cultures on uncharted worlds or fighting to survive in the neon-lit back alleys of Absalom Station, you and your team will need all your wits, combat skill, and magic to make it through. But, most of all, you'll need each other. This massive hardcover rulebook is the essential centerpiece of the Starfinder Roleplaying Game, with rules for character creation, magic, gear, and more - everything you need to play Starfinder.

STARFINDER - ADVENTURE PATH***Against the Aeon Throne 1 - The Reach of Empire, kr. 210,00 (Paizo Publishing)***

Hired to transport supplies to a new Pact Worlds colony in the Vast, the heroes discover that the Azlanti Star Empire has invaded and occupied the colony with a small military force. The Reach of Empire is a Starfinder Roleplaying Game adventure for four 1st-level characters. The adventure begins the Against the Aeon Throne Adventure Path, a 3-part, monthly campaign in which players visit and explore some of the worlds of the sinister Azlanti Star Empire. It also includes a gazetteer of the Pact Worlds colony of Nakondis, a collection of new starships and starship options used by the Imperial Fleet of the Azlanti Star Empire, and a selection of new monsters from alien worlds.

Against the Aeon Throne 2 - Escape from the Prison Moon, kr. 210,00 (Paizo Publishing)

Deputized by the interstellar police force called the Stewards for freeing a colony from Azlanti occupation, the heroes journey to the Azlanti Star Empire to rescue their captive friend from a well-guarded prison moon. After visiting an outlaw space station nearby, the heroes stage a daring breakout and clash against the penal colony's commandant. But the experimental starship drive is still at large, and the heroes must track it down to prevent the Azlanti from making it operational! `Escape from the Prison Moon` is a Starfinder Roleplaying Game adventure for four 3rd-level characters. The adventure continues the Against the Aeon Throne Adventure Path, a 3-part, monthly campaign in which players visit and explore some of the worlds of the sinister Azlanti Star Empire. It also includes an overview of the expansionist Azlanti Star Empire, an article exploring various aliens races under the Azlanti Star Empire's jurisdiction, and a selection of new monsters from alien worlds. Each monthly full-color softcover Starfinder Adventure Path volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweeping scale and epic challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more!

Against the Aeon Throne 3 - The Rune Drive Gambit, kr. 210,00 (Paizo Publishing)

The heroes must infiltrate a secluded Azlanti science facility and liberate the captive scientists forced to study an experimental starship drive to keep it out of their enemies' hands. They soon learn of the device's reality-warping power first-hand, but standing in their way is the dastardly Azlanti noble who has orchestrated the entire plot!

Attack of the Swarm! 1 - Fate of the Fifth, kr. 210,00 (Paizo Publishing)

As the insectoid alien Swarm surges across another system in

Attack of the Swarm! 2 - The Last Refuge, kr. 210,00 (Paizo Publishing)

Fleeing a world consumed by the ravenous, alien Swarm, the

Attack of the Swarm! 3 - Huskworld, kr. 210,00 (Paizo Publishing)

Hoping to find a way to fight back against the alien, insectoid

Attack of the Swarm! 4 - The Forever Reliquary, kr. 210,00 (Paizo Publishing)

The heroes must hunt for an icy comet hurtling through the void,

Attack of the Swarm! 5 - Hive of Minds, kr. 210,00 (Paizo Publishing)

The monks of the Forever Reliquary send the heroes into a

Dawn of Flame 1 - Fire Starters, kr. 210,00 (Paizo Publishing)

A magical portal to the Plane of Fire disappears into the sun just after creatures exit it for the first time in recorded history. An overwhelming telepathic burst from within the sun quickly follows, and a scientist recruits the heroes to help her find out what's going on.

Dawn of Flame 2 - Soldiers of Brass, kr. 210,00 (Paizo Publishing)

Now employees of solar researchers, the Deep Cultures

Dawn of Flame 3 - Sun Divers, kr. 210,00 (Paizo Publishing)

With data recovered during the previous adventure, the

Dawn of Flame 4 - The Blind City, kr. 210,00 (Paizo Publishing)

An ancient, eldritch tablet the heroes recovered during their

Dawn of Flame 5 - Solar Strike, kr. 210,00 (Paizo Publishing)

Defend the deep! A cry for help from the sun's interior leads the

Dawn of Flame 6 - Assault on the Crucible, kr. 210,00 (Paizo Publishing)

While the heroes finish the liberation of an alien bubble-city in the

Dead Suns Part 1 - Incident at Absalom Station, kr. 210,00 (Paizo Publishing)

A Ship Without a Crew! When a brutal gang war breaks out on a docking bay in Absalom Station, the player characters are recruited by the Starfinder Society to investigate the unexpected bloodshed. Delving into the station's seedy Spike neighborhoods, the heroes confront the gangs and discover that both were paid to start the riot and that the true conflict is between two rival mining companies battling over a new arrival in orbit around the station: a mysteriously deserted ship and the strange asteroid it recovered from the Drift. But what the players find there will set in motion events that could threaten the entirety of the Pact Worlds and change the face of the galaxy forever! Launching the Dead Suns Adventure Path for the Starfinder Roleplaying Game, Incident at Absalom Station is a 1st-level adventure that features a gazetteer of Absalom Station, the orbital habitat that serves as humanity's home in the Pact Worlds, and a selection of new monsters from a variety of alien worlds.

Dead Suns Part 2 - Temple of the Twelve, kr. 230,00 (Paizo Publishing)

Now members of the Starfinder Society and captains of their very own ship, the heroes head to the planet Castrovel, home of some of the best universities in the Pact Worlds, to research the clues they found on the mysterious asteroid. On Castrovel, their findings point them toward an ancient elven temple-city called the Temple of the Twelve, lost deep in Castrovel's teeming jungles. But, the heroes must contend with two other factions - the exiled Corpse Fleet of Eox and the Cult of the Devourer - who are also interested in the asteroid's secrets and have their own agendas for the ancient alien superweapon - if they can find it first! A Starfinder Roleplaying Game adventure for 3rd-level characters, Temple of the Twelve is the second part in the Dead Suns Starfinder Adventure Path.

Dead Suns Part 3 - Splintered Worlds, kr. 230,00 (Paizo Publishing)

Tracking the Cult of the Devourer to its hidden command post, the heroes must overcome the planet's undead inhabitants to uncover the cult's true motives - the search for clues to the location of an alien superweapon! Continuing the Dead Suns Adventure Path, Splintered Worlds is a Starfinder Roleplaying Game adventure for 5th-level characters.

Dead Suns Part 4 - The Ruined Clouds, kr. 210,00 (Paizo Publishing)

A Starfinder Roleplaying Game adventure for 7th-level

Dead Suns Part 5 - The Thirteenth Gate, kr. 210,00 (Paizo Publishing)

The heroes journey deeper into the Vast to the Gate of Twelve Suns, an alien megastructure incorporating no fewer than a dozen stars. A Starfinder Roleplaying Game adventure for 9th-level characters, The Thirteenth Gate continues the Dead Suns Adventure Path.

Dead Suns Part 6 - Empire of Bones, kr. 210,00 (Paizo Publishing)

The undead Corpse Fleet has appeared in orbit above the Gate of Twelve Suns, intent on seizing the ancient alien superweapon called the Stellar Degenerator. Massively outgunned, the heroes' only hope lies in infiltrating the fleet's flagship and seizing control of the vessel's bridge. Only then can the heroes set the ship to self-destruct and pilot it on a collision course with the superweapon. If successful, the heroes can destroy the Stellar Degenerator, but they'll need to escape the destruction to live to tell the tale!

Signal of Screams 1 - The Diaspora, kr. 210,00 (Paizo Publishing)

A vacation on New Elysium, a luxury resort located on an asteroid in the Diaspora, goes horribly wrong as the facilities malfunction and the guests and staff turn violent. The heroes must protect themselves and aid those who have remained sane, including a wealthy android tech entrepreneur who might have some information about the cause of this madness if he can be rescued from the old mining tunnels below the resort. The heroes must find a way to stop the growing delirium, even if it means going through the guests - including a celebrated champion of the vicious sport of brutaris - who have been transformed into hideous abominations!

Signal of Screams 2 - The Penumbra Protocol, kr. 210,00 (Paizo Publishing)

Infected with a sickness that threatens to turn them into twisted murderers, the heroes travel to the city of Cuvacara on the planet Verces to find the possible origin of the madness! They soon discover that a sinister company plans to release a new social media app that will corrupt the entire city. Surviving attacks from corporate assassins, the heroes can shut down the app's servers and discover the location of the company's hidden underground base on the planet's Darkside. Within are individuals who seem to have willingly undergone transformation and protect the facility with their lives. After confronting the charismatic executive in charge and learning of the mad scientist who created the signal, the heroes find out they are now trapped on the Shadow Plane!

Signal of Screams 3 - Heart of Night, kr. 210,00 (Paizo Publishing)

Heart of Night is a Starfinder Roleplaying Game adventure for four 11th-level characters. The adventure concludes the Signal of Screams Adventure Path, a 3-part, monthly campaign in which players race to find the source of a mystical signal that warps both minds and bodies. It also includes advice for how to continue the campaign, an exploration of the Shadow Plane, and a selection of horrifying new monsters.

STARFINDER - FLIP-MAT**Basic Starfield, kr. 180,00 (Paizo Publishing)**

Fill the peaceful void of space with missiles and laser strikes with Starfinder Flip-Mat: Basic Starfield! Created with a hex grid for Starfinder's unique starship combat system, Flip-Mat: Basic Starfield comes with two different starfield backgrounds to help you craft epic starship battles. Whether you're bold starfighter pilots strafing an enemy dreadnought or intrepid smugglers running a corporate blockade, this extra-large, 27' x 39' Flip-Mat Has you covered.

Cantina, kr. 135,00 (Paizo Publishing)

Starfinder Flip-Mat: Cantina features a double-sided map with a sleek space station nightclub on one side, and a gritty colony world tavern on the other, providing the perfect setting anytime your players need to meet a contact, invade a gang's hangout, or simply relax after a long voyage between worlds. This portable, affordable map measures 24' x 30', and features a coated surface designed to handle any dry erase, wet erase, or even permanent marker.

Hospital, kr. 135,00 (Paizo Publishing)

Whether the heroes want to install cybernetic augmentations in their bodies or are searching for the source of an otherworldly plague, no Game Master wants to spend time drawing every nurses station and operating room. Fortunately, with Paizo's latest Starfinder Flip-Mat, you don't have to! This line of gaming maps provides ready-to-use science-fantasy set pieces for the busy Game Master. This double-sided map features a futuristic, high-tech medical center on one side and a sinister, abandoned infirmary on the other. Don't waste time sketching when you could be playing. With Starfinder Flip-Mat: Hospital, you'll be ready the next time your players need medical treatment for their injuries!

Ice World, kr. 135,00 (Paizo Publishing)

Whether the heroes are pursuing ice pirates across the frozen

Jungle World, kr. 135,00 (Paizo Publishing)

Whether the heroes are mounting an expedition into the jungle to find the ruins of a lost city or simply looking forward to a vacation in the tropics, no Game Master wants to spend time drawing every tree and pile of rubble. Fortunately, with Paizo's latest Starfinder Flip-Mat, you don't have to! This line of gaming maps provides ready-to-use science-fantasy set pieces for the busy Game Master. This double-sided map features a dense tropical forest wilderness on one side and ancient, overgrown ruins on the other. Don't waste time sketching when you could be playing. With Starfinder Flip-Mat: Jungle World, you'll be ready the next time your players enter the jungle!

Spaceport, kr. 135,00 (Paizo Publishing)

Whether the heroes need a friendly port in which to land their starship or are preparing to embark on a starliner bound for distant worlds, no Game Master wants to spend precious game time drawing every docking clamp and departure gate. Fortunately, with Paizo's latest Starfinder Flip-Mat, you don't have to!

Starliner, kr. 135,00 (Paizo Publishing)

Whether the heroes are investigating a mysterious murder

Starship - Ghost Ship, kr. 135,00 (Paizo Publishing)

Whether you're salvaging an abandoned starship adrift in space or exploring the ravaged interior of a scuttled wreck, no Game Master wants to spend time drawing every compartment and bulkhead. Fortunately, with Paizo's latest Starfinder Flip-Mat, you don't have to! This line of gaming maps provides ready-to-use science-fantasy set pieces for the busy Game Master. This double-sided map features a deserted tramp freighter on one side and the derelict hulk of a science research vessel on the other. Don't waste time sketching when you could be playing. With Starfinder Flip-Mat: Ghost Ship, you'll always be ready next time your players find a mysterious ship! A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy - simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. o 24' by 30' mat o Folds to 8' by 10' o 1' squares on each side

Sunrise Maiden, kr. 180,00 (Paizo Publishing)

Don't waste time sketching when you could be playing. With Starfinder Flip-Mat: The Sunrise Maiden, you'll always be ready next time your players head for the stars! A special coating on each Flip-Mat allows you to use wet erase, dry erase, and permanent markers with ease! Removing permanent ink is easy - simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel.

Undercity, kr. 135,00 (Paizo Publishing)

This double-sided map features the maintenance tunnels and

Warship, kr. 135,00 (Paizo Publishing)

Whether the heroes are at the helm of their own space cruiser battling enemy starships in the far reaches of the galaxy or boarding the enemy flagship to take out the command and control center of an invading fleet, no Game Master wants to spend time drawing every duty station and gun turret.

STARFINDER - PAWNS**Against the Aeon Throne Pawn Collection, kr. 180,00 (Paizo Publishing)**

The characters, villains, and starships of the Against the Aeon Throne Adventure Path come alive on your tabletop with this collection of more than 100 creature and starship pawns, designed for use with the Starfinder Roleplaying Game or any tabletop science fantasy RPG.

Alien Archive 2 Pawn Box, kr. 400,00 (Paizo Publishing)

The interstellar perils of Starfinder Alien Archive 2 come alive on

Alien Archive Pawn Box, kr. 400,00 (Paizo Publishing)

Boxsæt. The Invasion Begins! The Alien Archive Pawn Box presents beautiful, full-color images of alien creatures usable as both foes and player characters, double-sided and printed on sturdy cardstock, perfect for use with the Starfinder Roleplaying Game or any tabletop RPG. With multiple pawns for commonly encountered foes and nearly 250 distinct creature images, the Alien Archive Pawn Box has exactly what you need to bring the game's most popular monsters to life!

Dawn of Flame Pawn Collection, kr. 225,00 (Paizo Publishing)

Key aliens and NPCs from the Dawn of Flame Adventure Path

Dead Suns Pawn Collection, kr. 225,00 (Paizo Publishing)

Key aliens and NPCs from Starfinder's Dead Suns Adventure Path come alive on your tabletop with the Dead Suns Pawn Collection, featuring more than 100 creature pawns for use with the Starfinder Roleplaying Game or any tabletop science-fantasy RPG! Printed on sturdy cardstock, each pawn presents a beautiful full-color image of an alien, NPC, or starship from the Dead Suns campaign, including frenzied cultists, treacherous undead, horrors from space, and dozens of unique creatures. The Dead Suns Pawn Collection, together with the creatures and characters from the Starfinder Alien Archive Pawn Box and Starfinder Core Rulebook Pawn Collection, provides pawns for nearly every Dead Suns encounter. Each cardstock pawn slots into a size-appropriate plastic base from the Alien Archive Pawn Box, making the pawns easy to mix with traditional metal or plastic miniatures.

Pact Worlds Pawn Collection, kr. 225,00 (Paizo Publishing)

Inspired by the new Pact Worlds Starfinder RPG hardcover, the Starfinder Pawns: Pact Worlds Pawn Collection presents beautiful full-color images of characters, alien creatures, and starships, perfect for representing your next character or deadly extraterrestrial foes! Printed on sturdy cardstock, each double-sided pawn slots into a size-appropriate plastic base from the Starfinder Pawns Base Assortment, making them easy to mix with traditional metal or plastic miniatures. The Starfinder Pact Worlds Pawn Collection is the best way to ensure you've got the perfect characters, allies, and starships to bring your Starfinder campaign to life!

Signal of Screams Pawn Collection, kr. 180,00 (Paizo Publishing)

Key aliens and NPCs from the Signal of Screams Adventure Path

Tech Terrain Pawn Collection, kr. 225,00 (Paizo Publishing)

Bring the fixtures and fittings of the future to your tabletop with

STRANGE**Character Sheets - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 40,00 (Publisher Services, Inc.)**

With the games world-hopping, character-altering setting, The Strange players really go through character sheets and in particular, the recursion portion that details changes to their characters in different settings. This product contains a pad of 20 character sheets and 30 recursion sheets (printed double-sided for two uses each). They're full-color, printed on matte paper that's easy to write on and erase, and will cover an entire party for an entire campaign and then some. The Strange character sheet sells itself and it sells The Strange! Gamers who see the character sheets gorgeous, intriguing design always ask about the game.

Cypher Chest - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Publisher Services, Inc.)

Boxsæt. Created as game aids to easily randomize and track

Player's Guide - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 30,00 (Publisher Services, Inc.)

Explore the Chaosphere of the Strange with this introductory guide to Monte Cook's The Strange! Create characters, explore the setting, and learn how to play - or just have a handy second set of rules at the gaming table - with this player's alternative to the The Strange corebook.

THINGS FROM THE FLOOD**Things from the Flood RPG (Tales From the Loop Standalone), kr. 415,00 (Free League Publishing)**

Welcome back to the world of the Loop things are different now. Simon Stålenhags paintings of Swedish retro futuristic suburbia, populated by fantastic machines and strange creatures, have won global acclaim. The award-winning Tales from the Loop tabletop roleplaying game was released in 2017 and let you experience this amazing world first hand. Now you can return to the Loop in this stand-alone sequel game that continues the story into the 1990s. But remember this time you can die.

TVÆRVEJE**Ankors amulet, kr. 249,00 (Tværveje)**

Dine valg, din historie VELKOMMEN TIL ANKORS AMULET – et eventyr, hvor det er dig, der bestemmer handlingen! På det lokale bibliotek støder du på en gammel bog, hvorpå der hviler en forbandelse. Du er blevet ramt af Udødsforbandelsen, og for at hæve den må du rejse til Mellemlverdenen og finde Ankors amulet. Men rejsen er fuld af fælder og farer, og du må tænke dig godt om for at komme helskindet igennem alle udfordringerne!

Skrevet af Linea Bjerrum Nielsen

De Dødes Nat, kr. 199,00 (Tværveje)

Velkommen til De Dødes Nat – en Tværveje-titel, hvor det er dine valg, der bestemmer handlingens forløb.

I De Dødes Nat vågner du op i en by, der er sat i karantæne, da den er inficeret af de levende døde. Militæret har besluttet sig for at bombe byen, inden natten er omme, men du kan stadig nå ud, inden de døde, eller levende, slår dig ihjel. Men for at kunne det skal du samle allierede, der kan hjælpe dig på din vej og udforske byens mange huse og områder.

Der er flere forskellige måder at komme væk på, og det er kun dig og dine valg, der dikterer, hvilken du vælger.

Forfatter: Charlie Schneider

Sideantal: 428

Fyrtårnet, kr. 299,00 (Tværveje)

Velkommen til Fyrtårnet

– en fortælling, hvor det er dine valg, der bestemmer handlingen.

Du får noget af et chok, da du efter mange år vender hjem til din fødeø Ruhholm og opdager, at din far er blevet myrdet. En hektisk jagt efter sandheden går i gang. Ikke bare om motivet bag mordet, men også om dig selv og dit ophav. Øboerne har deres egne hemmeligheder og skjulte motiver, og det er op til dig at gennemskue dem, hvis du vil slippe fra øen med livet og forstanden i behold.

Fyrtårnet er en labyrintisk roman fyldt med uhyrlige bæster, onde drømme og grusomme hemmeligheder, hvor du som læser skal vælge din egen vej gennem historien.

Dine valg, din historie

Forfatter Nikolaj Johansen

Mareridt, kr. 299,00 (Tværveje)

VELKOMMEN TIL MARERIDT - et mareridt, hvor det er dig, der er hovedpersonen.

Incubo – mareridtenes herre – har opfundet et sindssygt spil for sin egen fornøjelses skyld. Et spil om liv og død. Et spil, hvor du og din familie er fanget i hans grufulde verden. Et spil, hvor du konstant må tage dig i agt for Maren, som jagter dig.

Har du det, der skal til, for at besejre mareridtenes herre, redde din familie og slippe levende ud af dit livs værste mareridt?

Dine valg kan få katastrofale konsekvenser eller redde dig ud af rædselsfulde mareridts-scenarier.

Tør du?

ULVEVINTER**Ulvevinter - Et rollespil for begyndere 2.Udgave med rettelser, kr. 125,00 (Ravnehøj - Books on Demand)**

Vinder af Årets Rollespil 2011!

Ulvevinter er et bordrollespil på dansk, der er skrevet specielt til yngre spillere. Rollespillet er let at læse og fylder kun 56 sider.

Spillet foregår i fantasiverdenen Tharos, der er beboet af tapre vikinger, vise troldmænd og farlige uhyrer.

Så længe folk kan huske, har Vinterens og Sommerens dronninger kæmpet om herredømmet over landet. Vinterens Dronning har fundet sig en ny forkæmper og en tid med strid truer atter landet. Kan vores helte og eventyrere beskytte Tharos mod ulykkerne?

Denne bog er et komplet rollespil, der inderholder næsten alt hvad du behøver for at spille. Du mangler kun rollespilsterninger, for at komme i gang. Disse terninger kan du købe i alle rollespilsbutikker.

I Ulvevinter finder du:

- ♦ Letlæste regler, som fortæller alt om hvordan du skaber en karakter, og om hvordan kamp og magi fungerer. Du kan spille enten mennesker, elvere, dværge, halvlange eller halvjætter.
- ♦ Beskrivelse af landet Tharos, med dets historie, riger, konger, byer – og nogle af de huler og ruiner som spillerne kan udforske.
- ♦ Beskrivelser af mere end 60 venner, fjender og sagnvæsener. Mød riser, skrællinger, trolde, varger, huldre, nisser og mange flere.
- ♦ Fem spændende eventyr, der hver kan spilles på ca. Tre timer. Find bedstefars kranie, mød Skovenes Juvel og overvind manden med Guldmasken.

Ulvevinter vil blive understøttet af masser af gratis ekstramateriale; spillernes håndbog, karakterark, kort i farve og sort/hvid, kampkort og flere eventyr.

Se mere her:

<http://rollespilsforlaget.dk>

Forfatter: Bjarne Sinkjær

VAMPIRE THE MASQUERADE 5TH EDITION**Anarch Supplement Hardcover, kr. 450,00 (Modiphius)**

Welcome to a blood thriller on the streets of the modern nights. For centuries the Anarch Movement enjoyed an uneasy truce with the Camarilla, but no longer. Now, the Unbound refuse to bow to the sickening hypocrisy and tyranny of their former allies. Claiming the nighttime streets as their own, the Anarchs seek independence from the despotic Elders, by any means necessary. Only the toughest and smartest of self-made vampires will survive. Featuring all-new essays on nocturnal survival and politics from Juhana Pettersson

Camarilla Supplement Hardcover, kr. 450,00 (Modiphius)

The global blood opera of the Camarilla story continues. As the eldest vampires begin to vanish, the Ivory Tower starts to crack under the weight of its own decay. Once it was the mightiest faction of vampires in the world, a stronghold of immortality. Now it retreats into a maze of neo-feudal conspiracies to protect itself against the deadly threat of the Second Inquisition, struggling to enforce the Masquerade in the face of modern technology. Featuring insights and perspectives on unlife in the Camarilla from Mark Rein-Hagen and Matthew Dawkins

Storyteller's Toolkit, kr. 255,00 (Modiphius)

The official Vampire: Masquerade 5th Edition Storyteller Screen is a high quality multi panel portrait format and features plenty of content to help power your chronicle. The exterior features beautiful rendered artwork from Vampire: The Masquerade, while the inside cover contains useful rules references, tables and charts for Storytellers! The Storytellers screen contains: Beautiful artwork that wraps around the outer facing panels of the screen. Reference tables and key rules 32 page Storyteller booklet containing tools and advice on creating and running a Vampire: The Masquerade chronicles.

WARHAMMER 40K WRATH & GLORY**Campaign Card Deck, kr. 180,00 (Ulisses Spiele)**

Boxsæt. These cards put some narrative control into the players

Combat Complications Deck, kr. 180,00 (Ulisses Spiele)

Boxsæt. This card contains handy references for weapons,

Perils of the Warp Deck, kr. 180,00 (Ulisses Spiele)

Boxsæt. Using psychic powers are dangerous in the 41st

Talents and Psychic Powers Card Pack, kr. 135,00 (Ulisses Spiele)

Boxsæt. This card deck contains handy reference material for a

Warhammer 40K Wrath & Glory RPG: Starter Set, kr. 450,00 (Ulisses Spiele)

Boxsæt. Wrath & Glory Core Rules is produced in Europe in full

Wrath Deck, kr. 180,00 (Ulisses Spiele)

Boxsæt. This card deck details numerous brutal critical hits for combat in Wrath & Glory, plus they are useful for determining the outcome of a threatening task (situations where the entire warband works together to complete steps towards resolving a dangerous situation).

Wrath Tokens, kr. 180,00 (Ulisses Spiele)

Boxsæt. These special tokens are sized appropriately for use with the Wrath & Glory battlemaps. Made from a clear, durable acrylic, these tokens are a great addition for any Wrath & Glory Game Masters toolbox. These tokens represent NPCs, monsters, and other adversaries encountered during the game.

WARHAMMER FANTASY ROLEPLAY 4TH ED.**Rough Nights and Hard Days, kr. 315,00 (Cubicle 7 Entertainment Ltd.)**

Rough Nights & Hard Days offers five interlinked scenarios for Warhammer Fantasy Roleplay written by series veteran, Graeme Davis. These can be played as stand-alone adventures, or combined into an epic five-part campaign, where the Characters become embroiled in a bitter dispute between two of the Empire's quarrelling noble houses. Rough Nights & Hard Days also introduces an entirely new playable species, and presents a variety of pub games to amuse and confuse your customers.

Warhammer Fantasy RPG: 4th Edition Rulebook (incl. PDF), kr. 540,00 (Cubicle 7 Entertainment Ltd.)

Warhammer Fantasy Roleplay takes your customers back to the Old World. Get the gang together, create your (anti)heroes, and set off to make your way through the vile corruption, scheming plotters and terrifying creatures intent on destruction. The Warhammer Fantasy Roleplay Rulebook contains everything you need for grim and perilous roleplaying adventures in the Old World.

Warhammer Fantasy RPG: 4th Edition Starter Set, kr. 270,00 (Cubicle 7 Entertainment Ltd.)

Boxsæt. The perfect introduction to Warhammer Fantasy Roleplay, this boxed set includes an introductory scenario designed to teach customers how to play, includes beautiful character portfolios, a guide to the town of Ubersiek and two ten-sided dice. All at a great beginner-friendly price.

WITCH HUNTER**Witch Hunter RPG: The Invisible World - Live Action Rules, kr. 270,00 (Alligator Alley Entertainment)**

The Horrors of the Invisible World Come to Life! Since time immemorial, wherever Man travels, he finds all manner of monsters seeking to prey upon both his mortal flesh and immortal soul. These creatures come in many guises, oft unseen until it's too late to escape their clutches. Thankfully, there are those who stand against the horrors from hell; those with the faith and courage to not only hold back the tide of night, but to take the fight directly to the Adversary! This Live Action Role Playing adaptation of the Witch Hunter: the Invisible World RPG provides everything needed to set your cadre of Witch Hunters against Adversary!

WITCHER RPG**Witcher RPG, The, kr. 450,00 (R. Talsorian Games)**

In the midst of the 3rd Nilfgaardian War Geralt of Rivia, the White Wolf, scours the Continent for traces of his lost love! But this is not the only tale. A million other stories play out across the vast continent and you are right in the middle of one of them! The Witcher Pen & Paper RPG allows you to tell your own story in the world of The Witcher! Adventure across the Continent, interacting with living legends and influencing the politics of the land! Fight in the brutal and horrific Third Nilfgaardian War. Or play out your own adventure as you avoid death and dismemberment!

WORLD OF DARKNESS**Character Sheet Pad - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 10,00 (White Wolf Publishing)**

A pad of character sheets for use with the World of Darkness

WURM**Wurm RPG: Core Rulebook - Ice Age, kr. 360,00 (Chaosium Inc.)**

Adventure into the prehistoric past of our own world. In this long-forgotten time, many powerful creatures roamed a vast territory covered in steppes and taiga, reaching from the white mountains to the raging sea: mammoths, aurochs, bison, giant deer, cave bears and cave lions. Among these huge creatures, two species of humans live in small communities of hunter-gatherers: the robust Bear Men (Neanderthals) and the taller Long Men (Cro-Magnon, or Cavemen). During your adventures, whether simply surviving or going on perilous hunts or legendary quests, your characters will gain strength, wisdom and prestige by exploring unknown territories, daring to enter the darkness of mysterious caves, seeking out the powers of ancient spirits, or challenging the creatures of the night.

Samle Kortspil**MAGIC THE GATHERING****2020 Booster, kr. 30,00 (Wizards of the Coast)****2020 Booster Display, kr. 750,00 (Wizards of the Coast)****Amonkhet Booster, kr. 30,00 (Wizards of the Coast)**

Rise Among the Worthy! The desert oasis of Amonkhet forges warriors. You have trained your entire life for a chance to face the Trials of the Five Gods and join the elite ranks of the Worthy. Using your strength, speed, and cunning, overcome deadly challenges and rise above the competition to claim an honored place in the Afterlife! The first set in the Amonkhet block for Magic: The Gathering, this 264-card expansion is introduced in two unique Planeswalker Decks, 16-card boosters packed in 36-count displays, and bundle packs.

Amonkhet Booster Display (36), kr. 750,00 (Wizards of the Coast)

Boxsæt. Rise Among the Worthy! The desert oasis of Amonkhet forges warriors. You have trained your entire life for a chance to face the Trials of the Five Gods and join the elite ranks of the Worthy. Using your strength, speed, and cunning, overcome deadly challenges and rise above the competition to claim an honored place in the Afterlife! The first set in the Amonkhet block for Magic: The Gathering, this 264-card expansion is introduced in two unique Planeswalker Decks, 16-card boosters packed in 36-count displays, and bundle packs.

Modern Horizons Booster, kr. 70,00 (Wizards of the Coast)

Modern Horizons is the first Magic set to skip Standard legality and aim straight for Modern. Inside are new-to-Modern cards, with a mix of new cards and reprints that will become Modern-legal for the first time. The set is full of cards that build up favorite Modern strategies, create new ones, and bring plenty of flavor to matches where Modern cards are legal.

Modern Horizons Booster Display (36), kr. 2.200,00 (Wizards of the Coast)

Boxsæt. Modern Horizons is the first Magic set to skip Standard legality and aim straight for Modern. Inside are new-to-Modern cards, with a mix of new cards and reprints that will become Modern-legal for the first time. The set is full of cards that build up favorite Modern strategies, create new ones, and bring plenty of flavor to matches where Modern cards are legal.

Ravnica Allegiance Booster, kr. 30,00 (Wizards of the Coast)

264 card set. Darkness is coming to Ravnica. A conflict that could tear apart the world itself looms large, and the fragile peace between the guilds is strained to its breaking point. Now, with everything on the line, it's time to step up, prove your loyalty, and fight for your guild.

Rivals of Kalan Booster Pack, kr. 30,00 (Wizards of the Coast)

196 card set

Signature Spellbook Gideon, kr. 180,00 (Wizards of the Coast)

Boxsæt. For this particular set, Gideon Jura features in all depictions. Most cards are white; one is an artifact. The special card frames uses a white version of the Beleren font, and the color of the mana symbols is inverted. For the rendering of Blackblade Reforged, Wizards of the Coast called on Richard Kane Ferguson, the artist who originally created the sword's iconic look. It also sports an exclusively designed legendary version of the card frame.

Throne of Eldraine Oko Planeswalker Deck, kr. 140,00 (Wizards of the Coast)

Boxsæt. Oko relies on guile and surprise to defeat his foes. Summon small, evasive creatures to chip away at your opponent's life total while you draw cards and build up your resources.

Throne of Eldraine spins Grimm's fairy tales and Arthurian legend as only Magic: The Gathering (MtG) can. Create your own story as you battle your way to victory with your favorite fabled creatures!

Throne of Eldraine Rowan Planeswalker Deck, kr. 140,00 (Wizards of the Coast)

Boxsæt. Rowan inspires great loyalty in those who follow her. Attack relentlessly, using abilities to power up your cards, then use Rowan herself to push through the final points of damage and finish off your opponent.

Throne of Eldraine spins Grimm's fairy tales and Arthurian legend as only Magic: The Gathering (Mtg) can. Create your own story as you battle your way to victory with your favorite fabled creatures!

POKEMON**Evolution Booster Pack EX (XY), kr. 40,00 (Pokemon USA, Inc.)****Fates Collide Booster Pack EX (XY10), kr. 40,00 (Pokemon USA, Inc.)**

Showcasing Zygarde in its many different forms, this 120-card expansion for the Pokemon Trading Card Game features five new Pokemon BREAK with a newly introduced game mechanic, and 13 new Pokemon-EX (including three Mega Evolution Pokemon). Offered in 8-count displays, each 60-card Theme Deck contains a collectible metallic coin, a 2-player playmat, Damage Counters, a rulesheet, a card checklist, a deck box, and a code card for the Pokemon Trading Card Game Online. Also available are 10-card boosters packed in 36-count displays, and three-booster Blister Boxes.

Steam Siege Booster Pack EX (XY11), kr. 40,00 (Pokemon USA, Inc.)

Dual Powers Clash! Long years of stability come to an end when Shiny Mega Gardevoir-EX lays siege to the mighty Gear Palace with a host of greedy forces. The Mythical Steam Pokemon Volcanion must wield the dual powers of Fire and Water to stop them! And, as the battle rages, Xerneas BREAK and Yveltal BREAK face-off in the XY-Steam Siege expansion! This 110-card expansion for the Pokemon Trading Card Game is introduced in 60-card pre-constructed Theme Decks offered in 8-count displays, three-pack blisters, and supplemental boosters packed in 36-count displays.

Sun & Moon Booster Pack GX, kr. 40,00 (Pokemon USA, Inc.)

Welcome to the tropical Alola region! Start your journey with Rowlet, Litten, and Popplio, then seek out the Legendary Pokemon Solgaleo-GX and Lunala-GX to witness the awesome power of a new kind of Pokemon! Discover dozens of never-before-seen Pokemon, Alola forms of familiar favorites, and new ways to battle in the Sun & Moon expansion for the Pokemon Trading Card Game. This 140-card expansion is introduced in 10-card boosters packed in 36-count displays and three-booster Blister Boxes.

Sun & Moon Cosmic Eclipse Booster, kr. 40,00 (Pokemon USA, Inc.)

At the apex of the Sun & Moon Series, the Pokemon TCG: Sun & Moon Cosmic Eclipse expansion boosts the connection of Pokemon and Trainers, and it launches TAG TEAM combinations to new levels! Jump into battle with Charizard & Braixen-GX, Venusaur & Snivy-GX, Blastoise & Piplup-GX, and Solgaleo & Lunala-GX, along with the triple TAG TEAM of Arceus & Dialga & Palkia-GX, plus many more!

Sun & Moon Cosmic Eclipse Unseen Depths Theme Deck, kr. 140,00 (Pokemon USA, Inc.)

Boxsæt. At the apex of the Sun & Moon Series, the Pokemon TCG: Sun & Moon Cosmic Eclipse expansion boosts the connection of Pokemon and Trainers, and it launches TAG TEAM combinations to new levels! Jump into battle with Charizard & Braixen-GX, Venusaur & Snivy-GX, Blastoise & Piplup-GX, and Solgaleo & Lunala-GX, along with the triple TAG TEAM of Arceus & Dialga & Palkia-GX, plus many more!

Sun & Moon Guardians Rising - Hidden Moon Theme Deck - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 140,00 (Pokemon USA, Inc.)

Boxsæt. Visit Alola for Pokemon fun - from the beaches to the mountain peaks - and discover new traditions and new challenges! Meet the island guardians Tapu Koko-GX and Tapu Lele-GX, and sharpen your skills with Kahuna Hala and Captain Mallow! Be amazed by the secret powers of Kommo-o-GX, Lycanroc-GX, Metagross-GX, Sylveon-GX, Toxapex-GX, Vikavolt-GX, and many more! Come to the islands, and seize the power of the 140-card Sun & Moon Guardians Rising expansion for the Pokemon Trading Card Game!

Sun & Moon Guardians Rising - Steel Sun Theme Deck - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 140,00 (Pokemon USA, Inc.)

Boxsæt. Visit Alola for Pokemon fun - from the beaches to the mountain peaks - and discover new traditions and new challenges! Meet the island guardians Tapu Koko-GX and Tapu Lele-GX, and sharpen your skills with Kahuna Hala and Captain Mallow! Be amazed by the secret powers of Kommo-o-GX, Lycanroc-GX, Metagross-GX, Sylveon-GX, Toxapex-GX, Vikavolt-GX, and many more! Come to the islands, and seize the power of the 140-card Sun & Moon Guardians Rising expansion for the Pokemon Trading Card Game!

Sun & Moon Guardians Rising Booster Pack GX, kr. 40,00 (Pokemon USA, Inc.)

Visit Alola for Pokemon fun - from the beaches to the mountain peaks - and discover new traditions and new challenges! Meet the island guardians Tapu Koko-GX and Tapu Lele-GX, and sharpen your skills with Kahuna Hala and Captain Mallow! Be amazed by the secret powers of Kommo-o-GX, Lycanroc-GX, Metagross-GX, Sylveon-GX, Toxapex-GX, Vikavolt-GX, and many more! Come to the islands, and seize the power of the 140-card Sun & Moon Guardians Rising expansion for the Pokemon Trading Card Game!

Sun & Moon Unbroken Bonds Booster GX, kr. 40,00 (Pokemon USA, Inc.)

When you have a partner you can count on, nothing can stop you! The TAG TEAM Pokemon-GX in the Pokemon TCG: Sun & Moon Unbroken Bonds expansion show the colossal power of teamwork, including Reshiram & Charizard-GX, the Ultra Beasts Pheromosa & Buzzwole-GX, and Gardevoir & Sylveon-GXplus, Lucario teams up with the newly discovered Melmetal! With trust and practice, these Pokemon can tackle just about anything, so checkout the amazing Pokemon pairings in the Sun & Moon Unbroken Bonds expansion!

Terninger

STAR WARS

Star Wars RPG Dice, kr. 150,00 (Fantasy Flight Games)

One galaxy. Three games. One set of dice.

The Star Wars movies are full of dramatic twists and turns, and Star Wars® Roleplaying Dice translate the action to your games of Star Wars®: Edge of the Empire™, Star Wars®: Age of Rebellion™, and the upcoming Star Wars®: Force and Destiny™.

Star Wars Roleplaying Dice come fourteen to a pack and allow players and GMs to quickly determine the success or failure of actions in the game, while advancing the story's narrative with advantages and threats.

- Contains a complete set of fourteen custom dice for three cross-compatible Star Wars roleplaying systems
- Unique icons allow players and GMs to quickly determine the success or failure of actions in the game
- A unique dice pool mechanic introduces multi-dimensional results, adding advantages and threats to successes and failures
- Dice results in Star Wars roleplaying games almost always spur further narrative developments

TERNINGER

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TERNINGER - BOREALIS

Light Green/gold (7), kr. 90,00 (Chessex Manufacturing)

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Pink/silver (7), kr. 90,00 (Chessex Manufacturing)

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Purple/white (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Royal Purple/gold (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Sky Blue/white (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Smoke/silver (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Teal/gold (7), kr. 90,00 (Chessex Manufacturing)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

TERNINGER - CALL OF CTHULHU LIMITED

Beige & black (7), kr. 145,00 (Q-Workshop)

Boxsæt. Imagine yourself, swimming in a deep ocean during night. The sea is cold and strangely calm... Suddenly, you see inhuman green shapes moving towards you! Sensing danger, you swim in panic, trying to get away from them. Just when you think that those unspeakable sea horrors got you ... you wake up. A set of black-green dice lies at your table - and you are sure they weren't there when you fell asleep...

Black with Green (7), kr. 175,00 (Q-Workshop)

Imagine yourself, swimming in a deep ocean during night. The sea is cold and strangely calm... Suddenly, you see inhuman green shapes moving towards you! Sensing danger, you swim in panic, trying to get away from them. Just when you think that those unspeakable sea horrors got you ... you wake up. A set of black-green dice lies at your table - and you are sure they weren't there when you fell asleep...

Call of Cthulhu Black/Purple Horror o/t Orient Express Edition Dice Set (7), kr. 175,00 (Q-Workshop)

Boxsæt. Official Dice Set for HORROR ON THE ORIENT EXPRESS Call of Cthulhu Roleplaying game. Beginning in 1920s London, the investigators journey to Paris and thence to the ancient city of Constantinople. With luck, they also return home.

Set contains 7 polyhedral unusual dice, that will help to take you to this special journey.

Masks of Nyarlathotep Dice Set (7), kr. 145,00 (Q-Workshop)

Boxsæt. In the history of Call of Cthulhu from Chaosium, there are a few milestones, that have changed the history of our hobby. One of them is The Masks of Nyarlathotep. The BEST WRITTEN CTHULHU'S CAMPAIGN EVER, as many say and judges on many contests have said the same. The newest slipcase book set for 7th Edition is released and this time the Masks are huge, so it's really the Great Old One Edition. The improper 666 pages make an impression. We in Q WORKSHOP support this legendary campaign with the dedicated set of dice. Dice from the best material are beige with red painting in complexly carved engravings that resemble innocent blood of fallen Investigators that have died since 1984, year of the first edition of Masks. These dice are real secret Mythos handout because on the highest face there are symbols of Nyarlathotep that you have never seen. First time in history you can see the sigil, not of one of the avatars but three-legged Old One himself in his majestic and blasphemous glory. Our research team found this symbol in a forgotten underground cave beneath the highest peak of Tatra Mountain - Rysy. This is dice set for cultists and keepers of secrets that understand the gravity of the situation. Only proper dice can save the team from the wrath of the Nyarlathotep. The sigil should hide you from his influence too. But it will be not easy. Many have fallen, as you know. You have been warned!

Outer Gods Dice Set Nyarlathotep (7), kr. 155,00 (Q-Workshop)

Boxsæt. Cool Cthulhu terninger fra Q-Workshop

TERNINGER - CIRRUS

Aqua/silver (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

TERNINGER - CLASSIC RPG**Beige & Burgundy (7), kr. 60,00 (Q-Workshop)**

Boxsæt. What does Classic mean? Classic is never outdated, never embarrassing and is proof of a sense of style. It fits everything and is useful in every situation. It fits everyone, not only the rich and the snobs. The classic can be simple or sophisticated but it is never vulgarly ornate. The golden rule of moderation is what distinguishes it from all other things. So, how does the Q WORKSHOP understand the Classic RPG dice? It is a Set of Polyhedral Dice made from best materials according to a classically elegant design, and crafted with simple but beautiful Elven font, readable as never before. These are no trinkets. It is a very useful set for all games. Available in many colors, these dice should help your heroes explore dungeons, fight with dragons, and let them find the right adventurous path in all worlds. These sets will be your friends. Take them with you wherever you play your favorite games. We are proud of our Classic Dice Sets, because the simplicity of these game-tools has been combined with aesthetics. No one has the right to say that Classic means boring and ordinary. We create beautiful dice, and the Classic ones are not a deviation from this principle.

Black & Red (7), kr. 60,00 (Q-Workshop)

Boxsæt. What does Classic mean? Classic is never outdated, never embarrassing and is proof of a sense of style. It fits everything and is useful in every situation. It fits everyone, not only the rich and the snobs. The classic can be simple or sophisticated but it is never vulgarly ornate. The golden rule of moderation is what distinguishes it from all other things. So, how does the Q WORKSHOP understand the Classic RPG dice? It is a Set of Polyhedral Dice made from best materials according to a classically elegant design, and crafted with simple but beautiful Elven font, readable as never before. These are no trinkets. It is a very useful set for all games. Available in many colors, these dice should help your heroes explore dungeons, fight with dragons, and let them find the right adventurous path in all worlds. These sets will be your friends. Take them with you wherever you play your favorite games. We are proud of our Classic Dice Sets, because the simplicity of these game-tools has been combined with aesthetics. No one has the right to say that Classic means boring and ordinary. We create beautiful dice, and the Classic ones are not a deviation from this principle.

Black & White (7), kr. 60,00 (Q-Workshop)

Boxsæt. Thanks to our new technology we are able to produce

Caramel & Yellow (7), kr. 60,00 (Q-Workshop)

Boxsæt. Thanks to our new technology we are able to produce

Cobalt & White (7), kr. 60,00 (Q-Workshop)

Boxsæt. Thanks to our new technology we are able to produce

Lavender & White (7), kr. 60,00 (Q-Workshop)

Boxsæt. What does Classic mean? Classic is never outdated, never embarrassing and is proof of a sense of style. It fits everything and is useful in every situation. It fits everyone, not only the rich and the snobs. The classic can be simple or sophisticated but it is never vulgarly ornate. The golden rule of moderation is what distinguishes it from all other things. So, how does the Q WORKSHOP understand the Classic RPG dice? It is a Set of Polyhedral Dice made from best materials according to a classically elegant design and crafted with simple but beautiful elven font, readable as never before. These are no trinkets. It is a very useful set for all games. Available in many colors, these dice should help your heroes explore dungeons, fight with dragons, and let them find the right adventurous path in all worlds. These sets will be your friends. Take them with you wherever you play your favorite games. We are proud of our Classic Dice Sets because the simplicity of these game-tools has been combined with aesthetics. NO one has the right to say that Classic means boring and ordinary. We create beautiful dice, Classic are not a deviation from this principle.

Olive & White (7), kr. 60,00 (Q-Workshop)

Boxsæt. What does Classic mean? Classic is never outdated, never embarrassing and is proof of a sense of style. It fits everything and is useful in every situation. It fits everyone, not only the rich and the snobs. The classic can be simple or sophisticated but it is never vulgarly ornate. The golden rule of moderation is what distinguishes it from all other things. So, how does the Q WORKSHOP understand the Classic RPG dice? It is a Set of Polyhedral Dice made from best materials according to a classically elegant design and crafted with simple but beautiful elven font, readable as never before. These are no trinkets. It is a very useful set for all games. Available in many colors, these dice should help your heroes explore dungeons, fight with dragons, and let them find the right adventurous path in all worlds. These sets will be your friends. Take them with you wherever you play your favorite games. We are proud of our Classic Dice Sets because the simplicity of these game-tools has been combined with aesthetics. NO one has the right to say that Classic means boring and ordinary. We create beautiful dice, Classic are not a deviation from this principle.

Pearl & Red (7), kr. 60,00 (Q-Workshop)

Boxsæt. Thanks to our new technology we are able to produce

Purple & Yellow (7), kr. 60,00 (Q-Workshop)

Boxsæt. What does Classic mean? Classic is never outdated, never embarrassing and is proof of a sense of style. It fits everything and is useful in every situation. It fits everyone, not only the rich and the snobs. The classic can be simple or sophisticated but it is never vulgarly ornate. The golden rule of moderation is what distinguishes it from all other things. So, how does the Q WORKSHOP understand the Classic RPG dice? It is a Set of Polyhedral Dice made from best materials according to a classically elegant design, and crafted with simple but beautiful Elven font, readable as never before. These are no trinkets. It is a very useful set for all games. Available in many colors, these dice should help your heroes explore dungeons, fight with dragons, and let them find the right adventurous path in all worlds. These sets will be your friends. Take them with you wherever you play your favorite games. We are proud of our Classic Dice Sets, because the simplicity of these game-tools has been combined with aesthetics. No one has the right to say that Classic means boring and ordinary. We create beautiful dice, and the Classic ones are not a deviation from this principle.

Smoky & White (7), kr. 60,00 (Q-Workshop)

Boxsæt. Thanks to our new technology we are able to produce

Stormy & White (7), kr. 60,00 (Q-Workshop)

Boxsæt. What does Classic mean? Classic is never outdated, never embarrassing and is proof of a sense of style. It fits everything and is useful in every situation. It fits everyone, not only the rich and the snobs. The classic can be simple or sophisticated but it is never vulgarly ornate. The golden rule of moderation is what distinguishes it from all other things. So, how does the Q WORKSHOP understand the Classic RPG dice? It is a Set of Polyhedral Dice made from best materials according to a classically elegant design and crafted with simple but beautiful elven font, readable as never before. These are no trinkets. It is a very useful set for all games. Available in many colors, these dice should help your heroes explore dungeons, fight with dragons, and let them find the right adventurous path in all worlds. These sets will be your friends. Take them with you wherever you play your favorite games. We are proud of our Classic Dice Sets because the simplicity of these game-tools has been combined with aesthetics. NO one has the right to say that Classic means boring and ordinary. We create beautiful dice, Classic are not a deviation from this principle.

Translucent & Blue-Red (7), kr. 60,00 (Q-Workshop)

Boxsæt. Thanks to our new technology we are able to produce

White & Black (7), kr. 60,00 (Q-Workshop)

Boxsæt. Thanks to our new technology we are able to produce

TERNINGER - D10 SÆT - OPAQUE**Black/red (10), kr. 55,00 (Chessex Manufacturing)**

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

Black/white (10), kr. 55,00 (Chessex Manufacturing)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

White/black (10), kr. 50,00 (Chessex Manufacturing)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

TERNINGER - D10 SÆT - SPECKLED**Space (10), kr. 85,00 (Chessex Manufacturing)**

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Water (10), kr. 85,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

TERNINGER - D10 SÆT - TRANSLUCENT**Purple/White (10), kr. 110,00 (Chessex Manufacturing)**

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

TERNINGER - D6 SÆT - BOREALIS**Purple/white (36), kr. 125,00 (Chessex Manufacturing)**

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Sky Blue/white (36), kr. 125,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

TERNINGER - D6 SÆT - FROSTED**Blue/white (36), kr. 125,00 (Chessex Manufacturing)**

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

TERNINGER - D6 SÆT - GEMINI**Gold-Green/white (36), kr. 110,00 (Chessex Manufacturing)**

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

TERNINGER - D6 SÆT - LUSTROUS**Dark Blue/green (36), kr. 125,00 (Chessex Manufacturing)**

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Purple/gold (36), kr. 140,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

TERNINGER - D6 SÆT - OPAQUE**Black/Gold (12), kr. 35,00 (Chessex Manufacturing)**

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

Black/Gold (36), kr. 55,00 (Chessex Manufacturing)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

Black/White (12), kr. 35,00 (Chessex Manufacturing)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

Black/White (36), kr. 55,00 (Chessex Manufacturing)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

Dark Grey/copper (12), kr. 35,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Pink/White (12), kr. 35,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Pink/White (36), kr. 55,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Red With White (36), kr. 55,00 (Chessex Manufacturing)**White/Black (12), kr. 35,00 (Chessex Manufacturing)**

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

White/Black (36), kr. 55,00 (Chessex Manufacturing)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

TERNINGER - D6 SÆT - TRANSLUCENT**Blue/White (12), kr. 50,00 (Chessex Manufacturing)**

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

TERNINGER - FATE DICE**Antiquity Dice, kr. 135,00 (Evil Hat Productions LLC)**

Add color and excitement to your Fate and Fudge games with Fate Dice™! Fate Dice™ are a premium line of Fudge Dice. Each package contains three sets of four 16mm fudge dice each (12 dice total). We've gotten right down into the details and rethought everything about Fudge Dice. We've made the symbols larger and wider, so they're easier to read. We've given the symbols more personality than before, with rounded, flared ends and a gentle curve expressed throughout the stroke. We're using materials and color combinations that have never been on the market before for Fudge Dice.

Atomic Robo Dice, kr. 135,00 (Evil Hat Productions LLC)

Add color and excitement to your Fate and Fudge games with Fate Dice™! Fate Dice™ are a premium line of Fudge Dice. Each package contains three sets of four 16mm fudge dice each (12 dice total). We've gotten right down into the details and rethought everything about Fudge Dice. We've made the symbols larger and wider, so they're easier to read. We've given the symbols more personality than before, with rounded, flared ends and a gentle curve expressed throughout the stroke. We're using materials and color combinations that have never been on the market before for Fudge Dice.

Eldritch Dice, kr. 135,00 (Evil Hat Productions LLC)

Add color and excitement to your Fate and Fudge games with Fate Dice™! Fate Dice™ are a premium line of Fudge Dice. Each package contains three sets of four 16mm fudge dice each (12 dice total). We've gotten right down into the details and rethought everything about Fudge Dice. We've made the symbols larger and wider, so they're easier to read. We've given the symbols more personality than before, with rounded, flared ends and a gentle curve expressed throughout the stroke. We're using materials and color combinations that have never been on the market before for Fudge Dice.

Fire (4), kr. 55,00 (Evil Hat Productions LLC)**Frost Dice, kr. 135,00 (Evil Hat Productions LLC)**

Designed for use with Fate and Fudge games, this set of twelve

Midnight (4), kr. 55,00 (Evil Hat Productions LLC)**Valentine Dice, kr. 135,00 (Evil Hat Productions LLC)**

Add color and excitement to your Fate and Fudge games with Fate Dice™! Fate Dice™ are a premium line of Fudge Dice. Each package contains three sets of four 16mm fudge dice each (12 dice total). We've gotten right down into the details and rethought everything about Fudge Dice. We've made the symbols larger and wider, so they're easier to read. We've given the symbols more personality than before, with rounded, flared ends and a gentle curve expressed throughout the stroke. We're using materials and color combinations that have never been on the market before for Fudge Dice.

Vampire Dice, kr. 135,00 (Evil Hat Productions LLC)

Add color and excitement to your Fate and Fudge games with Fate Dice™! Fate Dice™ are a premium line of Fudge Dice. Each package contains three sets of four 16mm fudge dice each (12 dice total). We've gotten right down into the details and rethought everything about Fudge Dice. We've made the symbols larger and wider, so they're easier to read. We've given the symbols more personality than before, with rounded, flared ends and a gentle curve expressed throughout the stroke. We're using materials and color combinations that have never been on the market before for Fudge Dice.

TERNINGER - FESTIVE**Circus/black (7), kr. 90,00 (Chessex Manufacturing)**

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

Rio/Yellow (7), kr. 90,00 (Chessex Manufacturing)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

Vibrant/Brown (7), kr. 90,00 (Chessex Manufacturing)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

TERNINGER - FROSTED

Blue/white (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

Caribbean Blue/white (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Red/white (7) *; kr. 90,00 (Chessex Manufacturing)**

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Smoke/white (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

TERNINGER - GEMINI

Black Gold/Silver (7), kr. 90,00 (Chessex Manufacturing)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

Black Grey with Green (7), kr. 90,00 (Chessex Manufacturing)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

Black-Blue/Gold (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Black-Green/Gold (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Black-Pink/White (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Blue Orange/White (7), kr. 90,00 (Chessex Manufacturing)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

Blue-Purple/Gold (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Green Yellow/Silver (7), kr. 90,00 (Chessex Manufacturing)

Green-Purple/Gold (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Green-Red/White (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Purple Teal with Gold (7), kr. 90,00 (Chessex Manufacturing)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

Purple-Red/gold (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Purple-Steel/White (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Steel Teal/White (7), kr. 90,00 (Chessex Manufacturing)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

TERNINGER - GLITTER

Gold/Silver (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

TERNINGER - LAB

Festive: Allusion/Blue (7), kr. 110,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Festive: Autumn/White (7), kr. 110,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Festive: Dahlia/White (7), kr. 110,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Festive: Flare/White (7), kr. 110,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Lustrous: Pink/Blue (7), kr. 110,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Nebula: Nocturnal/Blue (7), kr. 110,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

TERNINGER - LEAF

Black Gold/silver (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

TERNINGER - LUSTROUS

Black/gold (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Dark Blue/Green (7), kr. 90,00 (Chessex Manufacturing)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

Shadow/gold (7), kr. 80,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Slate/white (7), kr. 90,00 (Chessex Manufacturing)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

TERNINGER - MARBLE

Green/Dark Green (7), kr. 90,00 (Chessex Manufacturing)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

Ivory/black (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

TERNINGER - NEBULA

Black/white (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

TERNINGER - OPAQUE

Black/Gold (7), kr. 50,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Black/Red (7), kr. 50,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Black/White (7), kr. 50,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Dark Grey/Black (7), kr. 50,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Dark Grey/Copper (7), kr. 50,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Ivory/Black (7), kr. 50,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Light Blue/White (7) *; kr. 50,00 (Chessex Manufacturing)**

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Light Purple/White (7), kr. 50,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Orange/Black (7), kr. 50,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Pink/White (7), kr. 50,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Red/Black (7), kr. 50,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Red/White (7), kr. 50,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

White/Black (7), kr. 50,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Yellow/Black (7), kr. 50,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

TERNINGER - PEARLESCENT CHEAT

Blue/White Cheat (7) *; kr. 50,00 (Chessex Manufacturing)**

Boxsæt. Improve your chances of great rolls.

TERNINGER - POSER

Black Velour Dice Pouch (small), kr. 17,50 (Chessex Manufacturing)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

Black Velvet Blue Satin Lined Dice Bag (small), kr. 35,00 (Koplow Dice)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

Black Velvet Gold Satin Lined Dice Bag (small), kr. 35,00 (Koplow Dice)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

Black Velvet Purple Satin Lined Dice Bag (large), kr. 75,00 (Koplow Dice)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

Blue Velour Dice Pouch (large), kr. 25,00 (Chessex Manufacturing)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

Burgundy Velour Dice Pouch (large), kr. 25,00 (Chessex Manufacturing)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

Green Velour Dice Pouch (large), kr. 25,00 (Chessex Manufacturing)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

Green Velour Dice Pouch (small), kr. 17,50 (Chessex Manufacturing)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

Grey Velour Dice Pouch (large), kr. 25,00 (Chessex Manufacturing)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

Grey Velour Dice Pouch (small), kr. 17,50 (Chessex Manufacturing)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

Purple Velour Dice Pouch (large), kr. 25,00 (Chessex Manufacturing)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

Red Velour Dice Pouch (small), kr. 17,50 (Chessex Manufacturing)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

TERNINGER - SCARAB

Blue Blood/gold (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Jade/gold (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Royal Blue/gold (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Scarlet/gold (7), kr. 90,00 (Chessex Manufacturing)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

TERNINGER - SIRIUS RPG DICE

Baby Gummies (8), kr. 160,00 (Sirius Dice)

Indeholder d4, d6, d8, d10, d%, d12, d20 plus en ekstra d20 i

Black Cloud Transparent Resin (8), kr. 120,00 (Sirius Dice)

Indeholder d4, d6, d8, d10, d%, d12, d20 plus en ekstra d20 i

Blue Aurora Semi-Transparent Resin (8), kr. 150,00 (Sirius Dice)

Indeholder d4, d6, d8, d10, d%, d12, d20 plus en ekstra d20 i

Emerald Waters (8), kr. 160,00 (Sirius Dice)

Indeholder d4, d6, d8, d10, d%, d12, d20 plus en ekstra d20 i

Green, Blue Translucent (8), kr. 160,00 (Sirius Dice)

Indeholder d4, d6, d8, d10, d%, d12, d20 plus en ekstra d20 i sort.

Northern Lights (8), kr. 160,00 (Sirius Dice)

Indeholder d4, d6, d8, d10, d%, d12, d20 plus en ekstra d20 i

Pearl Blue Acrylic (8), kr. 90,00 (Sirius Dice)

Indeholder d4, d6, d8, d10, d%, d12, d20 plus en ekstra d20 i

Pearl Charcoal Grey Acrylic (8), kr. 90,00 (Sirius Dice)

Indeholder d4, d6, d8, d10, d%, d12, d20 plus en ekstra d20 i

Pearl Green Acrylic (8), kr. 90,00 (Sirius Dice)

Indeholder d4, d6, d8, d10, d%, d12, d20 plus en ekstra d20 i

Pink, Black, Red Marble (8), kr. 160,00 (Sirius Dice)

Indeholder d4, d6, d8, d10, d%, d12, d20 plus en ekstra d20 i sort.

Pink, Clear, Black Resin (8), kr. 160,00 (Sirius Dice)

Indeholder d4, d6, d8, d10, d%, d12, d20 plus en ekstra d20 i sort.

Pink, Green, Blue (8), kr. 160,00 (Sirius Dice)

Indeholder d4, d6, d8, d10, d%, d12, d20 plus en ekstra d20 i sort.

Polyroller (8), kr. 160,00 (Sirius Dice)

Indeholder d4, d6, d8, d10, d%, d12, d20 plus en ekstra d20 i

Purple, Orange Clear (8), kr. 120,00 (Sirius Dice)

Indeholder d4, d6, d8, d10, d%, d12, d20 plus en ekstra d20 i sort.

Rainbow Translucent Resin (8), kr. 180,00 (Sirius Dice)

Indeholder d4, d6, d8, d10, d%, d12, d20 plus en ekstra d20 i

Red Cloud Transparent Resin (8), kr. 120,00 (Sirius Dice)

Indeholder d4, d6, d8, d10, d%, d12, d20 plus en ekstra d20 i

Red, White, and Blue Semi-Transparent Resin (8), kr. 150,00 (Sirius Dice)

Indeholder d4, d6, d8, d10, d%, d12, d20 plus en ekstra d20 i

Solid Black, Gold Ink (8), kr. 60,00 (Sirius Dice)

Indeholder d4, d6, d8, d10, d%, d12, d20 plus en ekstra d20 i

Tahitian Sunset (8), kr. 160,00 (Sirius Dice)

Indeholder d4, d6, d8, d10, d%, d12, d20 plus en ekstra d20 i

Translucent Blue Resin (8), kr. 90,00 (Sirius Dice)

Indeholder d4, d6, d8, d10, d%, d12, d20 plus en ekstra d20 i

Translucent Green Resin (8), kr. 90,00 (Sirius Dice)

Indeholder d4, d6, d8, d10, d%, d12, d20 plus en ekstra d20 i

Translucent Purple Resin (8), kr. 90,00 (Sirius Dice)

Indeholder d4, d6, d8, d10, d%, d12, d20 plus en ekstra d20 i

Translucent Red Resin (8), kr. 90,00 (Sirius Dice)

Indeholder d4, d6, d8, d10, d%, d12, d20 plus en ekstra d20 i

Violet Betta (8), kr. 160,00 (Sirius Dice)

Indeholder d4, d6, d8, d10, d%, d12, d20 plus en ekstra d20 i

Watermelon (8), kr. 160,00 (Sirius Dice)

Indeholder d4, d6, d8, d10, d%, d12, d20 plus en ekstra d20 i

White Cloud, Pink Ink (8), kr. 100,00 (Sirius Dice)

Indeholder d4, d6, d8, d10, d%, d12, d20 plus en ekstra d20 i sort.

Yellow, Red Translucent (8), kr. 160,00 (Sirius Dice)

Indeholder d4, d6, d8, d10, d%, d12, d20 plus en ekstra d20 i sort.

TERNINGER - SPECKLED

Air (7), kr. 50,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Arctic Camo (7), kr. 50,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Blue Stars (7), kr. 50,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Cobalt (7) **, kr. 50,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Fire (7), kr. 50,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Golden Cobalt (7), kr. 55,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Golden Recon (7), kr. 50,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Hurricane (7), kr. 50,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Ninja (7), kr. 50,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Recon (7), kr. 50,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Sea (7), kr. 50,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Silver Tetra (7), kr. 50,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Silver Volcano (7), kr. 50,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Space (7), kr. 50,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Stealth (7), kr. 50,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Urban Camo (7), kr. 50,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Water (7), kr. 50,00 (Chessex Manufacturing)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

TERNINGER - TRANSLUCENT**Blue/White (7), kr. 90,00 (Chessex Manufacturing)**

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Clear/White (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Green/White (7), kr. 55,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Orange/White (7), kr. 50,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Purple/White (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Red/White (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Smoke/Red (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

TERNINGER - VELVET**Black/red (7), kr. 90,00 (Chessex Manufacturing)**

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

TERNINGER - VORTEX**Black/yellow (7), kr. 90,00 (Chessex Manufacturing)**

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Blue/gold (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Bright Green/Black (7), kr. 80,00 (Chessex Manufacturing)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

Burgundy/gold (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Electric Yellow/Green (7), kr. 90,00 (Chessex Manufacturing)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

Green/gold (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Orange/black (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Pink/Gold (7), kr. 90,00 (Chessex Manufacturing)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

Purple/gold (7), kr. 90,00 (Chessex Manufacturing)

Boxsæt. Et stort udvalg af flotte farver, kom ind forbi og kig på

Solar/White (7), kr. 90,00 (Chessex Manufacturing)

Et stort udvalg af flotte farver, kom ind forbi og kig på dem!

Tøj**JUMPERS - HARRY POTTER****Hedwig Sweater (L), kr. 375,00 (Numskull)**

Harry Potter Christmas Jumper (Hedwig)

Officially licensed Harry Potter product

Knitted sweater design with patch embroidery

Available in 8 sizes (XS, S, M, L, XL, 2XL, 3XL, 4XL)

Features everybody's favourite owl – Hedwig!

This officially licensed Harry Potter Christmas jumper is the ideal holiday-wear for all Harry Potter super fans. Fully knitted with a patch embroidery design based on Hedwig the owl, this ugly sweater is a real treat that lets fans celebrate Xmas exactly how they want – with a bit of magic!

Hedwig Sweater (XL), kr. 375,00 (Numskull)

Harry Potter Christmas Jumper (Hedwig)

Officially licensed Harry Potter product

Knitted sweater design with patch embroidery

Available in 8 sizes (XS, S, M, L, XL, 2XL, 3XL, 4XL)

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Hogwarts Express Sweater (2XL), kr. 375,00 (Numskull)

Harry Potter Christmas Jumper (Hogwarts Express)

Officially licensed Harry Potter product

Knitted sweater design with patch embroidery

Available in 8 sizes (XS, S, M, L, XL, 2XL, 3XL, 4XL)

Features the iconic train from Platform 9 ¾

This officially licensed Harry Potter Christmas jumper is the perfect way for fans to stay warm and display their love for their favourite magical series – all on a very festive themed 'ugly' Xmas sweater! Featuring a design based on the Hogwarts Express, with Platform 9 ¾ details throughout, this knitted jumper is great for every fan!

Hogwarts w/LED Candles Sweater (2XL), kr. 420,00 (Numskull)

Harry Potter Christmas Jumper (Hogwarts)

Officially licensed Harry Potter product

Knitted sweater design with patch embroidery

Features 9x LED candles that light up and flicker

Available in 8 sizes (XS, S, M, L, XL, 2XL, 3XL, 4XL)

This officially licensed Harry Potter Christmas jumper is fully knitted with a patch embroidery design based on Hogwarts Castle. Featuring plenty of Christmassy and Harry Potter themed details throughout, the best thing about this geeky Xmas sweater is that it's covered in LED candles that light up and flicker for that ultimate Christmas/Hogwarts Castle effect!

Hogwarts w/LED Candles Sweater (XL), kr. 420,00 (Numskull)

Harry Potter Christmas Jumper (Hogwarts)

Officially licensed Harry Potter product

Knitted sweater design with patch embroidery

Features 9x LED candles that light up and flicker

Available in 8 sizes (XS, S, M, L, XL, 2XL, 3XL, 4XL)

This officially licensed Harry Potter Christmas jumper is fully knitted with a patch embroidery design based on Hogwarts Castle. Featuring plenty of Christmassy and Harry Potter themed details throughout, the best thing about this geeky Xmas sweater is that it's covered in LED candles that light up and flicker for that ultimate Christmas/Hogwarts Castle effect!

T-SHIRTS - LOVECRAFT - CALL OF CTHULHU**Arkham Sanitarium Patient Shirt (M), kr. 250,00 (H.P. Lovecraft Historical Society, The)**

The patients at the Arkham Sanitarium go about the daily work of pursuing mental health dressed in our comfortable long-sleeve patient shirts. Each shirt is soft, comfy, made in a soothing color and features each patient's number plainly on the chest. This helps ensure each patient gets the correct medication and that as few patients as possible are lobotomized in error. Your mind will be eased and the voices will whisper more soothing things to you in this lovely garment. And the long sleeve design make it easy for orderlies to tie your sleeves together behind your back in the event all of the straightjackets are occupied.

Our Arkham Sanitarium Shirt features the sanitarium logo both front and back. Each garment is hand numbered (really) ensuring no two shirts are the same). The shirt is a 100% cotton in a soothing moss green and is made right here in Los Angeles in sweatshop-free conditions by American Apparel

Arkham Sanitarium Patient Shirt (XL), kr. 250,00 (H.P. Lovecraft Historical Society, The)

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Bub-L-Pep T-Shirt (L), kr. 225,00 (H.P. Lovecraft Historical Society, The)

Fans of Dark Adventure Radio Theatre are eager to keep their nerves quenched by this sparkling Lithiated tonic. Brought on as a sponsor to the show in 1934, Bub-L-Pep proved an ideal presenter for the thrilling and chilling radio programme. Now you can wear a bit of radio history with your own Bub-L-Pep t-shirt. Experience the delight of hearing Lovecraft stories via the wireless, while enjoying this delicious and calming effervescent beverage.

Artwork is silk screened in four colors on 100% cotton Bella + Canvas shirts in vintage black, right here in sweat-shop free conditions in sunny Los Angeles.

Bub-L-Pep T-Shirt (M), kr. 225,00 (H.P. Lovecraft Historical Society, The)

Fans of Dark Adventure Radio Theatre are eager to keep their nerves quenched by this sparkling Lithiated tonic. Brought on as a sponsor to the show in 1934, Bub-L-Pep proved an ideal presenter for the thrilling and chilling radio programme. Now you can wear a bit of radio history with your own Bub-L-Pep t-shirt. Experience the delight of hearing Lovecraft stories via the wireless, while enjoying this delicious and calming effervescent beverage.

Artwork is silk screened in four colors on 100% cotton Bella + Canvas shirts in vintage black, right here in sweat-shop free conditions in sunny Los Angeles.

Bub-L-Pep T-Shirt (XXL), kr. 225,00 (H.P. Lovecraft Historical Society, The)

Fans of Dark Adventure Radio Theatre are eager to keep their nerves quenched by this sparkling Lithiated tonic. Brought on as a sponsor to the show in 1934, Bub-L-Pep proved an ideal presenter for the thrilling and chilling radio programme. Now you can wear a bit of radio history with your own Bub-L-Pep t-shirt. Experience the delight of hearing Lovecraft stories via the wireless, while enjoying this delicious and calming effervescent beverage.

Artwork is silk screened in four colors on 100% cotton Bella + Canvas shirts in vintage black, right here in sweat-shop free conditions in sunny Los Angeles.

Dagon (M), kr. 195,00 (H.P. Lovecraft Historical Society, The)

The great sea creature Dagon, rendered in a Polynesian-inspired design by mythos illustrator Darrell Tutchton, is sure to raise eyebrows and possibly sunken monoliths. Show the world that you know who's boss!

Artwork is silk screened in black and green by our own specially trained shoggoths. Shirt is heather gray, 100% cotton, made by American Apparel, right here in sweat-shop free conditions in sunny Los Angeles.

Elder Sign (XL), kr. 225,00 (H.P. Lovecraft Historical Society, The)

The shirt features a detailed replica of the Omen Antiquitatum silk-screened in white over the title page of Dee's A Right Rendering of the Booke of the Arab, Al Hazred, at the Hand of Dr. John Dee (A Scholar of Great Repute): A Learned Discourse on Ancient Sorcerie and Spirits Daemoniacal, which is screened in black ink on a black shirt for a subtle and eerie effect

Elder Sign (XXL), kr. 225,00 (H.P. Lovecraft Historical Society, The)

The shirt features a detailed replica of the Omen Antiquitatum silk-screened in white over the title page of Dee's A Right Rendering of the Booke of the Arab, Al Hazred, at the Hand of Dr. John Dee (A Scholar of Great Repute): A Learned Discourse on Ancient Sorcerie and Spirits Daemoniacal, which is screened in black ink on a black shirt for a subtle and eerie effect

HPLHS Motion Pictures (M), kr. 225,00 (H.P. Lovecraft Historical Society, The)

Pioneers in faux-retro Lovecraftian cinema, creators of Mythoscope™, champions of non-euclidean filmmaking - HPLHS Motion Pictures - finally comes to your wardrobe. Let our timeless airship logo waft across your chest in grace and style. The HPLHS Motion Pictures t-shirt is hand screened onto a 100% cotton American Apparel black t-shirt (made in sweatshop-free conditions here in sunny Los Angeles). The design features copper, black and silver inks, artfully layered in a design sure to please the most discriminating wearers of clothing. Show your support for your favorite Lovecraftian movie studio!

Write More Letters (XL), kr. 225,00 (H.P. Lovecraft Historical Society, The)

Lovecraft is considered to be one of the most prolific letter writers in American history. Honor his great epistolary tradition and encourage others to do likewise with our HPL postage stamp shirt. Illustrator Virgil Finlay's Georgian portrait of Lovecraft has been lovingly converted to a postage stamp. As a bonus, the back of this shirt features a vintage postmark from Providence.

Artwork is silk screened in black and white (postmark on back is in gray ink) by our own specially trained shoggoths. Shirt is 100% cotton, made by American Apparel, right here in sweat-shop free conditions in sunny Los Angeles.

T-SHIRTS - THE MOUNTAIN

Aggressive Panther (M), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Alligator Swim (S), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Angel & Dragon (XXL), kr. 218,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Angel Rose (XL), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Anubis Soldier (XXL), kr. 218,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Autumn Fairy (M), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Awake Your Magic (XL), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Beer Outdoor (M), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Bergsma Dolphins (S), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Big Face Tribal White Tiger (S), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Big Pyramid (M) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Black Dragon (XL), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Blood Moon (S), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Blue Moon (L), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Brush with Magic, A (M), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Dead Men (M), kr. 198,00 (Mountain Corporation, The)

Mountain Evolution's printing style is the new fashion standard.

They are still made of 100 % cotton and with multiple new features:

- New folding and dyeing methods. These new techniques take much longer to produce, sometimes involving two or three dye baths and multiple folding processes.

- Multiple prints per shirt, instead of one big print in the middle, like their Classic style, Evolution may have a print at the top, off the sleeve or over the collar and then another off the bottom.

- Multi-image layering techniques, giving the appearance of two shirts in one.

- Tagless tees for Mountain Evolution. The label is printed directly into the neck of the shirt, with an air dry ink and absolutely no irritation to the neck when worn.

Dolphin Bubble (XXL), kr. 218,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Dragon Clan (L), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Dragon Clan (M), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Dragon Clan (S), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Dragon Clan (XL), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Dragon Clan (XXL), kr. 218,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Dragon Wolf Moon (L), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Duel, The (S), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Fire Breather (L), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Fire Dragon (L), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Fire Dragon (M), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Fire Dragon (S), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Fire Dragon (XL), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Fireball (M), kr. 198,00 (Mountain Corporation, The)

Mountain Evolution's printing style is the new fashion standard.

They are still made of 100 % cotton and with multiple new features:

- New folding and dyeing methods. These new techniques take much longer to produce, sometimes involving two or three dye baths and multiple folding processes.

- Multiple prints per shirt, instead of one big print in the middle, like their Classic style, Evolution may have a print at the top, off the sleeve or over the collar and then another off the bottom.

- Multi-image layering techniques, giving the appearance of two shirts in one.

- Tagless tees for Mountain Evolution. The label is printed directly into the neck of the shirt, with an air dry ink and absolutely no irritation to the neck when worn.

Fireball (XL), kr. 198,00 (Mountain Corporation, The)

Mountain Evolution's printing style is the new fashion standard. They are still made of 100 % cotton and with multiple new features:

- New folding and dyeing methods. These new techniques take much longer to produce, sometimes involving two or three dye baths and multiple folding processes.

- Multiple prints per shirt, instead of one big print in the middle, like their Classic style, Evolution may have a print at the top, off the sleeve or over the collar and then another off the bottom.

- Multi-image layering techniques, giving the appearance of two shirts in one.

- Tagless tees for Mountain Evolution. The label is printed directly into the neck of the shirt, with an air dry ink and absolutely no irritation to the neck when worn.

Furnace Face (L), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Furnace Face (S), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Furnace Face (XXL), kr. 218,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Gothic Guard (S), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Gothic Guard (XXL), kr. 218,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Gothic Guardian (XL), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Great Horned Owl Head (XXL), kr. 218,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Immortal Flight (M), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Immortal Flight (S), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

King Kitten (L), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

King Kitten (S), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

King of the Savanna (S), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Kraken (L), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Lair of Shadows (L), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Lavaborn (L), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Lavaborn (M), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Lavaborn (S), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Lavaborn (XL), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Lavaborn (XXL), kr. 218,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Life Blood (M), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Medusa (M) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Midnight Messenger (M), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Octopus Climb (XXL), kr. 218,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Once Upon a Time (M), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Once Upon a Time (XL), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Only Love Remains (XL), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Papa Penguin (XL), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Pentagram Dragons (L), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Protector of Magic (L), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Protector of Magic (S), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Protector of Magic (XXL), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Rise of the Witches (M), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Roaring Tiger Face (XXL), kr. 218,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Sabertooth Skull (XXL), kr. 218,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Sailors Ruin (M), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Sailors Ruin (XL), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Shadow Owl (S), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Sloth Mamma (S), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Snow Leopard Cub (S), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

T-Rex Big Skull (M) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 100,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

White Lions Love (L), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Wolf Pack (L), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Wolven Protector (L), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Woodland Guardian (S), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Woodland Guardian (XXL), kr. 218,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Wyrmling (L), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Wyrmling (M), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Wyrmling (S), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Wyrmling (XL), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Wyrmling (XXL), kr. 218,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

You Shall Not Pass (M), kr. 198,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

T-SHIRTS - THE MOUNTAIN - CHILDRENS SIZES**Awesome Unicorn (CS), kr. 148,00 (Mountain Corporation, The)**

God kvalitet bomulds t-shirt med et flot påtryk, se også

Big Face Panda (CM), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Big Face Panda (CXL), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Black Dragon (CL), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Blue Eyed Kitten (CS), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Cherry Kitten (CL), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Emerald Forest (CL), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Fire Breather (CM), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Fire Breather (CXL), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Fire Dragon (CL), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Fire Dragon (CS), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Fire Dragon (CXL), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Furnace Face (CL), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Furnace Face (CM), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Furnace Face (CXL), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

King of the Savanna (CM), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

King of the Savanna (CXL), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Love Like No Otter, A (CM), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Love Like No Otter, A (CXL), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Magic Squirrels (CS), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Mountain Gorilla (CXL) - TILBUD (så længe lager haves, der tages forbehold for udsolgte varer), kr. 50,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Next Emperor (CL), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Octopus Climb (CM), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Pan Da Bear (CL), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Panda Cuddles (CM), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Panther Gaze (CS), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Roaring Tiger Face (CXL), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Sea Dragon (CL), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Sea Dragon (CS), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Seavillians (CM), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Sloth Mama (CL), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Snow Leopard Cub (CL), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Solar System (CM), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Solar System (CXL), kr. 138,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Starlight (CM), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Unicorn Castle (CM), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Wyrmling (CL), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Wyrmling (CM), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

You Are Here (CXL), kr. 148,00 (Mountain Corporation, The)

God kvalitet bomulds t-shirt med et flot påtryk, se også

Alle priser er i danske kroner (DKK) og incl. 25% moms.

Vi bliver nødt til at tage forbehold overfor prisangivelserne i kataloget. De vil med garanti ændre sig, fordi forlagene ændrer priserne, og fordi valuta-kurserne ændrer sig.

Der tages tillige forbehold for trykfejl. Ved forsendelser til Skandinavien vedlægges et girokort, der skal betales inden 30 dage fra fakturadato. Herefter pålægges 2% pr. påbegyndt måned, dog mindst DKRr 25,00. Ved forsendelser ud af EU fratrækkes dansk moms. Ved alle forsendelser ud af Danmark tillægges faktiske portoudgifter plus DKRr 30,00 i girogebyr.

SE nr. /VAT reg. DK 12 62 21 39.

Fantask A/S (Tegneserier)

Postadresse

Skt. Peders Stræde 18

DK-1453 København K.

Danmark

Fax: (+45) 33138501

Telefon: (+45) 33 11 85 38

E-mail: fantask@fantask.dk

Fantask A/S (Spil)

Skt. Peders Stræde 18

DK-1453 København K.

Danmark

Telefon: (+45) 33 93 85 38

Åbningstider:

Mandag-Torsdag: 11.00-18.00

Fredag: 11.00-19.00