



Goodman Games *2006 Catalog*

Your Source for Adventures

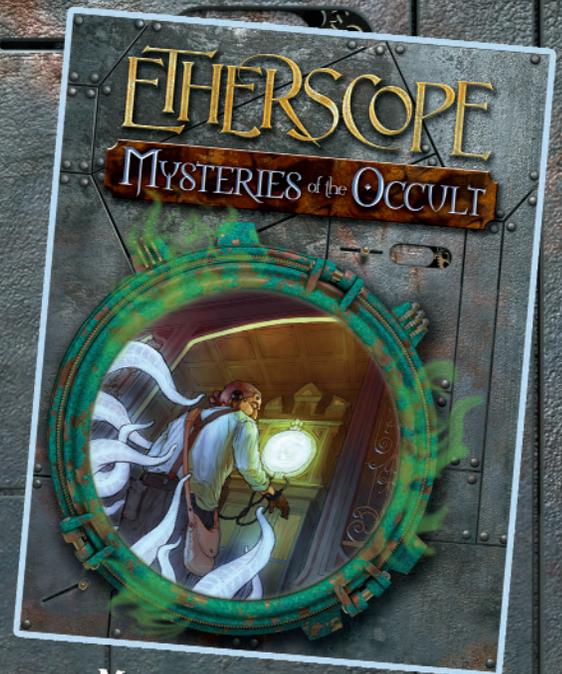


ETHERSCOPE

Cyberpunk Victoriana

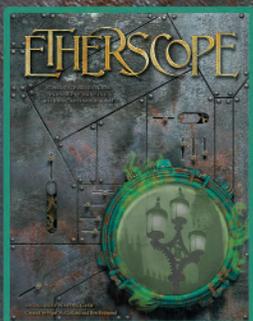
In 1876, Harold Wallace discovered something that changed the world: Etherspace. The might of Victorian industry drove forward, breaking down the frontiers of technology. Steam engines became smaller, weapons became more powerful, and cybernaughtics replaced limbs lost in bloody imperial wars. Then mankind learned to step into Etherspace itself.

Now it's 1984. In this alternative world of out-of-control technology, Etherspace is the new frontier. Punk Scope riders fight evil industrialists while occult investigators war against Etherspace demons. Mysterious System agents lurk in the shadows as treasure hunters raid Lemurean ruins for lost secrets. Jack in, scope up, and get ready, because the options for an Etherscope game are endless!

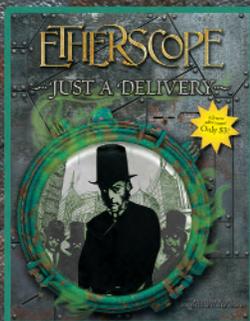


Mysteries of the Occult
Sourcebook

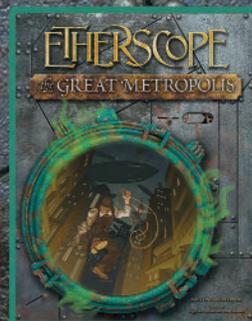
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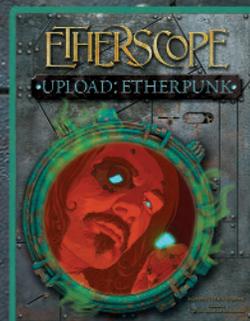
Etherscope RPG
Everything you need to start an Etherscope campaign!



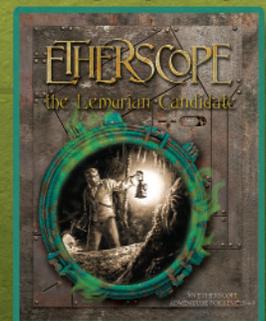
Just a Delivery
Adventure module



The Great Metropolis
City sourcebook



Upload: Etherpunk
Character sourcebook



The Lemurian Candidate
Officially licensed adventure module

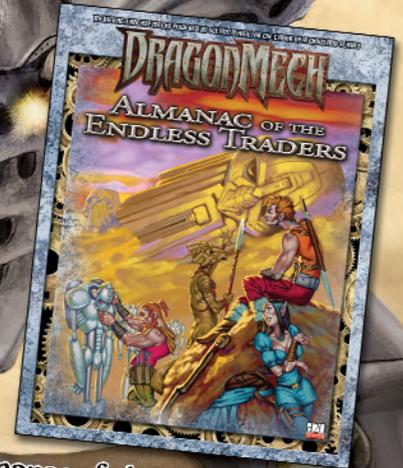
Published under the Open Game License and compatible with d20 Modern rules.

DRAGONMECH

Medieval fantasy mechs powered by steam, magic, or the labor of a thousand slaves

AFTER AN AGE OF DESTRUCTION, THE SECOND AGE OF WALKERS IS NOW AT HAND. EXPLORE THE RUINS OF THE SURFACE WORLD IN STURDY IRON MECHS!

THIS NEW FRONTIER FOR FANTASY IS EASY TO INTEGRATE INTO ANY ONGOING GAME, OR IT CAN BE USED ON ITS OWN.



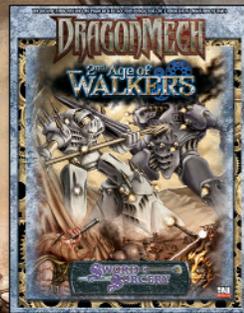
Almanac of the Endless Traders
Setting supplement



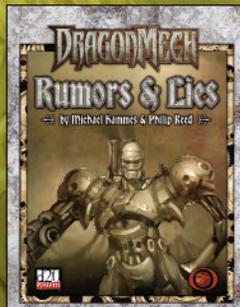
DragonMech
Core rules



Mech Manual
New mechs and monsters



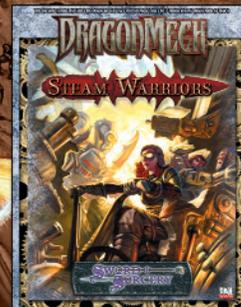
2nd Age of Walkers
Campaign setting



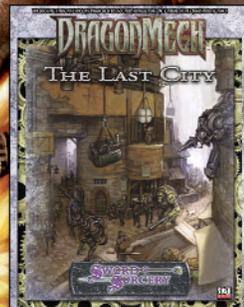
Rumors & Lies
Licensed setting sourcebook



Shardsfall Quest
Introductory adventure



Steam Warriors
Character sourcebook



The Last City
Setting sourcebook

Look for licensed DragonMech e-books available only at www.DriveThruRPG.com/!



*"The money.
It's all about the money."*

*-Oni,
The Dungunn Gangstaas*

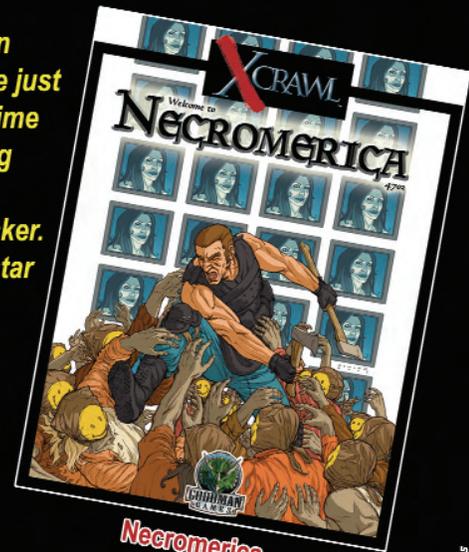


X CRAWL™

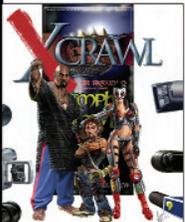
Your Next Adventure
WILL
Be Televised.

Remember the good old days, when orcs were just orcs, dungeons were just dungeons, and bone-sucking pit slime did 1d6 damage, just like everything else in your campaign world? Well, those days are good and gone, sucker. Xcrawl is a world of sell-out superstar adventurers, corporate-sponsored action and live-on-pay-per-view mayhem. Enter at your own risk because if you die... YOU DIE!

Try out Xcrawl today with *Necromerica*, the new stand-alone adventure module!



*Necromerica
Adventure*



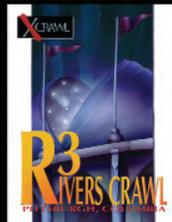
Xcrawl Core
Rulebook



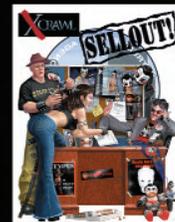
GM Screen and
Adventure



The Guild
Sourcebook



3 Rivers Crawl
Adventure



Sellout!
Character Guide



Emperor's Cup
Adventure

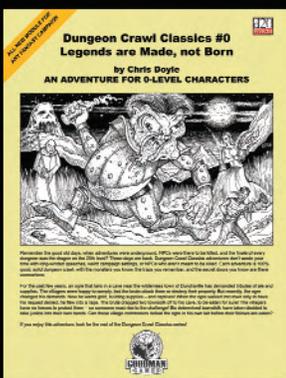
Dungeon Crawl Classics

All New Adventure Modules for Any Fantasy Campaign

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know are there somewhere.

Dungeon Crawl Classics modules are the best-selling RPG adventures available today. Universally recognized as high-quality, entertaining adventures featuring unique encounters in every module, they continue to be popular well into their fourth year of publication. 37 adventures later, gamers everywhere still appreciate the thoughtful adventures, archetypal villains, and play aids such as illustrated player handouts.

All DCC modules are 3.5 compatible, world-neutral, and stand-alone.



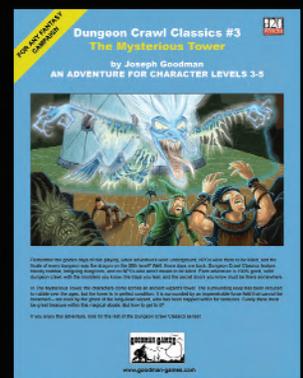
#0: Legends are Made, not Borm (level 0)



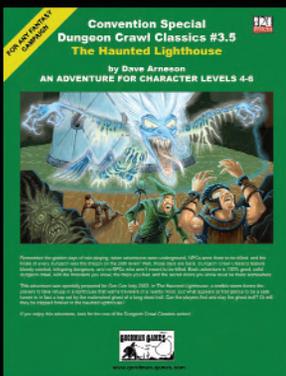
#1: Idylls of the Rat King (levels 1-3)



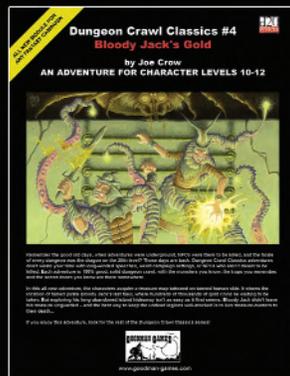
#2: The Lost Vault of Tsazthar Rho (level 1)



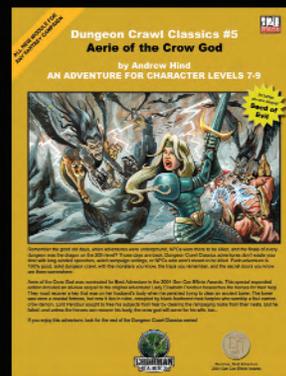
#3: The Mysterious Tower (levels 3-5)



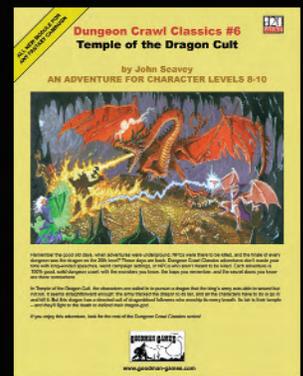
#3.5: The Haunted Lighthouse (levels 4-6)



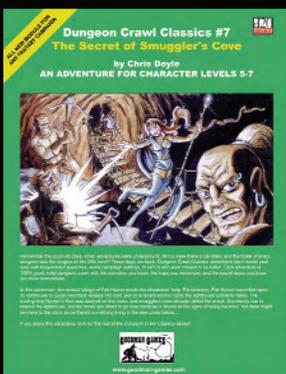
#4: Bloody Jack's Gold (levels 10-12)



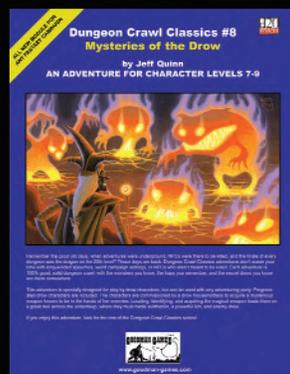
#5: Aerie of the Crow God (levels 7-9)



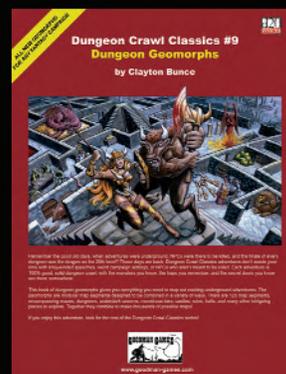
#6: Temple of the Dragon Cult (levels 8-10)



#7: The Secret of Smuggler's Cove (levels 5-7)



#8: Mysteries of the Drow (levels 7-9)



#9: Dungeon Geomorphs



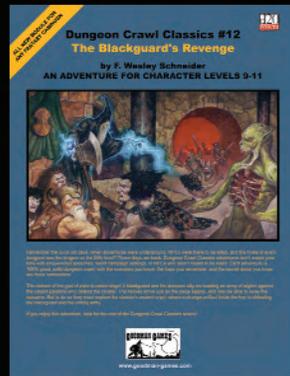
#10: The Sunless Garden (levels 6-8)

Dungeon Crawl Classics

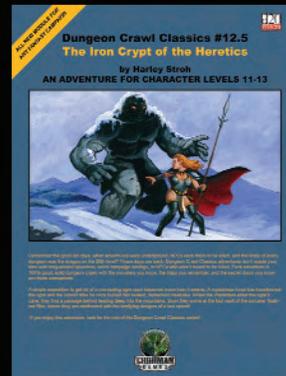
All New Adventure Modules for Any Fantasy Campaign



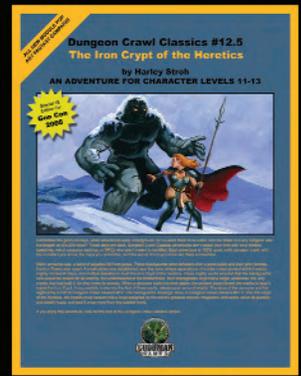
#11: The Dragonfiend Pact (level 2)



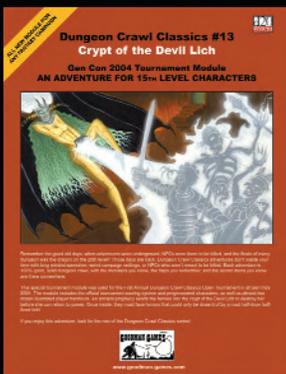
#12: The Blackguard's Revenge (levels 9-11)



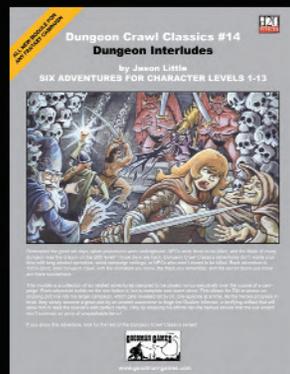
#12.5: The Iron Crypt of the Heretics (levels 11-13)



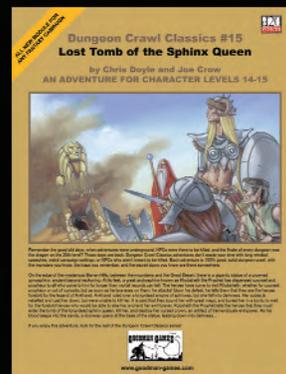
#12.5: The Iron Crypt of the Heretics (1E version)



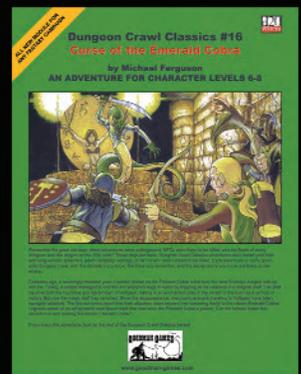
#13: Crypt of the Devil Lich (level 15)



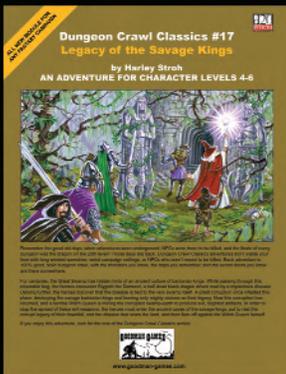
#14: Dungeon Interludes (levels 1-13)



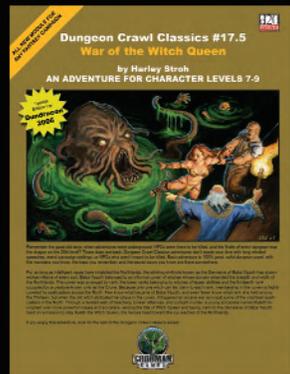
#15: Lost Tomb of the Sphinx Queen (levels 14-15)



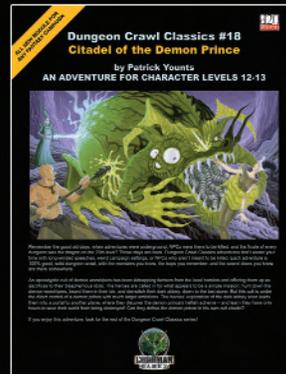
#16: Curse of the Emerald Cobra (levels 6-8)



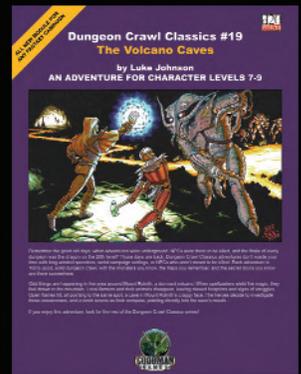
#17: Legacy of the Savage Kings (levels 4-6)



#17.5: War of the Witch Queen (levels 7-9)



#18: Citadel of the Demon Prince (levels 12-13)



#19: The Volcano Caves (levels 7-9)

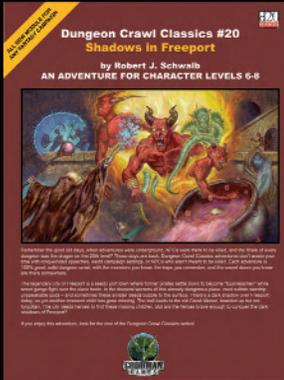
Collector's Corner

Did you know many DCC modules are in their 2nd or 3rd printing? Some fans collect each printing of their favorite module, or strive to complete their collections with the rare tournament modules. Rarest of all is #3.5: *The Haunted Lighthouse*, produced in limited quantities for Gen Con 2004 and autographed by author Dave Arneson. Other hard-to-find convention specials include #20.5: *The Mask of Death* (Gen Con 2005) and #17.5: *War of the Witch Queen* (Dundracon 2006).

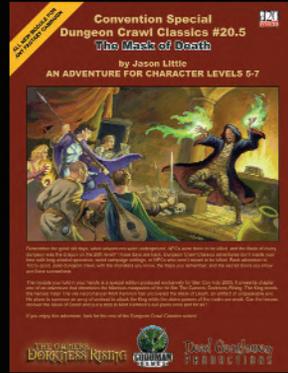


Dungeon Crawl Classics

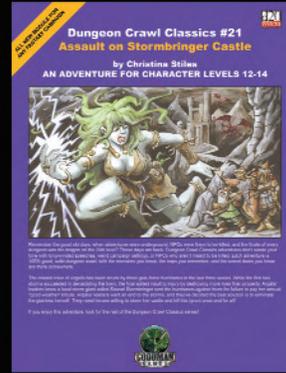
All New Adventure Modules for Any Fantasy Campaign



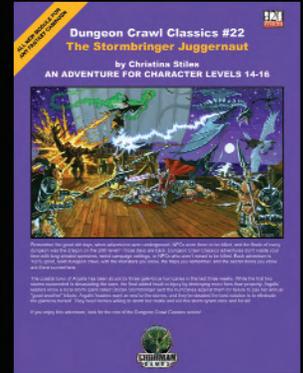
#20: Shadows in Freeport
(levels 6-8)



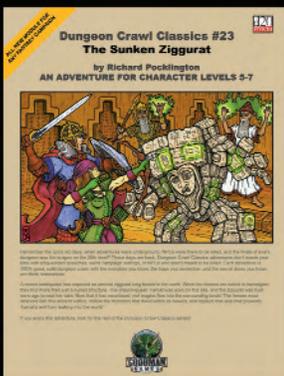
#20.5: The Mask of Death
(levels 5-7)



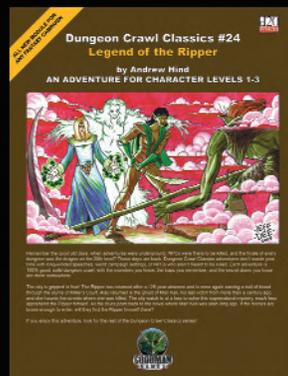
#21: Assault on Stormbringer
Castle (levels 12-14)



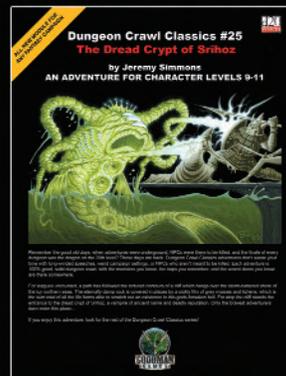
#22: The Stormbringer
Juggernaut (levels 14-16)



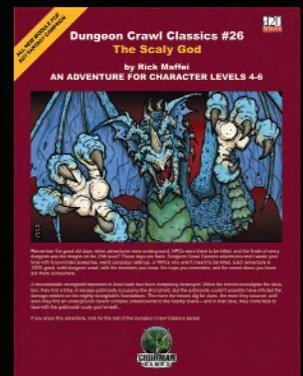
#23: The Sunken Ziggurat
(levels 5-7)



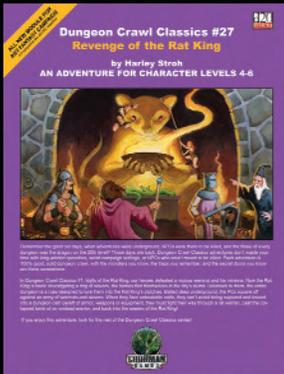
#24: Legend of the Ripper
(levels 1-3)



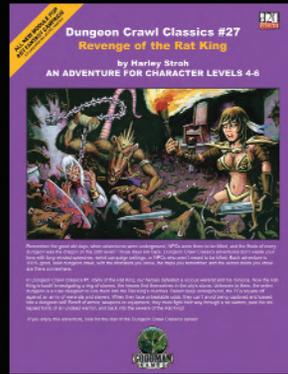
#25: The Dread Crypt of
Srihoz (levels 9-11)



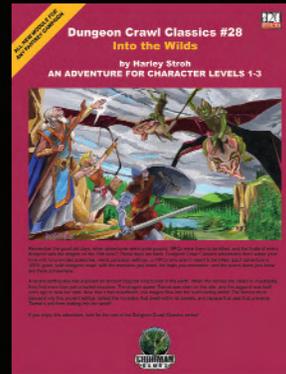
#26: The Scaly God
(levels 4-6)



#27: Revenge of the Rat King
(cover A) (levels 4-6)



#27: Revenge of the Rat King
(cover B) (levels 4-6)



#28: Into the Wilds
(levels 1-3)



#29: The Adventure Begins
(levels 1-2)

Are You Tournament Tough?

Every year at Gen Con Indy, Goodman Games sponsors the Dungeon Crawl Classics Open Tournament. More than 100 gamers compete to survive a brutal tournament module designed specifically to weed the strong from the weak. The final round in last year's tournament featured an 83% fatality rate – but one team survived and took home the prize! Previous tournament modules are available now as #13: *Crypt of the Devil Lich* and #30: *Vault of the Dragon Kings*. Look for the 2006 tournament module, *Palace in the Wastes*, to release before Gen Con 2007!

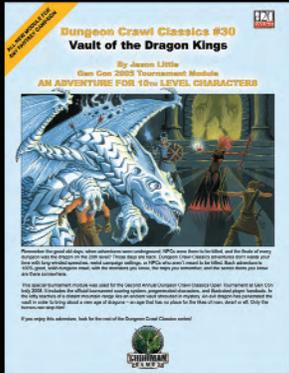
Awards for Excellence

Every year, the DCC line garners more award recognition! Here are adventures that have been recognized for "Best Adventure":

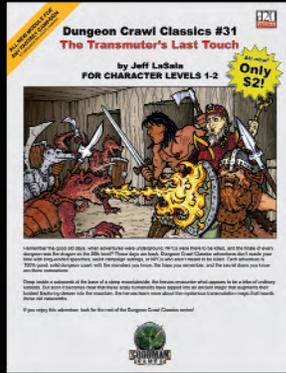
- DCC #20: *Shadows in Freeport* (2006 Gen Con ENnie Awards)
- DCC #13: *Crypt of the Devil Lich* (2005 Pen & Paper Fan Awards)
- DCC #12.5: *Iron Crypt of the Heretics* (2006 Gen Con ENnie Awards)
- DCC #11: *The Dragonfiend Pact* (2005 Gen Con ENnie Awards)
- DCC #5: *Aerie of the Crow God* (2004 Gen Con ENnie Awards)
- DCC #1: *Idylls of the Rat King* (2003 Gen Con ENnie Awards)

Dungeon Crawl Classics

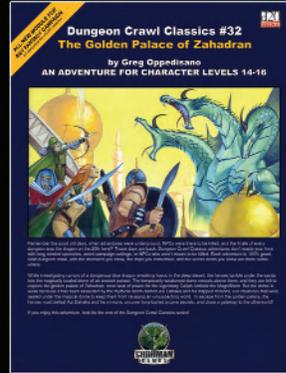
All New Adventure Modules for Any Fantasy Campaign



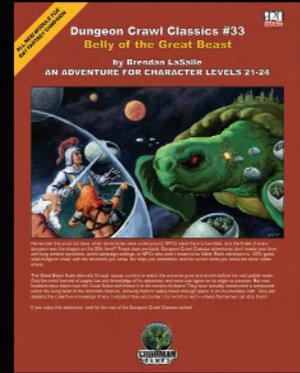
#30: Vault of the Dragon Kings (level 10)



#31: The Transmuter's Last Touch (levels 1-2)



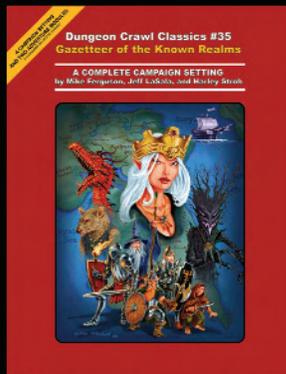
#32: The Golden Palace of Zahadran (levels 14-16)



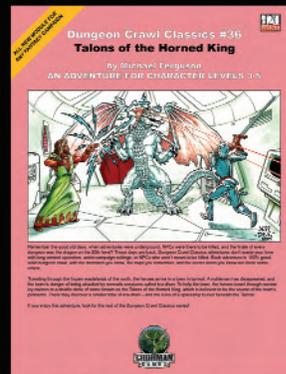
#33: Belly of the Great Beast (levels 21-24)



#34: Cage of Delirium (levels 6-8)



#35: Gazetteer of the Known Realms (campaign setting)



#36: Talons of the Horned King (levels 3-5)



#37: The Slithering Overlord (levels 4-6)

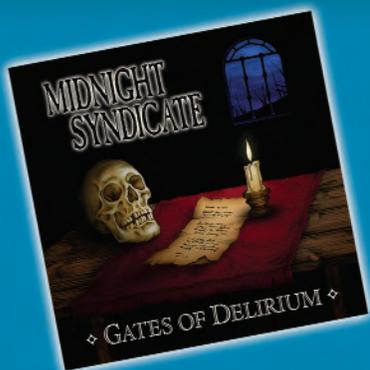
An Entire World of Adventure

Dungeon Crawl Classics #35: Gazetteer of the Known Realms brings together all the DCC modules into one comprehensive world. This magnificent boxed set includes *Gazetteer of the Known Realms*, a 120-page book describing the archetypal fantasy world of *Áereth*; three poster-sized full-color maps of *Áereth*; *GM's Guide to the Known Realms*, a 136-page sourcebook; a poster-sized players' map of *Áereth*; *Halls of the Minotaur*, a 32-page adventure module for 0-level characters perfectly suited to starting off your campaign; and *The Thief Lord's Vault*, a 32-page adventure module for levels 4-6.



A Haunting Dungeon Experience

The first d20 adventure module designed with a soundtrack! *DCC #34: Cage of Delirium* is an all-new adventure of spine-tingling horror. Produced in cooperation with Midnight Syndicate (known for their horror soundtracks as well as the official D&D CD), this adventure comes packaged with *Gates of Delirium*, the haunting Midnight Syndicate soundtrack. The CD is integral to the adventure, which cues the DM on when to play each track!



Dungeon Crawl Classics Miniatures

All New 28mm Miniatures for Any Fantasy Campaign

Classic characters and creatures – from the pages of your favorite DCC modules!



From DCC #13: Crypt of the Devil Lich, Chalychia comes alive in pewter form!



Veriander Lyras, half-elf cleric (from DCC #30)



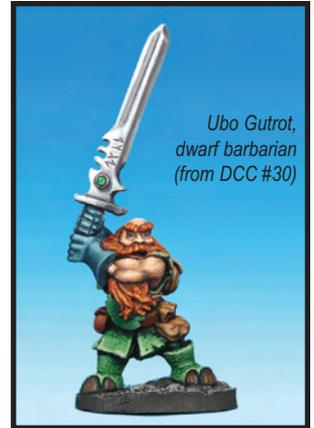
Glyn Trollbane, human sorcerer (from DCC #30)



Loros Truebow, holy ranger (from DCC #30)



Ubo Gutrot, dwarf barbarian (from DCC #30)



Ynenn, kobold rogue (from DCC #30)



Slazzik Balefire, kobold sorcerer (from DCC #2)



Kobold w/ axe (from DCC #2)



Torgo the Eye Gouger, kobold fighter (from DCC #17)



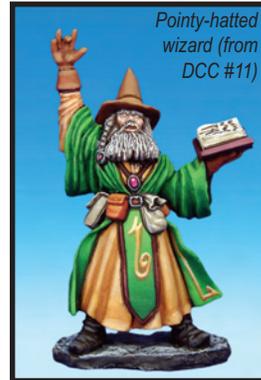
Rez-Zomar, goblin warchief (from DCC #1)



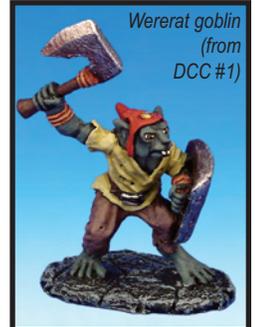
Oddwit Silverheel, gnome fighter-bard (from DCC #30)



Pointy-hatted wizard (from DCC #11)



Wererat goblin (from DCC #1)



Sle'astakk, lizardman fighter (from DCC #30)



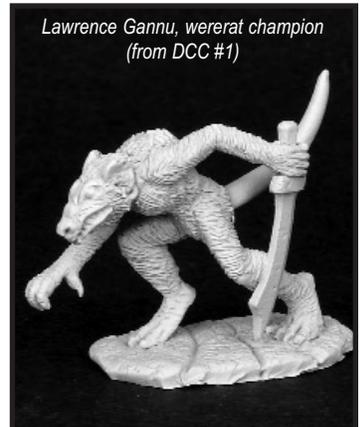
Hb'kir, lizardman cleric (from DCC #30)



Charp, lizardman ranger (from DCC #30)



Lawrence Gannu, wererat champion (from DCC #1)



The DCC minis line continues to grow! Find the latest at www.goodman-games.com

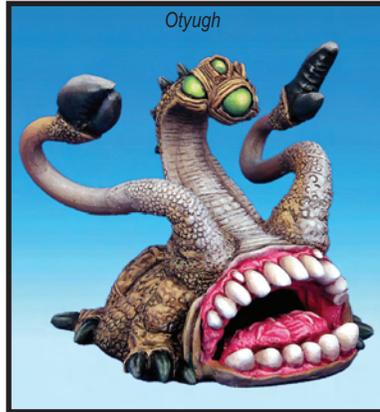
Dungeon Crawl Classics Miniatures

All New 28mm Miniatures for Any Fantasy Campaign

Large centipedes



Otyugh



DCC minis provide a mix of classic creatures, iconic characters, and interesting NPCs for your role playing campaign. They're perfectly suited for populating the dungeons you build and the worlds you explore. Stay tuned as the line expands in 2006-2007 to offer even more fantasy miniature options!

Stirge swarm



Darkmantle



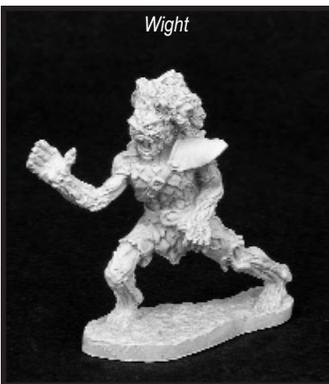
The Castellan, Half-Dragon Ettin
(from DCC #30)



Deadly fungus



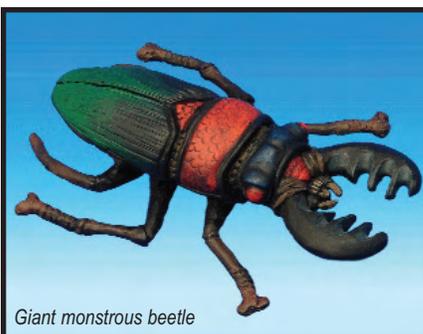
Wight



Basilisk



Giant monstrous beetle



Skeletal wymling (from DCC #30)

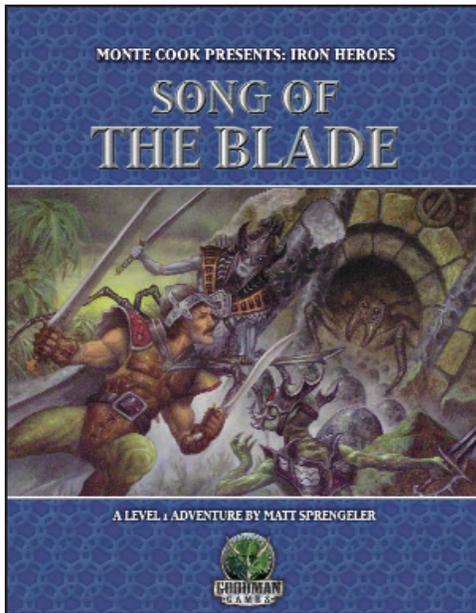


Raging owlbear

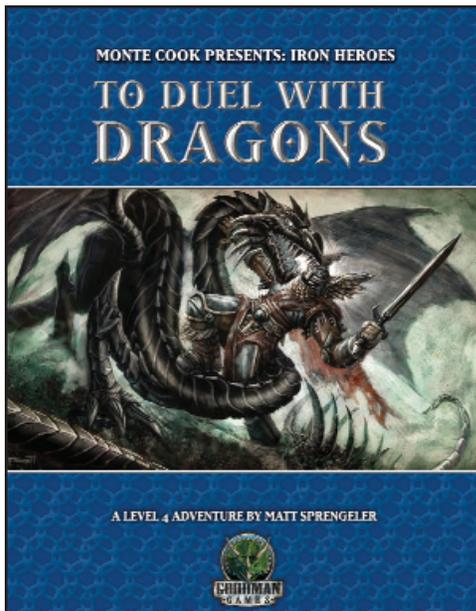


MONTE COOK PRESENTS:
IRON HEROES

Welcome to *Iron Heroes*! You are about to enter a world where skill, cunning, and tactics are far more useful than a +3 sword. Goodman Games produces officially licensed adventure modules for use with Monte Cook's new world of adventure. *Song of the Blade* is for beginning heroes while *To Duel with Dragons* is for 4th-level characters.



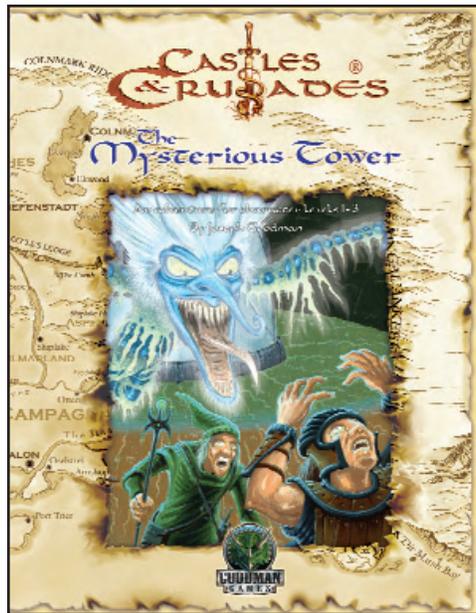
Iron Heroes: Song of the Blade
Adventure module (level 1)



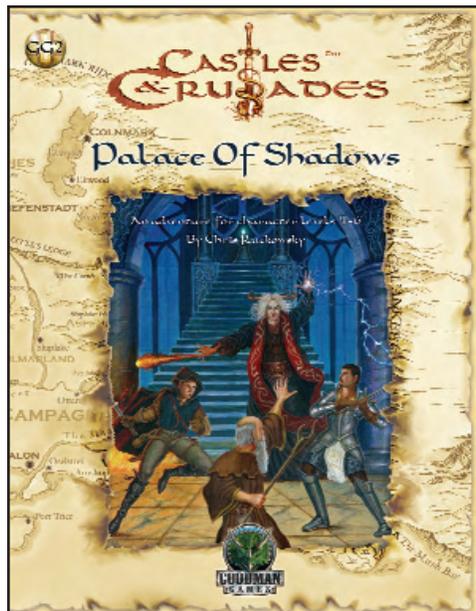
Iron Heroes: To Duel With Dragons
Adventure Module (level 4)



With the *Castles & Crusades* roleplaying game from Troll Lord Games, you can take the role of a hero seeking adventure in a fantastic world populated by mythic creatures and legendary beasts. Or, as the Castle Keeper, you can design the worlds and stories that make up the game, guiding friends and fellow gamers through epic adventures in your own wondrous settings.



Castles & Crusades: The Mysterious Tower
Adventure module (level 3-5)

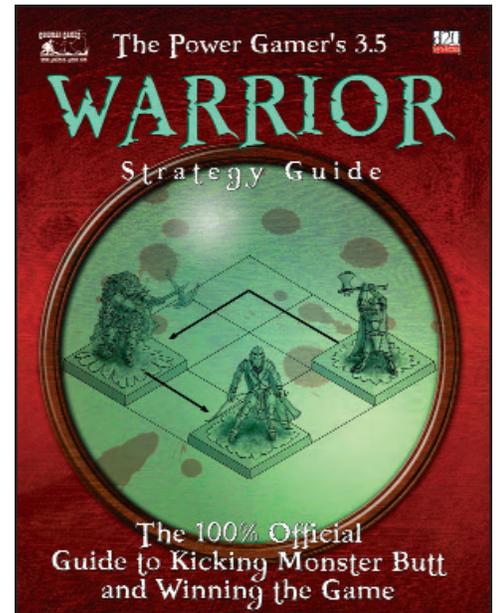


Castles & Crusades: Palace of Shadows
Adventure module (level 4-6)

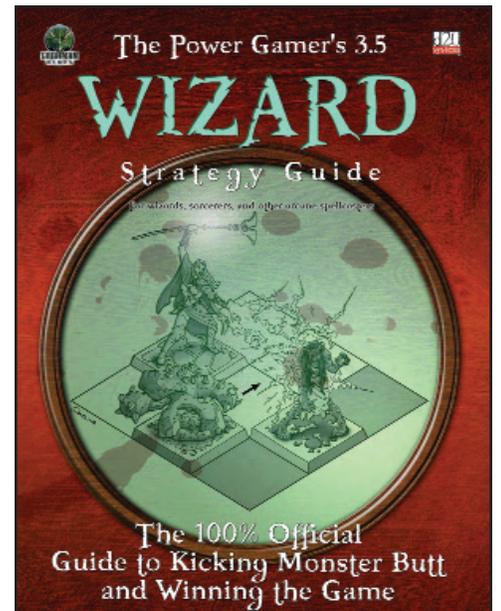
**The Power Gamer's 3.5
Strategy Guide**

The 100% Official Guides to Kicking Monster Butt and Winning the Game

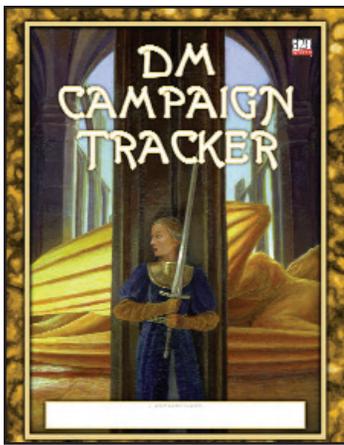
Let's be real – the game's about combat, not charisma! These guides give your character the strategies and techniques you need to win. They're like a football coach's playbook, or a video game champion's cheat codes. Feat combos, sneaky spell uses, multiclassing secrets, and abusing the rules: that's what it's all about.



Warrior Strategy Guide
For fighters, barbarians, rangers, monks, and paladins

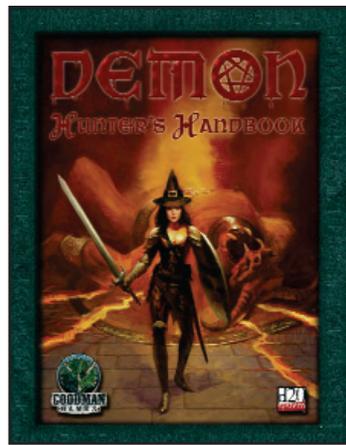


Wizard Strategy Guide
For wizards, sorcerers, and other arcane spellcasters



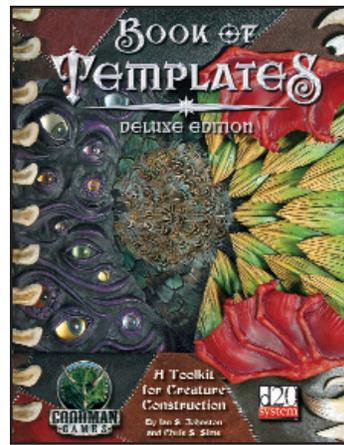
DM Campaign Tracker

No more paper scraps and loose-leaf notebooks! This booklet tracks NPC stats, XP, session logs, character reference, world info, and more. Just as every player needs a character sheet, every DM needs a campaign tracker!



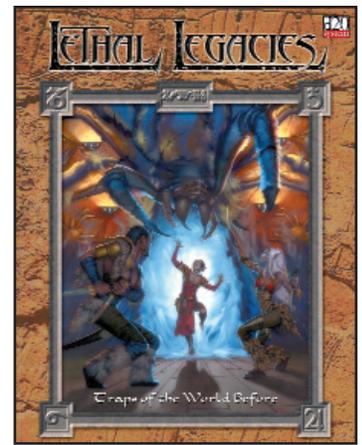
Demon Hunter's Handbook

No campaign theme is more gripping than a battle against the minions of hell! This jam-packed sourcebook covers everything you need for a fantasy campaign centered around demon hunters.



Book of Templates

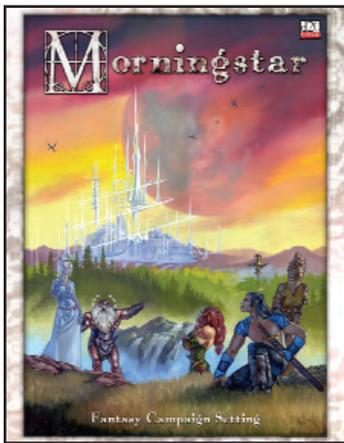
Using the templates and new rules in this tome, the monster collections you already possess can be revitalized with new wonder and possibility! Contains more than 70 new templates and over 30 variants.



Lethal Legacies:

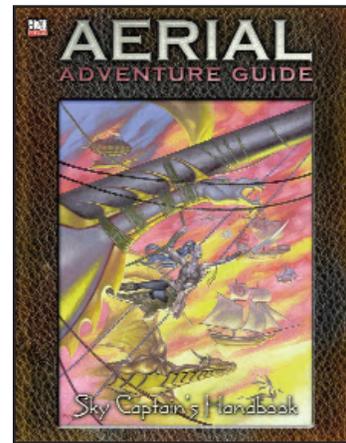
Traps of the World Before

An elder race left behind a lethal legacy: tombs and ruins filled with the deadliest of traps! This handbook examines 60 of the devious, deadly traps left behind by this mysterious civilization.



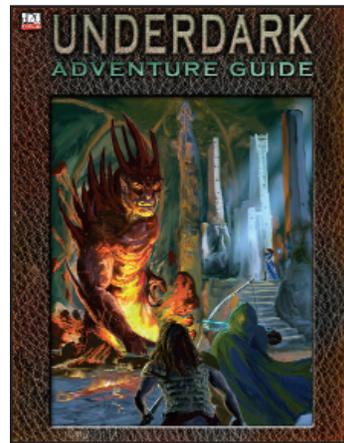
Morningstar

Setting Search Semi-Finalist. A world in the midst of an Age of Majesty many believe will never end: nine diverse Empires at the peak of magical and cultural achievement. An age of innocence and hope, when possibility knows no bounds. But a Dark Prophecy strives to be heard...



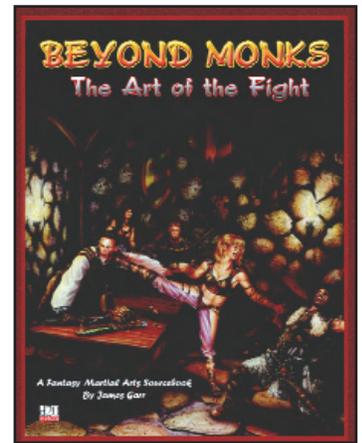
Aerial Adventure Guide

Sky ships, flying castles, cloud cities, and airborne monsters! This is a complete sourcebook with everything you need to run an aerial campaign.



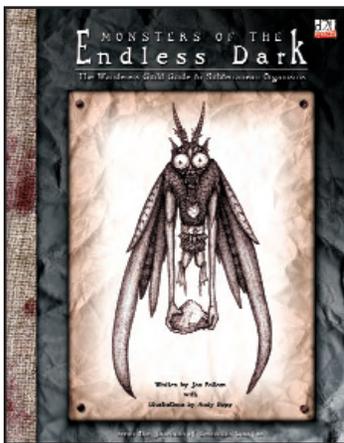
Underdark Adventure Guide

Everything you need to create a compelling underground continent, populated by advanced civilizations, ancient ruins, sunless seas, alien magic, bizarre creatures, and the horrid denizens of the gloom.



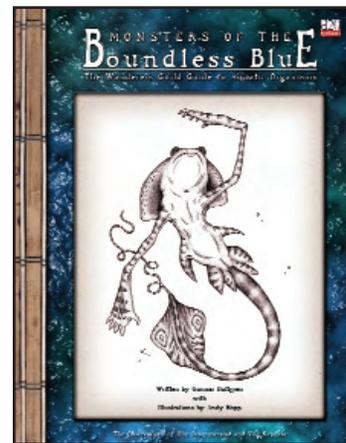
Beyond Monks

Go beyond the monk. Bring the martial arts to life in your d20 game! This book includes hundreds of new options: classes, feats, archetypes, rules, and more!



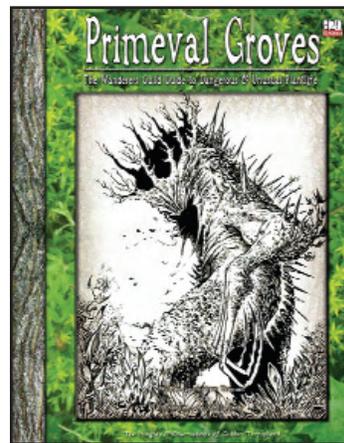
Monsters of the Endless Dark

An underdark-themed monster manual containing dozens of new creatures. First in the Wanderers Guild series; ENnie nominee for best monster supplement and best graphic design.



Monsters of the Boundless Blue

An aquatic-themed monster manual containing dozens of new creatures. Second in the Wanderers Guild series.



Primeval Groves

A plant-themed monster manual and sourcebook containing new creatures, races, and classes, plus rules for druidic magic and more! Third in the Wanderers Guild series.

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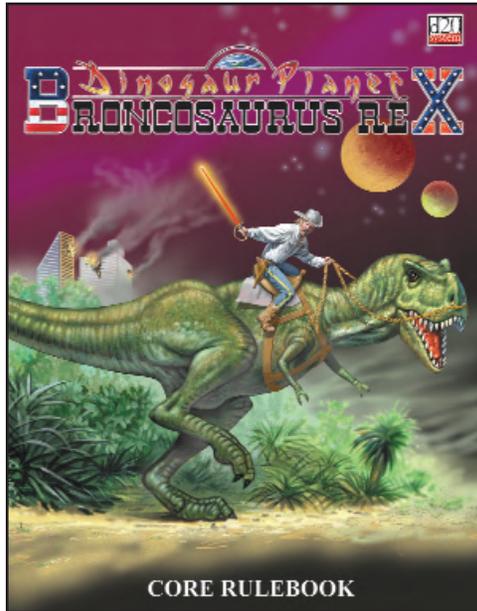
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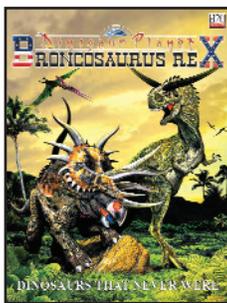


Dinosaur Planet: Broncosaurus Rex
Core Rulebook



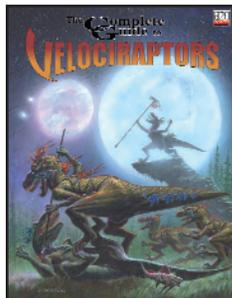
Cretasus Adventure Guide

A complete setting in which to start your Broncosaurus Rex campaign.



Dinosaurs That Never Were

Stats and rules for 50 dinosaurs that could have evolved on Earth – but didn't!

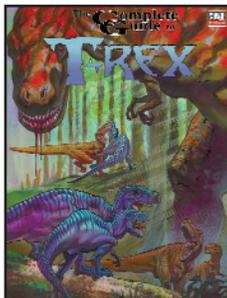


Complete Guide to Velociraptors

Velociraptors are the most feared of all dinosaurs, for a single reason: they are smarter than humans...

Complete Guide to T-Rex

Dragons were real, and they were called T-rex!



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MAP TILES

BATTLE TILES

Let the battle begin! Battle tiles are beautifully illustrated 5"x8" fantasy map tiles suitable for use in any role playing or miniatures game. Available exclusively in electronic format, each set includes 10 all-new map tiles. Each tile is unique and many feature special rules designed to add tactics to your play experience.



Set 1: Enchanted Palace features a throne room, gated crossing, magic fountain, slime hallway, and more.

Set 2: Dungeon Caverns features an abandoned mine, spider's parlor, sacrificial altar, and more.

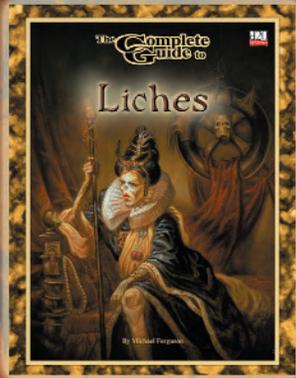
Set 3: Fantastic Places features the fun-house of war, a gladiator arena, the slithering mass, and more.



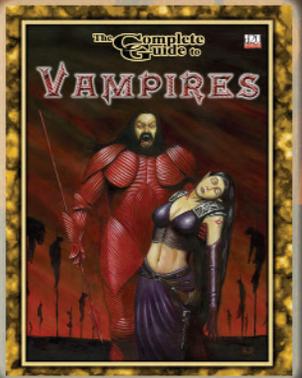
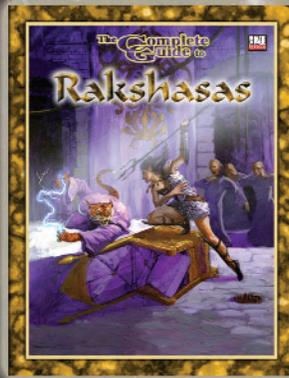
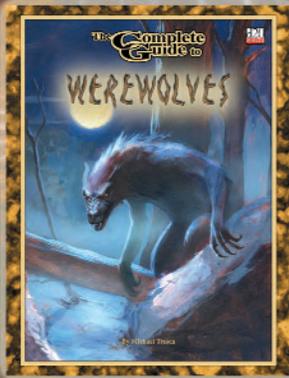
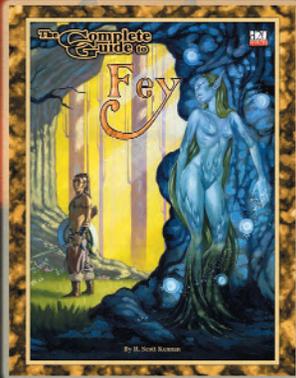
I WANT YOU To Brave the Dungeon

Each year, 100+ gamers compete in the Dungeon Crawl Classics Open Tournament at Gen Con Indy. Past tournaments included Crypt of the Devil Lich (DCC #13) and Vault of the Dragon Kings (DCC #30). Can you survive to round three? Come to Gen Con next year and find out!

The Complete Guide



It takes a great villain to forge a great hero. Each of the Complete Guides reveals a villain worthy of the greatest hero. Evil masterminds, devious deceivers, and powerhouse warriors: these monsters are more than skin deep. Use the Complete Guide series to build tonight's adventure – or next year's campaign.



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Stand-alone, world-neutral, and 3.5 compatible: the Dungeon Crawl Classics line has an adventure for every level and every campaign. Use the adventure finder below to find the next adventure for your campaign. We're adding new adventures every month – check www.goodman-games.com for the latest additions!

Level	Number and Title
0	#0: Legends are Made, not Born
1	#35A: Halls of the Minotaur
1	#2: Lost Vault of Tsathzar Rho
1-3	#29: The Adventure Begins
1-3	#31: The Transmuter's Last Touch
1-3	#1: Idylls of the Rat King
1-3	#24: Legend of the Ripper *
1-3	#28: Into the Wilds
1-13	#14: Dungeon Interludes
2	#11: The Dragonfiend Pact
3-5	#3: The Mysterious Tower
3-5	#36: Talons of the Horned King
4-6	#17: Legacy of the Savage Kings
4-6	#26: The Scaly God
4-6	#27: Revenge of the Rat King *
4-6	#35B: Thief Lord's Vault
4-6	#37: The Slithering Overlord
5-7	#7: Secret of Smuggler's Cove †
5-7	#23: The Sunken Ziggurat
6-8	#10: The Sunless Garden
6-8	#16: Curse of the Emerald Cobra
6-8	#20: Shadows in Freeport *
6-8	#34: Cage of Delirium
7-8	#5: Aerie of the Crow God
7-9	#8: Mysteries of the Drow
7-9	#19: The Volcano Caves
8-10	#6: Temple of the Dragon Cult
9-11	#12: The Blackguard's Revenge
9-11	#25: Dread Crypt of Srihoz
10	#30: Vault of the Dragon Kings
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14-15	#15: Lost Tomb of the Sphinx Queen **
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14-16	#32: Golden Palace of Zahadran **
15	#13: Crypt of the Devil Lich
21-24	#33: Belly of the Great Beast

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