

RPGs Finding Aid for Merril Collection of Science Fiction, Speculation & Fantasy

Last updated: February 2023

The Merril Collection RPG (Role Playing Games) collection is comprised of core rule books, game master guides, player guides, etc. and some boxed sets

These are mostly in alphabetical order by game title, with core books listed first and then individual module (subseries) or accessory titles within the game.

The exceptions to this alphabetical order are Advanced Dungeons & Dragons (AD&D) and Dungeons & Dragons (D&D), due to their intertwined publication history. They are filed under Advanced Dungeons & Dragons as follows:

AD&D 1st edition (1979-1986)

AD&D 2nd edition (1987-1999)

D&D 1st edition (1974-1977)

In 2000 the games were collapsed together to be published as D&D from that point.

There was no D&D 2nd edition

D&D 3rd edition (2000-2003)

D&D 3.5th edition (2003-2007)

D&D 4th edition (2007-2011)

D&D 5th edition (2012-)

Following the main sequence of editions, the subseries are listed alphabetically by subseries title: Al Qadim, Dark Sun, Dragonlance, etc. still under the main series title of AD&D. World of Darkness and it's subseries' follow the same format.

Some series fall under the umbrella of more than one main series, and will be listed more than once, under the relevant series names, but with the same shelf number for ease of searching. For example Dark Ages: Vampire is listed under both Vampire: the Dark Ages, and World of Darkness: Dark Ages: Vampire.

Each item has its own unique shelf number. In order to request an item, users can identify the book or boxed set from the alphabetical list, and provide staff with the shelf number on the extreme right hand column of the table.

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

AD&D	1ST EDITION				
AD&D	1 st edition		All that glitters ... : adventure module for 5-8 characters, levels 5-7	1984	RPG 1
AD&D	1 st edition		Assault on the aerie of the slave lords: an adventure for character levels 4-7	1981	RPG 2
AD&D	1 st edition		Baltron's Beacon	1985	RPG 3
AD&D	1 st edition		The bane of Llywelyn	1985	RPG 4
AD&D	1 st edition		Battle System	Boxed set -2 lead figures -4 perforated card sheets with monster markers -1 booklet of catapult cutouts -1 booklet: "The art of three- dimensional gaming" -1 booklet: "AD&D Battle System" -1 booklet: supplement -3 player aid cards -1 booklet of character sheets	RPG BS 1

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
AD&D	1 st edition		Beyond the crystal cave: an adventure for character levels 4-7	1983	RPG 5
AD&D	1 st edition		Character sheets	1981 -Some sheets have been filled in by the original donor	RPG 6
AD&D	1 st edition		Deities & demigods	1980; reprinted 2013	RPG 7
AD&D	1 st edition		Descent into the depths of the earth: an adventure for character levels 9-14	1978	RPG 8
AD&D	1 st edition		Desert of desolation	1987	RPG 73
AD&D	1 st edition		Dungeon Masters Guide	1979	RPG 9
AD&D	1 st edition		Dungeon Masters Guide	1979 -2 nd copy of RPG 9	RPG 10
AD&D	1 st edition		Dungeoneer's Survival Guide	1986	RPG 11
AD&D	1 st edition		Dweller of the Forbidden City: an adventure for character levels 4-7	1981	RPG 12
AD&D	1 st edition		Egg of the Phoenix	1987	RPG 13
AD&D	1 st edition		Expedition to the barrier peaks: an adventure for character levels 8-12	1981	RPG 14

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
AD&D	1 st edition		Fiend folio: tome of creatures malevolent and benign	1981	RPG 15
AD&D	1 st edition		The final enemy: an adventure for character levels 3-5	1983	RPG 16
AD&D	1 st edition		The gauntlet	1984 -second module in the two-part Adlerweg series	RPG 17
AD&D	1 st edition		The glacial rift of the frost giant Jarl	1978	RPG 18
AD&D	1 st edition		Hall of the fire giant king	1978	RPG 19
AD&D	1 st edition		In the dungeons of the slave lords: an adventure for character levels 4-7	1981	RPG 20
AD&D	1 st edition		Legends & lore	1984	RPG 21
AD&D	1 st edition		Lich Lords	1985	RPG 22
AD&D	1 st edition		Monster Manual	1978, c1977 -first of two copies	RPG 23
AD&D	1 st edition		Monster Manual	1978, c1977 -second of two copies	RPG 24
AD&D	1 st edition		Monster Manual II	1983	RPG 25
AD&D	1 st edition		Oasis of the white palm	1983	RPG 26
AD&D	1 st edition		Oriental adventures: core rule book	1985	RPG 27

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
AD&D	1 st edition		Oriental adventures: Blood of the Yakuza	1987 TSR	RPG 1720
AD&D	1 st edition		Oriental adventures: Night of the Seven Swords	1986 TSR	RPG 1721
AD&D	1 st edition		Oriental adventures: Swords of the Daimyo	1986	RPG 28
AD&D	1 st edition		Pharoah	1982	RPG 29
AD&D	1 st edition		Player character record sheets	1986	RPG 30
AD&D	1 st edition		Players Handbook	1978 -first of two copies; cover by Trampier	RPG 31
AD&D	1 st edition		Players Handbook	1978 -second of two copies; cover by Easley	RPG 32
AD&D	1 st edition		Rogues gallery: a compendium of non-player characters for Advanced Dungeons & Dragons	1980	RPG 33
AD&D	1 st edition		Scourge of the slavelords	1986	RPG 34
AD&D	1 st edition		The secret of Bone Hill	1981	RPG 35
AD&D	1 st edition		Secret of the slavers stockade: an adventure for character levels 4-7	1981	RPG 36

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
AD&D	1 st edition		The sentinel: an adventure module for characters level 2-5	1984	RPG 37
AD&D	1 st edition		Shrine of the Kuo-Toa	1978	RPG 38
AD&D	1 st edition		The sinister secret of Saltmarsh: an adventure for character levels 1-3	1981	RPG 39
AD&D	1 st edition		Slave pits of the undercity : an adventure for characters levels 4-7	1980	RPG 40
AD&D	1 st edition		Steading of the hill giant chief	1978	RPG 41
AD&D	1 st edition		Tomb of horrors	1981	RPG 42
AD&D	1 st edition		Treasure hunt	1986	RPG 43
AD&D	1 st edition		Unearthed Arcana: a compendium of new ideas and new discoveries for AD&D game campaigns ...	1985	RPG 44
AD&D	1 st edition		The village of Hommllet: introduction to novice level	1979	RPG 45
AD&D	1 st edition		When a star falls: adventure module for 6-10 characters, levels 3-5	1984	RPG 46

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
AD&D	1 st edition		White plume mountain	1979	RPG 47
AD&D	1 st edition		Wilderness survival guide	1986	RPG 48
AD&D	2ND EDITION				
AD&D	2 nd edition		Age of heroes: campaign sourcebook, <i>historical reference</i>	1994	RPG 49
AD&D	2 nd edition		Arms and equipment guide: <i>dungeon master's guide</i> , rules supplement	1991	RPG 50
AD&D	2 nd edition		Book of artifacts: <i>accessory guide</i>	1993	RPG 51
AD&D	2 nd edition		Campaign sourcebook and catacomb guide: <i>dungeon master's guide</i> , rules supplement	1990	RPG 52
AD&D	2 nd edition		The castle guide: <i>dungeon master's guide</i> , rules supplement	1990	RPG 53
AD&D	2 nd edition		Castles/The castle box	Boxed set -Darkhold -Drungar -Castle assembly instructions -12 castle sheets	RPG BS 2
AD&D	2 nd edition		Celts campaign sourcebook: <i>historical reference</i>	1992	RPG 54

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
AD&D	2 nd edition		Charlemagne's paladins campaign sourcebook: <i>historical reference</i>	1992	RPG 55
AD&D	2 nd edition		The complete barbarian's handbook: <i>player's handbook, rules supplement.</i>	1995	RPG 56
AD&D	2 nd edition		The complete bard's handbook: <i>player's handbook, rules supplement</i>	1992	RPG 57
AD&D	2 nd edition		The complete book of dwarves: <i>player's handbook, rules supplement</i>	1991	RPG 58
AD&D	2 nd edition		The complete book of elves: <i>player's handbook, rules supplement</i>	1992	RPG 59
AD&D	2 nd edition		The complete book of gnomes & halflings: <i>player's handbook, rules supplement</i>	1993	RPG 60

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

AD&D	2 nd edition		The complete book of humanoids: <i>player's handbook</i> , rules supplement	1993	RPG 61
AD&D	2 nd edition		The complete book of necromancers: <i>dungeon master guide: rules supplement</i>	1995	RPG 62
AD&D	2 nd edition		The complete book of villains: <i>dungeon master guide, rules supplement</i>	1994	RPG 63
AD&D	2 nd edition		The complete druid's handbook: <i>player's handbook</i> , rules supplement	1994	RPG 64
AD&D	2 nd edition		The complete fighter's handbook: <i>player's handbook</i> , rules supplement	1989	RPG 65
AD&D	2 nd edition		The complete ninja's handbook: <i>player's handbook</i> , rules supplement	1995	RPG 66

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
AD&D	2 nd edition		The complete paladin's handbook: <i>player's handbook</i> , rules supplement	1994	RPG 67
AD&D	2 nd edition		The complete priest's handbook: <i>player's handbook</i> , rules supplement	1990	RPG 68
AD&D	2 nd edition		The complete psionics handbook: <i>player's handbook</i> rules supplement	1991	RPG 69
AD&D	2 nd edition		The complete ranger's handbook: <i>player's handbook</i> , rules supplement	1993	RPG 70
AD&D	2 nd edition		The complete thief's handbook: <i>player's handbook</i> , rules supplement	1989	RPG 71
AD&D	2 nd edition		The complete wizard's handbook: <i>player's handbook</i> , rules supplement	1990	RPG 72
AD&D	2 nd edition		Dungeon master option: high-level campaigns	1995	RPG 74
AD&D	2 nd edition		Dungeon master guide for the AD&D game	1995	RPG 75

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
AD&D	2 nd edition		Encyclopedia magica: accessory. Volume 1	1994-1995	RPG 76
AD&D	2 nd edition		Encyclopedia magica: accessory. Volume 2	1994-1995	RPG 77
AD&D	2 nd edition		Encyclopedia magica: accessory. Volume 3	1994-1995	RPG 78
AD&D	2 nd edition		Encyclopedia magica: accessory. Volume 4	1994-1995	RPG 79
AD&D	2 nd edition		A mighty fortress: campaign sourcebook, historical reference	1992	RPG 80
AD&D	2 nd edition		Monster manual: dungeon master guide, rules supplement	1992	RPG 80
AD&D	2 nd edition		Monster mythology: <i>dungeon master guide</i> , rules supplement	1992	RPG 81
AD&D	2 nd edition		Monstrous arcana. I, tyrant	1992	RPG 82
AD&D	2 nd edition		Monstrous arcana. The Illithiad.	1998	RPG 83
AD&D	2 nd edition		Monstrous arcana. The sea devils	1997	RPG 84

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
AD&D	2 nd edition		Monstrous compendium. Vol. one.	1989	RPG 85
AD&D	2 nd edition		Monstrous compendium annual. Vol. two.	1995	RPG 86
AD&D	2 nd edition		Monstrous compendium annual. Vol. three.	1996	RPG 87
AD&D	2 nd edition		Monstrous manual	1993	RPG 88
AD&D	2 nd edition		The murky deep	1993	RPG 89
AD&D	2 nd edition		Player's handbook	1995	RPG 90
AD&D	2 nd edition		Player's options: combat & tactics	1995 <i>-rulebook</i>	RPG 91
AD&D	2 nd edition		Player's options: skills & powers	1995 <i>-rulebook</i>	RPG 92
AD&D	2 nd edition		Player's options: spells & magic	1996 <i>-rulebook</i>	RPG 93
AD&D	2 nd edition		Sages & specialists	1996 <i>-dungeon master guide, rules supplement</i>	RPG 94
AD&D	2 nd edition		Terrible trouble at Tragidore: an adventure for 4 to 6 player characters of levels 5-8	1989	RPG 95
AD&D	2 nd edition		Tome of magic: new spells and magical items for priest and wizard classes	1991	RPG 96
AD&D	2 nd edition		Wizard's spell compendium. Vol. 1	1996-1998	RPG 97

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
AD&D	2 nd edition		Wizard's spell compendium. Vol. 2	1996-1998	RPG 98
AD&D	2 nd edition		Wizard's spell compendium. Vol. 3	1996-1998	RPG 99
AD&D	2 nd edition		Wizard's spell compendium. Vol. 4	1996-1998	RPG 100
D&D	1ST EDITION				
D & D	1 st edition	Dungeons & Dragons	Basic set	Boxed set 1981 VERY FRAGILE Contains 1 instruction sheet 1 dungeon module entitled The creature of Rhyl 1 4-sided die 4 6-sided dice 3 8-sided dice 1 10-sided die 3 12- sided dice 4 20-sided dice 2 30-sided dice 2 character sheets 4 sets of monster cards	RPG BS 12
D & D	1 st edition		The book of wondrous inventions	1987	RPG 190
D & D	1 st edition		Creature catalogue	1986	RPG 191

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
D & D	1 st edition	Dungeons & dragons gazetteer	Dawn of the emperors: Thyatis and Alphatia	Boxed set 1989 Compatible with the AD&D and 2nd edition AD&D game systems. 3 Volumes; -The dungeon masters' sourcebook - Player's guide to Thyatis - Player's guide to Alphatia Maps	RPG BS 13
D & D	1 st edition		Curse of Xanathon: an adventure for character levels 5-7	1982	RPG 192
D & D	1 st edition		Death's ride	1984	RPG 193
D & D	1 st edition		Drums on Fire Mountain	1984	RPG 194
D & D	1 st edition		Dungeon masters companion: book two	1984	RPG 195
D & D	1 st edition		Dungeon masters rulebook	1983	RPG 196
D & D	1 st edition		The dwarves of Rockhome	1988	RPG 197
D & D	1 st edition		Earthshaker!	1985	RPG 198
D & D	1 st edition		The elves of Alfheim	Dungeons & dragons gazetteer	RPG 199

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
D & D	1 st edition		The Emirates of Ylaruam	1987 Dungeons & dragons gazetteer	RPG 200
D & D	1 st edition		The endless stair: companion game adventure	1987	RPG 201
D & D	1 st edition		Expert rulebook	1983	RPG 202
D & D	1 st edition		Five coins for a kingdom	1987	RPG 203
D & D	1 st edition		The gem and the staff: expert set adventure module	1983	RPG 204
D & D	1 st edition		Ghost of Lion Castle: official basic solo adventure	1984	RPG 205
D & D	1 st edition		The Grand Duchy of Karameikos	1987 Dungeons & dragons gazetteer	RPG 206
D & D	1 st edition		Immortals rules	Boxed set 1986 2 volumes Illustrations maps	RPG BS 14
D & D	1 st edition		In search of adventure	1987	RPG 207
D & D	1 st edition		In search of the unknown: introductory module	1979	RPG 208
D & D	1 st edition		The isle of dread	1983	RPG 209
D & D	1 st edition		Journey to the rock	1984	RPG 210
D & D	1 st edition		The keep on the borderlands	1980	RPG 211

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
D & D	1 st edition		Master of the desert nomads	1983	RPG 212
D & D	1 st edition		The Northern Reaches	1988 Dungeons & dragons gazetteer	RPG 213
D & D	1 st edition		Palace of the silver princess	1981	RPG 214
D & D	1 st edition		Players' companion. Book 1	1984	RPG 215
D & D	1 st edition		Players' manual	1983	RPG 216
D & D	1 st edition		The principalities of Glantri	1987 Dungeons & dragons gazetteer	RPG 217
D & D	1 st edition		Quest for the heartstone	1984	RPG 218
D & D	1 st edition		Red arrow, black shield	1985	RPG 219
D & D	1 st edition		The Republic of Darokin	1989 Dungeons & dragons gazetteer	RPG 220
D & D	1 st edition		Sabre River	1984	RPG 221
D & D	1 st edition		The savage coast	1985	RPG 222
D & D	1 st edition		Temple of death	1983	RPG 223
D & D	1 st edition		The veiled society	1984	RPG 224
D & D	1 st edition		Vengeance of Alphaks	1986	RPG 225
D & D	1 st edition		The war rafts of Kron	1984	RPG 226
D&D	3RD EDITION				

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
D & D	3 rd edition		The book of vile darkness	2003	RPG 227
D & D	3 rd edition		Defenders of the faith: a guidebook to clerics and paladins	2001	RPG 228
D & D	3 rd edition		Deities and demigods	2002	RPG 229
D & D	3 rd edition		Dungeon master's guide: core rulebook II	2000	RPG 230
D & D	3 rd edition		Enemies and allies	2001	RPG 231
D & D	3 rd edition		Hero builder's guidebook	2003	RPG 232
D & D	3 rd edition		Kingdoms of Kalamar: campaign setting sourcebook	2001	RPG 233
D & D	3 rd edition		Manual of the planes	2001	RPG 234
D & D	3 rd edition		Monster compendium: monsters of Faerûn	2001	RPG 235
D & D	3 rd edition		Monster manual: core rulebook III	2000	RPG 236
D & D	3 rd edition		Oriental adventures	2001	RPG 237
D & D	3 rd edition		Players handbook: core rulebook I	2000	RPG 238
D & D	3 rd edition		Psionics handbook	2001	RPG 239
D & D	3 rd edition		Sword and fist: a guidebook to fighters and monks	2001	RPG 240

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

D&D	3.5TH EDITION				
D & D	3.5 th edition		Book of exalted deeds	2003	RPG 241
D & D	3.5 th edition		Complete champion: a players' guide to divine heroes	2007	RPG 242
D & D	3.5 th edition		Complete divine: a player's guide to divine magic for all classes	2004	RPG 243
D & D	3.5 th edition		Complete psionic: mastering the powers of the mind	2006	RPG 244
D & D	3.5 th edition		Complete warrior: a player's guide to combat for all classes	2003	RPG 245
D & D	3.5 th edition		Dragon compendium. Vol. 1	2005	RPG 246
D & D	3.5 th edition		Dragon magic	2006	RPG 247
D & D	3.5 th edition		Draconomicon: the book of dragons	2003	RPG 248
D & D	3.5 th edition		The Drow War, book two: the dying of the light	2005	RPG 249
D & D	3.5 th edition		Dungeon masters's guide II	2005	RPG 250
D & D	3.5 th edition		Dungeon survival guide	2007	RPG 251
D & D	3.5 th edition		Expanded psionics handbook	2004	RPG 252

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
D & D	3.5 th edition		Expedition to the DemonWeb Pits: campaign adventure	2007	RPG 253
D & D	3.5 th edition		Fiendish codex I: hordes of the abyss	2007	RPG 254
D & D	3.5 th edition		Heroes of battle	2005	RPG 255
D & D	3.5 th edition		Heroes of horror	2005	RPG 256
D & D	3.5 th edition		Libris mortis: the book of undead	2004	RPG 257
D & D	3.5 th edition		Lords of madness: the book of aberrations	2005	RPG 258
D & D	3.5 th edition		Magic item compendium	2007	RPG 259
D & D	3.5 th edition		Magic of incarnum	2005	RPG 260
D & D	3.5 th edition		Monster Ecologies.	2007 Special issue of Dragon Magazine to be used with D&D 3.5 th edition	RPG 261
D & D	3.5 th edition		Monster manual IV	2006	RPG 262
D & D	3.5 th edition		Monster manual V	2007	RPG 263
D & D	3.5 th edition		Players handbook II	2006	RPG 264
D & D	3.5 th edition		Races of destiny	2004	RPG 265
D & D	3.5 th edition		Races of the dragon	2006	RPG 267
D & D	3.5 th edition		Rules compendium	2007	RPG 268
D & D	3.5 th edition		The shackled city	2005	RPG 296

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

D & D	3.5 th edition		Spell compendium	2005	RPG 269
D & D	3.5 th edition		Tome of magic	2006	RPG 270
D & D	3.5 th edition		Unearthed arcana	2004	RPG 271
D&D	4TH EDITION				
D & D	4 th edition		Adventurer's vault: arms and equipment for all classes	2008	RPG 272
D & D	4 th edition		Adventurers vault 2: arms and equipment for all classes	2009	RPG 273
D & D	4 th edition		Arcane power: options for bards, sorcerers, swordmages, warlocks and wizards	2009	RPG 274
D & D	4 th edition		Divine power: options for avengers, clerics, invokers, and paladins	2009	RPG 275
D & D	4 th edition		Dragonborn: player's handbook: races	2010	RPG 276
D & D	4 th edition		Dungeon master's guide: roleplaying game core rules	2008	RPG 277
D & D	4 th edition		Dungeon master's guide 2: roleplaying game core rules	2009	RPG 278

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
D & D	4 th edition		Keep on the Shadowfell: an adventure for characters of 1st- 3rd level / cBruce R. Cordell	2008 Wizards of the Coast	RPG 1735
D & D	4 th edition		Manual of the planes	2008	RPG 279
D & D	4 th edition		Martial power: options for fighters, rangers, rogues, and warlords	2008	RPG 280
D & D	4 th edition		Martial power 2: options for fighters, rangers, rogues, and warlords	2010	RPG 281
D & D	4 th edition		Monster manual	2008	RPG 282
D & D	4 th edition		Open grave: secrets of the undead	2009	RPG 283
D & D	4 th edition		Plane below: secrets of the elemental chaos	2009	RPG 284
D & D	4 th edition		Player's handbook: arcane, divine, and martial heroes	2008	RPG 285
D & D	4 th edition		Player's handbook 2: primal, arcane, and divine heroes	2009	RPG 286

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
D & D	4 th edition		Primal power: options for barbarians, druids, shamans, and wardens	2009	RPG 287
D & D	4 th edition		Pyramid of shadows: an adventure for characters of 7th- 10th level	2008	RPG 288
D & D	4 th edition		Revenge of the giants: an adventure for characters of 12th - 17th level	2009	RPG 289
D & D	4 th edition		Scepter Tower of Spellgard	2008	RPG 290
D & D	4 th edition		Thunderspire labyrinth: an adventure for characters of 4th- 6th level	2008	RPG 291
D & D	4 th edition		Underdark	2010	RPG 292
D&D	5TH EDITION				
D & D	5 th edition		Starter set	Boxed set 2014 -2 volumes, -color maps ; - --5 pregenerated character sheets - 6 game dice	RPG BS 15
D & D	5 th edition		Curse of Strahd	2016	RPC 1474
D & D	5 th edition		Dungeon master's guide	2014	RPG 1473

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

D & D	5 th edition		Dungeon master's guide	2018 boxed reprint with the Monster Manual and Player's handbook	RPG 1748
D & D	5 th edition		Guildmasters' Guide to Ravnica.	2018	RPG 1475
D & D	5 th edition		Monster manual	2014	RPG 293
D & D	5 th edition		Monster manual	2018 boxed reprint with the Dungeon master's guide and Player's handbook	RPG 1748
D & D	5 th edition		Mordenkainen's Tome of foes	2018	RPG 1476
D & D	5 th edition		Player's handbook	2014	RPG 294
D & D	5 th edition		Player's handbook	2018 boxed reprint with the Dungeon master's guide and Player's handbook	RPG 1748
D & D	5 th edition		Princes of the Apocalypse: elemental evil	2015	RPG 1477
D & D	5 th edition		Storm King's thunder	2016	RPG 1478
D & D	5 th edition		Sword Coast adventurer's guide	2015	RPG 1479
D & D	5 th edition		Tales from the yawning portal.	2017	RPG 1480
D & D	5 th edition		Tomb of annihilation	2017	RPG 1481
D & D	5 th edition	Tyranny of dragons	Hoard of the dragon queen	2014	RPG 295
D & D	5 th edition		Volo's guide to monsters	2016	RPG 1482

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

D & D	5 th edition	Waterdeep	Dragon heist	2018	RPG 1483
D & D	5 th edition	Waterdeep	Dungeon of the Mad Mage	2018	RPG 1484
D & D	5 th edition		Xanathar's guide to everything	2017	RPG 1485
AD&D		AL-QADIM			
AD&D	2 nd edition	Al-Qadim campaign	Arabian adventures	1992	RPG 101
AD&D	2 nd edition	Al-Qadim campaign	Cities of bone	Boxed set -includes map cards	RPG BS 3
AD&D	2 nd edition	Al-Qadim campaign	The complete sha'ir's handbook	1994 <i>-campaign reference</i>	RPG 102
AD&D	2 nd edition	Al-Qadim campaign	Reunion	1998	RPG 103
AD&D	2 nd edition	Al-Qadim campaign	Ruined kingdoms	Boxed set -includes map cards	RPG BS 4
AD&D		DARK SUN			
AD&D	2 nd edition	Dark sun	Dragon kings		RPG 104
AD&D		DRAGON-LANCE			
D&D	3.5 th edition	Dragonlance	Campaign setting	2003	RPG 105
AD & D	1 st edition	Dragonlance	Adventures	1987	RPG 106
D&D	3.5 th edition	Dragonlance	Age of mortals: campaign setting companion	2003	RPG 107
D&D	3.5 th edition	Dragonlance	Dragons of autumn	2006	RPG 108
AD & D	1 st edition	Dragonlance	Dragons of desolation	1984	RPG 109

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
AD & D	1 st edition	Dragonlance	Dragons of despair	1984	RPG 110
AD & D	1 st edition	Dragonlance	Dragons of flame	1984	RPG 111
AD & D	1 st edition	Dragonlance	Dragons of hope	1984	RPG 112
AD & D	1 st edition	Dragonlance	Dragons of mystery	1984	RPG 113
AD & D	1 st edition	Dragonlance	Dragons of war	1984	RPG 114
D&D	3.5 th edition	Dragonlance	Knightly orders of Ansalon	2006	RPG 115
D&D	3.5 th edition	Dragonlance	Price of courage	2006	RPG 116
AD&D		EBERRON			
A&D	3.5 th edition	Eberron	Dragons of Eberron	2007	RPG 117
D&D	3.5 th edition	Eberron	Faiths of Eberron	2006	RPG 118
D&D	3.5 th edition	Eberron	Player's guide to Eberron	2006	RPG 119
D & D	3.5 th edition	[Eberron]	Races of Eberron	2005 -filed under Races of Eberron in D&D 3.5 th edition	RPG 266
D&D	3.5 th edition	Eberron	Secrets of Xen'drik	2006	RPG 120
D&D	3.5 th edition	Eberron	Shadows of the last war: a 2 nd level adventure	2004	RPG 121
D&D	3.5 th edition	Eberron	Sharn: city of towers	2004 -includes 1 sound disc	RPG 122
AD&D		FORGOTTEN REALMS			

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
AD & D	2 nd edition	Forgotten Realms	Anauroch	1991	RPG 123
AD & D	2 nd edition	Forgotten Realms	Aurora's whole realms catalogue: purveyors of Faerun's finest merchandise	1992	RPG 124
AD & D	2 nd edition	Forgotten Realms	The bloodstone lands	1989	RPG 125
D&D	4th edition	Forgotten Realms	Campaign guide, roleplaying game supplement	2008	RPG 126
AD & D	1 st edition	Forgotten Realms	Campaign set	Boxed set -Copy 1 of 2 -Copy 2 of 2 -various pieces -2 books; "DM's sourcebook of the realms" and "Cyclopedia of the realms" -5 maps -2 clear hex map overlays	RPG BS 5
D & D	3 rd edition	Forgotten realms	Campaign setting		RPG 127
D & D	3 rd edition	Forgotten realms	City of the spider queen	2002	RPG 128
AD & D	2 nd edition	Forgotten Realms	The code of the harpers	1993	RPG 129
AD & D	2 nd edition	Forgotten Realms	Cormanthyr: empire of elves	1998 -cover title is Cormanthyr: empire of the elves -Arcane Age	RPG 130
D & D	4th edition	Forgotten Realms	Cormyr: the tearing of the weave	2007	RPG 131
AD & D	2 nd edition	Forgotten Realms	Curse of the azure bonds	1989	RPG 132

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
AD & D	2 nd edition	Forgotten Realms	Draconomicon	1990	RPG 133
D&D	3.5 th edition	Forgotten Realms	Dragons of Faerun	2006	RPG 134
AD & D	1 st edition	Forgotten Realms	Dreams of the Red Wizards	1988	RPG 135
AD & D	2 nd edition	Forgotten Realms	Drow of the underdark	1991	RPG 136
AD & D	2 nd edition	Forgotten Realms	Dwarves Deep	1990	RPG 137
AD & D	2 nd edition	Forgotten Realms	Elminster's ecologies	Boxed set -9 booklets	RPG BS 6
AD & D	2 nd edition	Forgotten Realms	Elminster's ecologies: appendix I	1990 -contains "The Battle of Bones" and "Hill of lost souls"	RPG 138
AD & D	1 st edition	Forgotten Realms	Empires of the sands	1988	RPG 139
AD & D	2 nd edition	Forgotten Realms	Faiths & avatars	1996	RPG 140
D & D	3 rd edition	Forgotten realms	Faiths & pantheons	2002	RPG 141
AD & D	2 nd edition (?)	Forgotten Realms	Giantcraft	1995	RPG 142
AD & D	2 nd edition	Forgotten Realms	The great glacier	1992	RPG 143
AD & D	2 nd edition (?)	Forgotten Realms	Heroes' lorebook	1996	RPG 144
AD & D	2 nd edition	Forgotten Realms	The horde: barbarian campaign setting	Boxed set 1990 -8 loose pages + 24 cards + 4 folded maps + 1 transparency.	RPG BS 7
AD & D	1 st edition	Forgotten Realms	Kara-Tur. Volume II	1988	RPG 145
AD & D	1 st edition	Forgotten Realms	Lords of darkness	1988	RPG 146

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
D & D	3 rd edition	Forgotten realms	Lords of darkness	2001	RPG 147
D & D	3 rd edition	Forgotten realms	Magic of Faerûn	2001	RPG 148
AD & D	1 st edition	Forgotten Realms	The Magister	1988	RPG 149
AD & D	2 nd edition	Forgotten Realms	Menzoberranzan	Boxed set 1992 -5 large maps -2 posters -1 booklet -12 character card sheets -various small posters	RPG BS 8
AD & D	2 nd edition	Forgotten Realms	Moonshae	1987	RPG 1501
D&D	3.5 th edition	Forgotten Realms	Mysteries of the Moonsea	2006	RPG 150
AD & D	2 nd edition	Forgotten Realms	Ninja wars	1990	RPG 151
AD & D	2 nd edition	Forgotten Realms	Old empires	1990	RPG 152
AD & D	2 nd edition	Forgotten Realms	Pirates of the fallen stars	1992	RPG 153
D&D	4th edition	Forgotten Realms	Player's guide	2008	RPG 154
D&D	3.5 th edition	Forgotten Realms	Players guide to Faerun	2004	RPG 155
AD & D	2 nd edition (?)	Forgotten Realms	Powers & pantheons	1997	RPG 156
D&D	3.5 th edition	Forgotten Realms	Races of Faerûn	2003	RPG 157
AD & D	2 nd edition (?)	Forgotten Realms	The savage frontier	1988	RPG 158
D&D	3.5 th edition	Forgotten Realms	Serpent kingdoms	2004	RPG 159
AD & D	2 nd edition	Forgotten Realms	The seven sisters	1995	RPG 160
D&D	3.5 th edition	Forgotten Realms	Shining south	2004	RPG 161

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

D&D	3 rd edition	Forgotten Realms	Silver marches	2002	RPG 162
AD & D	2 nd edition	Forgotten Realms	Tantras	1989	RPG 163
D&D	3.5 th edition	Forgotten Realms	Unapproachable East	2003	RPG 164
AD & D	2 nd edition	Forgotten Realms	Under Illefarn	1987	RPG 165
AD & D	2 nd edition	Forgotten Realms	Villains' lorebook	1998	RPG 166
AD & D	2 nd edition	Forgotten Realms	Volo's guide to all things magical	1996	RPG 167
AD & D	2 nd edition	Forgotten Realms	Volo's guide to Cormyr	1995	RPG 168
AD & D	2 nd edition	Forgotten Realms	Volo's guide to the Dalelands	1996	RPG 169
AD & D	2 nd edition	Forgotten Realms	Volo's guide to the north	1993	RPG 170
AD & D	2 nd edition	Forgotten Realms	Volo's guide to the Sword Coast	1994	RPG 171
AD & D	2 nd edition	Forgotten Realms	Volo's guide to Waterdeep	1992	RPG 172
AD & D	2 nd edition	Forgotten Realms	Warriors & priests of the realms	1996	RPG 173
AD & D	2 nd edition	Forgotten Realms	Waterdeep and the North	1987	RPG 1502
AD & D	2 nd edition	Forgotten Realms	Wizards & rogues of the realms	1995	RPG 174
AD&D		GREYHAWK ADVENTURES			
AD & D	2 nd edition	Greyhawk Adventures	World of Greyhawk: Castle Greyhawk	1995	RPG 175
AD & D	2 nd edition	Greyhawk Adventures	Vecna lives!	1990	RPG 176

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
AD & D	2 nd edition	Greyhawk Adventures: wars		Boxed set -1991 2 booklets (Wars rulebook, [Untitled]), 1 bag of square game tokens, 162 game cards (39 mercenary cards, 46 country cards, 29 treasure cards, 39 event cards, 9 blank cards) -1 laminated map (2 pieces) housed in map cabinet, drawer 25	RPG BS 9
AD&D		LANKHMAR			
AD & D	1 st edition	Lankhmar	City of adventure	1985 -2 copies, both numbered 177	RPG 177
AD & D	2 nd edition	Lankhmar	City of adventure	1993	RPG 178
AD & D	2 nd edition	Lankhmar	Tales of Lankhmar	1991	RPG 179
AD & D	2 nd edition	Lankhmar	Wonders of Lankhmar	1990	RPG 180
AD&D		MYSTARA			
AD & D	2 nd edition	Mystara	Joshuan's almanac & book of facts.	1995	RPG 181
AD&D		RAVENLOFT			

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
AD & D	2 nd edition	Ravenloft	Realm of terror	Boxed set 1990 1 volume in box 24 information cards 4 maps 1 transparent map overlay.	RPG BS 10
AD & D	2 nd edition	Ravenloft	Book of crypts	1991	RPG 182
AD & D	2 nd edition	Ravenloft	The created	1993	RPG 183
AD & D	2 nd edition	Ravenloft	Darklords	1991	RPG 184
AD & D	2 nd edition	Ravenloft	Feast of goblins	1990	RPG 185
AD & D	2 nd edition	Ravenloft	A guide to Transylvania : a masque of the red death accessory	1996	RPG 186
AD & D	1 st edition	Ravenloft II	The house on Gryphon Hill	1986	RPG 187
AD & D	2 nd edition	Ravenloft	The shadow rift	1997	RPG 188
AD & D	2 nd edition	Ravenloft	Van Richten's guide to ghosts	1992	RPG 189
AD&D		SPELLJAMMER			
AD & D	2 nd edition	Spelljammer	AD & D adventures in space	Boxed set 1989 2 24 character and information cards 4 maps 1 strip of counter stands.	RPG BS 11
A/State					

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
A/State: you will never forget The City, but The City will forget you			Core rule book	2004 Contested Ground Studios	RPG 1710
ABNEY PARK'S AIRSHIP PIRATES				SEE Airship pirates	
AIRSHIP PIRATES					
Airship pirates			Core Book	2011 Cubicle 7 Entertainment	RPG 1509
Airship pirates			Ruined empires: an adventure for Abney Park's Airship pirates	2011 Cubicle 7 Entertainment	RPG 1510
ALIENS					
Aliens			Adventure game	1991	RPG 297
ALPHA OMEGA					
Alpha Omega			Core rulebook	2007	RPG 298
ALTERNITY					
Alternity			Dataware	1988	RPG 299
Alternity			Gamemaster guide: rules for modern to far- future roleplaying games	1998	RPG 300

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Alternity			Player's handbook: rules for modern to far-future roleplaying games	1998	RPG 301
AMAZING ENGINE					
Amazing engine			Universe book: for Faerie, Queen & Country		RPG 302
AMBER					
Amber diceless roleplaying system			Amber diceless roleplaying	1991 Based on The Chronicles of Amber by Roger Zelazny	RPG 303
Amber diceless roleplaying system			Shadow knight: supplement rules & background for Amber ...	1993	RPG 304
ANGEL					
Angel roleplaying game			Corebook	2003 Based on the Buffy the Vampire Slayer spinoff series Angel	RPG 305
ARCANIS					
Arcanis: the world of shattered empires			Player's guide to Arcanis	2004	RPG 306

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

ARIA					
Aria, canticle of the monomyth			Roleplaying	1994	RPG 307
Aria, canticle of the monomyth			Worlds	1994	RPG 308
ARMAGEDDON					
Armageddon			The final war: a game of war, myth and horror	1996 Myrmidon Press	RPG 309
Armageddon			The end times: a game of war, myth and horror	2003 Eden Studios Updated version of the 1996 Myrmidon Press title	RPG 310
ARS MAGICA					
Ars Magica: the art of magic	1 st edition		Core book	1989 Lion Rampant	RPG 311
Ars magica: the storytelling game of myth and magic	3 rd edition		Core book	1994 Wizards of the Coast	RPG 312
Ars magica: : the art of magic	4 th edition		Core book	1996 Atlas Games	RPG 313
Ars magica	1 st edition		Covenants: rules for creating a mystical covenant of magi (resource supplement)	1990 Lion Rampant	RPG 314
Ars magica	4 th edition		The fallen angel: a scenario	1997 Atlas Games	RPG 315
Ars magica	3 rd edition	The hidden paths	Shamans: anima magica	1993 White Wolf	RPG 316
Ars magica	4 th edition	Kabbalah	Mythic Judaism	1998 Atlas Games	RPG 317

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Ars magica	3 rd edition	Medieval handbook	Aetas Europa	1994 White Wolf	RPG 318
Ars magica	3 rd edition		Mythic Europe: terra fabula	1992 White Wolf	RPG 319
Ars magica	4 th edition		The return of the stormrider: a jump-start kit	1998 Atlas Games	RPG 320
Ars magica	3 rd edition	Tribunals of Hermes	Rome: Falsus Gloria	1993 White Wolf	RPG 321
ARTEMISIA					
Artemisia adventures in the known world			Adventures in the known world	2006	RPG 322
A/State					
A/State: you will never forget The City, but The City will forget you			Core rule book	2004 Contested Ground Studios	RPG 1710
ATLANTIS					
Atlantis: the lost world				1988 ON EXHIBIT FEB. TO MAY 2020	RPG 323
ATOMIC HIGHWAY					
Atomic highway: post apocalyptic roleplaying				2009	RPG 324
BABYLON 5				FOR USE WITH THE d20 SYSTEM	
Babylon 5			Roleplaying game and fact book: signs and portents	2003 Mongoose Publishing	RPG 325

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Babylon 5			The Centauri Republic fact book	2004 Mongoose Publishing	RPG 326
Babylon 5			The coming of the shadows	2003 Mongoose Publishing	RPG 327
Babylon 5			The Earth Alliance fact book	2003 Mongoose Publishing	RPG 328
Babylon 5			The fiery trial	2003 Mongoose Publishing	RPG 329
Babylon 5			The Minbari Federation fact book	2003 Mongoose Publishing	RPG 330
Babylon 5			The Narn Regime fact book	2004 Mongoose Publishing	RPG 331
Babylon 5			The point of no return	2003 Mongoose Publishing	RPG 332
THE BABYLON PROJECT					
The Babylon project: the roleplaying game based on Babylon 5				1997 Chameleon Eclectic Entertainment, Inc./WireFrame Productions, Inc	RPG 333
The Babylon project			Gamemaster's resource kit	1997 Chameleon Eclectic Entertainment, Inc./WireFrame Productions, Inc	RPG 334
BATTLESTAR GALACTICA					

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Battlestar Galactica role playing game			Corebook	2007 (?)	RPG 335
BATTLETECH				First edition was titled "BattleDroids"	
Battletech: a game of armored combat.	2 nd edition			Boxed set 1985 -1 volume -2 maps -48 stand-up playing pieces -24 Plastic holders for playing pieces -2 six-sided dice.	RPG BS 16
BattleTech	3 rd edition		Compendium: the rules of warfare	1994	RPG 336
BattleTech	3 rd edition	Field manual	Draconis Combine	1996	RPG 337
BattleTech	4 th edition	Field manual	Free Worlds League	1997	RPG 338
BattleTech	3 rd edition		Jade Falcon sourcebook	1992	RPG 339
BattleTech	4 th edition		Maximum tech	1997	RPG 340
BattleTech	2 nd edition		Technical readout 3025.	1987	RPG 341
BattleTech	2 nd edition		Technical readout 3050: the return of Kerensky	1990	RPG 342
BattleTech	2 nd edition		Technical readout 3055	1992	RPG 343
BattleTech	2 nd edition	Mechwarrior	Mechwarrior: the battletech role playing game	1991	RPG 344
BattleTech	4 th edition	MechWarrior	Technology of destruction	2003	RPG 345

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
BattleTech	3 rd edition		Mercenary's handbook 3055	1993	RPG 346
BattleTech	2 nd edition		20 year update	1989	RPG 347
BIG EYES, SMALL MOUTH (BESM)					
Big eyes, small mouth	1 st edition		Big eyes, small mouth: a universal Japanese anime rpg	1999 Guardians of Order	RPG 348
Big eyes, small mouth (BESM)	Revised 2 nd edition		Big eyes, small mouth (BESM)	2002 Guardians of Order	RPG 349
Big eyes, small mouth (BESM)	3 rd edition		Big eyes, small mouth (BESM)	2007 Arthaus	RPG 350
Big eyes, small mouth (BESM)	1 st edition		Big robots, cool starships: a mecha/sf supplement	1999 Guardians of Order	RPG 351
Big eyes, small mouth (BESM)	3 rd edition	Big eyes, small mouth (BESM) d20	Advanced d20 magic	2006 Guardians of Order	RPG 352
Big eyes, small mouth (BESM)	3 rd edition	Big eyes, small mouth (BESM) d20	Anime role- player's handbook	2003	RPG 353
THE BLACK COMPANY				FOR USE WITH THE d20 SYSTEM	
The Black Company			Campaign setting	2004	RPG 354
BLACK CRUSADE				SEE WARHAMMER 40,000: BLACK CRUSADE	

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

BLADES IN THE DARK					
Blades in the dark			Core book	2017 Evil Hat Productions	RPG 1736
BLUE PLANET					
Blue planet: science fiction roleplaying on the new frontier			[Core rulebook]	1997 Biohazard Games	RPG 355
BLUE ROSE					
Blue Rose			[Core rulebook]	2005 Green Ronin	RPG 356
Blue Rose			Companion: a sourcebook for Blue Rose	2005 Green Ronin	RPG 357
BRAVE NEW WORLD				NOT RELATED TO THE ALDOUS HUXLEY NOVEL OF THE SAME TITLE	
Brave New World			[Core rulebook]	1999 Pinnacle Entertainment Group	RPG 358
Brave New World			Power shield and; The Ripper adventure	1999 Pinnacle Entertainment Group	RPG 359
Brave New World			Ravaged planet: the BNW player's guide	1999 Pinnacle Entertainment Group	RPG 360
BUREAU 13					

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Bureau 13: stalking the night fantastic			[Core rulebook]	1990 Tri Tac Systems	RPG 361
---	--	--	-----------------	-------------------------	--------------------

CADWALLON			SEE The free city of Cadwallon		
------------------	--	--	---	--	--

CALL OF CTHULHU				IF YOU LIKE CALL OF CTHULHU, YOU MIGHT ALSO LIKE; CTHULHU LIVE (A LARP), CTHULHU TECH, AND TRAIL OF CTHULHU	
----------------------------	--	--	--	--	--

Call of Cthulhu: fantasy role- playing in the worlds of H. P. Lovecraft	2 nd edition			Boxed set 1981, 1983 1 fold-out map + 1 action sequence sheet + 1 referee sheet + 1 will + 1 booklet of character sheets + 30 looseleaf character sheets + 1 sheet of character figures + 1 eight sided die + 2 twenty sided die + 3 six sided die	RPG BS 17
---	----------------------------	--	--	--	--------------------------

Call of Cthulhu: fantasy role- playing in the worlds of H. P. Lovecraft	3 rd edition		[Core rulebook]	1986 Chaosium	RPG 362
---	----------------------------	--	-----------------	------------------	--------------------

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Call of Cthulhu	5 th edition		[Core rulebook]	1992 Chaosium -typed interview with Sandy Petersen laid in	RPG 363
Call of Cthulhu	5.6 th edition		[Core rulebook]	1999 Chaosium	RPG 364
Call of Cthulhu	6 th edition		[Core rulebook]	2004 Chaosium	RPG 365
Call of Cthulhu	d20 edition		[Core rulebook]	2002 Wizards of the Coast	RPG 366
Call of Cthulhu	2d20	Achtung! Cthulhu	Assault on the Mountains of Madness: Achtung! Cthulhu campaigns	2015 Modiphius Entertainment	RPG 1574
Call of Cthulhu	2d20	Achtung! Cthulhu	Elder Godlike: Achtung! Cthulhu crossover series	No date given Modiphius Entertainment	RPG 1575
Call of Cthulhu	2d20	Achtung! Cthulhu	Guide to the Eastern Front	2013 Modiphius Entertainment	RPG 1576
Call of Cthulhu	2d20	Achtung! Cthulhu	Guide to North Africa	2013 Modiphius Entertainment	RPG 1577
Call of Cthulhu	2d20	Achtung! Cthulhu	Interface 19.40: Achtung! Cthulhu crossover series.	2013 Modiphius Entertainment	RPG 1578
Call of Cthulhu		Achtung! Cthulhu	Investigator's guide to the secret war	2013 Modiphius Entertainment	RPG 367
Call of Cthulhu		Achtung! Cthulhu	Keeper's guide to the secret war	2013 Modiphius Entertainment	RPG 368
Call of Cthulhu	2d20	Achtung! Cthulhu	Secrets of the dust: Achtung! Cthulhu crossover series	2015 Modiphius Entertainment	RPG 1579

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Call of Cthulhu	2d20	Achtung! Cthulhu	Shadows of Atlantis: Achtung! Cthulhu campaigns	2013 Modiphius Entertainment	RPG 1580
Call of Cthulhu	2d20	Achtung! Cthulhu	Terrors of the secret war	2013 Modiphius Entertainment	RPG 1581
Call of Cthulhu		Age of Cthulhu. Vol. II	Madness in London Town: a 1920's Call of Cthulhu adventure	2009 Goodman Games	RPG 1646
Call of Cthulhu		Age of Cthulhu. Vol. VI	A dream of Japan: a 1920's Call of Cthulhu adventure	2012 Goodman Games	RPG 1647
Call of Cthulhu		Age of Cthulhu. Vol. VIII	The timeless sands of India: a 1920's Call of Cthulhu adventure	2012 Goodman Games	RPG 1648
Call of Cthulhu			Alone against the dark: defying the triumph of the ice	1985 Chaosium	RPG 369
Call of Cthulhu			Alone against the wendigo: a solo adventure in Canada's wilds	1985 Chaosium	RPG 370
Call of Cthulhu			Arkham now: revisiting the legend - haunted city	2010 Chaosium	RPG 371
Call of Cthulhu			Arkham unveiled	1990 Chaosium <i>Era: Call of Cthulhu 1920's</i>	RPG 372

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Call of Cthulhu			At your door	1990 Chaosium <i>For Call of Cthulhu NOW. A modern day campaign</i>	RPG 373
Call of Cthulhu			Atomic-age Cthulhu: mythos horror in the 1950s	2012 Chaosium	RPG 374
Call of Cthulhu			The Bermuda Triangle: secrets of the Devil's triangle	1998 Chaosium	RPG 375
Call of Cthulhu			Blood brothers	1990 Chaosium <i>-For Call of Cthulhu non Mythos</i>	RPG 376
Call of Cthulhu			Blood brothers 2	1992 Chaosium <i>-For Call of Cthulhu non Mythos</i>	RPG 377
Call of Cthulhu			Canis mysterium: a scenario with bite	2013 Chaosium	RPG 1650
Call of Cthulhu			Coming full circle	1995 Pagan Publishing	RPG 378
Call of Cthulhu			The compact Arkham unveiled	1995 Chaosium <i>Era: Call of Cthulhu 1920's</i>	RPG 379
Call of Cthulhu			The compact trail of Tsathoggua	1997 Chaosium <i>For: Call of Cthulhu 1920's</i>	RPG 380

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Call of Cthulhu	4 th edition, expanded and revised		The complete dreamlands	1997 Chaosium -MAP ON EXHIBIT	RPG 381
Call of Cthulhu			Cults across America	Boxed set -SHELVED WITH BOARD GAMES	RPG BS 50
Call of Cthulhu		Cthulhu Britannica	Cthulhu Britannica: core book	2009 Cubicle 7 Entertainment	RPG 382
Call of Cthulhu		Cthulhu Britannica	London: The curse of Ninevah	2015 Cubicle 7 Entertainment	RPG 1644
Call of Cthulhu		Cthulhu Britannica	London: The journal of Neve Selcibuc	2015 Cubicle 7 Entertainment	RPG 1651
Call of Cthulhu		Cthulhu Britannica	London: The journal of Reginald Campbell Thompson	2015 Cubicle 7 Entertainment	RPG 1652
Call of Cthulhu	2 nd edition		Cthulhu by gaslight: horror roleplaying in 1890s England	1988 Chaosium	RPG 383
Call of Cthulhu			Cthulhu casebook	1990 Chaosium <i>For Call of Cthulhu 1920's.</i>	RPG 384
Call of Cthulhu			Cthulhu Dark Ages	2004 Chaosium	RPG 385
Call of Cthulhu			Cthulhu Invictus: a sourcebook for ancient Rome	2009 Chaosium	RPG 386

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Call of Cthulhu			[Core rulebook]: modern background and adventures for call of Cthulhu roleplaying	1987 Chaosium <i>For Cthulhu NOW</i>	RPG 390
Call of Cthulhu	2 nd edition		[Core rulebook]: modern background and adventures for call of Cthulhu roleplaying	1992 Chaosium <i>For Cthulhu NOW</i>	RPG 391
Call of Cthulhu			Cthulhu through the ages	2014 Chaosium	RPG 1653
Call of Cthulhu			Curse of Cthulhu: a campaign of desperate struggle against the Brotherhood	1990 Chaosium <i>For Call of Cthulhu 1920's</i>	RPG 396
Call of Cthulhu			Dark designs: occult terrors in 1890's England	1991 Chaosium <i>For Call of Cthulhu 1890's</i>	RPG 397
Call of Cthulhu			Day of the beast	1998 Chaosium <i>For Call of Cthulhu 1920's</i>	RPG 398
Call of Cthulhu			Dead light: surviving one night outside of Arkham	2013 Chaosium	RPG 399
Call of Cthulhu			Dead reckonings	1998 Chaosium <i>For Call of Cthulhu 1920's</i>	RPG 400
Call of Cthulhu		Delta Green	[Core book] A Call of Cthulhu sourcebook of modern horror and conspiracy	1997 Pagan Publishing	RPG 401

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Call of Cthulhu		Delta Green (d20)	[Core book] A Call of Cthulhu sourcebook of modern horror and conspiracy	1997 Pagan Publishing -for use with the d20 system	RPG 402
Call of Cthulhu		Delta Green	Countdown	1999 Pagan Publishing	RPG 403
Call of Cthulhu		Delta Green	The Star Chamber: a scenario for Delta Green	2016 Arc Dream Publishing	RPG 1741
Call of Cthulhu			The dreaming stone: against the crawling chaos	1997 Chaosium <i>For Dreamlands</i>	RPG 404
			Dreamlands SEE H. P. Lovecraft's Dreamlands		
Call of Cthulhu			Encyclopedia Cthulhiana	1994 Chaosium	RPG 405
Call of Cthulhu			Escape from Innsmouth	1992 Chaosium <i>For Call of Cthulhu 1920's</i>	RPG 406
Call of Cthulhu			Fatal experiments	1990 Chaosium <i>For Call of Cthulhu 1920's</i>	RPG 407
Call of Cthulhu			Fearful passages: nine tickets to terror	1992 Chaosium <i>For Call of Cthulhu 1920's</i>	RPG 408
Call of Cthulhu			Final flight	2008 Pagan Publishing	RPG 1654
Call of Cthulhu			Fragments of fear: the second Cthulhu companion	1985 Chaosium	RPG 409
Call of Cthulhu			The fungi from Yuggoth	1984 Chaosium	RPG 410

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Call of Cthulhu			The Golden Dawn: a sourcebook of Victorian occult intrigue for Call of Cthulhu	1996 Pagan Publishing	RPG 411
Call of Cthulhu			The Great Old Ones	1989 Chaosium <i>For Call of Cthulhu 1920's</i>	RPG 412
Call of Cthulhu			Green and pleasant land: the British 1920s-1930s Cthulhu sourcepack	1987 Games Workshop	RPG 413
Call of Cthulhu			H. P. Lovecraft's Dreamlands: roleplaying beyond the wall of sleep	1988 Chaosium <i>For Call of Cthulhu 1920's</i>	RPG 414
Call of Cthulhu			Harlem unbound		RPG 1813
Call of Cthulhu			Horror on the Orient Express	1991 Chaosium <i>For Call of Cthulhu 1920's</i> - approximately 20 loose sheets - 6 pamphlets	RPG BS 18
Call of Cthulhu			Horror's heart: a short Call of Cthulhu campaign in Montréal	1996 Chaosium <i>For Call of Cthulhu 1920's</i>	RPG 415
Call of Cthulhu			In the shadows	1995 Chaosium <i>For Call of Cthulhu 1920's</i>	RPG 416

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Call of Cthulhu			Island of ignorance: the third Cthulhu companion	2013 Golden Goblin Press	RPG 419
Call of Cthulhu			Keeper's compendium: blasphemous knowledge & forbidden secrets	1993 Chaosium <i>For Call of Cthulhu 1920's</i>	RPG 420
Call of Cthulhu			King of Chicago. And; the secret of Marseilles	1994 Chaosium <i>For Call of Cthulhu 1920's</i>	RPG 421
Call of Cthulhu			Kingsport, the city in the mists	1991 Chaosium <i>For Call of Cthulhu 1920's</i> -Lovecraft country #3	RPG 422
Call of Cthulhu			The London guidebook 920s roleplaying in the capital of the world	1996 Chaosium <i>For Call of Cthulhu 1920's</i>	RPG 423
Call of Cthulhu			Mansions of madness	1990 Chaosium <i>For Call of Cthulhu 1920's</i>	RPG 424
Call of Cthulhu			Masks of Nyarlathotep: perilous adventures to thwart the dark god	1989 Chaosium <i>For Call of Cthulhu 1920's</i>	RPG 425
Call of Cthulhu			Minions: fifteen brief encounters	1997 Chaosium <i>For Call of Cthulhu 1920's</i>	RPG 426

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Call of Cthulhu			Miskatonic University: a handbook to the Pride of Arkham	2005 Chaosium <i>For Call of Cthulhu 1920's</i>	RPG 427
Call of Cthulhu			Malleus monstrorum: creatures, gods & forbidden knowledge	2006 Chaosium	RPG 1655
Call of Cthulhu			Mortal coils	1998 Pagan Publications	RPG 428
Call of Cthulhu			1920s investigators' companion :a core game book for players	1997 Chaosium <i>For Call of Cthulhu 1920's</i>	RPG 429
Call of Cthulhu			1920s investigators' companion. Volume 1	1993 Chaosium <i>For Call of Cthulhu 1920's</i>	RPG 417
Call of Cthulhu			1920s investigators' companion. Volume 2	1993 Chaosium <i>For Call of Cthulhu 1920's</i>	RPG 418
Call of Cthulhu			The 1990's handbook	1995 Chaosium <i>For Call of Cthulhu 1990's</i>	RPG 430
Call of Cthulhu		Nocturnum. Book 2	Hollow winds	1998 Fantasy Flight Games	RPG 431
Call of Cthulhu		Nocturnum. Book 3	Deep Secrets	1998 Fantasy Flight Games	RPG 1656

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Call of Cthulhu			Petersen's field guide to creatures of the dreamlands: an album of entities from the land beyond the wall of sleep	1989 Chaosium	RPG 438
Call of Cthulhu			Petersen's field guide to Cthulhu monsters: a field observer's handbook of preternatural entities	1989 Chaosium	RPG 439
Call of Cthulhu	7 th edition		Pulp Cthulhu: two-fisted action and adventure against the mythos	2016 Chaosium	RPG 1657
Call of Cthulhu			Ramsay Campbell's Goatswood and less pleasant places: a Severn Valley sourcebook and open campaign for "Call of Cthulhu	2001 Chaosium	RPG 432
Call of Cthulhu			The realm of shadows	1997 Pagan Publications	RPG 433
Call of Cthulhu	7 th edition		Reign of terror: shadows of the mythos amidst the horrors of the French revolution	2018 Chaosium	RPG 1658
Call of Cthulhu			The resurrected volume 2. Of keys & gates	1994 Tynes Cowan Corporation	RPG 434

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Call of Cthulhu			A resection of time: the strange case of Kyle Woodson: a scenario	1997 Chaosium <i>For Call of Cthulhu 1990's</i>	RPG 435
Call of Cthulhu			Return to Dunwich	1991 Chaosium <i>For Call of Cthulhu 1920's</i>	RPG 436
Call of Cthulhu			Ripples from Carcosa	2014 Chaosium	RPG 437
Call of Cthulhu			Sacraments of evil	1993 Chaosium <i>For Call of Cthulhu 1890's</i>	RPG 440
Call of Cthulhu			Secrets of Japan: a keeper's guide to Cthulhu roleplaying in present-day Japan	2005 Chaosium <i>For Call of Cthulhu NOW</i>	RPG 441
Call of Cthulhu			Secrets of Kenya: the Mythos roams wild	2007 Chaosium <i>For Call of Cthulhu 1920's</i>	RPG 442
Call of Cthulhu			Secrets of Los Angeles: a 1920s sourcebook to the City of Angels	2007 Chaosium <i>For Call of Cthulhu 1920's</i>	RPG 443
Call of Cthulhu			Secrets of New York: a mythos guide to the city that never sleeps	2005 Chaosium <i>For Call of Cthulhu 1920's</i>	RPG 444
Call of Cthulhu			Secrets of San Francisco: a 1920s sourcebook for the city by the bay	2006 Chaosium <i>For Call of Cthulhu 1920's</i>	RPG 445

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Call of Cthulhu			Secrets of Tibet	2013 Chaosium	RPG 446
Call of Cthulhu			The sense of the Sleight-of-Hand Man: a Call of Cthulhu campaign of winder and terror in H. P. Lovecraft's Dreamlands	2013 Arc Dream	RPG 1659
Call of Cthulhu			Shadows of Yog-Sothoth: global campaign to save mankind	2004 Chaosium <i>For Call of Cthulhu 1920's</i>	RPG 447
Call of Cthulhu			Spawn of Azathoth: herald of the end of time	Boxed set -Bk 1, From beyond the grave, - Bk. 2, The spawn approaches, - Bk. 3, -The Azathoth papers : player handouts.	RPG BS 19
Call of Cthulhu			The stars are right! Seven modern horrors	1992 Chaosium <i>For Call of Cthulhu 1990's</i>	RPG 448
			The statue of the sorcerer (with The vanishing conjuror)	1986 Chaosium	RPG 461
Call of Cthulhu			Strange aeons: three unusual times and places	1995 Chaosium	RPG 449
Call of Cthulhu			Taint of madness: insanity and dread within asylum walls	1995 Chaosium <i>For Call of Cthulhu all eras</i>	RPG 450

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Call of Cthulhu			Tales of the crescent city: adventures in Jazz Age New Orleans	2014 Golden Goblin Press	RPG 451
Call of Cthulhu			Tales of the Miskatonic Valley	1991 Chaosium <i>For Call of Cthulhu 1920's</i>	RPG 452
Call of Cthulhu			Tatters of the King: Hastur's gaze gains brief focus upon the Earth	2006 Chaosium <i>For Call of Cthulhu 1920's</i>	RPG 453
Call of Cthulhu			Terror Australis: Cthulhu down under: background and adventures	1987 Chaosium	RPG 454
Call of Cthulhu			The terror from the skies	2012 Chaosium	RPG 455
Call of Cthulhu			Terror from the stars	1986 Chaosium	RPG 456
Call of Cthulhu			Terrors from beyond: nightmares unraveled in six scenarios	2009 Chaosium <i>For Call of Cthulhu 1920's & 1930's</i>	RPG 457
Call of Cthulhu			The thing at the threshold: an adventure into darkness	1992 Chaosium <i>For Call of Cthulhu 1920's</i>	RPG 458
Call of Cthulhu			Unseen masters: modern struggles against hidden powers	2001 Chaosium <i>For Call of Cthulhu NOW</i>	RPG 459
Call of Cthulhu			The unspeakable oath, Number 1 to 4		Filed with arti- cles

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Call of Cthulhu			The unspeakable oath, Number 14/15	1997 Pagan Publishing	RPG 1660
Call of Cthulhu			The unspeakable oath, Number 14/15	1997 Pagan Publishing	RPG 1661
Call of Cthulhu			Utatti Asfet: the eye of wicked sight	1996 Chaosium <i>For Call of Cthulhu 1990's</i>	RPG 460
Call of Cthulhu			The vanishing conjuror (with The statue of the sorcerer)	1986 Chaosium	RPG 461
Call of Cthulhu			Walker in the wastes	1994 Pagan Publications	RPG 462
Call of Cthulhu		World War Cthulhu	London	2016 Cubicle 7	RPG 1645
Call of Cthulhu			Ye booke of montres II: more nightmares for Call of Cthulhu	1995 Chaosium	RPG 463
Call of Cthulhu			Worlds of Cthulhu	Periodical	Filed under "H. P. Lovecraft's World of Cthulhu"
CASTLE FALKENSTEIN					
Castle Falkenstein			Corebook	1994 R. Talsorian Games -Item at TRL for Fairies exhibit. 2022	RPG 464

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Castle Falkenstein			The book of sigils	1995 R. Talsorian Games	RPG 465
Castle Falkenstein			Comme il faut: all things right and proper	1995 R. Talsorian Games	RPG 466
Castle Falkenstein			The lost notebooks of Leonardo da Vinci	1995 R. Talsorian Games	RPG 467
Castle Falkenstein			Six-guns and sorcery	1994 R. Talsorian Games	RPG 468
Castle Falkenstein			Steam age: amazing wonders through the power of steam	1994 R. Talsorian Games	RPG 469
CENTRAL CASTING					
Central casting			Heroes for tomorrow: character creation system for science fiction roleplay games	1989 Task Force Games	RPG 1810
Central casting			Heroes NOW! :character creation system for 20th century roleplay games	1998 Task Force Games	RPG 1811
Central casting			Heroes of legend: character creation system, a roleplaying aid for fantasy releplaying systems	1988 Task Force Games	RPG 1812

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

CHAMPIONS: THE SUPER RPG					
Champions			Champions: the super role playing game [Core rulebook]	1989 Iron Crown	RPG 470
Champions			Alien enemies	1990 Iron Crown	RPG 471
Champions			Bay City: super heroic adventures in the City by The Bay	1997 R. Talsorian <i>New millennium</i>	RPG 472
Champions			Champions in 3-D	1990 Iron Crown	RPG 473
Champions			Champions of the north	1992 Iron Crown	RPG 474
Champions			Champions presents #1	1989 Iron Crown	RPG 475
Champions			Classic enemies	1989 Iron Crown	RPG 476
Champions			Classic organizations	1991 Iron Crown	RPG 477
Champions			Dark champions: heroes of dark vengeance	1991 Iron Crown	RPG 478
Champions			European enemies	1991 Iron Crown	RPG 479
Champions			An eye for an eye	1994 Iron Crown <i>Dark champions: heroes of vengeance</i>	RPG 480
Champions			High tech enemies	1993 Iron Crown	RPG 481
Champions			Justice, not law	1993 Iron Crown <i>Dark champions: heroes of vengeance</i>	RPG 482

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Champions			Kingdom of champions	1990 Iron Crown	RPG 483
Champions			Mind games: the secret files of PSI	1989 Iron Crown	RPG 484
Champions			Murderers' Row	1994 Iron Crown <i>Dark champions: heroes of vengeance</i>	RPG 485
Champions			Mystic masters	1989 Iron Crown	RPG 486
Champions			New millennium	1997 R. Talsorian <i>New millennium</i>	RPG 487
Champions			Alliances	1997 R. Talsorian <i>New millennium</i>	RPG 488
Champions			Ninja hero	1990 Iron Crown	RPG 489
Champions			Normals unbound	1992 Iron Crown	RPG 490
Champions			Super agents	1986 Iron Crown <i>Danger International</i>	RPG 491
Champions			Underworld enemies	1993 Iron Crown <i>Dark champions: heroes of vengeance</i>	RPG 492
Champions			Viper	1993 Iron Crown	RPG 493
Champions			The zodiac conspiracy	1989 Iron Crown	RPG 494
CHANGELING: THE DREAMING					

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Changeling: the dreaming	1 st edition		Core book	1995 White Wolf Game Studio	RPG 495
Changeling: the dreaming	2 nd edition		Core book	1998 White Wolf Game Studio	RPG 496
Changeling: the dreaming			[Introductory kit]	No date White Wolf Game Studio - an introduction with map, -players' kit, -player cards, -Storyteller screen, -player attribute sheets.	RPG 497
Changeling: the dreaming			Book of storyteller secrets	1995 White Wolf Game Studio	RPG 498
Changeling: the dreaming			Denizens of the dreaming	1999 White Wolf Game Studio	RPG 499
Changeling: the dreaming			The enchanted	1997 White Wolf Game Studio	RPG 500
Changeling: the dreaming		Immortal eyes	Shadows on the hill	No date White Wolf Game Studio	RPG 501
Changeling: the dreaming			Nobles:the shining host	1995 White Wolf Game Studio	RPG 502
Changeling: the dreaming			Players guide	1996 White Wolf Game Studio	RPG 503
Changeling: the dreaming			The shadow court	1997 White Wolf Game Studio	RPG 504
CHANGELING: THE LOST					

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Changeling: the lost			Autumn nightmares	2007 White Wolf Game Studio	RPG 505
CHARIOT					
Chariot: fantasy role-playing in an age of miracles			Core rule book	2016 Room 207 Press	RPG 1728
CHI-CHIAN					
Chi-chian			Core book	2003 Aetherco/ Dreamcatcher	RPG 506
CHILDREN OF THE SUN					
Children of the sun: a dieselpunk fantasy role-playing game			Core rule book	2002 Misguided Games	RPG 1697
CHILL					
Chill	3 rd edition		Core rule book	2015 Growling Door Games	RPG 1704
Chill			Monsters: a sourcebook for Chill	2017 Growling Door Games	RPG 1708
Chill			Save: The Eternal Society; a sourcebook for Chill	2017 Growling Door Games	RPG 1709
CHIMAERA					
Chimaera RPG universe			Core rule book	2003 Chimaera Studios	RPG 507
CHIVALRY AND SORCERY					

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Chivalry and sorcery				Boxed set 5 books: -Sourcebook, Sourcebooks 2 & 3 untitled supplements, -1 character record sheet, -2 hex sheets	RPG BS 20
CITYBOOK					
CityBook. Vol. I			Butcher, baker, candlestick maker	1983 Blade/Flying Buffalo	RPG 508
CityBook. Vol. II			Port o'call	1984 Blade/Flying Buffalo	RPG 509
CityBook. Vol. III			Deadly nightside	1987 Blade/Flying Buffalo	RPG 510
CLOCKWORK & CHIVALRY					
Clockwork & chivalry			Clockwork & Cthulhu: Lovecraftian adventures in the world of Clockwork & chivalry	2012 Cubicle 7	RPG 1664
Clockwork & chivalry			Dark streets	2015 Cubicle 7	RPG 1665
CONAN: ADVENTURES IN AN AGE UNDREAMED OF				To be used with the 2d20 system	

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Conan: adventures in an age undreamed of			Core rulebook	2018 Modiphius Entertainment	RPG 1582
Conan: adventures in an age undreamed of			Player's guide	2018 Modiphius Entertainment	RPG 1583
Conan: adventures in an age undreamed of			Ancient ruins & cursed cities	2018 Modiphius Entertainment	RPG 1584
Conan: adventures in an age undreamed of			Conan the Barbarian	2018 Modiphius Entertainment	RPG 1585
Conan: adventures in an age undreamed of			Conan the mercenary	2018 Modiphius Entertainment	RPG 1586
Conan: adventures in an age undreamed of			Conan the pirate	2018 Modiphius Entertainment	RPG 1587
Conan: adventures in an age undreamed of			Conan the thief	2018 Modiphius Entertainment	RPG 1588
Conan: adventures in an age undreamed of			Jeweled thrones of the Earth	2017 Modiphius Entertainment	RPG 1589
Conan: adventures in an age undreamed of			Nameless cults	2018 Modiphius Entertainment	RPG 1590
CONAN, THE RPG					
Conan			Core book	2003 Mongoose	RPG 511

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Conan			Bestiary of the Hyborian Age	2007 Mongoose	RPG 512
Conan			The free companies	2004 Mongoose	RPG 513
Conan			Hyboria's fiercest barbarians, borderers & nomads	2005 Mongoose	RPG 514
Conan			Player's Guide to the Hyborian Age	2007 Mongoose	RPG 515
Conan			The road of kings	2004 Mongoose	RPG 516
Conan			The scrolls of Skelos	2004 Mongoose	RPG 517
CONSPIRACY X					
Conspiracy X	1 st edition		Core book	1997 Eden Studios	RPG 1684
Conspiracy X	2 nd edition		Core book	2006 Eden Studios	RPG 518
Conspiracy X	1 st edition		Aegis handbook: a player's handbook for Conspiracy X	1997 Eden Studios	RPG 1685
Conspiracy X	1 st edition		Atlantis rising: the Atlantean sourcebook	1997 Eden Studios	RPG 1686
Conspiracy X	1 st edition		Bodyguard of lies. 1, PSI wars Conspiracy X sourcebook/adventure	1997 Eden Studios	RPG 1687
Conspiracy X	1 st edition		Cryptozoology: dossier of the unexplained	1997 Eden Studios	RPG 1688
Conspiracy X	1 st edition		Exodus: the saurian sourcebook	1998 Eden Studios	RPG 1689

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Conspiracy X	1 st edition		Forsaken rites: the supernatural sourcebook	1997 Eden Studios	RPG 1690
Conspiracy X	1 st edition		Game master's screen	1998 Eden Studios	RPG 1691
Conspiracy X	1 st edition		The hand unseen: the black book sourcebook	2002 Eden Studios	RPG 1692
Conspiracy X	1 st edition		Nemesis: the grey sourcebook	1996 New Millennium Entertainment	RPG 1693
Conspiracy X	1 st edition		Shadows of the mind: the psi/int sourcebook	1998 Eden Studios	RPG 1694
Conspiracy X	1 st edition		Sub rosa: the conspiracy creation sourcebook	1999 Eden Studios	RPG 1695
CRITICAL! GO WESTERLY					
Critical! Go westerly			Core book	No publication information given	RPG 1734
CRUCIBLE: CONQUEST OF THE FINAL REALM					
Crucible			Conquest of the final realm	2009 FASA	RPG 519
Crucible			Orcs faction book	2001 FASA	RPG 520
Crucible			Principate faction book	2000 FASA	RPG 521
CTHULHU LIVE				Live action rpg	

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Cthulhu live			Lost souls: live-action role-playing in the world of Mythos cults and conspiracies	No publication date Fantasy Flight Games	RPG 387
Cthulhu live			Player's companion: advanced roleplaying and stagecraft for live-action horror games	No publication date Fantasy Flight Games	RPG 388
Cthulhu live			Shades of gray: live-action horror role-laying in the worlds of pulp fiction and film noir		RPG 389
CTHULHU TECH					
Cthulhu tech			Core book	2007 Catalyst Game Labs/Wildfire	RPG 392
Cthulhu tech			Damnation view	2009 Catalyst Game Labs/Wildfire	RPG 393
Cthulhu tech			Dark passions	2007 Catalyst Game Labs/Wildfire	RPG 394
Cthulhu tech			Unveiled threats	2010 Wildfire	RPG 1649
Cthulhu tech			Vade mecum: the Cthulhu companion	2008 Catalyst Game Labs/Wildfire	RPG 395
CYBER- GENERATION					

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Cybergeneration			Bastille Day: an adventure for Cybergeneration	1993 Talsorian Games	RPG 1722
Cybergeneration			Eco Front: a documents of the revolution sourcebook for Cybergeneration	1994 Talsorian Games	RPG 1723
Cybergeneration			MediaFront: a documents of the revolution sourcebook for Cybergeneration	1994 Talsorian Games	RPG 1724
Cybergeneration			VirtualFront: a documents of the revolution sourcebook for Cybergeneration	1994 Talsorian Games	RPG 1725
Cybergeneration	2 nd edition	Revolution 2	Evolve or die	1993 Talsorian Games	RPG 522
CYBERPUNK					
Cyberpunk	1 st edition			Boxed set 1988 -3 volumes -2 dice -1 player reference sheet.	RPG BS 21
Cyberpunk	2 nd edition			Boxed set 1991 -2 volumes	RPG BS22
Cyberpunk	2 nd edition		Cyberpunk 2.0.2.0. Core book	1993 R. Talsorian	RPG 1538
Cyberpunk	3 rd edition		Core book	2005 R. Talsorian	RPG 543
Cyberpunk			All fall down	1992 Atlas Games	RPG 523

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Cyberpunk			Chasing the dragon	1992 R. Talsorian Games	RPG 524
Cyberpunk			ChromeBook, the digital styleguide and techbook for Cyberpunk 2.0.2.0.	1991 R. Talsorian Games	RPG 525
Cyberpunk			ChromeBook 2: the Cyberpunk styleguide	1992 R. Talsorian Games	RPG 526
Cyberpunk			Corporation report 2020. [Vol. 1]	1991 R. Talsorian Games	RPG 527
Cyberpunk			Corporation report 2020. Vol. 2	1991 R. Talsorian Games	RPG 528
Cyberpunk			Corporation report 2020. Vol. 3	1992 R. Talsorian Games	RPG 529
Cyberpunk			Dark metropolis: an alternate reality sourcebook for Cyberpunk	1994 Ianus Games (licensed by Talsorian)	RPG 530
Cyberpunk			Eurosource: the Eurotheatre sourcebook for Cyberpunk	1991 R. Talsorian Games	RPG 531
Cyberpunk			Home of the brave: the sourcebook for America in the dark future	1993 R. Talsorian Games	RPG 532
Cyberpunk			Live & direct: multimedia in the Cyberpunk age	1996 R. Talsorian Games	RPG 533
Cyberpunk			Maximum metal: high-powered ordnance for Cyberpunk 2020	1993 R. Talsorian Games	RPG 534

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Cyberpunk			Night City: city sourcebook for Cyberpunk	1991 R. Talsorian Games	RPG 535
Cyberpunk			Night's edge: an alternate reality sourcebook for Cyberpunk	1992 R. Talsorian Games	RPG 536
Cyberpunk			Pacific Rim sourcebook	1994 R. Talsorian Games	RPG 537
Cyberpunk			Protect and serve: a law enforcement sourcebook for Cyberpunk	1992 R. Talsorian Games	RPG 538
Cyberpunk			Rockerboy	1989 R. Talsorian Games	RPG 539
Cyberpunk			Solo of fortune	1989 R. Talsorian Games	RPG 540
Cyberpunk			When gravity fails: adventuring in the world of George Alec Effinger's novels	1992 R. Talsorian Games	RPG 541
Cyberpunk			Wildside: the cyberpunk sourcebook for the street	1993 R. Talsorian Games	RPG 542
CYBERSPACE					
Cyberspace			Core book	1989 Iron Crown Enterprises	RPG 544
Cyberspace			CyberRogues	1990 Iron Crown Enterprises	RPG 545
Cyberspace			Death Valley Free Prison	1989 Iron Crown Enterprises	RPG 546

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Cyberspace			Sprawlgangs and megacorps	1990 Iron Crown Enterprises	RPG 547
DANGEROUS JOURNEYS					
Dangerous journeys			Mythus	1992 GDW	RPG 548
Dangerous journeys			Mythus magick	1992 GDW	RPG 549
DARK CONSPIRACY					
Dark conspiracy			Core book	1991 GDW Games	RPG 550
Dark conspiracy			Dark races. Vol. I	1992 GDW Games	RPG 551
Dark conspiracy			DarkTek	1991 GDW Games	RPG 552
Dark conspiracy			Heart of darkness	1991 GDW Games	RPG 553
Dark conspiracy			Hellsgate	1992 GDW Games	RPG 554
Dark conspiracy			Ice daemon	1992 GDW Games	RPG 555
Dark conspiracy			New Orleans	1991 GDW Games	RPG 556
Dark conspiracy			Nightsider	1992 GDW Games	RPG 557
THE DARK EYE					
The dark eye			Core rule book	2017 Ulisses Spiele	RPG 1718
DARK HERESY				SEE WARHAMMER	
DARK SPACE				SEE ROLEMASTER	

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

DARKOVER					
Darkover: a game of psychic conflict			The Ages of Chaos	Boxed set -1 volume -playing board --4 color-coded - matrix screens - 60 clan tokens - 24 power discs - 36 peril chips -24 plot cards - 1 monitor -1 crown	RPG BS 23
DEADLANDS: THE WEIRD WEST					
Deadlands			Core book	1996 Pinnacle Entertainment	RPG 558
Deadlands: reloaded	2 nd edition		Core book	2005 Pinnacle Entertainment	RPG 566
Deadlands			City o' gloom	Boxed set -1 book, -2 booklets, -4 cards, -1 map	RPG BS 24
Deadlands			Book o' the dead	1998 Pinnacle Entertainment	RPG 559
Deadlands			Fire & brimstone	1998 Pinnacle Entertainment	RPG 560
Deadlands			Ghost dancers	1998 Pinnacle Entertainment	RPG 561
Deadlands			Hell on earth	1998 Pinnacle Entertainment	RPG 562

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Deadlands			Hucksters & hexes	1998 Pinnacle Entertainment	RPG 563
Deadlands			The quick & the dead	1997 Pinnacle Entertainment	RPG 564
Deadlands			Rascals, varmints & critters	1998 Pinnacle Entertainment	RPG 565
Deadlands			Smith & Robards	1997 Pinnacle Entertainment	RPG 567
DELTA GREEN				SEE CALL OF CTHULHU	
DEMON: THE FALLEN				Set in "The world of darkness"	
Demon: the fallen			Core rulebook	2002 White Wolf	RPG 568
Demon: the fallen			Damned & deceived: a character book for Demon : the fallen	2003 White Wolf	RPG 1669
Demon: the fallen			Demon storyteller's companion	2002 White Wolf	RPG 1670
Demon: the fallen			Earthbound: an antagonist sourcebook for Demon: the Fallen	2003 White Wolf	RPG 1671
Demon: the fallen			Fear to tread: a chronicle sourcebook for Demon: the Fallen	2003 White Wolf	RPG 1672

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Demon: the fallen			Houses of the Fallen: a player resource for Demon: the Fallen	2003 White Wolf	RPG 1673
DEMONWARS				R. A. Salvatore's Demonwars -for use with d20 system	
DemonWars			Campaign setting	2003 Fast Forward Entertainment	RPG 1505
DemonWars			Enchanted locations	2003 Fast Forward Entertainment	RPT 1506
DemonWars			Gazetteer	2003 Fast Forward Entertainment	RPG 1507
DESOLATION					
Desolation: post-apocalyptic fantasy roleplaying			Core rule book	Greymalkin Designs (GMD)	RPG 1683
DOCTOR WHO					
Doctor Who			Adventures in Time and Space	Boxed set - 2 volumes - 6 dice -19 character sheets -3 gadget "punch out" pages -2 instructional booklets -1 sheet of "story point" punch out player pieces	RPG BS 25

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

THE DOMINION TANK POLICE					
The Dominion Tank Police			Role-playing game and resource book	1999 Guardians of Order	RPG 569
DON'T REST YOUR HEAD					
Don't rest your head: a game of insomnia in the mad city			Core book	2006 Evil Hat Productions	RPG 570
DRAGONS OF WENG TSEN				Suitable for use with AD&D (1st ed)	
Dragons of Weng Tsen			Dragons of Weng Tsen: adventure for 3-6 characters of skill levels 6-9	1983 Mayfair games	RPG 1747
DREAM PARK					
Dream Park			Core book	1992 R. Talsorian	RPG 571
THE DRESDEN FILES					
The Dresden files roleplaying game			Core rulebook, Vol. one: Your story	2010 Evil Hat Productions	RPG 572
The Dresden files			Core rulebook, Vol. two: Our world	2010 Evil Hat Productions	RPG 1677
The Dresden files			Core rulebook, Vol. three: the Paranet papers	2015 Evil Hat Productions	RPG 1678
d20 MODERN					

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
d20 Modern			Core rulebook	2002 Wizards of the Coast	RPG 573
d20 Modern			Menace manual	2003 Wizards of the Coast	RPG 574
d20 Modern			Urban arcana campaign setting	2003 Wizards of the Coast	RPG 575
d20 Modern			Weapons locker	2004 Wizards of the Coast	RPG 576
DUNGEON CRAWL CLASSICS				See also XCrawl	
Dungeon crawl classics role playing game: glory & gold won by sorcery & sword			Core rule book	2012 Goodman Games	RPG 1698
Dungeon crawl classics		Mutant Crawl Classics	Core rule book	2017 Goodman Games	RPG 1699
DUNGEON WORLD					
Dungeon world			Core rule book	2012 Sage Kobold Productions	RPG 1733
Dungeon world			Denizens	201?	RPG 1816

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Dungeon world			Planarch codex	201? -This is a planar supplement for Dungeon world, World of dungeons and other games of dungeon adventure	RPG 1817
Dungeon world					
DUST, FOG & GLOWING EMBERS					
Dust, fog & glowing embers: a roleplaying game of alchemical adventures			Core rule book	2017 Scablands Press	RPG 1731
EARTHDAWN					
Earthdawn			Core book	1993 FASA	RPG 577
Earthdawn			The adept's way: the diciplines sourcebook for Earthdawn	1994 FASA	RPG 578
Earthdawn			Denizens of Earthdawn. Vol. one	1994 FASA	RPG 579
Earthdawn			Denizens of Earthdawn. Vol. two	1994 FASA	RPG 580
Earthdawn			Earthdawn companion	1994 FASA	RPG 581
Earthdawn			Parlainth adventures	1994 FASA	RPG 582

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Earthdawn			Parlainth, the forgotten city	Boxed set 1994 FASA -1 Parlainth sourcebook, -1 Parlainth map wall, -2 game card sheets, -24 loose pages of miscellaneous maps and information	RPG BS 26
Earthdawn			The Serpent River	1996 FASA	RPG 583
Earthdawn			Throal, the dwarf kingdom	1996 FASA	RPG 584
Edgar Rice Burroughs' John Carter of Mars: adventures on the dying world of Barsoom				See; John Carter of Mars: adventures on the dying world of Barsoom	
ECLIPSE PHASE					
Eclipse phase: the RPG of transhuman conspiracy and horror			Core book	2009 Catalyst Game Labs	RPG 585
THE EDGE OF THE SWORD					
The edge of the sword. Vol. 1			Compendium of modern firearms	1991 R. Talsorian	RPG 586
ELFQUEST					

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Elfquest: the official roleplaying game				Boxed set 1989 Chaosium -3 volumes - 1 map -misc. instruction sheets -4 dice.	RPG BS 27
ELRIC				SEE STORMBRINGER	
Emberwind					
Emberwind			The skies of Axia: a campaign for Emberwind	No date given Nomnivore Games	RPG 1726
EMPIRE OF THE PETAL THRONE					
Empire of the Petal Throne		Mitlanyal. vol. 1	The gods of stability: Tlomitlanyal	2004 Zottola	RPG 587
Empire of the Petal Throne		Mitlanyal. vol. 2	The gods of change: Tlokiriqaluyal	2004 Zottola	RPG 588
Empire of the Petal Throne			The world of Tékumel	1987 Different Worlds	RPG 589
Empire of the Petal Throne		Swords & glory. Vol. 1	The world of the Petal Throne. Book 1	1987 Different Worlds	RPG 590
Empire of the Petal Throne		Swords & glory. Vol. 1	The world of the Petal Throne. Book 2	1988 Different Worlds	RPG 591
ETERNAL ROME				Must be played with the d20 system	

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Eternal Rome: roleplaying in the age of gods and emperors			Core book	2005 Green Ronin	RPG 592
ETHERSCOPE					
Etherscope core rulebook			Core book	2005 Goodman Games	RPG 593
EVERWAY: VISIONARY ROLEPLAYING					
Everway				Boxed Set 1995 Wizards of the Coast - 1 Playing Guide - 1 Guide to the Fortune Deck -1 Gamemastering Deck - 2 maps - 23 Hero Sheets - playing cards	RPG BS 28
EXALTED					
Exalted	1 st edition		[Core book]	2001 White Wolf	RPG 603
Exalted	2 nd edition		[Core book]	2006 White Wolf	RPG 604
Exalted	1 st edition		The Abyssals	2003 White Wolf	RPG 594
Exalted	1 st edition		The Autochthonians	2005 White Wolf	RPG 595
Exalted	1 st edition		Blood & salt	2004 White Wolf	RPG 596
Exalted	2 nd edition	The Books of Sorcery vol. IV	The Roll of glorious divinity 1	2003 White Wolf	RPG 597

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Exalted	1 st edition		The book of 3 circles	2001 White Wolf	RPG 598
Exalted	1 st edition	Caste book	Dawn	2001 White Wolf	RPG 599
Exalted	1 st edition	Caste book	Twilight	2002 White Wolf	RPG 600
Exalted	1 st edition	Caste book	Zenith	2002 White Wolf	RPG 601
Exalted	1 st edition		The Dragon-blooded	2002 White Wolf [Exalted powers]	RPG 602
Exalted	1 st edition		The Fair folk	2004 White Wolf	RPG 605
Exalted	1 st edition		The Lunars	2002 White Wolf [Exalted powers]	RPG 606
Exalted	2 nd edition	The manual of exalted power	Lunars	2007 White Wolf	RPG 607
Exalted	1 st edition		Manacle & coin	2003 White Wolf	RPG 608
Exalted	1 st edition		The Outcaste	2004 White Wolf	RPG 609
Exalted	1 st edition		Players Guide	2004 White Wolf	RPG 610
Exalted	1 st edition		Ruins of Rathess	2003 White Wolf	RPG 611
Exalted	1 st edition		Savage Seas	2002 White Wolf	RPG 612
Exalted	1 st edition		Savant & Sorcerer	2002 White Wolf	RPG 613
Exalted	1 st edition		Scavenger Sons	2001 White Wolf	RPG 614
Exalted	2 nd edition		Scroll of the Monk	2006 White Wolf	RPG 615
Exalted	1 st edition		The Sidereals	2004 White Wolf [Exalted powers]	RPG 616
Exalted	2 nd edition	The manual of exalted power	Sidereals	2007 White Wolf	RPG 617
Exalted	2 nd edition		Storytellers Companion	2006 White Wolf	RPG 618

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Exalted	1 st edition		Time of Tumult	2002 White Wolf	RPG 619
Exalted	2 nd edition	The compass of celestial directions, vol. II	The Wyld	2007 White Wolf	RPG 620
FADING SUNS					
Fading suns	1 st edition		Core book	1996 Holistic Designs	RPG 621
Fading suns	2 nd edition		Game master's guide, revised core rulebook	2014 Holistic Designs	RPG 625
Fading suns	1 st edition		Byzantium secundus	1996 Holistic Designs	RPG 622
Fading suns	1 st edition		Children of the gods: Obun & Ukar	1998 Holistic Designs	RPG 623
Fading suns	1 st edition		The dark between the stars	1997 Holistic Designs	RPG 624
Fading suns	1 st edition		Gamemaster's screen	1996 Holistic Designs	RPG 626
Fading suns	1 st edition		Lords of the known worlds	1997 Holistic Designs	RPG 627
Fading suns	1 st edition		Player's companion	1997 Holistic Designs	RPG 628
Fading suns	1 st edition		Priests of the celestial sun	1997 Holistic Designs	RPG 629
Fading suns	1 st edition		Weird places	1997 Holistic Designs	RPG 630
FANTASY HERO				SEE HERO GAMES	
FATE					
Fate			Core system	2013 Evil Hat Productions	RPG 631

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Fate		Fate worlds. Vol. 1	Worlds on fire	2013 Evil Hat Productions	RPG 632
FENG SHUI: SHADOWFIST ROLEPLAYING					
Feng Shui			Core book	1996 Daedelus Entertainment	RPG 633
Feng Shui			Blood of the valiant	1998 Ronin Publishing	RPG 634
FIASCO					
Fiasco			Core book	2009 Bully Pulpit Press	RPG 1533
Fiasco			The fiasco companion	2009 Bully Pulpit Press	RPG 1534
Fiasco		Fiasco '10	Playset anthology. Vol. 1	2015- Bully Pulpit Press	RPG 1535
Fiasco		Fiasco '11	Playset anthology. Vol.2	2015- Bully Pulpit Press	RPG 1536
Fiasco		Fiasco '12	Playset anthology. Vol.3	2015- Bully Pulpit Press	RPG 1537
FIREFLY RPG					
Firefly			Gaming in the 'verse	2013 Margaret Weis Productions <i>-Gen Con 2013 preview</i>	RPG 635
THE FREE CITY OF CADWALLON					

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
The free city of Cadwallon: tactical role playing game in the world of Confrontation			Players' handbook	2006 Rackham	RPG 1729
FREEPORT					
Freeport			Buccaneers of Freeport	2007 Green Ronin	RPG 636
Freeport			Cults of Freeport	2007 Green Ronin	RPG 637
Freeport			d20 Freeport companion	2007 Green Ronin	RPG 638
Freeport			The pirate's guide to Freeport	2007 Green Ronin	RPG 639
A GAME OF THRONES				d20 BASED OPEN GAMING	
A Game of thrones			Core book		RPG 640
GEAR KRIEG					
Gear Krieg			Core book	2001 Dream Pod 9	RPG 641
GRIM TALES					
Grim tales			Core book: rules resource and campaign toolkit	2004 Bad Axe Games	RPG 642
Grim tales			Slavelords of Cydonia	2004 Bad Axe Games	RPG 643
GRIMTOOTH'S TRAPS					
Grimtooth's traps			Gamemaster's aid for all role-playing systems	1981 Flying Buffalo	RPG 644

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Grimtooth's traps			Traps fore : a game master's aid for all roele-playing systems	1986/reprint 1990 Flying Buffalo	RPG 1719
GURPS	GURPS edition information is taken from the books themselves			GENERAL UNIVERSAL ROLEPLAYING SYSTEM	
GURPS	2 nd edition		Basic set	Boxed set 1986 Steve Jackson Games -character cards -weapons, powers cards	RPG BS 29
GURPS	3 rd edition, revised		Basic set	1996 Steve Jackson Games	RPG 645
GURPS	4 th edition		Basic set: campaigns		RPG 646
GURPS	4 th edition		Basic set: characters	2004 Steve Jackson Games	RPG 647
GURPS	Edition not on item		Aliens	1990 Steve Jackson Games	RPG 648
GURPS	Edition not on item		Alternate earths	1996 Steve Jackson Games	RPG 649
GURPS	Edition not on item		Arabian nights	1999 Steve Jackson Games	RPG 650

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

GURPS	4 th edition		Banestorm	2005 Steve Jackson Games	RPG 651
GURPS	2 nd edition		Bestiary	1994 Steve Jackson Games	RPG 652
GURPS	Edition not on item		Bio-tech	1997 Steve Jackson Games	RPG 653
GURPS	Edition not on item	Compendium I	Character creation	1997 Steve Jackson Games	RPG 654
GURPS	3 rd edition	Compendium II	Campaigns and combat	1996 Steve Jackson Games	RPG 655
GURPS	1 st edition		Conan beyond Thunder River	1988 Steve Jackson Games	RPG 656
GURPS	Edition not on item		Conspiracy X	2002 Eden Studios	RPG 657
GURPS	Edition not on item		Creatures of the night	1993 Steve Jackson Games	RPG 658
GURPS	Edition not on item		CthulhuPunk	1995 Steve Jackson Games	RPG 659
GURPS	Edition not on item		Cyberpunk	1990 Steve Jackson Games	RPG 660
GURPS	Edition not on item		Cyberpunk adventures	1992 Steve Jackson Games	RPG 661
GURPS	Edition not on item	Deadlands	Varmints	2003 Steve Jackson Games	RPG 662

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

GURPS	Edition not on item		Dinosaurs	1996 Steve Jackson Games	RPG 663
GURPS	Edition not on item		Discworld	1998 Steve Jackson Games	RPG 664
GURPS	Edition not on item		Espionage	1992 Steve Jackson Games	RPG 665
GURPS	4 th edition	Fantasy	Core book	2006 Steve Jackson Games	RPG 666
GURPS	1 st edition	Fantasy	Magic system and game world	1986 Steve Jackson Games	RPG 667
GURPS	2 nd edition	Fantasy	The magical world of Yrth	1990 Steve Jackson Games	RPG 668
GURPS	1 st edition	Fantasy	Tredroy	1989 Steve Jackson Games	RPG 669
GURPS	Edition not on item		Hellboy sourcebook and roleplaying game	2002 Steve Jackson Games	RPG 670
GURPS	1 st edition		Horror	1987 Steve Jackson Games	RPG 671
GURPS	1 st edition		Horse clans: roleplaying in Robert Adams' barbarian future	1987 Steve Jackson Games	RPG 672
GURPS	1 st edition		Humanx: roleplaying in Alan Dean Foster's "Humanx Commonwealth"	1987 Steve Jackson Games	RPG 673
GURPS	1 st edition		Ice Age	1989 Steve Jackson Games	RPG 674

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

GURPS	Edition not on item		Illuminati	1992 Steve Jackson Games	RPG 675
GURPS	Edition not on item		Illuminati University/IOU	1995 Steve Jackson Games	RPG 676
GURPS	4 th edition		Infinite worlds	2004 Steve Jackson Games	RPG 677
			IOU SEE Illuminati University		
GURPS	1 st edition		Japan: roleplaying in the world of the Shogunate	1988 Steve Jackson Games	RPG 678
GURPS	1 st edition		Magic	1989 Steve Jackson Games	RPG 679
GURPS	2 nd edition		Magic	1994 Steve Jackson Games	RPG 680
GURPS	Edition not on item		Magic items Vol. 2	1991 Steve Jackson Games	RPG 681
GURPS	2 nd edition		Martial arts	1996 Steve Jackson Games	RPG 682
GURPS	4 th edition		Martial arts	2007 Steve Jackson Games	RPG 683
GURPS	Edition not on item		Mecha: mighty battlesuits and anime fighting machines	1999 Steve Jackson Games	RPG 684
GURPS	Edition not on item		New Sun: based on Gene Wolfe's "Book of the New Sun" series	1999 Steve Jackson Games	RPG 685

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

GURPS	2 nd edition		Old west	2000 Steve Jackson Games	RPG 686
GURPS	Edition not on item		Places of mystery	1996 Steve Jackson Games	RPG 687
GURPS	Edition not on item		Planet Krishna: from the classic "Viagens" books by L. Sprague de Camp	1997 Steve Jackson Games	RPG 688
GURPS	Edition not on item		Planet of adventure	2003 Steve Jackson Games -based on the works of Jack Vance	RPG 689
GURPS	Edition not on item		Players' book	1988 Steve Jackson Games	RPG 690
GURPS	4 th edition		Powers	2006 Steve Jackson Games	RPG 691
GURPS	Edition not on item		The Prisoner	No date given Steve Jackson Games	RPG 692
GURPS	Edition not on item		Psionics: fantastic powers of mind over matter	1999 Steve Jackson Games	RPG 693
GURPS	Edition not on item		Reign of steel	1997 Steve Jackson Games	RPG 694
GURPS	Edition not on item		Religion: gods, priestly powers and cosmic truths	1995 Steve Jackson Games	RPG 695
GURPS	Edition not on item		Riverworld: roleplaying in Philip José Farmer's Riverworld	1995 Steve Jackson Games	RPG 696

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
GURPS	Edition not on item	Space: roleplaying in the worlds of tomorrow	Core book	1988 Steve Jackson Games	RPG 697
GURPS	Edition not on item	Space	Space atlas 1: a compendium of worlds for interstellar roleplaying	1988 Steve Jackson Games	RPG 698
GURPS	Edition not on item	Space	Space atlas 2: a guide to the corporate worlds	1988 Steve Jackson Games	RPG 699
GURPS	Edition not on item	Space	Space atlas 3: the worlds of the Confederacy	1990 Steve Jackson Games	RPG 700
GURPS	Edition not on item	Space	Space atlas 4: adventure on the fringes of the galaxy	1991 Steve Jackson Games	RPG 701
GURPS	Edition not on item		Special Ops	1989 Steve Jackson Games	RPG 702
GURPS	Edition not on item		Steampunk	2001 Steve Jackson Games	RPG 703
GURPS	Edition not on item	Supers: super-powered roleplaying ...	Core book	1989 Steve Jackson Games	RPG 704
GURPS	Edition not on item	Supers	I.S.T.: international super teams	1991 Steve Jackson Games	RPG 705
GURPS	Edition not on item	Supers	Wild cards	1989 Steve Jackson Games	RPG 706
GURPS	Edition not on item		Swashbucklers	1988 Steve Jackson Games	RPG 707
GURPS	Edition not on item		Technomancer	1988 Steve Jackson Games	RPG 708

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
GURPS	Edition not on item		Time travel	1991 Steve Jackson Games	RPG 709
GURPS	2 nd edition	Transhuman space	Core book	2002 Steve Jackson Games	RPG 710
GURPS	Edition not on item	Transhuman space	Broken dreams	2003 Steve Jackson Games	RPG 711
GURPS	Edition not on item	Transhuman space	Deep beyond	2003 Steve Jackson Games	RPG 712
GURPS	Edition not on item	Transhuman space	Fifth wave	2002 Steve Jackson Games	RPG 713
GURPS	Edition not on item	Transhuman space	High frontier	2003 Steve Jackson Games	RPG 714
GURPS	Edition not on item	Transhuman space	In the well	2003 Steve Jackson Games	RPG 715
GURPS	Edition not on item	Transhuman space	Orbital decay	2002 Steve Jackson Games	RPG 716
GURPS	Edition not on item	Transhuman space	Personnel files	2002 Steve Jackson Games	RPG 717
GURPS	Edition not on item	Transhuman space	Spacecraft of the solar system	2002 Steve Jackson Games	RPG 718
GURPS	Edition not on item	Transhuman space	Toxic memes	2004 Steve Jackson Games	RPG 719
		Traveller		SEE ALSO: TRAVELLER	
GURPS	Edition not on item	Traveller	Core book	2004 Steve Jackson Games	RPG 720

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
GURPS	Edition not on item	Traveller	Alien races, Vol. 1: Zhodani, Vargr and other races of the Spinward Marches	2001 Steve Jackson Games	RPG 721
GURPS	Edition not on item	Traveller	Alien races, Vol. 2: Aslan, K'kree, and other races rimward of the Imperium	1999 Steve Jackson Games	RPG 722
GURPS	Edition not on item	Traveller	Alien races, Vol. 2: Hivers, Droyne, Ancients, and other enigmatic races	2000 Steve Jackson Games	RPG 723
GURPS	Edition not on item	Traveller	Behind the claw: the Spinward Marches sourcebook	1998 Steve Jackson Games	RPG 724
GURPS	Edition not on item	Traveller	Far trader: profit and pitfalls among the stars	1999 Steve Jackson Games	RPG 725
GURPS	Edition not on item	Traveller	Ground forces: furious action in the Marines and army	2000 Steve Jackson Games	RPG 726
GURPS	4 th edition	Traveller	Interstellar wars	2006 Steve Jackson Games	RPG 727
GURPS	Edition not on item	Traveller	Rim of fire: the Solomani Rim sourcebook	2000 Steve Jackson Games	RPG 728
GURPS	Edition not on item	Traveller	Starports: gateways to adventure	2000 Steve Jackson Games	RPG 729

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
GURPS	2 nd edition		Ultra-tech: a sourcebook of weapons & equipment for future ages	1991 Steve Jackson Games	RPG 730
GURPS	Edition not on item		Ultra-tech. 2 hard-core, hardwired hardware	1997 Steve Jackson Games	RPG 731
GURPS	Edition not on item		Uplift: a universe of wolfling Terrans vs. scheming Galactics based on the award- winning novels by David Brin	1990 Steve Jackson Games	RPG 732
GURPS		Vampire the masquerade		SEE ALSO: VAMPIRE, THE MASQUERADE	
GURPS	Edition not on item	Vampire, the masquerade	Corebook	1993 Steve Jackson Games -based on the original game	RPG 733
GURPS	Edition not on item	Vampire, the masquerade	Companion	1994 Steve Jackson Games -based on the original game	RPG 734
GURPS	2 nd edition		Vehicles	1998 Steve Jackson Games	RPG 735
GURPS	Edition not on item		Voodoo: the shadow war	1995 Steve Jackson Games	RPG 736

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
GURPS	4 th edition		Vorkosigan saga	2009 Steve Jackson Games -based on the Vorkosigan Saga series by Lois McMaster Bujold	RPG 1504
GURPS	Edition not on item		War against the Chtorr: based on David Gerrold's classic novels of alien invasion	1993 Steve Jackson Games	RPG 737
GURPS	Edition not on item		Warehouse 23: things they don't want you to have	1997 Steve Jackson Games	RPG 738
GURPS		Weird War II/ WW II	Secret weapons and twisted history	2003 Steve Jackson Games	RPG 1751
GURPS		Werewolf, the apocalypse		SEE ALSO: WEREWOLF, THE APOCALYPSE	
GURPS	Edition not on item	Werewolf, the apocalypse	Werewolf, the apocalypse	1993 Steve Jackson Games	RPG 739
GURPS	Edition not on item	Wild cards	Aces Abroad	1991 Steve Jackson Games	RPG 740
GURPS	Edition not on item		Witch world	1989 Steve Jackson Games	RPG 741
HÂRNMASTER					

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Hårnmaster			Hårn regional Module	Boxed set 1985 Columbia Games 2 books: - Hårnview, overview and use of hårn master module - Hårndex, glossary & reference guide for hårn master module 1 map	RPG BS 30
Hårnmaster	1 st edition		[Core book] A fantasy role playing system	1986 Columbia Games	RPG 742
Hårnmaster	2 nd edition		Core Rules	1996 Columbia Games 1 binder 3 sheets: - Errata - HårnWorld / Hårnmaster release schedule - HårnWorld price list 1 booklet: - Hårnmaster character profile	RPG 743
Hårnmaster	2 nd edition		Hårnmaster magic: tome of the Shek-Pvar	1996 Columbia Games - Pages are loose in folder	RPG 744
Hårnmaster	1 st edition		Orbaal kingdom module	1987 Columbia Games	RPG 745

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Hårnmaster	1 st edition		Tome of the ancient and exoteric mysteries of the phantasms of Lyahvi	1987 Columbia Games	RPG 746
HAWKMOON					
Hawkmoon			[Core book] The role playing game	2007 Mongoose Publishing	RPG 747
HEAVEN & EARTH					
Heaven & Earth	2 nd edition		Game master's guide	2001 Guardians of Order	RPG 1737
Heaven & Earth	2 nd edition		Players' guide	2001 Guardians of Order	RPG 1738
HEAVY GEAR				Uses the Dream Pod 9 "Silhouette" system	
Heavy gear	1 st edition		Core rulebook	1996 Dream Pod 9	RPG 748
Heavy gear	2 nd edition		Core rulebook	1997 Dream Pod 9	RPG 1605
Heavy gear			Blood on the wind. (Storyline book 2)	1999 Dream Pod 9	RPG 1717
Heavy gear			Crisis of faith. (Storyline book 1)	1997 Dream Pod 9	RPG 1716

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Heavy gear		C.N.C.S./Confederacy of Northern City-States [Northern] leaguebook one	Northern Lights Confederacy: Land of the prophet: Heavy gear [regional] sourcebook	1997 Dream Pod 9 -the publisher uses "C.N.C.S." and "Northern" interchangeably	RPG 1606
Heavy gear		Northern [C.N.C.S./Confederacy of Northern City-States] leaguebook two	United Mercantile Federation: the price of success: Heavy gear [regional] sourcebook	1999 Dream Pod 9-the publisher uses "C.N.C.S./Confederacy of Northern City-States " and "Northern" interchangeably	RPG 1608
Heavy gear			Into the Badlands: a regional sourcebook for the Heavy gear universe	1996 Dream Pod 9	RPG 1607
Heavy gear		Northern record sheets one	Gears & striders: shields of faith: Heavy gear supplement	1997 Dream Pod 9	RPG 1609
Heavy gear			Return to Cat's Eye. (Storyline book 3, 1939-1941)	1999 Dream Pod 9	RPG 1814
Heavy gear		Southern (A.S.T./Allied Southern Territories) leaguebook one	Southern Republic: land of the snakes: Heavy gear [regional] sourcebook	1997 Dream Pod 9 -the publisher uses "A.S.T./Allied Southern Territories " and "Southern" interchangeably	RPG 1610

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Heavy gear		Southern (A.S.T./Allied Southern Territories) leaguebook two	Humanist alliance: utopia under siege: Heavy gear [regional] sourcebook	1998 Dream Pod 9 -the publisher uses "A.S.T. /Allied Southern Territories " and "Southern" interchangeably	RPG 1611
Heavy gear			Storyline book one (1933-1935): Crisis of faith.	1997 Dream Pod 9	RPG 1716
Heavy gear			Storyline book two (1935 to 1939): Blood on the wind.	1999 Dream Pod 9	RPG 1717
Heavy gear			Storyline book three (1939- 1941): Return to Cat's Eye		
Heavy gear	1 st edition		Technical manual	1996 Dream Pod 9	RPG 749
HERCULES & XENA					
Hercules & Xena roleplaying game			Hercules & Xena roleplaying game	Boxed set 1 fold-out range map + 1 red die + 5 purple die	RPG BS 52
HERO SYSTEM					
Hero System	5 th edition		[Core book]	2003 DOJ, Inc.	RPG 750
Hero System	4 th edition		Rules book	1990 Iron Crown Enterprises	RPG 751
Hero System	4 th edition		Almanac 1	1992 Iron Crown Enterprises	RPG 758

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Hero System	4 th edition	Cyber hero	Cyber hero	1992 Iron Crown Enterprises	RPG 752
Hero System	5 th edition	Fantasy hero	Fantasy hero	2003 DOJ, Inc.	RPG 753
Hero System	4 th edition	Fantasy hero	Companion	1990 Iron Crown Enterprises	RPG 754
Hero System	4 th edition	Fantasy hero	Companion II	1992 Iron Crown Enterprises	RPG 755
Hero System	3 rd edition	Fantasy hero	Magic items	1987 Iron Crown Enterprises	RPG 760
Hero System	3 rd edition		Here there be tigers	1986 Firebird Limited	RPG 756
Hero System	4 th edition		Hero bestiary	1992 Iron Crown Enterprises	RPG 757
Hero System	4 th edition	Horror hero	Endless nightmares	1994 Iron Crown Enterprises	RPG 759
HEROES UNLIMITED					
Heroes Unlimited	Revised edition		[Core book] The complete basic game	1987 Palladium	RPG 761
Heroes Unlimited	Revised edition		Ninjas & superspies	1987 Palladium	RPG 762
Heroes Unlimited	Revised edition		Ninjas & superspies	1990 Palladium - Revised from earlier edition	RPG 763
HIGH PLAINS SAMURAI					
High plains samurai			Legends	2018 Broken Ruler Games	RPG 1727

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

HOLLOW EARTH EXPEDITION					
Hollow Earth Expedition			Core book	2006 Exile Game Studio	RPG 764
HUNTER: THE RECKONING (HUNTER)				WORLD OF DARKNESS -SERIES TITLE VARIES SLIGHTLY FROM BOOK TO BOOK	
Hunter: the reckoning/Hunt er			Core book	1999 White Wolf	RPG 765
Hunter: the reckoning/Hunt er			Fall from grace: a character sourcebook ...	2002 White Wolf "Year of the damned"	RPG 766
Hunter: the reckoning/Hunt er			First contact: a chronicle book for Hunter, the reckoning	2002 White Wolf	RPG 767
Hunter: the reckoning/Hunt er			Holy war: a character and setting book for Hunter: the reckoning	2001 White Wolf	RPG 768
Hunter: the reckoning/Hunt er		Hunter-Book [character books]	Avenger	2000 White Wolf	RPG 769
Hunter: the reckoning/Hunt er		Hunter-Book [character books]	Hermit	2001 White Wolf	RPG 770
Hunter: the reckoning/Hunt er		Hunter-Book [character books]	Innocent	2000 White Wolf	RPG 771

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Hunter: the reckoning/Hunter		Hunter-Book [character books]	Judge	2000 White Wolf	772
Hunter: the reckoning/Hunter		Hunter-Book [character books]	Martyr	2000 White Wolf	RPG 773
Hunter: the reckoning/Hunter		Hunter-Book [character books]	Redeemer	2000 White Wolf	RPG 774
Hunter: the reckoning/Hunter		Hunter-Book [character books]	Visionary	2001 White Wolf	RPG 775
Hunter: the reckoning/Hunter		Hunter-Book [character books]	Wayward	2002 White Wolf	RPG 776
Hunter: the reckoning/Hunter			The moonstruck: an enemy book for Hunter: the reckoning	2002 White Wolf	RPG 777
Hunter: the reckoning/Hunter			The nocturnal: an enemy book for Hunter: the reckoning	2002 White Wolf	RPG 778
Hunter: the reckoning/Hunter			Player's guide	2001 White Wolf	RPG 779
Hunter: the reckoning/Hunter			Storyteller's companion	1999 White Wolf	RPG 780
Hunter: the reckoning/Hunter			Storyteller's handbook	2001 White Wolf	RPG 781
Hunter: the reckoning/Hunter			Storyteller's screen	No date Storyteller's screen	RPG 782
Hunter: the reckoning/Hunter			Survival guide	1999 White Wolf -Crossover to "The world of darkness"	RPG 783

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Hunter: the reckoning/Hunter			Utopia: a chronicle book for Hunter: the reckoning	2002 White Wolf	RPG 784
Hunter: the reckoning/Hunter			The walking dead: an enemy book for Hunter, the reckoning	2000 White Wolf	RPG 785
HUNTER PLANET: THE ALL AUSTRALIAN RPG					
Hunter Planet	2 nd edition		Core book package:	1987 HPAC -Sindee, the adventure: a scenario -Exile & arena: Hunter Planet possibilities -character record sheets -game master's screen	RPG 786
ILLUMINATI					
Illuminati: the game of conspiracy	Deluxe edition			Boxed set 1987 Steve Jackson Games -1 rule book, -2 die, -108 cards in a plastic card box, - 168 money tokens in ziplock bag, -erratum	RPG BS 31

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

IMMORTAL					
Immortal		Millennium	Book 1	1999 Precedence -Millennium is the second sub series in the RPG Immortal	RPG 787
IN NOMINE					
In nomine: a roleplaying game for 2 or more players			Core book	1999 Steve Jackson Games	RPG 788
IRON KINGDOMS				A d20 system sourcebook- Requires the use of the D&D player's handbook, 3rd edition.	
Iron Kingdoms			Lock & load: Iron Kingdoms character primer	2002 Privateer Press - A d20 system sourcebook Requires the use of the D&D player's handbook, 3rd edition.	RPG 789
Iron Kingdoms			Monsternomicon, Vol. 1: denizens of the Iron Kingdoms	2002 Privateer Press - A d20 system sourcebook Requires the use of the D&D player's handbook, 3rd edition.	RPG 790

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Iron Kingdoms		Witchfire. Bk 1	The longest night	2001 Privateer Press - A d20 system sourcebook Requires the use of the D&D player's handbook, 3rd edition	RPG 791
Iron Kingdoms		Witchfire. Bk. 2	Shadow of the exile	2001 Privateer Press - A d20 system sourcebook Requires the use of the D&D player's handbook, 3rd edition	RPG 792
Iron Kingdoms		Witchfire. Bk. 3	The legion of lost souls	2001 Privateer Press - A d20 system sourcebook Requires the use of the D&D player's handbook, 3rd edition	RPG 793
JOHN CARTER OF MARS				For use with the 2d20 system	
John Carter of Mars: adventures on the dying world of Barsoom			Core rulebook	2019 Modiphius Entertainment	RPG 1541
JUSTICE, INC.					

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Justice, Inc., the RPG of the 20's & 30's				Boxed set 1984 Hero Games -1 campaign book -1 handbook	RPG BS 32
KI KHANGA					
Ki Khanga: the sword & soul role playing game			Core book	2017 Roaring Lions Production	RPG 1519
KINGDOM					
Kingdom: a role- playing game about communities			Core rule book	2013 Lame Mage Publications	RPG 1711
KULT					
Kult			Core book	1993 Metropolis Ltd.	RPG 794
Kult: divinity lost	4 th edition		Core book	2019 Helmgastr AB	RPG 1542
Kult			Fallen angels: adventures in New York	No date Metropolis Ltd. -Adventures for Kult	RPG 795
Kult			Legions of darkness: a sourcebook for Kult	1993 Metropolis Ltd.	RPG 796
Kult			Taroticum:	1994 Metropolis Ltd -Adventures for Kult	RPG 797
LACUNA					

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Lacuna			Lacuna. Part I, The Creation of the mystery and girl from Blue City	2006 Memento Mori Theatricks	RPG 1743
LEGEND OF THE FIVE RINGS					
Legend of the Five Rings: roleplaying in the Emerald Empire			Core book	1997 Five Rings Publishing Group (Wizards of the Coast)	RPG 798
Legend of the Five Rings		Clan war	The clans	1998 Five Rings Publishing Group (Wizards of the Coast)	RPG 799
Legend of the Five Rings		Clan war	Crab Army expansion	1998 Five Rings Publishing Group (Wizards of the Coast)	RPG 800
Legend of the Five Rings		Clan war	Rulebook	1998 Five Rings Publishing Group (Wizards of the Coast)	RPG 801
Legend of the Five Rings			Game master's pack		RPG 802
Legend of the Five Rings			Magic of Rokugan	2001 Wizards of the Coast	RPG 803
Legend of the Five Rings			Rokugan campaign setting	2001 Wizards of the Coast	RPG 804
LEGENDS & LAIRS				d20 SYSTEM	

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Legends & lairs			Mythic races: character race compendium	2001 Fantasy Flight Games	RPG 805
LESSER SHADE OF EVIL					
Lesser shade of evil			Core book	2007 Ravencross	RPG 806
LORD OF THE RINGS					
Lord of the rings rpg			Core book	2001 Decipher, Inc.	RPG 807
MACROSS II					
Macross II; the rpg			Core book	1993 Palladium Books	RPG 808
MAGE: THE ASCENSION				SET IN "THE WORLD OF DARKNESS"	
Mage: the ascension	1 st edition		Core book	1993 White Wolf	RPG 809
Mage: the ascension	2 nd edition		Core book	1995 White Wolf	RPG 810
Mage: the ascension			Ascension: time of judgement	2004 White Wolf	RPG 811
Mage: the ascension			Ascension's right hand: the acolyte sourcebook	1995 White Wolf	RPG 812
Mage: the ascension			Beyond the barriers. The book of worlds: the otherworlds sourcebook	1996 White Wolf	RPG 813
Mage: the ascension			Bitter road: the disiple's survival guide	2000 White Wolf -"Year of revelations" crossover series	RPG 814

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Mage: the ascension			Blood treachery: the war between Herities and Tremere	2000 White Wolf -“Year of revelations” crossover series	RPG 815
Mage: the ascension			Book of crafts: a Magickal Society sourcebook	2000 White Wolf	RPG 816
Mage: the ascension			The book of madness: a sourcebook of darkness	1994 White Wolf	RPG 817
Mage: the ascension			The book of shadows: the player's guide	1993 White Wolf	RPG 818
Mage: the ascension			Destiny's price: a handbook for the gothic-punk streets	1995 Black Dog Game Factory/White Wolf Game Studio	RPG 819
Mage: the ascension			Digital web: a sourcebook	1994 White Wolf	RPG 820
Mage: the ascension			Forged by dragon's fire: a book of wonders	2003 White Wolf	RPG 821
Mage: the ascension			Halls of the Arcanum	2003 White Wolf -Year of the hunter crossover series	RPG 822
Mage: the ascension			Initiates of the art: the apprentice's handbook	1999 White Wolf	RPG 823
Mage: the ascension			Mage chronicles. Vol. 3: a story sourcebook	1993 White Wolf	RPG 824
Mage: the ascension			Masters of the art: the archmage's handbook	1999 White Wolf	RPG 825

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Mage: the ascension			Sorcerer: the book of sorcerers and psychics	2000 White Wolf	RPG 826
Mage: the ascension			The spirit ways: a guide to shamans and spirituality	1999 White Wolf	RPG 827
Mage: the ascension		Technocracy	Guide to the technocracy [Core book]	1999 White Wolf	RPG 828
Mage: the ascension		Technocracy	Technocracy assembled. Vol. 1	1998 White Wolf - Includes "Technocracy : iteration x", "Technocracy : new world order", and "Technocracy : progenitors".	RPG 829
Mage: the ascension		Technocracy	Iteration X	1993 White Wolf	RPG 830
Mage: the ascension		Technocracy	N.W.O./ New world order	1995 White Wolf	RPG 831
Mage: the ascension		Technocracy	Progenitors	1993 White Wolf	RPG 832
Mage: the ascension		Technocracy	Syndicate	1997 White Wolf	RPG 833
Mage: the ascension		Technocracy	Void engineers	1996 White Wolf	RPG 834
Mage: the ascension		Tradition book	Guide to the traditions [Core book]	2001 White Wolf	RPG 835
Mage: the ascension		Tradition book	Cult of ecstasy	2001 White Wolf	RPG 836
Mage: the ascension		Tradition book	Dreamspeakers	2002 White Wolf	RPG 837
Mage: the ascension		Tradition book	Hollow ones	2002 White Wolf	RPG 838
Mage: the ascension		Tradition book	Order of Hermes	1997 White Wolf	RPG 839

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Mage: the ascension		Tradition book	Sons of ether	1998 White Wolf	RPG 840
Mage: the ascension		Tradition book	Virtual adepts	2003 White Wolf	RPG 841
MAGE: THE AWAKENING				SET IN "THE WORLD OF DARKNESS" -SEQUEL SERIES TO MAGE: THE ASCENSION	
Mage: the awakening, a storytelling game of modern sorcery			Core Book	2005 White Wolf	RPG 842
Mage: the awakening			Boston unveiled	2005 White Wolf	RPG 843
Mage: the awakening			The free council	2007 White Wolf	RPG 844
Mage: the awakening			Guardians of the veil	2006 White Wolf	RPG 1529
Mage: the awakening		Legacies	The ancient	2007 White Wolf	RPG 1530
Mage: the awakening		Legacies	The sublime	2006 White Wolf	RPG 845
Mage: the awakening			The Mysterium	2007 White Wolf	RPG 846
Mage: the awakening			Sanctum and sigil	2005 White Wolf	RPG 847
Mage: the awakening			Storyteller's screen	2005 White Wolf	RPG 848
MAGE: THE SORCERERS CRUSADE				SET IN "THE WORLD OF DARKNESS" -PREQUEL SERIES TO MAGE: THE ASCENSION	

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Mage: the sorcerers crusade			Core book	1998 White Wolf	RPG 849
Mage: the sorcerers crusade			Infernalism, the path of screams	1998 White Wolf	RPG 1752
Mage: the sorcerers crusade			The Order of Reason	2001 White Wolf	RPG 1753
Mage: the sorcerers crusade			The swashbuckler's handbook	2000 White Wolf	RPG 1754
MASHED					
Mashed: a roleplaying game of army life in a Korean War MASH			Core rule book		RPG 1750
MIDDLE-EARTH ROLEPLAYING (M.E.R.P.)				THE ROLE PLAYING GAME OF J. R. R. TOLKIEN'S WORLD	
Middle-Earth roleplaying			Core book	1986 Iron Crown Enterprises	RPG 850
Middle-Earth roleplaying			Core book	1993 Iron Crown Enterprises	RPG 851
Middle-Earth roleplaying			Arnor : the land	1997 Iron Crown Enterprises -includes 4 maps, laid in	RPG 852
Middle-Earth roleplaying			Arnor : the people	1997 Iron Crown Enterprises	RPG 853

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Middle-Earth roleplaying			Campaign guide	1993 Iron Crown Enterprises -includes 1 map laid in	RPG 854
Middle-Earth roleplaying			Elves	1995 Iron Crown Enterprises	RPG 855
Middle-Earth roleplaying			Lake-Town	1995 Iron Crown Enterprises	RPG 856
Middle-Earth roleplaying			The Shire	1995 Iron Crown Enterprises -includes 1 map laid in	RPG 857
MIDNIGHT				d20 SYSTEM	
Midnight			Core book	2003 Fantasy Flight Games	RPG 858
Midnight			Against the shadow	2003 Fantasy Flight Games	RPG 859
MIND'S EYE THEATRE				LIVE ACTION ROLE PLAYING IN THE "WORLD OF DARKNESS UNIVERSE. CROSSES OVER SEVERAL GAMES	
Mind's Eye Theatre: live- action storytelling in the World of Darkness			Core rulebook	2005 White Wolf	RPG 1786

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Mind's Eye Theatre: live-action storytelling in the World of Darkness			Dark epics: live-action rules for large games and long-running chronicles	2001 White Wolf	RPG 1787
Mind's Eye Theatre: live-action storytelling in the World of Darkness			Laws of judgment (Time of judgement sequence)	2004 White Wolf	RPG 1788
Mind's Eye Theatre: live-action storytelling in the World of Darkness		Vampire the Masquerade	The Elder's revenge - playbook	1995 White Wolf	RPG 1789
Mind's Eye Theatre: live-action storytelling in the World of Darkness		Vampire the Masquerade	Laws of the night: storytellers guide	2001 White Wolf	RPG 1790
Mind's Eye Theatre: live-action storytelling in the World of Darkness		Vampire the Masquerade	The requiem: a modern gothic live-action storytelling game	2005 White Wolf	RPG 1791
Mind's Eye Theatre: live-action storytelling in the World of Darkness		Werewolf, the apocalypse	Book of the Wyrms: a sourcebook for Mind's Eye Theatre	2001 White Wolf	RPG 1792

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Mind's Eye Theatre: live- action storytelling in the World of Darkness		Werewolf, the apocalypse	Law of the wild: revised rules for playing Werewolf	2001 White Wolf	RPG 1793
Mind's Eye Theatre: live- action storytelling in the World of Darkness		Werewolf, the apocalypse	Laws of the wild. Changing breeds: 1. A supplement for playing Nuwisha, Corax and Bastet"	2000 White Wolf	RPG 1794
Mind's Eye Theatre: live- action storytelling in the World of Darkness		Werewolf, the apocalypse	Laws of the wild. Changing breeds. 2: a supplement for playing Gurahl and Mokole	2001 White Wolf	RPG 1795
Mind's Eye Theatre: live- action storytelling in the World of Darkness		Werewolf, the apocalypse	Laws of the wild. Changing breeds 3: a supplement for playing Ananasi and Ratkin	2002 White Wolf	RPG 1796
MINDJAMMER					
Mindjammer: the roleplaying game			Core book	2014 Mindjammer Press, Ltd -"Transhuman adventure in the Second Age of Space"	RPG 1522
MITLANYAL				SEE; EMPIRE OF THE PETAL THRONE	
MONSTER- HEARTS					

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Monsterhearts: a story game about the messy lives of teenage monsters			Core rule book	No date given Buried Without Ceremony	RPG 1712
MONSTERS					
Monsters: and other childish things			Core rule book	2007 Arc Dream Publishing	RPG 1739
MORTAL COIL					
Mortal coil	Revised edition		Core book		RPG 1539
MUTANT CRAWL CLASSICS					
Mutant crawl classics: role playing game : triumph & technology won by mutants & magic			Core rule book		RPG 1699
MUTANTS & MASTER- MINDS					
Mutants & masterminds	2 nd edition		Core book	2005 Green Ronin Publishing	RPG 860
Mutants & masterminds	2 nd edition		Freedom City	2006 Green Ronin Publishing	RPG 861
Mutants & masterminds			Lockdown	2006 Green Ronin Publishing	RPG 862
NEOTERRA					

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
NeoTerra			Core book	2003 BRTC (Blacksburg Tactical Research Center)	RPG 863
NEPHILIM: OCCULT ROLEPLAYING					
Nephilim			Core book	1994 Chaosium	RPG 864
Nephilim			Chronicle of the awakenings	1995 Chaosium	RPG 865
Nephilim			Gamemaster's companion	1996 Chaosium	RPG 866
Nephilim			Liber ka	1997 Chaosium	RPG 867
Nephilim			Major arcana	1997 Chaosium	RPG 868
Nephilim			Secret societies	1996 Chaosium	RPG 869
Nephilim			Serpent moon	1995 Chaosium	RPG 870
NEXUS: THE INFINITE CITY					
Nexus			Core book	1994 Daedalus Games	RPG 871
NIGHT WITCHES					
Night Witches: a game			Core rule book	2014 Bully Pulpit Games	RPG 1706
NIGHTBANE				ORIGINALLY PUBLISHED AS NIGHTSPAWN	
Nightbane			Core book	1995 Palladium Books	RPG 872

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Nightbane		World Book one	Between the shadows	1996 Palladium Books	RPG 873
Nightbane		World Book three	Through the looking glass	1997 Palladium Books	RPG 874
NINJAS & SUPERSPIES				SEE HEROES UNLIMITED	
NOBILIS: THE GAME OF SOVEREIGN POWERS					
Nobilis			Core book	2002 Nobilis	RPG 875
NORTHERN CROWN: NEW WORLD ADVENTURES					
Northern crown			Core book	2005 Atlas Games	RPG 876
Northern crown			The gazetteer	2005 Atlas Games	RPG 877
NUMENERA					
Numenera			Discovery (Core book)	2018 Monte Cook Games	RPG 1531
Numenera			Destiny	2018 Monte Cook Games	RPG 1532
OVER THE EDGE					
Over the edge			Core book	1992 Atlas Games	RPG 878
PALLADIUM RPG					

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Palladium	2 nd edition		Core book	1996 Palladium Books	RPG 879
Palladium	2 nd edition	Land of the Damned. Vol. 2	Eternal torment	2002 Palladium Books	RPG 880
Palladium	2 nd edition		The western empire	1998 Palladium Books	RPG 881
PARANOIA				PARANOIA UNDERWENT 3 TITLE CHANGES; FOR OUR PURPOSES, ALL ARE LISTED UNDER "PARANOIA"	
Paranoia	2 nd edition		Core book	Boxed set -1987 West End Games -Core book, - Compleat troubleshooter, - NB; missing 1 20 sided die	RPG BS 33
Paranoia	Paranoia XP edition		Service Pack one [Core book]	2004 Mongoose Publishing	RPG 882
Paranoia	Paranoia XP edition		Alpha complex nights	2007 Mongoose Publishing	RPG 890
Paranoia	Paranoia XP edition		Big book of bots	2008 Mongoose Publishing	RPG 883
Paranoia	2 nd edition		The computer always shoots twice	1988 West End Games	RPG 884
Paranoia	Paranoia XP edition		Crash priority	2004 Mongoose Publishing	RPG 891
Paranoia	Paranoia XP edition		Criminal histories	2004 Mongoose Publishing	RPG 892

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Paranoia	2 nd edition		Death, lies and vidtape	1990 West End Games	RPG 885
Paranoia	2 nd edition		The DOA sector travelogue [Campaign setting]	1989 West End Games	RPG 886
Paranoia	2 nd edition		Don't take your laser to town	1988 West End Games	RPG 887
Paranoia	Paranoia XP edition		Extreme paranoia	2005 Mongoose Publishing	RPG 893
Paranoia	Paranoia XP edition		Flashbacks	2005 Mongoose Publishing	RPG 894
Paranoia	Paranoia XP edition		Flashbacks II	2007 Mongoose Publishing	RPG 895
Paranoia	Paranoia XP edition		Internal security	2009 Mongoose Publishing	RPG 896
Paranoia	Paranoia XP edition		Little red book	2006 Mongoose Publishing	RPG 897
Paranoia	Paranoia XP edition		Mandatory mission pack	2008 Mongoose Publishing	RPG 898
Paranoia	Paranoia XP edition		The mutant experience	2005 Mongoose Publishing	RPG 899
Paranoia	2 nd edition		The Paranoia sourcebook	1992 West End Games	RPG 888
Paranoia	2 nd edition		The people's glorious revolutionary adventure	1992 West End Games	RPG 889
Paranoia	Paranoia XP edition		Service, service!	2005 Mongoose Publishing	RPG 900
Paranoia	Paranoia XP edition		Stuff	2005 Mongoose Publishing	RPG 901

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Paranoia	Paranoia XP edition		Stuff 2: the gray subnets	2007 Mongoose Publishing	RPG 902
Paranoia	Paranoia XP edition		Termination quota exceeded	2009 Mongoose Publishing	RPG 903
Paranoia	Paranoia XP edition		The thin green line	2008 Mongoose Publishing	RPG 904
Paranoia	Paranoia XP edition		Treason in word and deed	2009 Mongoose Publishing	RPG 905
Paranoia	Paranoia XP edition		Troubleshooters	2009 Mongoose Publishing	RPG 906
Paranoia	Paranoia XP edition		WMD	2005 Mongoose Publishing	RPG 907
PATHFINDER					
Pathfinder			Core rulebook	2009 Paizo Publishing	RPG 908
Pathfinder			Bestiary	2009 Paizo Publishing	RPG 909
Pathfinder			Bestiary 2	2010 Paizo Publishing	RPG 1486
Pathfinder			Bestiary 3	2011 Paizo Publishing	RPG 1487
Pathfinder			Bestiary 4	2013 Paizo Publishing	RPG 1488
Pathfinder			Bestiary 5	2015 Paizo Publishing	RPG 1489
Pathfinder			Bestiary 6	2017 Paizo Publishing	RPG 1490
Pathfinder			Beta playtest	2008 Paizo Publishing	RPG 910
Pathfinder			Curse of the crimson throne : player's guide	2008 Paizo Publishing	RPG 911

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Pathfinder			Gamemastery guide	2010 Paizo Publishing	RPG 1491
Pathfinder		Rise of the runelords. Vol. 1	Burnt offerings	2007 Paizo Publishing	RPG 912
Pathfinder		Rise of the runelords.	Player's guide	2008 Paizo Publishing	RPG 913
Pathfinder		Rise of the runelords. Vol. 2	The skinsaw murders	2007 Paizo Publishing	RPG 914
PATHFINDER CHRONICLES					
Pathfinder chronicles			Campaign setting	2008 Paizo Publishing	RPG 915
Pathfinder chronicles			Gazetteer	2008 Paizo Publishing	RPG 916
Pathfinder chronicles		Rise of the runelords	Map folio	2007 Paizo Publishing	RPG 917
PENDRAGON (KING ARTHUR PENDRAGON)					
Pendragon: epic roleplaying in legendary Britain			Core book	1990 Chaosium	RPG 918
PIRATES OF THE SPANISH MAIN					
Pirates of the Spanish Main			Core book	2006 Pinnacle Entertainment Group	RPG 919
POSTHUMAN PATHWAYS					

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Posthuman pathways			Core set	No date given Genesis of Legend -5 pamphlets	RPG 1746
PRAXIS					
Praxis			The black monk: a game of forever	2016 Post World Games	RPG 1513
Praxis			The lambs: a game of ideals	2016	RPG 1514
Praxis			Of the flesh: a game of sins	Post World Games	1515
THE PRIMAL ORDER					
The primal order			Core book	1992 Wizards of the Coast	RPG 920
PROMETHEAN : THE CREATED				Set in the World of Darkness	
Promethean: the created			Saturnine night	2007 White Wolf Publishing	RPG 921
PROVIDENCE					
Providence			Main rule book	1997 XID Creative Inc.	RPG 922
Providence			Main world book	1997 XID Creative Inc.	RPG 923
QIN: THE WARRING STATES					
Qin: the warring states			Core book	2005 Le 7eme Cercle SARL	RPG 924

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
QUEST OF THE ANCIENTS					
Quest of the ancients			Core book	1982, 1992 Unicorn Game Publications	RPG 925
REICH STAR					
Reich star			Core book	1990 Creative Encounters	RPG 926
RHAND: MORNINGSTAR MISSIONS					
Rhand: Morningstar missions			Core book	1984 Leading Edge Games	RPG 927
Rhand: Morningstar missions			Hand to hand damage tables	1985 Leading Edge Games	RPG 928
RIBBON DRIVE					
Ribbon Drive: we tell stories about letting go on the open road			Core rule book	No date given Buried Without Ceremony	RPG 1713
THE RIFTER				A SERIAL FOR THE EXPANDED PALLADIUM BOOKS RPG UNIVERSE, INCLUDING RIFTS, HEROES UNLIMITED AND NIGHTBANE	
The rifter			The rifter #1	1998- Palladium Books	RPG 929

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

The rifter			The rifter #2	1998- Palladium Books	RPG 930
RIFTS					
Rifts			Core book	1990 Palladium Books	RPG 931
Rifts			Conversion book	1991 Palladium Books	RPG 932
Rifts	Revised edition		Conversion book one	2002 Palladium Books	RPG 933
Rifts		Dimension book 2	Phase world	1994, 1996 Palladium Books	RPG 934
Rifts		Dimension book 3	Phase world sourcebook	1994, 1996 Palladium Books	RPG 935
Rifts		Dimension book 4	Skraypers	1998 Palladium Books	RPG 936
Rifts			Mercenaries	1994, 1995 Palladium Books	RPG 937
Rifts		Sourcebook 1	[core sourcebook]	1991, 1992 Palladium Books	RPG 938
Rifts		Sourcebook 2	The mechanoids	1992 Palladium Books	RPG 939
Rifts		Sourcebook 3	Mindwerks	1994, 1998 Palladium Books	RPG 940
Rifts		World book 1	Vampire kingdoms	1991 Palladium Books	RPG 941
Rifts		World book 2	Atlantis	1992 Palladium Books	RPG 942
Rifts		World book 5	Triax & the NGR	1994 Palladium Books	RPG 943
Rifts		World book 6	South America	1994, 1995 Palladium Books	RPG 944
Rifts		World book 7	Underseas	1995, 1996 Palladium Books	RPG 945
Rifts		World book 10	Juicer uprising	1996 Palladium Books	RPG 946
Rifts		World book 11	Coalition War campaign	Palladium Books	RPG 947

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Rifts		World book 12	Psyscape	Palladium Books	RPG 948
Rifts		World book 15	Spirit West	Palladium Books	RPG 949
Rifts		World book 16	Federation of Magic	Palladium Books	RPG 950
Rifts		World book 17	Warlords of Russia	Palladium Books	RPG 951
Rifts		World book 20	Canada	Palladium Books	RPG 952
Rifts		World book 21	Splynn dimensional market	Palladium Books	RPG 953
ROBERT E. HOWARD'S CONAN				See; Conan: Adventures in an age undreamed of	
ROBOTECH					
Robotech: the roleplaying game			Core book	Palladium Books	RPG 954
Robotech		Book two	RDF manual	Palladium Books	RPG 955
Robotech		Book three	Zentraedi	Palladium Books	RPG 956
Robotech		Book four	Southern Cross	Palladium Books	RPG 957
Robotech			Zentraedi breakout	Palladium Books	RPG 958
ROBOTECH II					
Robotech II			The sentinels	Palladium Books	RPG 959
ROBOTECH: THE SHADOW CHRONICLES					

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Robotech: the shadow chronicles			Standard rules Core book	Palladium Books	RPG 960
ROGUE TRADER				See Warhammer 40,000 1st edition core book And Warhammer 40,000, subseries Rogue trader	
ROLEMASTER				See also: Space Master	
Rolemaster	3 rd edition		Core book	1995 Iron Crown -Slipcased with "Arms law" and "Spell law".	RPG 961
Rolemaster			Arcane companion [Companion book]		RPG 964
Rolemaster	3 rd edition		Arms law [Combat system]	1995 Iron Crown -Slipcased with "Standard rules" and "Spell law".	RPG 962
Rolemaster	1 st edition		Arcane companion [Companion book]	1995 Iron Crown	RPG 964
Rolemaster	5 th edition		Character law & campaign law	1987 Iron Crown	RPG 965
Rolemaster	1 st edition		Channeling companion [Companion book]	1998 Iron Crown	RPG 966

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Rolemaster	1 st edition		Creatures & monsters -Sourcebook	1995 Iron Crown	RPG 967
Rolemaster			Dark space: the clutches of the Vlathachna -A genre book for Rolemaster and Space master	No date given Iron Crown -filed under "Space master"	RPG 1078
		Shadow world		See separate entry under "Shadow world"	
Rolemaster	3 rd edition		Spell law [Spell system]	1995 Iron Crown -Slipcased with "Standard rules" and "Arms law".	RPG 963
Rolemaster	1 st edition		Gamemaster law [GM guidelines]		RPG 968
Rolemaster					RPG 969
Rolemaster	1 st edition		Martial arts companion [Companion book]	1997 Iron Crown	
Rolemaster	No edition informati on		Mythic Egypt [Campaign classic]	1990 Iron Crown	RPG 970
Rolemaster	1 st edition		Pirates [Campaign classic]	1990 Iron Crown	RPG 971
Rolemaster	1 st edition		Rolemaster Annual 1996	1997 Iron Crown	RPG 972
Rolemaster	1 st edition		Sea Law	1994 Iron Crown	RPG 973
Rolemaster	1 st edition		Talent law [Background options]	1996 Iron Crown	RPG 974

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Rolemaster			Time riders: a genre book for Rolemaster and Space master	1992 Iron Crown Enterprises -filed with Space master	RPG 1090
Rolemaster	1 st edition		Vikings [Campaign classic]	1989 Iron Crown	RPG 975
RUNE					
Rune			Core book	2001 Atlas Games	RPG 976
RUNEPUNK					
RunePunk			Steam and shadow [Core book]	2007 Reality Blurs -This games uses the Savage worlds rules available from Great White Games.	RPG 980
RUNEQUEST					
RuneQuest: fantasy roleplaying adventure game	Deluxe edition		Core book	1993 Avalon Hill Game Co.	RPG 977
RuneQuest			Cities: create and explore your own fantasy communities	1986	RPG 978

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
RuneQuest			Game master adventures [kit]	2018 Chaosium -Game master references -Game master adventures -1 fold-out screen -5 maps -7 predesigned character sheets - non-player character sheet -2 character design sheets	RPG 1744
RuneQuest		Glorantha	Glorantha: Genertela, crucible of the Hero Wars	Boxed set -1 fold out map -player's book: Genertela -Genertela book -Glorantha book	RPG BS 53
RuneQuest	4 th Chaosium edition	Glorantha	Roleplaying in Glorantha [core book]	2018 Chaosium	RPG 1499
RuneQuest	4 th Chaosium edition	Glorantha	Glorantha bestiary	2018 Chaosium	RPG 1500
RuneQuest			Lankhmar (Fritz Leiber's Lankhmar	2006 Mongoose Publishing	RPG 979
RuneQuest			Sláine	2007 Mongoose Publishing	RPG 1068
SAILOR MOON					
Sailor Moon: the Sailor Moon role-playing game and resource book			Core book	1999 Guardians of Order	RPG 981
SCION					

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Scion			Hero [Core book]	2007 White Wolf	RPG 982
SERENITY			Based on the motion picture		
Serenity: role playing game			Core book	2005 Margaret Weis Productions	RPG 983
Serenity			Out in the black	2006 Margaret Weis Productions	RPG 984
SEVEN LEAGUES					
Seven leagues: a fantasy releplaying game of faerie			Core rule book	2006 Malcontent Games	RPG 1745
SEVENTH SEA/ 7TH SEA					
7 TH Sea			Game masters' guide	1999, 2000 Alderac Entertainment Group	RPG 985
7 TH Sea			Khitai quickstart	No date given John Wick Presents	RPG 1520
7 TH Sea		Nations of Théah. Book one	The pirate nations	1999 Alderac Entertainment Group	RPG 986
7 TH Sea		Nations of Théah. Book two	Avalon: the glamour isles	1999 Alderac Entertainment Group	RPG 987

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
7 TH Sea		Nations of Théah. Book three	Montaigne: the center of the world	1999 Alderac Entertainment Group	RPG 988
7 TH Sea		Nations of Théah. Book three	Vodacce: the spider's web	2000 Alderac Entertainment Group	RPG 989
7 TH Sea			Players' guide	2000 Alderac Entertainment Group	RPG 990
7 TH Sea		Secret societies of Théah. Book one	Knights of the rose & cross	2000 Alderac Entertainment Group	RPG 991
7 TH Sea		Secret societies of Théah. Book four	The invisible college	2001 Alderac Entertainment Group	RPG 992
SHADOW WORLD				For use with Rolemaster	
Shadow world			Emer: the great continent	Boxed set 1990 Iron Crown Enterprises -3 booklets; (Emer, Master atlas, second edition, Atlas addendum), -2 colour maps, folded, 84 x 56 cm, -2 colour maps, folded, 42 x 56 cm, -1 hex map, folded, 42 x 56 cm.	RPG BS 34

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

SHADOWRUN					
Shadowrun	1 st edition		Core book	1989 FASA	RPG 993
Shadowrun	2 nd edition		Core book	1992 FASA	RPG 994
Shadowrun	3 rd edition		Core book	1998 FASA	RPG 995
Shadowrun	4 th edition		Core book	2005 WizKids, Inc.	RPG 996
Shadowrun	5 th edition		Core book	2013 Catalyst Game Labs	RPG 997
Shadowrun	No edition given		Arsenal -Core gear rulebook	2007 Catalyst Game Labs	RPG 998
Shadowrun	No edition given		Augmentation -Core medtech rulebook	2007 Catalyst Game Labs	RPG 999
Shadowrun			Bottled demon	1990 FASA	RPG 1000
Shadowrun			Bug City: a Shadowrun sourcebook	1994 FASA	RPG 1001
Shadowrun			Cannon companion: a Shadowrun rules expansion	2000 FASA	RPG 1002
Shadowrun			Celtic double- cross: a Shadowrun adventure	1993 FASA	RPG 1003
Shadowrun			Corporate download: a Shadowrun sourcebook	1999 FASA	RPG 1004

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Shadowrun			Corporate enclaves: a Shadowrun core setting	2008 Catalyst Game Labs	RPG 1005
Shadowrun			Corporate Shadowfiles: a Shadowrun sourcebook	1993 FASA	RPG 1006
Shadowrun			Cyberpirates!: a Shadowrun sourcebook	1997 FASA	RPG 1007
Shadowrun			Dark angel : a Shadowrun adventure	1993 FASA	RPG 1008
Shadowrun		Dawn of the artifacts. Vol. 1	Dusk: a shadowrun adventure	2009 Catalyst Game Labs	RPG 1012
Shadowrun			Dragon hunt: a Shadowrun adventure	1991 FASA	RPG 1009
Shadowrun			Dragons of the sixth world: a Shadowrun sourcebook	2003 FASA	RPG 1010
Shadowrun			Dreamchipper: a Shadowrun adventure	1989 FASA	RPG 1011
Shadowrun			Elven fire: a Shadowrun adventure	1992 FASA	RPG 1013
Shadowrun			Emergence: a Shadowrun adventure	2007 Catalyst Game Labs	RPG 1014
Shadowrun			Feral cities: a Shadowrun core	2008 Catalyst Game Labs	RPG 1015
Shadowrun			Fields of fire: a Shadowrun sourcebook	1994 FASA	RPG 1016

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Shadowrun			First run: a Shadowrun adventure.	1999 FASA	RPG 1017
Shadowrun			Germany: a Shadowrun sourcebook	1993 FASA	RPG 1018
Shadowrun			Ghost cartels Shadowrun campaign	2009 Catalyst Game Labs	RPG 1019
Shadowrun			The grimoire: the manual of practical thaumaturgy. a Shadowrun sourcebook	1990 FASA	RPG 1020
Shadowrun			Harlequin: a Shadowrun campaign book	1990 FASA	RPG 1021
Shadowrun			Ivy & chrome: a Shadowrun adventure	1991 FASA	RPG 1022
Shadowrun			London sourcebook: a Shadowrun sourcebook	1991 FASA	RPG 1023
Shadowrun			Lone star: a Shadowrun sourcebook	1994 FASA	RPG 1024
Shadowrun			Magic in the shadows: a Shadowrun rules expansion	1999 FASA	RPG 1025
Shadowrun			Man & machine: cyberware. A Shadowrun rules expansion	1999 FASA	RPG 1026
Shadowrun			Matrix: a Shadowrun rules expansion	2000 FASA	RPG 1027

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Shadowrun			Mercurial: a Shadowrun adventure	1989 FASA	RPG 1028
Shadowrun			Native American nations, volume 2: a Shadowrun adventure/ sourcebook	1991 FASA	RPG 1029
Shadowrun			Neo-anarchist's guide to North America: a Shadowrun sourcebook	1991 FASA	RPG 1030
Shadowrun			Neo-anarchists' guide to real life: a Shadowrun sourcebook	1992 FASA	RPG 1031
Shadowrun			One stage before: a Shadowrun adventure	1992 FASA	RPG 1032
Shadowrun			Paradise lost: a Shadowrun adventure	1994 FASA	RPG 1033
Shadowrun			Paranormal animals of Europe: a Shadowrun sourcebook	1993 FASA	RPG 1034
Shadowrun			Paranormal animals of North America: : a Shadowrun sourcebook	1990 FASA	RPG 1035
Shadowrun			Predator and prey: Shadowrun adventures	1998 FASA	RPG 1036
Shadowrun			Queen Euphoria: Shadowrun adventures	1990 FASA	RPG 1037

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Shadowrun			Rigger 3: a Shadowrun rules expansion	2001 FASA	RPG 1038
Shadowrun			Rigger black book: a Shadowrun sourcebook	1991 FASA	RPG 1696
Shadowrun			Rigger 3: a Shadowrun rules expansion. Revised edition	2003 FanPro	RPG 1039
Shadowrun			Run & gun ore combat rulebook	2014 Catalyst Game Labs	RPG 1040
Shadowrun			Runner havens: a Shadowrun core setting	2006 FanPro	RPG 1041
Shadowrun			Seattle sourcebook: a Shadowrun sourcebook	1990 FASA	RPG 1042
Shadowrun			Seattle 2072	2009 Catalyst Game Labs	RPG 1043
Shadowrun			Shadowbeat: a Shadowrun sourcebook	1992 FASA	RPG 1044
Shadowrun	3 rd edition		Shadowrun companion: a Shadowrun sourcebook	1999 FASA	RPG 1045
Shadowrun			Shadows of the underworld: Shadowrun adventures	1996 FASA	RPG 1046
Shadowrun			Shadowtech: a Shadowrun sourcebook	1992 FASA	RPG 1047
Shadowrun			Splintered state: a sixth world adventure	2013 Catalyst Game Labs	RPG 1048

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Shadowrun			Sprawl maps: a Shadowrun accessory	1994 FASA	RPG 1049
Shadowrun			Sprawl sites: a Shadowrun sourcebook	1990 FASA	RPG 1050
Shadowrun			Sprawl survival guide: a Shadowrun sourcebook	2004 FanPro	RPG 1051
Shadowrun			Street grimoire: core magic rulebook	2014 Catalyst Game Labs	RPG 1052
Shadowrun			Street magic: a Shadowrun core rulebook	2006 FanPro	RPG 1053
Shadowrun			Street samurai catalog: a Shadowrun sourcebook	1993 FASA	RPG 1054
Shadowrun			System failure: a Shadowrun sourcebook	2005 FanPro	RPG 1055
Shadowrun		Target	Awakened lands: a Shadowrun sourcebook	2001 FASA	RPG 1056
Shadowrun		Target	Matrix: a Shadowrun sourcebook	2000 FASA	RPG 1057
Shadowrun		Target	Smuggler havens: a Shadowrun sourcebook	1998 FASA	RPG 1058
Shadowrun		Target	UCAS; a Shadowrun sourcebook	1997 FASA	RPG 1059
Shadowrun			Threats 2: a Shadowrun sourcebook	2002 FanPro	RPG 1060

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Shadowrun			Tir Na Nog: a Shadowrun sourcebook	1993 FASA	RPG 1061
Shadowrun			Tir Tairngire: a Shadowrun sourcebook	1993 FASA	RPG 1062
Shadowrun			Total eclipse: a Shadowrun adventure	1991 FASA	RPG 1063
Shadowrun			Universal brotherhood: a Shadowrun sourcebook	1990 FASA -2 Volumes; "Unleash your inner abilities" "Missing blood"	RPG 1064
Shadowrun			Unwired: a Shadowrun core rule book	2008 Catalyst Game Labs	RPG 1065
Shadowrun			Vice: the Shadowrun crime sourcebook/a Shadowrun sourcebook	2010 Catalyst Game Labs	RPG 1066
Shadowrun			Virtual realities: a Shadowrun sourcebook	1991 FASA	RPG 1067
SHADOWS OF CTHULHU				Uses the True20 game system	
Shadows of Cthulhu			Shadows of Cthulhu: cosmic horror adventure in the world of H.P. Lovecraft	2008 Reality Deviant	RPG 1663
SHADOWS OF ESTEREN					

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Shadows of Esteren			Shadows of Esteren (Introduction)	No date Agate RPG	RPG 1503
Shadows of Esteren			Book 0: Prologue [core book]	2012 Agate RPG	RPG 1494
Shadows of Esteren			Book 1: Universe [core book]	2012 Agate RPG	RPG 1495
Shadows of Esteren			Book 2: Travels [core book]	2013 Agate RPG	RPG 1496
Shadows of Esteren			The Monastery of Tuath	2014 Agate RPG	RPG 1497
Shadows of Esteren			Tuath: clues		RPG 1498
SIMPLE SUPERHEROES					
Simple superheroes: the roleplaying game of infinite powers and possibilities			Simple superheroes. No. 0	2016 Compose Dreams Games	RPG 1705
A SONG OF ICE AND FIRE					
A song of ice and fire: roleplaying A game of thrones			Core book	2012 Green Ronin Publishing	RPG 1521
SORCERER					
Sorcerer			Core rulebook	2001 Adept Press	RPG 1740
SPACE 1889					
Space 1889: science-fiction role playing in a more civilized time			Core book	1988 GDW	RPG 1069

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Space 1889			Beastmen of Mars	1989 GDW	RPG 1070
Space 1889			Caravans of Mars	1989 GDW	RPG 1071
Space 1889			Cloudships & gunboats	Boxed set 1989 GDW -2sheets of cardboard miniatures, -6 folded sheets of airship deck plans, -60 game pieces, -1 booklet of player scoring sheets, -1 game catalog.	RPG BS 35
Space 1889			Tales from the ether	1989 GDW	RPG 1072
Space 1889			Transactions of the Royal Martian Geographical Society, volume one, issues one through four	1999, c1991 Heliograph Inc.	RPG 1073
Space 1889			Transactions of the Royal Martian Geographical Society, volume two, issues five through eight	1999, c1992 Heliograph Inc.	RPG 1074
Space 1889			Transactions of the Royal Martian Geographical Society, nvolume three, pJuly to December 1999	2000, c1999 Heliograph Inc.	RPG 1075
SPACE MASTER				See also Rolemaster	

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Space master			Action on Akaisha Outstation	1985 Iron Crown Enterprises	RPG 1076
Space master			Armored assault	Boxed set 1989 Iron Crown Enterprises -3 booklets (Armored reserves, Assault book, Tables and forms book), -4 maps, - 4 sheets of game tokens	RPG BS 36
Space master			Beyond the core: The worlds of Frontier Zone Five	1987 Iron Crown Enterprises	RPG 1077
Space master			Dark space: the clutches of the Vlathachna -A genre book for Rolemaster and Space master	No date given Iron Crown Enterprises	RPG 1078
Space master			Disaster on Adanis III: rescue on a contested world	1989 Iron Crown Enterprises	RPG 1079
Space master			The Durandrium find: bsalvation for House Augustus-Hayes	1989 Iron Crown Enterprises	RPG 1080
Space master			Future law	1986 Iron Crown Enterprises	RPG 1081

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Space master			Imperial crisis: House Devon in turmoil	No date given Iron Crown Enterprises	RPG 1082
Space master			League of merchants: Lords of the imperial underworld	1988 Iron Crown Enterprises	RPG 1083
Space master			Legacy of the ancients: survivors of a forgotten colony ship	1989 Iron Crown Enterprises	RPG 1084
Space master			Raiders from the frontier: House Jade - London besieged	1989 Iron Crown Enterprises	RPG 1085
Space master			Space master companion	1986 Iron Crown Enterprises	RPG 1086
Space master			Space master companion I: advanced and optional rules for Space master	1990 Iron Crown Enterprises	RPG 1087
Space master			Star strike	Boxed set -1989 Iron Crown Enterprises -3 booklets (Tables and forms book, Strike book, Vessel compendium #2), - 5 maps, -2 1/2 sheets of game tokens	RPG BS 37

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Space master			Tales from deep space: perils on the imperial frontier	1988 Iron Crown Enterprises	RPG 1088
Space master			Tech law	1986 Iron Crown Enterprises	RPG 1089
Space master			Time riders: a genre book for Rolemaster and Space master	1992 Iron Crown Enterprises	RPG 1090
Space master			War on a distant moon: the Tayan revolution	1988 Iron Crown Enterprises	RPG 1091
THE SPARK				A storytelling game about building worlds & challenging your beliefs within them	
The Spark roleplaying game			Core rule book	2013 Genesis of Legend Publishing	RPG 1714
The Spark			Sig, the city between: a multiplanar fantasy setting	2015 Genesis of Legend Publishing	RPG 1732
STAR ACE					
Star ace			Aliens	1985 Pacesetter	RPG 1092
Star ace			First strike on paradise	1985 Pacesetter	RPG 1093
Star ace			The Gemini conspiracy	1985 Pacesetter	RPG 1094
Star ace			Goodbye, Kankee	1984 Pacesetter	RPG 1095

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Star ace			Lightspeed raid	1984 Pacesetter	RPG 1096
Star ace			Star Team wilderness briefing manual	1984 Pacesetter	RPG 1097
STAR DRIVE					
Star drive			Alien compendium accessory: creatures of the verge	1998 TSR	RPG 1098
STAR FRONTIERS					
Star frontiers		Alpha Dawn adventure	Sundown on Starmist	1983 TSR	RPG 1099
Star frontiers		Knight Hawks adventure	Dramune run	1984 TSR	RPG 1100
STAR TREK ADVENTURES				Based on the television series Star Trek For use with d20 system	
Star Trek adventures: the roleplaying game			Core rule book	2017 Modiphius Entertainment	RPG 1523
Star Trek adventures			Gamemaster's screen	2017 CBS Studios Ltd. -gamemaster's screen -6 character sheets -1 star chart -2 misc. sheets	RPG 1524

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Star Trek adventures			Beta Quadrant sourcebook	2018 Modiphius Entertainment Ltd	RPG 1525
Star Trek adventures			Command division: supplemental rulebook	2018 Modiphius Entertainment Ltd	RPG 1526
Star Trek adventures			Operations division: supplemental rulebook	2018 Modiphius Entertainment Ltd	RPG 1527
Star Trek adventures			Sciences division: supplemental rulebook	2018 Modiphius Entertainment Ltd	RPG 1528
STAR TREK, THE ROLE PLAYING GAME				Based on the television series Star Trek	

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Star Trek, the role playing game	1 st edition		Star Trek, the role playing game	Boxed set 1983 FASA -2 booklets (Star Trek: the role playing game, Star Trek: the role playing game Adventure Book), -1 space map 60 x 88 cm, -1 blueprint of Klingon Battle cruiser (6 sheets), -1 blueprint USS Enterprise (9 sheets), -1 booklet (Nelson Class Scout, etc.), -1 FASA catalog, assorted character generation sheets, unpagged, -3 blue technical information sheets, folded, 28 x 44 cm, -1 sheet of game tokens	RPG BS 38

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Star Trek...	2 ND edition		Star Trek, the role playing game	Boxed set 1983 FASA -5 booklets (Master control book, Starship tactical combat simulator, Star Fleet Officer's Manual. Game operations manual, Cadet's Orientations Sourcebook, Master Control Panel worksheets), -1 FASA catalog, - 1 space map 60 x 88 cm, -1 sheet of square game tokens, -2 sheets of hexagonal game tokens, disassembled, -2 10-sided dice	RPG BS 39
Star Trek...			Conflict of interests	1983 FASA	RPG 1101
Star Trek...			Decision at midnight	1986 FASA	RPG 1102
Star Trek...			Demand of honor	1984 FASA	RPG 1103
Star Trek...			Denial of destiny	1983 FASA	RPG 1104
Star Trek...			The Dixie Gambit	1986 FASA	RPG 1105

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Star Trek...			A doomsday like any other	1986 FASA	RPG 1106
Star Trek...			The Federation: a handbook of information on the United Federation of Planets	1986 FASA	RPG 1107
Star Trek...			Federation ship recognition manual	1985 FASA	RPG 1108
Star Trek...			The four years war	1986 FASA	RPG 1109
Star Trek...			Graduation exercise	1985 FASA	RPG 1110
Star Trek...			An imbalance of power	1986 FASA	RPG 1111
Star Trek...			Klingon D-7 Class battle cruiser	Boxed set 1983 FASA -2 booklets (Ship recognition handbook) -1 blueprint of Klingon Battle cruiser -6 sheets, folded, 56 x 87 cm	RPG BS 40
Star Trek...			Klingon intelligence briefing	1986 FASA	RPG 1112
Star Trek...			Klingon ship recognition manual	1985 FASA <i>-see also; "Ship recognition manual: the Klingon empire" RPG 1131</i>	RPG 1113

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Star Trek...			The Klingons: a sourcebook and character generation supplement	Boxed set 1983 FASA -3 booklets (The Klingons: a sourcebook and character generation supplement ; The Natural Order ; Intrusion), -1 booklet of game worksheets, -1 sheet of player character counters and ship counters, -1 FASA catalog	RPG BS 41
Star Trek...			The Klingons: game operation manual	1987 FASA	RPG 1114
Star Trek...			The Klingons: Star Fleet intelligence manual.	1987 FASA	RPG 1115
Star Trek...			Margin of profit	1984 FASA	RPG 1116
Star Trek...			A matter of priorities	1985 FASA	RPG 1117
Star Trek...			The mines of Selka	1986 FASA	RPG 1118
Star Trek...			Old soldiers never die	1986 FASA	RPG 1119
Star Trek...			Orion ruse	1986 FASA	RPG 1120
Star Trek...			The Orions: book of deep knowledge	1987 FASA	RPG 1121

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Star Trek...			The Orions: book of common knowledge	1987 FASA	RPG 1122
Star Trek...			The outcasts	1985 FASA	RPG 1123
Star Trek...			Regula-1: orbital station deckplans	1987 FASA	RPG 1124
Star Trek...			Return to Axanar	1986 FASA	RPG 1125
Star Trek...			Romulan ship recognition manual	1985 FASA	RPG 1126
Star Trek...			The Romulan war	1986 FASA	RPG 1127
Star Trek...			The Romulan way: game operations manual	1984 FASA	RPG 1128
Star Trek...			The Romulans	1984 FASA	RPG 1129
Star Trek...			Ship construction manual	1985 FASA	RPG 1130
Star Trek...			Ship recognition manual: the Klingon Empire	1985 FASA -See also "Klingon ship recognition manual" RPG 1113	RPG 1131

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Star Trek...			Star Fleet Intelligence manual: agent's orientation sourcebook (cover title) Star Fleet Intelligence agent's operation sourcebook (title page) Star Fleet intelligence manual: sourcebook (spine title)	1987 FASA	RPG 1132
Star Trek...			Star Fleet intelligence manual: game operations	1987 FASA	RPG 1133
Star Trek...			Star Trek III: sourcebook update	1983 FASA -Contains updates up to the movie Star Trek III	RPG 1142
Star Trek...			Star Trek IV, the voyage home: sourcebook update	1987 FASA -Contains updates up to the movie Star Trek IV, The voyage home	RPG 1143
Star Trek...			The Strider incident	1987 FASA	RPG 1134

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Star Trek...			Termination: 1456	1984 FASA	RPG 1135
Star Trek...			Trader captains and merchant princes	1987 FASA	RPG 1136
Star Trek...			The triangle campaign	1985 FASA	RPG 1137
Star Trek...			U.S.S. Enterprise deck plans	Boxed set 1983 FASA -1booklet; (United Federation of Planets Star Fleet Academy Ship Recognition Handbook ...); -9 sheets of blueprints, 60 x 86 cm.	RPG BS 42
Star Trek...			The vanished	1983 FASA	RPG 1138
Star Trek...			Where has all the glory gone?	1985 FASA	RPG 1139
Star Trek...			The White Flame: starship combat scenario pack	1988 FASA	RPG 1140
Star Trek...			Witness for the defense	1983 FASA	RPG 1141
STAR TREK, THE NEXT GENERATION ROLE PLAYING GAME					

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Star Trek, the next generation ...			Core book	1988 Last Unicorn Games	RPG 1144
STAR WARS. AGE OF REBELLION					
Star Wars: age of rebellion roleplaying game			Core rulebook	2014 Fantasy Flight Games	RPG 1543
Star Wars. Age of rebellion			Game master's kit	2014 Fantasy Flight Games -includes the adventure module "Dead in the water" -game master's screen	RPG 1544
Star Wars. Age of rebellion			Cyphers and masks: a sourcebook for spies	2018 Fantasy Flight Games	RPG 1545
Star Wars. Age of rebellion			Desperate allies: a sourcebook for diplomats	No date given Fantasy Flight Games	RPG 1546
Star Wars. Age of rebellion			Forged in battle: a sourcebook for soldiers	No date given Fantasy Flight Games	RPG 1547
Star Wars. Age of rebellion			Friends like these: adventure module	No date given Fantasy Flight Games	RPG 1548
Star Wars. Age of rebellion			Fully operational: a sourcebook for engineers	2018 Fantasy Flight Games	RPG 1549

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Star Wars. Age of rebellion			Lead by example: a sourcebook for commanders	2016 Fantasy Flight Games	RPG 1550
Star Wars. Age of rebellion			Onslaught at Arda I: adventure module.	2014 Fantasy Flight Games	RPG 1551
Star Wars. Age of rebellion			Stay on target: a source book for aces	2014 Fantasy Flight Games	RPG 1552
Star Wars. Age of rebellion			Strongholds of resistance: a source book of Alliance worlds	No date given Fantasy Flight Games	RPG 1553
STAR WARS. EDGE OF THE EMPIRE					
Star Wars. Edge of the Empire roleplaying game			Core rulebook	2013 Fantasy Flight Games	RPG 1554
Star Wars. Edge of the Empire			Game master's kit		RPG 1555
Star Wars. Edge of the Empire			Beyond the rim: adventure module	2013 Fantasy Flight Games	RPG 1556
Star Wars. Edge of the Empire			Dangerous covenants: a sourcebook for hired guns	2014 Fantasy Flight Games	RPT 1557
Star Wars. Edge of the Empire			Enter the unknown: a sourcebook for explorers	2013 Fantasy Flight Games	RPG 1558

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Star Wars. Edge of the Empire			Far horizons: a sourcebook for colonists	2014 Fantasy Flight Games	RPG 1559
Star Wars. Edge of the Empire			Fly casual: a sourcebook for smugglers	2014 Fantasy Flight Games	RPG 1560
Star Wars. Edge of the Empire			The jewel of Yavin: adventure module	2014 Fantasy Flight Games	RPG 1561
Star Wars. Edge of the Empire			Lords of Nal Hutta: a sourcebook for Hutt Space	2015 Fantasy Flight Games	RPG 1562
Star Wars. Edge of the Empire			Mask of the pirate queen: adventure module	2015 Fantasy Flight Games	RPG 1563
Star Wars. Edge of the Empire			Suns of fortune: a sourcebook for the Corellian Sector	2013 Fantasy Flight Games	RPG 1564
STAR WARS. FORCE AND DESTINY					
Star Wars. Force and destiny roleplaying game			Core rulebook		RPG 1565
Star Wars. Force and destiny			Game master's kit	No date given Fantasy Flight Games	RPG 1566
Star Wars. Force and destiny			Chronicles of the gatekeeper: adventure module	2015 Fantasy Flight Games	RPG 1567

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Star Wars. Force and destiny			Endless vigil: a sourcebook for sentinels	No date given Fantasy Flight Games	RPG 1568
Star Wars. Force and destiny			Ghosts of Dathomir: adventure module	2016 Fantasy Flight Games	RPG 1569
Star Wars. Force and destiny			Keeping the peace: a sourcebook for guardians	No date given Fantasy Flight Games	RPG 1570
Star Wars. Force and destiny			Knights of fate: a sourcebook for warriors	No date given Fantasy Flight Games	RPG 1571
Star Wars. Force and destiny			Savage spirits: a sourcebook for seekers	No date given Fantasy Flight Games	RPG 1572
Star Wars. Force and destiny			Unlimited power: a sourcebook for mystics	No date given Fantasy Flight Games	RPG 1573
STAR WARS ROLEPLAYING GAME				Uses the d20 system Published by Wizards of the Coast	
Star wars ...	[3 rd edition]		Core rulebook	2000 Wizards of the Coast -For use with the d20 system	RPG 1147

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Star wars ...	Revised edition		Revised core rulebook	2002 Wizards of the Coast -For use with the d20 system	RPG 1148
Star wars roleplaying game			Knights of the Old Republic: campaign guide	2008 Wizards of the Coast -For use with the d20 system	RPG 1168
Star wars roleplaying game			Starships of the galaxy	2007 Wizards of the Coast -For use with the d20 system	RPG 1178
Star wars roleplaying game			Threats of the galaxy	2007 Wizards of the Coast -For use with the d20 system	RPG 1180
STAR WARS, THE ROLE PLAYING GAME				Published by West End Games	
Star wars, the roleplaying game	[1 st edition]		Core rulebook	1987 West End Games	RPG 1145
Star wars ...	2 nd edition		Core rulebook	1992 West End Games	RPG 1146
Star wars ...			Adventure journal, Vol. 1 No. 1	1994 West End Games -Contains short stories and game scenarios.	RPG 1149

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Star wars ...			Adventure journal, vol. 1, no. 2	1994 West End Games Contains short stories and game scenarios.	RPG 1150
Star wars ...			Adventure journal, vol. 1, no. 3	1994 West End Games	RPG 1151
Star wars ...			Adventure journal, vol. 1, no. 4	1994 West End Games Contains short stories and game scenarios.	RPG 1152
Star wars ...			Adventure journal, vol. 1, no. 5	1995 West End Games Contains short stories and game scenarios.	RPG 1153
Star wars ...			Adventure journal, vol. 1, no. 6	1995 West End Games Contains short stories and game scenarios.	RPG 1154
Star wars ...			Adventure journal, vol. 1, no. 8	1995 West End Games Contains short stories and game scenarios.	RPG 1155
Star wars ...			Adventure journal, vol. 1, no. 9	1996 West End Games Contains short stories and game scenarios.	RPG 1156

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Star wars ...			Adventure journal, vol. 1, no. 10	1996 West End Games Contains short stories and game scenarios	RPG 1157
Star wars ...			Adventure journal, vol. 1, no. 11	1996 West End Games Contains short stories and game scenarios	RPG 1158
Star wars ...			Adventure journal, vol. 1, no. 12	1997 West End Games Contains short stories and game scenarios	RPG 1159
Star wars ...			Adventure journal, vol. 1, no. 14	1997 West End Games Contains short stories and game scenarios	RPG 1160
Star wars ...			Adventure journal, vol. 1, no. 15	1997 West End Games Contains short stories and game scenarios	RPG 1161
Star wars ...			Alien encounters	1998 West End Games	RPG 1162
Star wars ...			Cracken's rebel operatives	1994 West End Games	RPG 1163
Star wars ...			Cynabar's fantastic technology: droids	1997 West End Games	RPG 1164

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Star wars ...			Hideouts & strongholds	1998 West End Games	RPG 1165
Star wars ...	2 nd revised edition		Imperial sourcebook	1994 West End Games	RPG 1166
Star wars ...			The Jedi Academy sourcebook	1996 West End Games	RPG 1167
Star wars ...		The New Republic	Galaxy guide 11: criminal organizations	1994 West End Games	RPG 1169
		The New Republic	Heir to the empire: sourcebook. A guide to Volume 1 of Timothy Zahn'e three book cycle	1994 West End Games	RPG 1170
Star wars ...			Planets collection	1994 West End Games	RPG 1171
Star wars ...			Platt's smuggler's guide	1997 West End Games	RPG 1172
Star wars ...			Platt's starport guide	1995 West End Games	RPG 1173
Star wars ...	2 nd revised edition		Rebel Alliance sourcebook	1994 West End Games	RPG 1174
Star wars ...			The Star wars sourcebook	1987 West End Games	RPG 1175
Star wars ...	2 nd revised edition		The Star wars sourcebook	1994 West End Games	RPG 1176
Star wars ...	Special edition		Star Wars trilogy sourcebook	1994 West End Games	RPG 1177

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Star wars ...			Tales of the Jedi companion	1996 West End Games	RPG 1179
STORMBRINGER/ ELRIC					
Stormbringer /Elric	3 rd edition		Core rulebook	1987 Chaosium	RPG 1181
Stormbringer /Elric	"Elric" edition	Atlas of the Young Kingdoms. Vol. 1	The northern continent	1996 Chaosium	RPG 1182
Stormbringer /Elric	2 nd edition		Black sword: pursuit of the White Wolf	1985 Chaosium	RPG 1183
Stormbringer /Elric	"Elric" edition		Elric!	1993 Chaosium	RPG 1184
Stormbringer /Elric	"Elric" edition		Melniboné, dragon isle and dreaming city/Melniboné, isle of the dragon lords [spine title]	1993 Chaosium	RPG 1185
Stormbringer /Elric	4 th edition		Perils of the young kingdoms	1991 Chaosium	RPG 1186
Stormbringer /Elric	4 th edition		Rogue mistress	1991 Chaosium	RPG 1187
Stormbringer /Elric	"Elric" edition		Sailing on the seas of fate	1996 Chaosium	RPG 1188
Stormbringer /Elric	4 th edition		Sea kings of the purple towns	1991 Chaosium	RPG 1189
Stormbringer /Elric	3 rd edition		The shattered isle: rebels against the mutant master.	1987 Chaosium	RPG 1190
Stormbringer /Elric	4 th edition		Sorcerers of Pan Tang: dangerous adventures on the demon isle	1991 Chaosium	RPG 1191

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Stormbringer /Eric	2 nd edition		Stealer of souls: a quest for vengeance in Ilmiora	1985 Chaosium	RPG 1192
Stormbringer /Eric	3 rd edition		White wolf: temples, demons, & ships of war	1987 Chaosium --for any Eternal Champion series game	RPG 1193
STARFINDER					
Starfinder			Core rulebook	2020 Paizo Publications	RPG 1492
Starfinder			Pact worlds	2018 Paizo Publications	RPG 1493
SWASHBUCKLERS OF THE 7 SKIES				For use with the PDQ# (Prose Descriptive Qualities Sharp) system	
Swashbucklers of the 7 skies			Core book	2009 Evil Hat Productions	RPG 1518
SWORD & SORCERY				-Requires the use of D&D 3rd edition system rules -D20 system	
Sword & sorcery			Advanced player's guide	2004 Distributed by White Wolf	RPG 1797
Sword & sorcery			Beyond countless doorways	2004 Malhavoc Press	RPG 1194

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Sword & sorcery	3 rd edition		The bonegarden	2004 Necromancer Games "Requires the use of the Dungeons & Dragons core books, third edition published by Wizards of the Coast. This book utilizes updated material from the v.3.5 revision."	RPG 1798
Sword & sorcery			The book of hallowed might: a divine-magic sourcebook	2006 Malhavoc Press "Requires the use of the Dungeons & Dragons core books, third edition published by Wizards of the Coast. This book utilizes updated material from the v.3.5 revision."	RPG 1799
Sword & sorcery			Chaositech: a sourcebook for characters of all levels	2004 Malhavoc Press "Requires the use of the Dungeons & Dragons core books, third edition published by Wizards of the Coast. This book utilizes updated material from the v.3.5 revision."	RPG 1803
Sword & sorcery			Creature collection: core rulebook	2000 Distributed by White Wolf	RPG 1195

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Sword & sorcery			Glades of death: a setting sourcebook for v.3.5 roleplaying	2005 Necromancer Games "Requires the use of the Dungeons & Dragons core books, third edition published by Wizards of the Coast. This book utilizes updated material from the v.3.5 revision."	RPG 1800
Sword & sorcery			Ptolus: city by the spire/ Monte Cook's city by the spire	2006 Malhavoc Press	RPG 1196
Sword & sorcery			Relics and rituals: core rulebook	2001 Distributed by White Wolf	RPG 1197
Sword & sorcery			Trouble at Durbenford: a location and campaign sourcebook for v3.5 roleplaying	2004 Necromancer Games "Requires the use of the Dungeons & Dragons core books, third edition published by Wizards of the Coast. This book utilizes updated material from the v.3.5 revision."	RPG 1801

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Sword & sorcery			The wurst of Grimtooth's traps	2005 Necromancer Games "Requires the use of the Dungeons & Dragons core books, third edition published by Wizards of the Coast. This book utilizes updated material from the v.3.5 revision."	RPG 1802
Sword & sorcery		Arcana evolved/ Monte Cook's Arcana evolved	Ruins of intrigue: a campaign sourcebook	2005 Malhavoc Press "Requires the use of the Dungeons & Dragons core books, third edition published by Wizards of the Coast. This book utilizes updated material from the v.3.5 revision."	RP 1804
Sword & sorcery		Arcana evolved/ Monte Cook's Arcana evolved	Spell treasury: a sourcebook	2006 Malhavoc Press "Requires the use of the Dungeons & Dragons core books, third edition published by Wizards of the Coast. This book utilizes updated material from the v.3.5 revision."	RPG 1805

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Sword & sorcery		Arcana evolved/ Monte Cook's Arcana evolved	Transcendence: a player's companion	2005 Malhavoc Press "Requires the use of the Dungeons & Dragons core books, third edition published by Wizards of the Coast. This book utilizes updated material from the v.3.5 revision."	RPG 1806
Sword & sorcery		Arcana evolved/ Monte Cook's Arcana evolved	Variant player's handbook	2005 Malhavoc Press "Requires the use of the Dungeons & Dragons core books, third edition published by Wizards of the Coast. This book utilizes updated material from the v.3.5 revision."	RPG 1807
Sword & sorcery		Arcana unearthed/ Monte Cook's Arcana unearthed	Arcana unearthed : a variant player's handbook	2003 Malhavoc Press	RPG 1198
Sword & sorcery		Arcana unearthed/ Monte Cook's Arcana unearthed	The diamond throne	2003 Malhavoc Press	RPG 1199

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Sword & sorcery		Iron heroes	A rules expansion book	200 Malhavoc Press "Requires the use of the Dungeons & Dragons core books, third edition published by Wizards of the Coast. This book utilizes updated material from the v.3.5 revision."	RPG 1808
Sword & sorcery		Iron heroes	A variant player's handbook	2005 Malhavoc Press "Requires the use of the Dungeons & Dragons core books, third edition published by Wizards of the Coast. This book utilizes updated material from the v.3.5 revision."	RPG 1809
Sword & sorcery		Scarred lands	Calastia: throne of the black dragon	2002 White Wolf	RPG 1200
Sword & sorcery		Scarred lands	Ghelspad: Scarred lands campaign setting	2002 White Wolf	RPG 1201
Sword & sorcery		Scarred lands	Hornsaw, forest of blood.	No date Distributed by White Wolf	RPG 1202
Sword & sorcery		Scarred lands	Shelzar, city of sins	No date Sword & Sorcery Studios	RPG 1203
Sword & sorcery		Scarred lands	Vigil watch : secrets of the Asaatthi	No date Sword & Sorcery Studios	RPG 1204

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

SWORD NOIR					
Sword noir: a role-playing game of hardboiled sword and sorcery			Core book	2010 Sword's Edge Publishing	RPG 1516
SWORD'S EDGE					
Sword's edge role-playing game			Core book	No date given Sword's Edge Publishing	RPG 1517
13th AGE					
13 th Age			Core rule book	2013 Pelgrane Press	RPG 1707
TALES FROM THE FLOATING VAGABOND					
Tales from the Floating Vagabond			Core book	1992 Avalon Hill Game Co.	RPG 1205
Tales from the Floating Vagabond			Adventure with no name	1991 Avalon Hill Game Co.	RPG 1206
Tales from the Floating Vagabond			HyperCad 54, where are you?	1992 Avalon Hill Game Co.	RPG 1207
TALES FROM THE LOOP					
Tales from the loop: roleplaying in the '80s that never was	2 nd edition		Core book	2017 Free League	RPG 1540
TALISLANTA					

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Talislanta			The chronicles of Talislanta	1987 Bard Games	RPG 1208
Talislanta			The cyclopedia Talislanta	1988 Bard Games	RPG 1209
Talislanta			The Talislantan handbook	1987 Bard Games	RPG 1210
TEENAGERS FROM OUTER SPACE					
Teenagers from outer space			Core book	1989 R. Talsorian Games, Inc.	RPG 1211
TEKUMEL				See EMPIRE OF THE PETAL THRONE	
THIRTEENTH AGE					
Thirteenth Age			Core rule book	2013 Pelgrane Press	RPG 1707
THIEVES' WORLD				Uses the d20 system	
Thieves' world			Player's manual	2005 Green Ronin/Diamond	RPG 1212
Thieves' world			Shadowspawn's guide to Sanctuary: a city sourcebook	2005 Green Ronin/Diamond	RPG 1213
TIMELORDS					
Timelords			Core book	1990 Blacksburg Tactical Research Center	RPG 1214

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

TIMEMASTER					
Timemaster: adventures in the 4th dimension			Timemaster: adventures in the 4th dimension -Core set	Boxed set 1984 Pacesetter -3 volumes -maps ; c28 cm. -1 player reference sheet, -1 sheet hex map, printed on both sides	RPG BS 43
Timemaster			The assassin queen	1985 Pacesetter	RPG 1215
Timemaster			Clash of kings! A tale of Arthur and Merlin	1984 Pacesetter	RPG 1216
Timemaster			The Cleopatra gambit	1984 Pacesetter	RPG 1217
Timemaster			Crossed swords: with the Three Musketeers	1984 Pacesetter	RPG 1218
Timemaster			Partisans from the shadows	1984 Pacesetter	RPG 1219
Timemaster			Sea dogs of England	1984 Pacesetter	RPG 1220
Timemaster			Temples of blood	1985 Pacesetter	RPG 1221
Timemaster			Terrible swift Ford	1985 Pacesetter	RPG 1222
Timemaster			Timetricks: a survivor's guide to time travel	1985 Pacesetter	RPG 1223
Timemaster			Whom the gods destroy: the adventures of Odysseus	1985 Pacesetter	RPG 1224

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

TINY FRONTIERS					
Tiny Frontiers			Core book	2016 Gallant Knight Games	RPG 1512
TOON: THE CARTOON ROLEPLAYING GAME					
Toon: the cartoon roleplaying game			Core book	1991 Steve Jackson Games	RPG 1225
Toon			Toon ace catalog	1994 Steve Jackson Games	RPG 1226
Toon			Tooniversal tour guide	1992 Steve Jackson Games	RPG 1227
TORG: ROLEPLAYING THE POSSIBILITY WARS					

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Torg: roleplaying the possibility wars			Core set	Boxed set 1990 West End Games - 4 booklets: -Torg rulebook, - Worldbook, -Adventure book, -Infiniverse newsletter vol 1 no 1.), -158 numbered game cards 6 cm x 9 cm; -10 blank game cards 6 cm x 9 cm, -1 20-sided die	RPG BS 44
Torg			Aysle: the sourcebook of magical reality	1990 West End Games	RPG 1228
Torg			City of demons: welcome to Hell on Earth	1992 West End Games	RPG 1229
Torg			Creatures of Aysle	1991 West End Games	RPG 1230
Torg			Creatures of Orrorsh	1992 West End Games	RPG 1231
Torg			Crucible of pain: murder, madness, and mini-cosms	1991 West End Games	RPG 1232
Torg			Cyberpapacy: the sourcebook of cyber-religious reality	1991 West End Games	RPG 1233
Torg			The Delphi council: worldbook, volume 1.	1992 West End Games	RPG 1234

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Torg			The gaunt man returns: this evil reborn	1992 West End Games	RPG 1235
Torg			Infiniverse campaign game update, volume 1	1992 West End Games	RPG 1236
Torg			The land below: discover what lurks below	1991 West End Games	RPG 1237
Torg			The living land: the sourcebook of primitive reality	1990 West End Games	RPG 1238
Torg			The Nile empire: the sourcebook of pulp reality	1990 West End Games	RPG 1239
Torg			Nippon tech: the sourcebook of mega-corporate reality	1991 West End Games	RPG 1240
Torg			Operation: Hard sell: espionage in Nippon and the Living Land	1991 West End Games	RPG 1241
Torg			Orrorsh: the sourcebook of horror reality	1991 West End Games	RPG 1242
Torg			Pixaud's practical grimoire: arcane knowledge from the Realm of Aysle	1991 West End Games	RPG 1243
Torg			Queenswrath: missions in Aylse, the realm of magical reality	1990 West End Games	RPG 1244
Torg			Space gods: the sourcebook of science-fiction reality	1991 West End Games	RPG 1245

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Torg			The Storm Knights' guide to the Possibility Wars: the player's guide to Torg	1992 West End Games	RPG 1246
Torg			Tharkhold: the sourcebook of techno-horror reality	1992 West End Games	RPG 1247
Torg			When axioms collide: the outcome is murder	1992 West End Games	RPG 1248
TORG: ETERNITY			Relaunch of Torg by new publisher		
Torg: eternity			Core rule book	2017 Ulisses Spiele	RPG 1681
TRAIL OF CTHULHU				Based on the "Gumshoe system" by Robin Laws	
Trail of Cthulhu			Core book	2008 Pelgrane Press	RPG 1249
Trail of Cthulhu		Fear itself	Invasive procedures	2011 Pelgrane Press	RPG 1662
Trail of Cthulhu			Stunning eldritch tales	2008 Pelgrane Press	RPG 1250
TRAVELLER				See also; GURPS for GURPS Traveller	

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Traveller	1 st edition		Books 1,2 and 3	Boxed set 1978 GDW -Book 1: Characters & combat -Book 2: Starships -Book 3: Worlds & Adventures	RPG BS 45
Traveller	1 st edition		Book 4: Mercenary	1978 Game Designers' Workshop	RPG 1251
Traveller	1 st edition		Book 5: High guard.	1978 Game Designers' Workshop	RPG 1252
Traveller	1 st edition		Adventure 3: Twilight's peak.	1980 Game Designers' Workshop	RPG 1253
Traveller	1 st edition		Double adventure 3: Death station ; the Argon gambit	1981 Game Designers' Workshop	RPG 1254
Traveller	1 st edition		The Journal of the Travellers' Aid Society, No. 7	1981 Game Designers' Workshop	RPG 1255
[Traveller]			Scouts & assassins, 2 nd ed	1981 Paranoia Press -for use with Traveller; filed under Traveller	RPG 1256
Traveller	1 st edition		Supplement 3: The spinward marches	1979 Game Designers' Workshop	RPG 1257

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Traveller	1 st edition		Supplement 6: 76 patrons.	1980 Game Designers' Workshop	RPG 1258
Traveller	4 th edition	Marc Miller's Traveller	[Core book]	1996 Imperium Games, Inc	RPG 1259
Traveller		MegaTraveller	MegaTraveller	Boxed set 1987 GDW - 3 rule books (Player's manual, Referee's manual, Imperial encyclopedia), 1 playing surface 42 x 55 cm	RPG BS 46
Traveller		MegaTraveller	Assignment: vigilante	1992 GDW	RPG 1260
Traveller		MegaTraveller	COACC; Close Orbit and Airspace Control Command	1989 GDW	RPG 1261
Traveller		MegaTraveller	Fighting ships of the shattered imperium	1990 GDW	RPG 1262
Traveller		MegaTraveller	Knightfall	1990 GDW	RPG 1263
Traveller		MegaTraveller	101 vehicles: an illustrated catalog	1998 Digest Group Publications	RPG 1264
Traveller		MegaTraveller	Referee's companion	1989 GDW	RPG 1265
Traveller		Mongoose Traveller/MGT	Core rulebook	2008 Mongoose Publishing	RPG 1266
Traveller		Mongoose Traveller/MGT	Hammer's Slammers	2009 Mongoose Publishing	RPG 1267

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Traveller		Mongoose Traveller/MGT	Mercenary	2008 Mongoose Publishing	RPG 1268
Traveller		Mongoose Traveller/MGT	760 patrons	2008 Mongoose Publishing	RPG 1269
Traveller		Mongoose Traveller/MGT	The third imperium: the spinward marches.	2008 Mongoose Publishing	RPG 1270
Traveller		The new era	Brilliant lances: traveller starship combat	Boxed set 1993 GDW - 2 six-sided dice, -1 twenty-sided die, -3 sector maps 80 x 112 cm, -2 booklets (Technical Booklet, Rules of Play), -1 pad ship statistic forms, -2 player aids cards, -1 correction sheet, -1 customer response form, -2 sheets of cardboard game tokens	RPG BS 47
Traveller		The new era	Core rulebook	1993 GDW	RPG 1682
Traveller		The new era	Fire, fusion, & steel: technical architecture	1994 GDW	RPG 1468

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Traveller		The new era	Reformation coalition manual 1: Path of tears: the star viking sourcebook -	No date GDW	RPG 1469
Traveller		The new era	Reformation coalition manual 2: Smash & grab: star Viking hot recovery operations	1994 GDW	RPG 1470
Traveller		The new era	Reformation coalition manual 3: Reformation coalition equipment guide.	1994 GDW	RPG 1471
Traveller		The new era	Survival margin: gateway to the new era	1993 GDW	RPG 1472
Traveller		The new era	World tamer's handbook	1994 GDW	RPG 1271
Traveller		Traveller 20/T20	The traveller's handbook	2002 RPG Realms -for use with the d20 system	RPG 1272
TRAVELLER 2300				Traveller 2300 is a separate game from Traveller	

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Traveller 2300			Traveller 2300: mankind discovers the stars	Boxed set 1986 GDW -Player's manual -Referee's manual -Forms book -Near star map -Near star list -"Tricolor's shadow"; adventure -Understanding 2300; booklet -1 10-sided dice -missing 4 6- sided die	RPG BS 48
Traveller 2300			Aurore sourcebook: humanity's furthest outpost	1987 GDW	RPG 1273
Traveller 2300			Beanstalk: trouble-shooting on Beta Canum's elevator to the stars	1987 GDW	RPG 1274
Traveller 2300			Earth/cybertech sourcebook: adventure at man's homeworld	1989 GDW	RPG 1275
Traveller 2300			Energy curve: a marooned expedition on the Kafer Frontier	1987 GDW	RPG 1276
Traveller 2300			Kafer dawn: the front line of mankind's fight for survival	1987 GDW	RPG 1277

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Traveller 2300			Mission Arcturus: desperate rescue behind the Kafer lines	1987 GDW	RPG 1278
Traveller 2300			Nyotekundu sourcebook: mining outposts in a deadly star system	1987 GDW	RPG 1279
Traveller 2300			Ships of the French arm: starships which supply and protect a branch of Human Space	1987 GDW	RPG 1280
Traveller 2300			Star Cruiser 2300: starship construction and combat in the year 2300	Boxed set 1987 GDW -3 booklets (Star Cruiser rules book, Star Cruiser Naval Architect's manual, Ship status sheet), -1 sheet of 2 star map playing surfaces 40 x 56 cm, errata sheet, -1 combat chart of cardboard game tokens, -1 ten-sided die.	RPG BS 49
TREMULUS					
Tremulus: a storytelling game of Lovecraftian horror			Core book	No date given Reality Blurs	RPG 1730

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

TRIBE 8					
Tribe 8			Tribe eight: the past is dead, your future begins now -Core book	1998 Dream Pod 9	RPG 1281
Tribe 8			Game master's kit	1998 Dream Pod 9 -includes the adventure quest "Enemy of my enemy" -game master's screen	RPG 1591
Tribe 8			Adrift on the river of dream: a Tribe 8 sourcebook.	2001 Dream Pod 9	RPG 1592
Tribe 8			Book of legends: a Tribe 8 sourcebook	1999 Dream Pod 9	RPG 1593
Tribe 8			Broken pact: a Tribe 8 cycle	2000 Dream Pod 9	RPG 1594
Tribe 8			Children of Lilith: a Tribe 8 cycle	1999 Dream Pod 9	RPG 1595
Tribe 8			Harvest of thorns	2001 Dream Pod 9	RPG 1282
Tribe 8			Horrors of the Z'bri: a Tribe 8 sourcebook	1999 Dream Pod 9	RPG 1596
Tribe 8			Into the Outlands: a tribe 8 sourcebook	1999 Dream Pod 9	RPG 1597
Tribe 8			Revanche	2001 Dream Pod 9	RPG 1283
Tribe 8			Trial by fire: a Tribe 8 cycle	1999 Dream Pod 9	RPG 1598
Tribe 8			Tribe 8 companion	1998 Dream Pod 9	RPG 1284
Tribe 8			Vimary: a Tribe 8 sourcebook	1998 Dream Pod 9	RPG 1599

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Tribe 8			Vimary burns: a Tribe 8 cycle	2000 Dream Pod 9	RPG 1600
Tribe 8			Warrior unbound: a Tribe 8 cycle	2000 Dream Pod 9	RPG 1601
Tribe 8			Word from the north: a Tribe 8 cycle	1999 Dream Pod 9	RPG 1602
Tribe 8			Word of the dancers	2001 Dream Pod 9	RPG 1285
Tribe 8			Word of the Fates: a Tribe 8 sourcebook	2000 Dream Pod 9	RPG 1603
Tribe 8			Word of the pillars: a Tribe 8 sourcebook	1999 Dream Pod 9	RPG 1604
TRINITY UNIVERSE				Uses the d20 system	
Trinity Universe			Aberrant: awaken the power within	2004 Sword & Sorcery/White Wolf	RPG 1674
Trinity Universe			Adventure! Tales the Aeon Society	2004 Sword & Sorcery/White Wolf	RPG 1675
Trinity Universe			Trinity	2004 Sword & Sorcery/White Wolf	RPG 1676
TRUE20					
True20 adventure roleplaying			Core book	2005 Green Ronin Publishing	RPG 1286
True20	Revised edition		Core book	2005 Green Ronin Publishing	RPG 1287

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
True20			The adept's handbook: a role sourcebook for True20 adventure roleplaying	2008 Green Ronin Publishing	RPG 1288
TULAN OF THE ISLES				A fully-populated town and detailed region for use with all roleplaying games	
Tulan of the isles			Tulan of the isles: river-port nexus of riches and adventure	1987 Chaosium	RPG 1289
TUNNELS & TROLLS					

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Tunnels & trolls	7.5 th ed.			Boxed set 6 booklets (Tunnels & Trolls volumes 7.5. rulebook, Monstrum Codex, Codex Incantatem, Monsters & Magic book, special edition, Strange Destinies solo adventure, Hot Pursuit, a Tunnels & Trolls GM adventure), 1 map 28 x 43 cm, 4 character record sheets, 3 sheets of round game tokens, 4 six-sided dice	RPG BS 54
UNDER- GROUND					
Underground			Core book	1993 Mayfair Games	RPG 1290
Underground			Companion	1994 Mayfair Games	RPG 1291
Underground			Fully strapped, always packed: gats and gear from the underground	1993 Mayfair Games	RPG 1292
Underground			The note book	1993 Mayfair Games	RPG 1293
Underground			Player's handbook	1994 Mayfair Games	RPG 1294

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Underground			Streets and stories: L. A. campaign sourcepack	Boxed set 1993 Mayfair Games -2 booklets (Streets, Stories), -16 folio sheets, -16 colour prop sheets, -2 poster maps, -1 newsprint journal, -1 folio 62 x 28 cm. <i>Front of box lid damaged along lower edge.</i>	RPG BS 51
Underground			Techno: gear and accessories for Underground	1994 Mayfair Games	RPG 1295
UNKNOWN ARMIES					
Unknown armies: a roleplaying game of transcendental horror and furious action			Core book	1998 Atlas Games	RPG 1296
VAMPIRE: THE ETERNAL STRUGGLE/ JHYAD				SET IN "THE WORLD OF DARKNESS" -based on "Vampire the masquerade"	RPG 1334
Vampire: the eternal struggle/Jyhad			A player's guide to the Jyhad	No date White Wolf	

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

VAMPIRE: THE DARK AGES				SET IN "THE WORLD OF DARKNESS" -A spin-off series from "Vampire the masquerade" -See also; World of Darkness: the Dark Ages: Vampire	
Vampire: the Dark Ages			Core book	1997 White Wolf	RPG 1364
Vampire: the Dark Ages/Dark Ages: vampire	Revised 2 nd edition of Vampire the Dark Ages		Core book	2002 White Wolf -Name of series changed for revised edition	RPG 1612
Vampire: the Dark Ages			Ashen cults: AD 1215	2001 White Wolf	RPG 1365
Vampire: the Dark Ages			The ashen knight: a sourcebook for Vampire, the Dark Ages	2000 White Wolf	RPG 1613
Vampire: the Dark Ages			The ashen thief: a sourcebook for Vampire, the Dark Ages	2000 White Wolf	RPG 1614
Vampire: the Dark Ages			Bitter crusade: a chronicle for Vampire, the Dark Ages	2001 White Wolf	RPG 1615

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Vampire: the Dark Ages			Book of storyteller secrets: a sourcebook for Vampire, the Dark Ages	1996 White Wolf	RPG 1616
Vampire: the Dark Ages			Cainite heresy: a sourcebook of blasphemous horror for Vampire, the Dark Ages	1999 White Wolf -“Year of the reckoning” crossover series with World of Darkness	RPG 1617
Vampire: the Dark Ages		Clanbook	Baali	1998 White Wolf	RPG 1618
Vampire: the Dark Ages		Clanbook	Cappadocian	1998 White Wolf	RPG 1366
Vampire: the Dark Ages		Clanbook	Salubri	1999 White Wolf	RPG 1619
Vampire: the Dark Ages			Constantinople by night: a sourcebook for Vampire, the Dark Ages	2000 White Wolf	RPG 1620
Vampire: the Dark Ages			Dark ages companion	1997 White Wolf	RPG 1367
Vampire: the Dark Ages/Dark Ages: vampire			Dark ages storytellers companion: a sourcebook for Dark Ages : vampire	Vampire: the Dark Ages/Dark Ages: vampire	RPG 1634
Vampire: the Dark Ages/Dark Ages: vampire	Revised 2 nd edition of Vampire the Dark Ages		Europe: a sourcebook for Dark Ages: vampire	2002 White Wolf -Name of series changed for revised edition	RPG 1621

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Vampire: the Dark Ages			The Erciyes fragments: being the journals and notes of Fra Niccolo of Venice, Noddist scholar and itinerant monk	1999 White Wolf	RPG 1368
Vampire: the Dark Ages			Fountain of bright crimson: a story for Vampire, the Dark Ages	1999 White Wolf	RPG 1629
Vampire: the Dark Ages			House of Tremere: a sourcebook for Vampire, the Dark Ages	2000 White Wolf	RPG 1622
Vampire: the Dark Ages			Iberia by night, AD 1212: a sourcebook for Vampire, the Dark Ages	2001 White Wolf	RPG 1623
Vampire: the Dark Ages			Jerusalem by night: a city sourcebook for Vampire, the Dark Ages	1999 White Wolf	RPG 1624
Vampire: the Dark Ages		Libellus Sanguinis 1	Masters of the state	1997 White Wolf -[Dark Ages clanbook 1]	RPG 1625
Vampire: the Dark Ages		Libellus Sanguinis 2	Keepers of the word: a sourcebook for Vampire, the Dark Ages	1997 White Wolf -Dark Ages clanbook 2	RPG 1626

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Vampire: the Dark Ages		Libellus Sanguinis 3	Wolves at the door: a sourcebook for Vampire, the Dark Ages	2000 White Wolf -Dark Ages clanbook 3	RPG1 1627
Vampire: the Dark Ages		Libellus Sanguinis 4	Thieves in the night: a sourcebook for Vampire, the Dark Ages	2001 White Wolf -Dark Ages clanbook 4	RPG 1628
Vampire: the Dark Ages/Dark Ages: vampire			Players' guide to High Clans: a sourcebook for Dark Ages : vampire	2003 White Wolf	RPG 1630
Vampire: the Dark Ages/Dark Ages: vampire			Players guide to Low Clans : a sourcebook for Dark Ages : vampire	2003 White Wolf	RPG 1631
Vampire: the Dark Ages/Dark Ages: vampire			Road of humanity: a sourcebook for Dark Ages : vampire	2004 White Wolf	RPG 1632
Vampire: the Dark Ages/Dark Ages: vampire			Road of sin: sourcebook for Dark Ages : vampire	2004 White Wolf	RPG 1633
Vampire: the Dark Ages			Storytellers screen.	1996 White Wolf	RPG 1635
Vampire: the Dark Ages			Transylvania by night: a sourcebook for Vampire: the dark ages	1997 White Wolf	RPG 1636

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Vampire: the Dark Ages		Transylvania chronicles, I	Dark tides rising: a crossover chronicle for Vampire: the Dark Ages and Vampire: the masquerade	1998 White Wolf	RPG 1369
Vampire: the Dark Ages		Transylvania chronicles, II	Son of the dragon a crossover chronicle for Vampire: the Dark Ages and Vampire: the masquerade	1998 White Wolf	RPG 1370
Vampire: the Dark Ages		Transylvania chronicles, III	Ill omens a crossover chronicle for Vampire: the Dark Ages and Vampire: the masquerade	1999 White Wolf	RPG 1371
Vampire: the Dark Ages		Transylvania chronicles, IV	The dragon ascendant: a crossover chronicle for Vampire: the Dark Ages and Vampire: the masquerade	2000 White Wolf	RPG 1372
Vampire: the Dark Ages			Under the black cross: a chronicle for Vampire, the Dark Ages	2002 White Wolf	RPG 1637
Vampire: the Dark Ages			Veil of night: a sourcebook for Vampire, the Dark Ages	2001 White Wolf -Year of the scarab crossover series	RPG 1638

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Vampire: the Dark Ages			Wind from the east: a sourcebook for Vampire, the Dark Ages	2000 White Wolf	RPG 1639
Vampire: the Dark Ages			Wolves of the sea: a sourcebook for Vampire, the Dark Ages	1999 White Wolf	RPG 1640
VAMPIRE: THE MASQUERADE				SET IN "THE WORLD OF DARKNESS"	
Vampire: the masquerade	1 st edition		Core book	1991 White Wolf	RPG 1297
Vampire: the masquerade	Revised 1 st edition		Core book	1992 White Wolf	RPG 1298
Vampire: the masquerade	2 nd edition		Core book	1994 White Wolf	RPG 1299
Vampire: the masquerade	3 rd edition		Core book	1998 White Wolf	RPG 1300
Vampire: the masquerade	2 nd edition		Alien hunger	1992 White Wolf	RPG 1301
Vampire: the masquerade			Anarch cookbook: a friendly guide to vampire politics	1993 White Wolf	RPG 1302
Vampire: the masquerade			Archons & templars	2002 White Wolf	RPG 1303
Vampire: the masquerade			Ashes to ashes	1991 White Wolf	RPG 1304
Vampire: the masquerade			Awakening: diablerie Mexico	1992 (?) White Wolf	RPG 1305
Vampire: the masquerade			Blood bond: a story for Vampire the masquerade	1991 White Wolf	RPG 1306

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Vampire: the masquerade			Blood sacrifice: the thaumaturgy companion	2002 White Wolf	RPG 1307
Vampire: the masquerade			Bloody hearts: diablerie Britain	1993 White Wolf	RPG 1308
Vampire: the masquerade			Book of the Kindred	1998 White Wolf	RPG 1309
Vampire: the masquerade			Caine's chosen: the black hand	2003 White Wolf	RPG 1310
Vampire: the masquerade			Cairo by night	2001 White Wolf	RPG 1311
Vampire: the masquerade			Chicago by night: the second face of the second city	No date White Wolf	RPG 1312
Vampire: the masquerade			Chicago chronicles, volume 3: includes Milwaukie by night, Ashes to ashes and Blood bond	1996 White Wolf	RPG 1313
Vampire: the masquerade			Children of the night: a gallery of characters ...	1999 White Wolf	RPG 1314
Vampire: the masquerade			Cities of darkness, Vol. 1: includes New Orleans by night, and DC by night	1997 White Wolf	RPG 1315
Vampire: the masquerade			Cities of darkness, Vol. 2: includes Berlin by night and Los Angeles by night	1997 White Wolf	RPG 1316
Vampire: the masquerade	2 nd edition	Clanbook	Assamite	2000 White Wolf	RPG 1317
Vampire: the masquerade	2 nd edition	Clanbook	Brujah	2000 White Wolf	RPG 1318
Vampire: the masquerade		Clanbook	Followers of Set	2001 White Wolf	RPG 1319

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Vampire: the masquerade		Clanbook	Gangrel	1993 White Wolf	RPG 1320
Vampire: the masquerade	2 nd edition	Clanbook	Giovanni	2001 White Wolf	RPG 1321
Vampire: the masquerade		Clanbook	Lasombra: cathedral of darkness	1995 White Wolf	RPG 1322
Vampire: the masquerade		Clanbook	Malkavian: method in the madness	1997 White Wolf	RPG 1323
Vampire: the masquerade	2 nd edition	Clanbook	Malkavian	2000 White Wolf	RPG 1324
Vampire: the masquerade	2 nd edition	Clanbook	Nosferatu	2000 White Wolf	RPG 1325
Vampire: the masquerade	2 nd edition	Clanbook	Ravnos	2001 White Wolf	RPG 1326
Vampire: the masquerade	2 nd edition	Clanbook	Setites: children of the endless night	1995 White Wolf	RPG 1327
Vampire: the masquerade	2 nd edition	Clanbook	Toreador	2000 White Wolf	RPG 1328
Vampire: the masquerade		Clanbook	Tremere: the price of eternity	1994 White Wolf	RPG 1329
Vampire: the masquerade	1 st edition	Clanbook	Tzimisce: the way of all flesh, a sourcebook for Vampire: the masquerade	1997 White Wolf	RPG 1680
Vampire: the masquerade	2 nd edition	Clanbook	Tzimisce	2001 White Wolf	RPG 1330
Vampire: the masquerade	2 nd edition	Clanbook	Venture	2000 White Wolf	RPG 1331
Vampire: the masquerade			Counsel of Primogen; a sourcebook of Camarilla politics ...	2003 White Wolf	RPG 1332
Vampire: the masquerade			Elysium: the elder wars, secrets of generational genocide	1994 White Wolf	RPG 1333

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Vampire: the masquerade			Gehenna	2004 White Wolf	RPG 1335
Vampire: the masquerade			Ghouls: fatal addiction	1994 White Wolf	RPG 1336
Vampire: the masquerade			Gilded age	2001 White Wolf	RPG 1337
Vampire: the masquerade			Guide to the anarchs: a mandate of revolution	2002 White Wolf	RPG 1338
Vampire: the masquerade			Guide to the Camarilla: roses watered with blood	1999 White Wolf	RPG 1339
Vampire: the masquerade			Guide to the Sabbat: fait accompli	1999 White Wolf	RPG 1340
Vampire: the masquerade			Havens of the damned	2002 White Wolf	RPG 1341
[Vampire: the masquerade].			Hong Kong: a World of darkness sourcebook for Vampire, the masquerade	1998 White Wolf	RPG 1448
Vampire: the masquerade			The hunters hunted: the battle is joined	1992 White Wolf	RPG 1342
Vampire: the masquerade			The Inquisition: deus vult	1995 White Wolf	RPG 1343
Vampire: the masquerade			Kindred of the east	1998 White Wolf	RPG 1344
Vampire: the masquerade			Kindred of the ebony kingdom	2003 White Wolf	RPG 1345
Vampire: the masquerade			Mexico City by night	2002 White Wolf	RPG 1346
Vampire: the masquerade			Midnight siege	2001 White Wolf	RPG 1347

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Vampire: the masquerade			Milwaukee by night: barren streets, barren hearts	1992 White Wolf	RPG 1348
Vampire: the masquerade			Montreal by night: litany of blood	1997 White Wolf	RPG 1349
Vampire: the masquerade			New Orleans by night: on the brink of eternity	1994 White Wolf	RPG 1350
Vampire: the masquerade			New York by night	2001 White Wolf	RPG 1351
Vampire: the masquerade			Nights of prophecy	2000 White Wolf	RPG 1352
Vampire: the masquerade			The players guide	1991 White Wolf	RPG 1353
Vampire: the masquerade			The players guide to the Sabbat	1997 White Wolf	RPG 1354
Vampire: the masquerade			The red sign	2003 White Wolf -also for use with "Mage: the ascension"	RPG 1355
Vampire: the masquerade			Revelations of the Dark Mother	1998 White Wolf	RPG 1356
Vampire: the masquerade			Sins of the blood	2001 White Wolf	RPG 1357
Vampire: the masquerade			The storytellers handbook	1997 White Wolf	RPG 1358
Vampire: the masquerade			The succubus club: of life devoured	no date White Wolf	RPG 1359
Vampire: the masquerade			Time of thin blood	1999 White Wolf	RPG 1360
Vampire: the masquerade			Vampire players guide	1997 White Wolf	RPG 1361
Vampire: the masquerade			Vampire players guide	2003 White Wolf	RPG 1362
Vampire: the masquerade			Vampire storytellers handbook	2000 White Wolf	RPG 1363

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Vampire: the masquerade	2 nd edition	World of darkness	Core book: a sourcebook for Vampire: the masquerade	1997 White Wolf	RPG 1446
Vampire: the masquerade		World of darkness	Hong Kong: a World of darkness sourcebook for Vampire, the masquerade	1998 White Wolf	RPG 1448
VAMPIRE: THE REQUIEM				SET IN "THE WORLD OF DARKNESS" -A sequel series to "Vampire the masquerade"	
Vampire: the requiem		Bloodlines	The Hidden	2005 White Wolf	RPG 1373
Vampire: the requiem		Bloodlines	The Legendary	2006 White Wolf	RPG 1374
Vampire: the requiem			City of the damned: New Orleans	2005 White Wolf	RPG 1375
Vampire: the requiem			Invictus	2005 White Wolf	RPG 1376
Vampire: the requiem			Ordo Dracul	2005 White Wolf	RPG 1377
Vampire: the requiem			Requiem chronicler's guide	2006 White Wolf	RPG 1378
VICTORIANA					
Victoriana	2 nd edition		Core book	2007 Cubicle 7	RPG 1508
WARHAMMER/ WARHAMMER: THE GAME OF FANTASY BATTLES					

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Warhammer: the game of fantasy battles	2 nd edition		Core book	2002 Games Workshop	RPG 1380
Warhammer			The loathsome Ratmen and all their vile kin ...	2002 Games Workshop (Black Library)	RPG 1381
WARHAMMER FANTASY ROLE PLAY					
Warhammer Fantasy role play	1 st edition		Core book	1986 Games Workshop	RPG 1379
Warhammer fantasy role play			Castle Drachenfels an adventure for Warhammer fantasy role play	1992 Games Workshop	RPG 1772
Warhammer fantasy role play			Dwarf wars	1990 Flame Publications	RPG 1773
Warhammer fantasy role play			The dying of the light: an adventure for Warhammer fantasy role play	1995 Hogshead Publications	RPG 1774
Warhammer fantasy role play			Lichemaster: an adventure supplement for starting characters	1989 Flame Publications	RPG 1775
Warhammer fantasy role play			Plundered vaults	2005 Black Industries Publications	RPG 1776
Warhammer fantasy role play			Realms of sorcery: the magic supplement for Warhammer fantasy role play	2001 Hogshead Publications	RPG 1777

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Warhammer fantasy role play		Doomstones	Blood in darkness	1990 Flame Publications/ Games Workshop	RPG 1778
Warhammer fantasy role play		Doomstones	Death Rock	1990 Flame Publications/ Games Workshop	RPG 1779
Warhammer fantasy role play		Doomstones	Fire in the mountains	1989 Flame Publications/ Games Workshop	RPG 1780
Warhammer fantasy role play		The enemy within campaign	City: a complete guide to Middenheim, city of the white wolf	1987 Games Workshop	RPG 1781
Warhammer fantasy role play		The enemy within campaign	Death on the Reik	Boxed set No date on item Games Workshop	RPG BS 50
Warhammer fantasy role play		The enemy within campaign	Empire in flames	1989 Games Workshop	RPG 1782
Warhammer fantasy role play		The enemy within campaign	The enemy within	1986 Games Workshop	RPG 1783
Warhammer fantasy role play		The enemy within campaign	Shadows over Bögenhafen	1987 Games Workshop	RPG 1784
Warhammer fantasy role play		The enemy within campaign	Something rotten in Kislev	1988 Games Workshop	RPG 1785
WARHAMMER 40,000					
Warhammer 40,000	1 st edition		Rogue trader Core book for 1 st edition	1987 Games Workshop -Not to be confused with subseries "Rogue trader"	RPG 1392
Warhammer 40,000	2 nd edition		Core rulebook	1993 Games Workshop	RPG 1382

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Warhammer 40,000	3 rd edition		Core rulebook	1998 Games Workshop	RPG 1383
Warhammer 40,000	4 th edition		Core rulebook	2004 Games Workshop	RPG 1384
Warhammer 40,000	5 th edition		Core rulebook	2008 Games Workshop	RPG 1385
Warhammer 40,000	4 th edition		Apocalypse	2007 Games Workshop	RPG 1386
Warhammer 40,000	2 nd edition	Codex	Imperialis	1993 Games Workshop	RPG 1387
Warhammer 40,000	3 rd edition	Codex	Tyranids	2001 Games Workshop	RPG 1388
Warhammer 40,000	4 th edition	Codex	Tyranids	2004 Games Workshop	RPG 1389
Warhammer 40,000	5 th edition	Codex	Tyranids	2009 Games Workshop	RPG 1390
Warhammer 40,000	2 nd edition		Dark millennium	1993 Games Workshop	RPG 1391
Warhammer 40,000	2 nd edition		Wargear.	1993 Games Workshop	RPG 1393
WARHAMMER 40,000		BLACK CRUSADE			
Warhammer 40,000		Black Crusade	Broken chains: an introduction to Black crusade	2011 Games Workshop and Fantasy Flight	RPG 1771
WARHAMMER 40,000		DARK HERESY			
Warhammer 40,000		Dark heresy	Core book	2014 Games Workshop and Fantasy Flight	RPG 1394
Warhammer 40,000		Dark heresy	Ascension	2014 Games Workshop and Fantasy Flight	RPG 1395

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Warhammer 40,000		Dark heresy	The Black Sepulchre	2010 Games Workshop and Fantasy Flight	RPG 1396
Warhammer 40,000		Dark heresy	The Chaos Commandment	2012 Games Workshop and Fantasy Flight	RPG 1397
Warhammer 40,000		Dark heresy	The Church of the Damned	2011 Games Workshop and Fantasy Flight	RPG 1398
Warhammer 40,000		Dark heresy	The radical's handbook	2009 Games Workshop and Fantasy Flight	RPG 1399
WARHAMMER 40,000		ROGUE TRADER		Not to be confused with the for Warhammer 40,000 1st edition core rulebook with the title "Rogue trader"	
Warhammer 40,000		Rogue trader	Core book	2009 Fantasy Flight Games	RPG 1755
Warhammer 40,000		Rogue trader	Game master's kit	2009 Fantasy Flight Games	RPG 1756
Warhammer 40,000		Rogue trader	Battlefleet Koronus	2011 Fantasy Flight Games	RPG 1757
Warhammer 40,000		Rogue trader	Citadel of Skulls	2011 Fantasy Flight Games	RPG 1758
Warhammer 40,000		Rogue trader	Edge of the abyss	2010 Fantasy Flight Games	RPG 1759

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Warhammer 40,000		Rogue trader	Faith and coin: fortune and fire in the Koronus Expanse	2013 Fantasy Flight Games	RPG 1760
Warhammer 40,000		Rogue trader	Fallen suns: part III of the Warpstorm adventure trilogy	2011 Fantasy Flight Games	RPG 1761
Warhammer 40,000		Rogue trader	Forsaken bounty: an introduction to Rogue trader	2009 Fantasy Flight Games	RPG 1762
Warhammer 40,000		Rogue trader	Hostile acquisitions	2011 Fantasy Flight Games	RPG 1763
Warhammer 40,000		Rogue trader	Into the storm	2010 Fantasy Flight Games	RPG 1764
Warhammer 40,000		Rogue trader	The frozen reaches	2010 Fantasy Flight Games	RPG 1765
Warhammer 40,000		Rogue trader	The Koronos bestiary	2012 Fantasy Flight Games	RPG 1766
Warhammer 40,000		Rogue trader	The lure of the expanse	2010 Fantasy Flight Games	RPG 1767
Warhammer 40,000		Rogue trader	The Navis primer	2012 Fantasy Flight Games	RPG 1768
Warhammer 40,000		Rogue trader	The soul reaver	2012 Fantasy Flight Games	RPG 1769
Warhammer 40,000		Rogue trader	Stars of inequity	2012 Fantasy Flight Games	RPG 1770

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
WARLORDS OF THE ACCORDLAND S					
Warlords of the Accordlands			The Master codes	No date AEG	RPG 1400
Warlords of the Accordlands			The world atlas	No date AEG	RPG 1401
WARPWORLD					
WarpWorld: the old gods waken			Core book	1991, 1985 Blacksburg Tactical Research Center	RPG 1402
THE WARREN					
The warren			Core book	2016 Bully Pulpit Games	RPG 1511
WEAPONS OF THE GODS					
Weapons of the gods			Core book	2004 EOS	RPG 1403
WEIRD WARS				For use with the d20 system	
Weird Wars		Weird War II	Blood on the Rhine	2001 Pinnacle	RPG 1404
Weird Wars		Weird War II	Dead from above	2001 Pinnacle	RPG 1405
WEREWOLF: THE APOCALYPSE				Set in "The world of darkness"	
Werewolf: the Apocalypse	1 st edition		Core rulebook	1991 White Wolf	RPG 1406
Werewolf: the Apocalypse	2 nd edition		Core rulebook	1994 White Wolf	RPG 1407

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Werewolf: the Apocalypse			Apocalypse	2004 White Wolf -“Time of judgement” crossover series	RPG 1408
Werewolf: the Apocalypse			Axis Mundi: the book of spirits, the sourcebook of spirits for Werewolf, the Apocalypse and Mage, the ascension	1996 White Wolf	RPG 1409
Werewolf: the Apocalypse	2 nd edition		Book of auspices: a character sourcebook for Werewolf, the Apocalypse	2003 White Wolf	RPG 1410
Werewolf: the Apocalypse	2 nd edition		Book of the Wyrms	1998 White Wolf	RPG 1411
Werewolf: the Apocalypse			Caerns, places of power: a world sourcebook	1993 White Wolf	RPG 1412
Werewolf: the Apocalypse			Dark alliance: Vancouver	1993 White Wolf	RPG 1413
Werewolf: the Apocalypse			Monkeywrench!: Pentex	1994 White Wolf	RPG 1414
Werewolf: the Apocalypse	2 nd edition		Players guide to the Changing Breeds	2003 White Wolf	RPG 1415
Werewolf: the Apocalypse	2 nd edition		Players guide to Garou	2003 White Wolf	RPG 1416
Werewolf: the Apocalypse			Possessed: a player's guide	2002 White Wolf	RPG 1417
Werewolf: the Apocalypse			Subsidiaries: a guide to Pentex	2000 White Wolf	RPG 1418

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Werewolf: the Apocalypse		Tribebook	Black Furies	2001 White Wolf	RPG 1419
Werewolf: the Apocalypse		Tribebook	Bone Gnawers	2001 White Wolf	RPG 1420
Werewolf: the Apocalypse		Tribebook	Children of Gaia	2002 White Wolf	RPG 1421
Werewolf: the Apocalypse		Tribebook	Fianna	2002 White Wolf	RPG 1422
Werewolf: the Apocalypse		Tribebook	Get of Fenris	2002 White Wolf	RPG 1423
Werewolf: the Apocalypse		Tribebook	Glass Walkers	2002 White Wolf	RPG 1424
Werewolf: the Apocalypse		Tribebook	Red Talons	2002 White Wolf	RPG 1425
Werewolf: the Apocalypse		Tribebook	Silent Striders	2003 White Wolf	RPG 1426
Werewolf: the Apocalypse		Tribebook	Uktena	2003 White Wolf	RPG 1427
Werewolf: the Apocalypse		Tribebook	Wendigo	2003 White Wolf	RPG 1428
Werewolf: the Apocalypse			Umbr: the spirit world sourcebook for Werewolf, the Apocalypse	2001 White Wolf	RPG 1429
Werewolf: the Apocalypse			Umbr: the velvet shadow, the spirit world sourcebook for Werewolf, the Apocalypse	1993 White Wolf	RPG 1430

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Werewolf: the Apocalypse			Valkenburg Foundation	1993 White Wolf	RPG 1431
Werewolf: the Apocalypse			Werewolf players guide	1998 White Wolf	RPG 1432
Werewolf: the Apocalypse	1 st edition		Werewolf storyteller's handbook	1994 White Wolf	RPG 1433
Werewolf: the Apocalypse			Werewolf storyteller's handbook	2002 White Wolf	RPG 1434
Werewolf: the Apocalypse			Werewolf: the Dark Ages, a historical sourcebook for Werewolf, the Apocalypse and Vampire, the Dark Ages	1999 White Wolf	RPG 1435
Werewolf: the Apocalypse			A world of rage: a setting sourcebook for Werewolf: the Apocalypse	2000 White Wolf	RPG 1436
WEREWOLF: THE FORSAKEN				Set in "The World of darkness"	
Werewolf: the Forsaken			Core rulebook	2005 White Wolf	RPG 1679
Werewolf: the Forsaken			Character sheet pad	2005 White Wolf	RPG 1749
Werewolf: the Forsaken			Blasphemies	2006 White Wolf	RPG 1666
Werewolf: the Forsaken			Blood Of The Wolf	2005 White Wolf	RPG 1437
Werewolf: the Forsaken			Hunting ground: the Rockies	2005 White Wolf	RPG 1438
Werewolf: the Forsaken			Lodges: the Faithful	2005 White Wolf	RPG 1439

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
Werewolf: the Forsaken			Lore of the Forsaken	2005 White Wolf	RPG 1667
Werewolf: the Forsaken			Predators	2005 White Wolf	RPG 1668
Werewolf: the Forsaken			Storyteller's screen		
Werewolf: the Forsaken			The war against the pure	2007 White Wolf	RPG 1440
THE WHEEL OF TIME RPG					
The wheel of time roleplaying game			Core book	2001 Wizards of the Coast	RPG 1441
WILD TALENTS					
Wild talents			This favored land: a Wild Talents sourcebook for the War Between the States	2009 Arc Dream Publishing	RPG 1442
WITCHCRAFT/ CJ CARELLA'S WITCHCRAFT					
Witchcraft			Abomination codex	2000 Eden Studios	RPG 1443
Witchcraft			Mystery codex	1999 Eden Studios	RPG 1444
WIZARDS/ RALPH BAKSHI'S WIZARDS					
Wizards: the role-playing game			Core book	1992 Whit Publications	RPG 1445

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

WORLD OF DARKNESS					
World of darkness	2 nd edition		Core book: a sourcebook for Vampire: the masquerade	1997 White Wolf	RPG 1446
World of darkness			The bygone bestiary	1997 White Wolf	RPG 1447
World of darkness			Hong Kong: a World of darkness sourcebook for Vampire, the masquerade	1998 White Wolf	RPG 1448
World of darkness			Mafia: an organized crime sourcebook for the Wold of darkness	2002 White Wolf	RPG 1449
World of darkness			Midnight circus	1996 White Wolf	RPG 1450
World of darkness	3.5 th edition		Monte Cook's World of darkness	2007 White Wolf	RPG 1451
World of darkness			Mummy	1996 White Wolf	RPG 1452
World of darkness	2 nd edition		Mummy	1997 White Wolf	RPG 1453
World of darkness			Project Twilight	1996 White Wolf -"Year of the Hunter" crossover series	RPG 1454
World of darkness			The promised lands	1992 White Wolf	RPG 1455
World of darkness			Sorcerer: the hedge wizard's handbook	1997 White Wolf	RPG 1456

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

World of darkness			Time of judgement	2004 White Wolf	RPG 1457
WORLD OF DARKNESS		CHRONICLES OF DARKNESS		Filed under "World of darkness: New World of darkness" Formerly "New World of Darkness"; the series title was changed to "Chronicles of Darkness"	
WORLD OF DARKNESS		DARK AGES			
World of darkness		Dark Ages	British Isles: a regional sourcebook for the Dark ages	2003 White Wolf	RPG 1641
World of darkness		Dark Ages	Devil's due: a sourcebook for the Dark ages	2003 White Wolf	RPG 1642
WORLD OF DARKNESS		DARK AGES: MAGE			
World of darkness		Dark Ages: Mage	Grimoire: a magic resource for Dark Ages	2003 White Wolf	RPG 1643
WORLD OF DARKNESS		DARK AGES: VAMPIRE			

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

World of darkness	Revised 2 nd edition of Vampire the Dark Ages	Dark Ages: Vampire/ Vampire the Dark Ages	Core book	2002 White Wolf -Name of series changed for revised edition	RPG 1612
Vampire: the Dark Ages/Dark Ages: vampire			Dark ages storytellers companion: a sourcebook for Dark Ages : vampire	Vampire: the Dark Ages/Dark Ages: vampire	RPG 1634
World of darkness: Dark Ages	Revised 2 nd edition of Vampire the Dark Ages	Dark Ages: Vampire	Europe: a sourcebook for Dark Ages: vampire	2002 White Wolf -Name of series changed for revised edition	RPG 1621
World of darkness: Dark Ages	Revised 2 nd edition of Vampire the Dark Ages	Dark Ages: Vampire	Players' guide to High Clans: a sourcebook for Dark Ages : vampire	2003 White Wolf	RPG 1630
World of darkness: Dark Ages	Revised 2 nd edition of Vampire the Dark Ages	Dark Ages: Vampire	Players' guide to Low Clans: a sourcebook for Dark Ages : vampire	2003 White Wolf	RPG 1631
World of darkness: Dark Ages	Revised 2 nd edition of Vampire the Dark Ages	Dark Ages: Vampire	Road of humanity: a sourcebook for Dark Ages : vampire	2004 White Wolf	RPG 1632

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
World of darkness: Dark Ages	Revised 2 nd edition of Vampire the Dark Ages	Dark Ages: Vampire	Road of sin: sourcebook for Dark Ages : vampire	2004 White Wolf	RPG 1633
WORLD OF DARKNESS:		MONTE COOK'S WORLD OF DARKNESS		Filed under "World of darkness"	
Monte Cook's World of darkness	3.5 th edition		Core book	2007 White Wolf	RPG 1451
WORLD OF DARKNESS		NEW WORLD OF DARKNESS/ CHRONICLES OF DARKNESS		Formerly "New World of Darkness"; the series title was changed to "Chronicles of Darkness"	
World of darkness: NWoD/CoD			Armory		RPG 1458
World of darkness: NWoD/CoD			Chicago		RPG 1459
World of darkness: NWoD/CoD			Urban legends		RPG 1460
WRAITH: THE OBLIVION				Set in "The World of darkness"	
Wraith: the oblivion	2 nd edition		Core book	1996 White Wolf	RPG 1461
Wraith: the oblivion			Dark reflections: spectres	1995 White Wolf	RPG 1462

GAME/ GAME SYSTEM	EDITION	CAMPAIGN SETTING/ SUBSERIES	TITLE of Module, Accessory, etc.	NOTES	SHELF #
------------------------------	----------------	--	---	--------------	--------------------

Wraith: the oblivion	2 nd edtion		Doomslayers: into the	1998 White Wolf	RPG 1463
Wraith: the oblivion		Guildbook 3	Masquers	1995 White Wolf	RPG 1464
Wraith: the oblivion			Player's guide	1997 White Wolf	RPG 1465
Wraith: the oblivion			The quick & the dead	1995 White Wolf	RPG 1466
Wraith: the oblivion			Shadow: players guide	1996 White Wolf	RPG 1467
XCRAWL				See also Dungeon Crawl Classics For use with the d20 system	
XCrawl: adventures in the Xtreme Dungeon Crawl League			Core rule book	2002 Pandahead Productions	RPG 1700
XCrawl			Game master's screen	2002 Pandahead Productions	RPG 1701
XCrawl			The Guild sourcebook	2003 Pandahead Productions	RPG 1702
XCrawl			3 Rivers crawl/Three Rivers crawl	2003 Pandahead Productions	RPG 1703