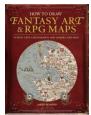


If you're looking for ideas for your next RPG, board game, or video game, check out these titles!



MAPMAKING GUIDES



How to Draw Fantasy Art and RPG Maps: Step-by Step Cartography for Gamers and Fans by by Jared Blando (Adult Nonfiction - 743.87 Bla)

This book will teach you to bring your fictional realm to life with simple step-bystep instructions on how to draw authentic fantasy maps.



The Druid's Call by E.K. Johnston (Young Adult Fiction - Y Johnsto)

Tucked among the ancient pines of the Ardeep Forest hides the Emerald Enclave, an order of warriors tasked with preserving the natural world. Among their order, Doric begins to find power in her differences. But not all her fellow initiates are so capable of new growth, and as her training continues, Doric is forced to confront the very beliefs that brought her into the Enclave's fold.



How to Make Hand-Drawn Maps: A Creative Guide with Tips, Tricks, and Projects by Helen Cann (Teen Nonfiction - 912 Can)

With wonderful examples and easyto-follow instructions, this beautifully illustrated how-to book makes it simple and fun to create one-of-a-kind hand-drawn maps.



HOW LONG 'TIL BLACK FUTURE

Dungeon Critters

by Natalie Riess, Sara Goetter (Juvenile Graphic Novels - J-GN Riess Dungeon Critters)

Join the Dungeon Critters—a tight-knit squad of animal companions—on a wild adventure investigating a sinister botanical conspiracy among the furry nobility.

FICTION



Adventure Zone, Vol. 1: Here There Be Gerblins by Clint McElroy (Graphic Novels -GN Adventure Zone v. 1)

Join Taako the elf wizard, Merle the dwarf cleric, and Magnus the human warrior for an adventure they are poorly equipped to handle AT BEST, "guided" by their snarky DM.



Coda. Volume 1 by Simon Spurrier (Graphic Novels - GN Coda v. 1)

In the aftermath of an apocalypse which wiped out nearly all magic from a oncewondrous fantasy world, an antisocial former bard named Hum seeks a way to save the soul of his wife with nothing but a foul-tempered mutant unicorn and his wits to protect him.



How Long 'Til Black Future Month? by N.K. Jemisin (Science Fiction & Fantasy - SF Jemisin)

In the first collection of her evocative short fiction, Jemisin equally challenges and delights readers with thought-provoking narratives of destruction, rebirth, and redemption.

Invisible Kingdom. Volume 1, Walking the Path by G. Willow Wilson (Graphic Novels - GN Invisible Kingdom V.1)

In a small solar system in a far-flung galaxy, two women-one a young religious acolyte and the other, a hard-bitten freighter pilotuncover a conspiracy between the leaders of the most dominant religion and an allconsuming mega-corporation.



The Last Session, Vol. 1: Roll for Initiative by Jasmine Walls

(Graphic Novels - GN Last Session v. 1)

Jay, Lana, Drew, Walter, and Shen have played *Dice & Deathtraps* together since high school. Now, on the verge of graduating college and scattering, they've decided to finally complete their unfinished first campaign.



NONFICTION

Enchanted: A History of Fantasy Illustration Edited by Jesse Kowalski (Adult Nonfiction - 704.947 Enc)

This highly-illustrated volume reveals how artists have brought to life mythology, fables, and fairy tales, as well as modern epics.



Monstress. Volume 1, Awakening by Marjorie Liu (Graphic Novels - GN Monstress v. 1)

Set in an alternate world of art deco beauty and steampunk horror, *Monstress* tells the epic story of Maika Halfwolf, a teenage survivor of a cataclysmic war between humans and their hated enemies, the Arcanics.



The Ultimate Encyclopedia of Fantasy: The Definitive Illustrated Guide Edited by David Pringle (Teen Nonfiction - 809.3876 Ult)

A detailed look at every aspect of modern fantasy, including detailed entries on books, films, TV, and creators, as well as the greatest fantasy characters and worlds.



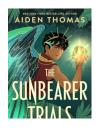
Roll Call by Molly Knox Ostertag (Juvenile Graphic Novels - J-GN Dungeons and Dragons Dungeon Club v. 1)

Middle school is a dungeon. At least, that's how Jess sees it. Luckily, she and her best friend Olivia know how to escape into the sprawling worlds of their own imaginations.



The Savage Beard of She Dwarf, 1 by Kyle Latino (Graphic Novels - GN Savage Beard Of The She Dwarf v. 1)

She Dwarf believes herself to be the last dwarf in existence. Hoping to find evidence to the contrary, She Dwarf sets out on a mission to find the lost dwarven city of Dammerung.



The Sunbearer Trials by Aiden Thomas (Young Adult Fiction - Y Thomas)

Transgender demigod Teo is unexpectedly selected for the Sunbearer Trials, a fierce competition among demigod heroes where the winner sacrifices the loser to Sol, their blood fueling the Sun Stones that protect Reino del Sol.



The Ultimate Random Encounters Book: Hundreds of Original Encounters to Help Bring Your Next RPG Adventure to Life by Travis Wheeler (Teen Nonfiction - 793.93 Whe)

This is a big book of ideas designed to slot right into your existing campaign, organized into neat little tables.



Ultimate RPG Gameplay Guide by James D'Amato (Adult Nonfiction - 793.93 Dam)

The Ultimate RPG Gameplay Guide provides practical advice for everything from pre-game preparations and in-game improvisation to working out a plan of attack with your teammates to learning how to lean into the setting of your game.



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