

Doppelganger 5e

In the streets of Waterdeep, conspiracies run like water through the gutters, bubbling beneath the seeming calm of the city's life. As a band of young, foppish lords discovers there is a dark side to the city they all love, a sinister mage and his son seek to create perverted creatures to further their twisted ends. From the Paperback edition.

Shapeshifters Control Our Lives! The frightening power of vampires, werewolves, and lycanthropes has lived within our nightmares for centuries, failing to be reasoned out by the rapid advances in science and technology. The truth is that they are very much a part of our reality. However, they are merely the genetically inferior offspring of a more powerful race, known as doppelgangers, who evolved alongside humankind. These shapeshifters adopted a secretive yet manipulative approach when dealing with us, feeding off the sexual desires of men to sustain their society...until desperate times forced a new order. Christopher Sands, a rising investment banker, was just another victim in a long list of doppelganger schemes. Framed for a crime he wouldn't commit and watching his family fade farther and farther from his prison bars, Chris makes an unbelievable discovery: shapeshifters aren't the only race with supernatural abilities. Can he find the strength to accept an even worse fate than prison to not only save his son, but also all humankind? Will Michael Sands be able to control the spirits that haunt him to finish what his father cannot?

A wickedly whimsical adventure for the world's greatest roleplaying game. Once every eight years, the fantastic Witchlight Carnival touches down on your world, bringing joy to one settlement after the next. Its owners, Mister Witch and Mister Light, know how to put on a good show. But there's

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more to this magical extravaganza than meets the eye! The carnival is a gateway to a fantastic Feywild domain unlike anything found on the Material Plane. Time has not been kind to this realm, however, and dark days lie ahead unless someone can thwart the dastardly schemes of the Hourglass Coven. The Wild Beyond the Witchlight takes adventurers from the Witchlight Carnival to Prismeer, a Feywild domain of delight, and is designed for characters of levels 1–8. This book comes with a poster map that shows the carnival on one side and Prismeer on the other.

- Explore the Plane of Faerie in the first official D&D adventure set primarily in the Feywild
- Easily drop The Witchlight Carnival into any campaign—for passage into the Feywild or just a night of carnival games and wild entertainment
- Introduces two races—play as a fairy or as a harengon, a race of humanoid rabbits
- Adds two backgrounds—the Feylost who grew up in the Feywild, and a Witchlight Hand who works at the carnival
- All encounters can be resolved without resorting to combat, rewarding clever ideas and creative roleplay
- Classic 1980s Dungeons & Dragons characters return, including Warduke, Strongheart, and Kelek

A labyrinth of intrigue... Lieutenant Agrus Kos enjoys his work. A top-notch officer of the city guard, he's been on the force over fifty years. He works alone. And the League of Wojek never had problems with him or his work. Until now. They gave him a partner to train, who promptly got himself killed. And the more he looks into the death, the less he likes it. Something dark is moving within the guilds of Ravnica.

4LTR Press solutions give students the option to choose the format that best suits their learning preferences. This option is perfect for those students who focus on the textbook as their main course resource. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

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The devious demon Aku has called together a League of Extraordinary Villains-- composed of malevolent miscreants from different cartoon universes. When their evil robots show up in the worlds of The Powerpuff Girls, Ben 10, Samurai Jack, Dexter's Laboratory, and (even) Ed, Edd and Eddy, it's up to all of these fearless heroes to band together and put an end to the League's nefarious plot of inter-dimensional conquest!

Can the Crystal Shard be destroyed at last? Drizzt is determined to destroy the evil Crystal Shard, and seeks out the help of the scholar-priest Cadderly. But instead, his worst fears are realized, and Crenshinibon falls into the hands of the dark elf mercenary Jarlaxle and his unlikely ally Artemis Entreri. The Silent Blade is the book that brought Drizzt back to the Realms, and was a New York Times best seller on its initial release--and has been in print every day since. Like the rest of the Legend of Drizzt(R) reissues, The Silent Blade features beautiful new cover art by award-winning illustrator Todd Lockwood. From the Paperback edition.

Provides guidance and fresh angles to the Dungeons & dragons game Eberron.

Revenge and Resurrection in a Frozen Wasteland! Drizzt and Catti-brie have been away from Mithral Hall for six long years, but the pain of a lost companion still weighs heavily on their strong shoulders. Chasing pirates aboard Captain Deudermont's Sea Sprite is enough to draw their attention away from their grief. Then a mysterious castaway on an uncharted island sends them back to the very source of their pain, and into the clutches of a demon with vengeance on his mind. From the Paperback edition.

Take a stand against the giants in this adventure for the world's greatest roleplaying game Giants have emerged

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from their strongholds to threaten civilization as never before. Hill giants are stealing all the grain and livestock they can while stone giants have been scouring settlements that have been around forever. Fire giants are press-ganging the smallfolk into the desert, while frost giant longships have been pillaging along the Sword Coast. Even the elusive cloud giants have been witnessed, their wondrous floating cities appearing above Waterdeep and Baldur's Gate. Where is the storm giant King Hekaton, who is tasked with keeping order among the giants? The humans, dwarves, elves, and other small folk of the Sword Coast will be crushed underfoot from the onslaught of these giant foes. The only chance at survival is for the small folk to work together to investigate this invasion and harness the power of rune magic, the giants' weapon against their ancient enemy the dragons. The only way the people of Faerun can restore order is to use the giants' own power against them. To defeat giants, you need to be giant!

From the co-creator of the landmark series, the story millions of fans have been waiting to get their hands on for 25 long years. The Secret History of Twin Peaks enlarges the world of the original series, placing the unexplained phenomena that unfolded there into a vastly layered, wide-ranging history, beginning with the journals of Lewis and Clark and ending with the shocking events that closed the finale. The perfect way to get in the mood for the upcoming Showtime series.

"The fifth edition of the classic, go-to reference for everyone in the profession of law . Updated with 1,000

essential new terms--from "Super PAC" to "same sex marriage" The first book of its kind when it was first published in 1980, Burton's has become a staple among lawyers, judges, paralegals, law students, and anyone else in law. Now, this fifth edition celebrates 35 years of this one-of-a-kind law reference tool, a field where the precision and accuracy of language is vital. William C. Burton, Esq. is a partner in the international law firm of D'Amato & Lynch and a former NY State Assistant Attorney General and Assistant Special Prosecutor"--

In the first half of the next century, a band of warriors is raised from infancy in ignorance of the real world, raised in a virtual-reality environment of endless battle where they grow into superb soldiers. But as war breaks out in the real world between Japan and China, the puppet masters who control their lives tighten the leash. Their virtual scenarios become maps of reality, and their strategies are acted out by real battle units. But Cat, Trickster, Dreamer, Snake, and the others don't know it. All they have ever known is the endless settings of the virtual world. And then they discover the real world, their real bodies held prisoner in a secret military facility on an island in the Pacific. They decide to reclaim themselves and enter the real war. And the first thing they discover is pain. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The 30-volume set, comprising the LNCS books 12346 until 12375, constitutes the refereed proceedings of the 16th European Conference on Computer Vision, ECCV 2020, which was planned to be held in Glasgow, UK,

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during August 23-28, 2020. The conference was held virtually due to the COVID-19 pandemic. The 1360 revised papers presented in these proceedings were carefully reviewed and selected from a total of 5025 submissions. The papers deal with topics such as computer vision; machine learning; deep neural networks; reinforcement learning; object recognition; image classification; image processing; object detection; semantic segmentation; human pose estimation; 3d reconstruction; stereo vision; computational photography; neural networks; image coding; image reconstruction; object recognition; motion estimation. This is the first book-length study on the Anglo-Jewish writer Bernard Kops, who became famous as part of the new wave of British drama with the production of his play *The Hamlet of Stepney Green* in 1958.

Describes the characteristics and attributes of a variety of monsters, zombies, demons, giants, werewolves, animals, and aliens for use in the Dungeons and Dragons game.

Adventure in the world of Everglow, nestled in delicate balance between the elemental planes. It is a world of magic and mystery, where the fey are in control and the humanoid races are secondary. Foremost of the fey are Ponykind, who rallied behind their Queen to form the greatest empire Everglow had ever seen. We've brought ponies, griffons, felines, and other strange creatures to life in a world all of their own, where they are the primary PCs. Don't want to run a game all about ponies? That's alright! Use our post-empire suggestions to add ponies to any other existing world. Many spells, archetypes, and

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bloodlines are also usable by non ponies or other settings. New godsNew spellsNew class archetypesNew equipmentNew bloodlinesNew races

SPCM 5e - Collectors Edition

"A jaw-dropping psychological thriller." —Publisher's Weekly, starred review "A fiendishly clever romantic thriller in the vein of *Gone Girl* and *The Girl on the Train*.

This one will keep you guessing." —Anita Shreve, New York Times bestselling author of *The Stars are Fire*

When you read this book, you will make many assumptions. You will assume you are reading about a jealous ex-wife. You will assume she is obsessed with her replacement – a beautiful, younger woman who is about to marry the man they both love. You will assume you know the anatomy of this tangled love triangle.

Assume nothing. Twisted and deliciously chilling, *The Wife Between Us* exposes the secret complexities of an enviable marriage - and the dangerous truths we ignore in the name of love. Read between the lies. A 2018 Indie Next Pick Praise for *The Wife Between Us*: "A clever thriller with masterful twists." – Karin Slaughter, New York Times bestselling author of *The Kept Woman*

"*The Wife Between Us* delivers a whip smart, twisty plot in a taut, pacy narrative. It's terrific and troubling. This is one scary love triangle where you won't know who to trust. I loved it." –Gilly Macmillan, New York Times bestselling author of *What She Knew*

"A twisty, mind-bending novel about marriage and betrayal. A gripping plot and fascinating characters; this book will keep you turning the pages and guessing until the very end. A must-read!"

–Lauren Weisberger, New York Times bestselling author

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of *The Devil Wears Prada* “This amazing story gallops along at breakneck speed, with an ending that smacks you between the eyes and takes your breath away. These authors are destined to become trail blazers in the field of psychological suspense books that explode in your hands!” —Nancy Simpson-Brice, Book Vault “Like a house of mirrors, *The Wife Between Us* kept me guessing around every corner, delving into the complexities of marriage, friendship, and obsession.” —Javier Ramirez, The Book Table

Discover everything there is to know about dragons—the most iconic of D&D monsters—in this quintessential reference guide. Meet Fizban the Fabulous: doddering archmage, unlikely war hero, divine avatar of a dragon-god—and your guide to the mysteries of dragonkind. What is the difference between a red dragon and a gold dragon? What is dragonsight? How does a dragon’s magic impact the world around them? This comprehensive guide provides *Dungeon Masters* with a rich hoard of tools and information for designing dragon-themed encounters, adventures, and campaigns. Dragonslayers and dragon scholars alike will also appreciate its insight into harnessing the power of dragon magic and options for players to create unique, memorable draconic characters.

- Introduces gem dragons to fifth edition!
- Provides *Dungeon Masters* with tools to craft adventures inspired by dragons, including dragon lair maps and detailed information about 20 different types of dragons
- Adds player character options, including dragon-themed subclasses for monks and rangers, unique draconic ancestries for

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dragonborn, additional spell options, and a feat • Presents a complete dragon bestiary and introduces a variety of dragons and dragon-related creatures—including aspects of the dragon gods, dragon minions, and more • Reveals the story of the First World and the role the dragon gods Bahamut and Tiamat played in its creation and destruction

Ponyfinder: Campaign Setting Silver Games LLC

A good Game Master never has enough monsters, and a good player always has time to kill a few more! The newest hardcover rulebook for the smash hit Pathfinder Roleplaying Game presents more than 300 new creatures for all your fantasy RPG needs. From classic creatures like undead dragons, hippogriffs, and the Jabberwock to denizens of the outer planes like daemons, proteans and the all-new aeons, the Pathfinder RPG Bestiary 2 is packed from cover-to-cover with exciting surprises and fuel for a thousand campaigns! The Pathfinder RPG Bestiary 2 includes: - More than 300 different monsters including new golems, giants, dragons, planar denizens, and classic creatures from mythology and gaming tradition - An innovative format that gives each creature its own page or two-page spread for complete ecological detail and ease of reference - Dozens of monstrous variants to modify creatures and keep players on their toes - Numerous lists of monsters to aid in navigation, including lists by Challenge Rating, monster type, and habitat - Universal monster rules to simplify special attacks, defenses, and qualities like breath weapons, damage reduction, and regeneration - Suggestions for monstrous cohorts -

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Plenty of new animal companions and familiars - AND MUCH, MUCH MORE!

From the author of *The Monsters Know What They're Doing* comes an introduction to combat tactics for Dungeons & Dragons players. In his first book, *The Monsters Know What They're Doing* (based on his popular blog), Keith Ammann unleashed upon the D&D world a wave of clever, highly evolved monster tactics. Now it's only fair that he gives players the tools they need to fight back...and prevail! An introduction to combat tactics for fifth-edition Dungeons & Dragons players, *Live to Tell the Tale* evens the score. It examines the fundamentals of D&D battles: combat roles, party composition, attacking combos, advantage and disadvantage, Stealth and Perception, and more...including the ever-important consideration of how to run away! Don't worry about creating a mathematically perfect character from square one. Survival isn't about stats—it's about behavior! With four turn-by-turn, roll-by-roll, blow-by-blow sample battles, *Live to Tell the Tale* breaks down how to make the best choices for your cherished characters so that they can survive their adventures, retire upon their accumulated riches, and tell stories about the old days that nobody will ever believe.

This new D&D sourcebook details the major races of the Eberron world, with an in-depth look at the new races of the Eberron Campaign Setting, including changelings, the kalashtar, shifters, and the warforged.

THE FIRST AND MOST COMPREHENSIVE LEGAL THESAURUS EVER PUBLISHED Updated with

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1,000 essential new terms--from "whistleblower" to "bailout" The first book of its kind when it was originally published in 1980, Burton's Legal Thesaurus has become a staple for everyone in the legal profession. Addressing the newest concepts before the nation's highest courts, the fifth edition celebrates 35 years of this one-of-a-kind law reference tool. With 11,000 critical-to-know legal terms, synonyms, definitions, and parts of speech, Burton's is essential for: Partners, associates, attorneys, and judges, who will appreciate the timeliness of the 1,000-plus new entries Law school students seeking to use a more specific word or recall a forgotten word Journalists and scholars looking for the right word to fit the thought PRAISE FOR PREVIOUS EDITIONS OF BURTON'S LEGAL THESAURUS "A tool to strengthen the lawyer's vocabulary and improve the precision of legal writing." -- Maryland Bar Journal "Given the popularity of plain language laws, the Legal Thesaurus could be just the book to own." -- United States Law Week "The legal profession should find this volume valuable in using the exact word to convey the meaning intended." -- New York State Bar Journal "It is through the use of such a tool as the Legal Thesaurus that one may find the precise term to fit the nuances of a particular situation." -- William O. Douglas, Justice, U.S. Supreme Court, 1939-1975

"Life, just like a design problem, is full of constraints--time, money, age, location, and circumstances. You cannot have everything, and if you want more out of it, you have to be creative about how to make what you need and what you want co-exist. This requires design thinking. Design the Life You Love uses a simple but proven creative thinking and design process to give ordinary people new tools to think about life differently, and also includes fascinating examples from the world of art and design that relate to each step of the process, plus guided creative exercises."--

Charles Williams (1886-1945), the friend of T. S. Eliot, C. S. Lewis, and J. R. R. Tolkien, was both a writer with many gifts and a religious thinker of an unusual kind. Poet, playwright, novelist, biographer, critic, and theologian, in each capacity he displayed a distinctive and highly imaginative cast of mind. Here, in the first full-length study to appear for over twenty years, Glen Cavaliero discusses Williams's work in its entirety and pays particular attention to the manner in which his theological ideas were shaped and furthered by his various literary achievements. Following a brief account of Williams's life, the author examines the early poems, the criticism, biographies and plays, the novels, the Arthurian poems, and the assessment of Charles Williams's literary and theological importance. The book also illuminates the relationship between

religious belief and the scope and working of the poetic mind. The discussion of Williams's place in twentieth-century literary history as a writer of "fantasy literature, and of his unique gifts as a Christian apologist in an age of skepticism, ensures that this book will be of immense interest to literary critics and theologians alike.

Phishing and Counter-Measures discusses how and why phishing is a threat, and presents effective countermeasures. Showing you how phishing attacks have been mounting over the years, how to detect and prevent current as well as future attacks, this text focuses on corporations who supply the resources used by attackers. The authors subsequently deliberate on what action the government can take to respond to this situation and compare adequate versus inadequate countermeasures.

Complete Guide to Doppelgangers

Fight the War Against Draconic Oppression in this Adventure for the World's Greatest Roleplaying Game In an audacious bid for power the Cult of the Dragon, along with its dragon allies and the Red Wizards of Thay, seek to bring Tiamat from her prison in the Nine Hells to Faerun. To this end, they are sweeping from town to town, laying waste to all those who oppose them and gathering a hoard of riches for their dread queen. The threat of annihilation has become so dire that groups as

disparate as the Harpers and Zhentarim are banding together in the fight against the cult. Never before has the need for heroes been so desperate. • The first of two adventures in the Tyranny of Dragons™ story arc, Hoard of the Dragon Queen provides everything a Dungeon Master needs to create an exciting and memorable adventure experience. • Fans of the Dungeons & Dragons® Roleplaying Game can get a sample of what this product has in store for them through the D&D Encounters™ in-store play program. • Adventure design and development by Kobold Press.

Orientalism, Philology, and the Illegibility of the Modern World examines the philology of orientalism. It discusses how European (and in particular German) orientalism has influenced the modern understanding of how language accesses reality and offers a critical reinterpretation of orientalism, ontology and modernity. This book pushes an innovative focus on the global history of knowledge as entangled between European and non-European cultures. Drawing from formal oriental studies, epigraphy, travel literature, and theology, Henning Trüper explores how the attempt to appropriate the world by attaching language to the notion of a 'real' reference in the world ultimately produced a crisis of meaning. In the process, Trüper convincingly challenges received understandings of the intellectual genealogies of oriental scholarship and

its practices. This ground-breaking study is a meaningful contribution to current discourses about philology and significantly adds to our understanding about the relationship between discursive practices, cultural agendas, and political systems. As such, it will be of immense value to scholars researching Europe and the modern world, the history of philology, and those seeking to historicise the prevalent debates in theory.

Dare to defy death in this adventure for the world's greatest roleplaying game The talk of the streets and taverns has all been about the so-called death curse: a wasting disease afflicting everyone who's ever been raised from the dead. Victims grow thinner and weaker each day, slowly but steadily sliding toward the death they once denied. When they finally succumb, they can't be raised—and neither can anyone else, regardless of whether they've ever received that miracle in the past. Temples and scholars of divine magic are at a loss to explain a curse that has affected the entire region, and possibly the entire world. The cause is a necromantic artifact called the Soulmonger, which is located somewhere in Chult, a mysterious peninsula far to the south, ringed with mountains and choked with rain forests. • An adventure for characters of levels 1 – 11, Tomb of Annihilation provides the Dungeon Master with the core adventure needed to create an exciting and memorable play experience. •

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Expands on the Forgotten Realms setting of Chult, providing extensive detail on the hidden peninsula, and includes a large pull-out map of the region. •

Fans of the DUNGEONS & DRAGONS®

Roleplaying Game can expand and enhance their experience by participating in the D&D Adventurers League™ organized play program while playing this

adventure. • Adventure design by Christopher Perkins, Will Doyle, and Steve Winter, with additional design by Adam Lee. • Story consulting by the

award-winning creator of Adventure Time, Pendleton Ward. The leader in providing contemporary fantasy entertainment, Dungeons & Dragons is the

wellspring for the entire modern game industry,

digital as well as analog. This newest edition draws

from every prior edition to create a universally

compelling play experience, and exemplifies the true

spirit of a game that holds captive the hearts and

minds of millions of players worldwide.

The MRCPsych examinations, conducted by the Royal College of Psychiatrists are the most important exams for psychiatric trainee to achieve specialist accreditation.

Written by authors with previous exam experience and edited by the distinguished team behind Revision Notes in Psychiatry, Get Through MRCPsych Paper A: Mock Examination Papers provides candidates with the most

realistic and up-to-date MCQ and EMIs, closely matched to themes appearing most often in the Paper A exam. An ancient evil threatens the Four Lands. The Ellcrys,

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the tree of long-lost Elven magic, is dying, unravelling the spell of Forbidding that locks the hordes of Demons away from the world. Already the fearsome Reaper is free. Only by quickening a new seed in the mysterious Bloodfire can the Ellcrys be reborn and the Forbidding made whole. Amberle, a young Elven girl, is chosen to undertake the quest for the Bloodfire. The way is perilous, though. Other demons besides the Reaper stalk the land. Amberle will need a protector if she is to prevail, and Wil Ohmsford, heir to the elven magics of Shannara, is chosen to accompany her. Amberle's quest and the fate of the Four Lands will rest on Wil's ability to unlock the magic of the mysterious Elfstones of Shannara. **THE ELFSTONES OF SHANNARA** is the second tale in the Shannara trilogy - a classic tale of magic, danger and high fantasy.

From the creator of the popular blog *The Monsters Know What They're Doing* comes a compilation of villainous battle plans for *Dungeon Masters*. In the course of a *Dungeons & Dragons* game, a *Dungeon Master* has to make one decision after another in response to player behavior—and the better the players, the more unpredictable their behavior! It's easy for even an experienced DM to get bogged down in on-the-spot decision-making or to let combat devolve into a boring slugfest, with enemies running directly at the player characters and biting, bashing, and slashing away. In *The Monsters Know What They're Doing*, Keith Ammann lightens the DM's burden by helping you understand your monsters' abilities and develop battle plans before your fifth edition D&D game session begins.

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Just as soldiers don't whip out their field manuals for the first time when they're already under fire, a DM shouldn't wait until the PCs have just encountered a dozen bullywugs to figure out how they advance, fight, and retreat. Easy to read and apply, *The Monsters Know What They're Doing* is essential reading for every DM. An annual collection of more than thirty mystery stories from the United States, the United Kingdom, Canada, and Germany includes pieces by such names as Ruth Rendell, Ed McBain, Barbara Hambly, Ian Rankin, and Joyce Carol Oates. Simultaneous. 25,000 first printing. This work has been selected by scholars as being culturally important, and is part of the knowledge base of civilization as we know it. This work was reproduced from the original artifact, and remains as true to the original work as possible. Therefore, you will see the original copyright references, library stamps (as most of these works have been housed in our most important libraries around the world), and other notations in the work. This work is in the public domain in the United States of America, and possibly other nations. Within the United States, you may freely copy and distribute this work, as no entity (individual or corporate) has a copyright on the body of the work. As a reproduction of a historical artifact, this work may contain missing or blurred pages, poor pictures, errant marks, etc. Scholars believe, and we concur, that this work is important enough to be preserved, reproduced, and made generally available to the public. We appreciate your support of the preservation process, and thank you for being an important part of keeping this knowledge alive

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and relevant.

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