

## Dragonlance Campaign Setting Dungeon Dragons Roleplaying

A crucial scientific discovery threatens the balance of power between the rival empires of Freya and Rosia, where magic is intrinsic and incorporated into their technological devices. A guide to the fantasy games provides information on classes, feats, equipment, magical items, spells, locations, and characters.

Fantasirollespil.

Details the background, characters, magic weapons, and rules connected with this advanced form of Dungeons and Dragons.

The Wild Beyond the Witchlight is D&D's next big adventure storyline that brings the wicked whimsy of the Feywild to fifth edition for the first time. Tune into D&D Live 2021 presented by G4 on July 16 and 17 for details including new characters, monsters, mechanics, and story hooks suitable for players of all ages and experience levels. The Wild Beyond the Witchlight is D&D's next big adventure storyline that brings the wicked whimsy of the Feywild to fifth edition for the first time. Tune into D&D Live 2021 presented by G4 on July 16 and 17 for details including new characters, monsters, mechanics, and story hooks suitable for players of all ages and experience levels.

A useful accessory for "Dragonlance" game players and a handy reference for "Dragonlance" novel fans, this detailed atlas represents the final authority on the geography and history of this fantasy world

## Online Library Dragonlance Campaign Setting Dungeon Dragons Roleplaying

A new generation grapples with their legacy.... A.P., the grandson of the Jewish matriarch, Marianne, has inherited his Catholic mother's family title and finds himself questioning the wealth and privilege that is suddenly his. Meanwhile, his cousins, Janis, Jeremy and Bessie, are left a fortune when their parents are killed by a car bomb and Jeremy's search for the assassin has far-reaching consequences for all the family... The final book in the much-loved Almonds and Raisins series, *New Beginnings* is perfect for fans of Emma Hornby and Sheelagh Kelly. Praise for Maisie Mosco 'Once in every generation or so a book comes along which lifts the curtain' *Guardian* 'Full of freshness and fascination' *Manchester Evening News* "The undisputed queen of her genre' *Jewish Chronicle*

Tasslehoff Burrfoot, the irrepressible kender, is collared by a lady bounty hunter and charged with desertion for violating the kender laws of prearranged marriage.

\* In the realms of Dragonlance, the tale of one knight is legendary. The dark goddess Takhisis has unleashed evil on the world of Krynn, and only the Knights of Solamnia stand in her way. From amongst their ranks comes Huma, a man destined to be the greatest hero of this world. This is his story... at last! Learn of Huma's mysterious origins and his Oath to the Measure, then witness Huma and the Minotaur, Kaz, fight to eradicate treachery among the fabled Knights of Solamnia and the threat posed by Queen of Darkness. Even with the power of the legendary Silver Dragon at their side, Huma and Kaz face overwhelming odds. \* Collecting all six issues of the comic book adaptation of the much loved novel, *Dragonlance: The Legend of Huma*.

In this atmospheric, terrifying novel that draws strongly from "The Legend of Sleepy

## Online Library Dragonlance Campaign Setting Dungeon Dragons Roleplaying

Hollow," the author of *Alice and The Girl in Red* works her trademark magic, spinning an engaging and frightening new story from a classic tale. Everyone in Sleepy Hollow knows about the Horseman, but no one really believes in him. Not even Ben Van Brunt's grandfather, Brom Bones, who was there when it was said the Horseman chased the upstart Crane out of town. Brom says that's just legend, the village gossips talking. More than thirty years after those storied events, the village is a quiet place. Fourteen-year-old Ben loves to play "Sleepy Hollow boys," reenacting the events Brom once lived through. But then Ben and a friend stumble across the headless body of a child in the woods near the village, and the discovery makes Ben question everything the adults in Sleepy Hollow have ever said. Could the Horseman be real after all? Or does something even more sinister stalk the woods?

Every Dungeon Master needs a screen to conceal notes and dice rolls and to have valuable charts and information close at hand. This *Forgotten Realms* accessory includes a 32-page booklet of tables and topography and a four-panel screen containing a wealth of information and featuring original artwork on the front. Novel readers and AD&D players are always looking for a new challenge. This product provides all the information they need to begin riding dragons in the skies of Krynn. Beginners and experienced players alike will thrill at the glory and adventure of this newest guide to the Dragonlance campaign world. Leatherette cover. \*\*\*\*\*  
Marion, add to end of title: gn (PG1)\*\*\*\*\*

## Online Library Dragonlance Campaign Setting Dungeon Dragons Roleplaying

What began as a hopeful reunion of friends has turned into a nightmare. The companions vowed to protect a beautiful barbarian princess and the mystical staff she bears. But they never dreamed the price would be so high.

The mortal races of Krynn can see the presence of the gods by simply turning their gaze to the night sky. There the constellations of the gods of good, evil, and balance wheel about in silent struggle to influence their children who live and die on the world below. The gods have blessed the world with miracles of healing and salvation, but so also have they inflicted war and terrible cataclysms.

Autumn settles on the plains of Abanasinia as rumors of war and strange creatures travel from northern lands. Friends meet in the tree-town of Solace after many years spent apart, hoping to reminisce about old times and adventures past. But the people of Ansalon need heroes, as the ancient gods have returned to the world, and brought creatures of myth and legend to fight in their battles. Dragons-ancient, deadly, and powerful-have returned to Krynn. An adventure like no other calls the heroes to re-discover the greatest gift given to the mortal races, to find a safe haven for hundreds of desperate refugees, and unearth the first secrets that might lead to the power of the dragonlance. Book jacket.

Everything a player needs to adventure in the Forgotten Realms, the most popular setting in the D&D "RM" game can be found right here: history, maps, non-player characters, geography, economics, societies, organizations, religions, politics, monsters, magic items, spells ... even a start-up adventure in the Realms!

Daring dragon-riders fight to save a uniquely magical world from destruction by vengeful

## Online Library Dragonlance Campaign Setting Dungeon Dragons Roleplaying

outcasts, in *Storm Riders* by Margaret Weis and Robert Krammes In a world where magic is intrinsic to the fabric of everyday life, two kingdoms, centuries-long enemies, have long sought a powerful magical weapon that will win them lasting dominance. But neither realm is ready when they are both attacked by the Bottom-Dwellers, a bitter people whose own land was destroyed, and who now live only to take vengeance on those they blame for a wretched life in the storm-tossed abyss they inhabit. Using contramagic strengthened by blood sacrifice to attack the world above, they threaten to bring down whole cities, or even the island kingdoms themselves. Freya and Rosia are forced to put aside their age-old conflict to defend themselves, or risk losing everything. As the Bottom-Dwellers' contramagic eats away at the magic of the dragons that helps protect the world above, a former dragon-riding hero gathers a ragtag group to form a new dragon brigade, the one desperate hope of the two kingdoms to defeat the fiends who threaten their world. As the effects of contramagic bring the world ever closer to disaster, the new dragon brigade fight the vengeful adversary. Their high-flying heroics will be to no avail, though, unless they can somehow uncover forbidden knowledge, long hidden by the Church, without which they will never be able to prevent the world's destruction. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

When dragons invade the land of Krynn, a small band of heroes, including a knight, barbarian, dwarf, and half-elf, begin the search for the magical Dragon Orb and Dragonlance. Unravel the mysteries of Ravenloft® in this dread adventure for the world's greatest roleplaying game Under raging storm clouds, the vampire Count Strahd von Zarovich stands silhouetted against the ancient walls of Castle Ravenloft. Rumbling thunder pounds the castle

## Online Library Dragonlance Campaign Setting Dungeon Dragons Roleplaying

spires. The wind's howling increases as he turns his gaze down toward the village of Barovia. Far below, yet not beyond his keen eyesight, a party of adventurers has just entered his domain. Strahd's face forms the barest hint of a smile as his dark plan unfolds. He knew they were coming, and he knows why they came — all according to his plan. A lightning flash rips through the darkness, but Strahd is gone. Only the howling of the wind fills the midnight air. The master of Castle Ravenloft is having guests for dinner. And you are invited.

An art-filled sourcebook for all things draconic in the Dungeons & Dragons world, this title includes information on playing dragons and dragon-like creatures, how to run a dragon in a fight, and how to both fight dragons and work with them as allies. The book itself is designed in a prestige format, with heavy use of art throughout and constructed of premium materials.

(Games/Gamebooks/Crosswords)

Do demons and devils have free will? Does justice exist in Menzoberranzan? What's the morality involved with player characters casting necromancy and summoning spells? *Dungeons & Dragons and Philosophy* probes the rich terrain of philosophically compelling concepts and ideas that underlie *Dungeons & Dragons*, the legendary fantasy role-playing game that grew into a world-wide cultural phenomenon. A series of accessible essays reveals what the imaginary worlds of *D&D* can teach us about ethics, morality, metaphysics and more. Illustrates a wide variety of philosophical concepts and ideas that arise in *Dungeons & Dragons* gameplay and presents them in an accessible and entertaining manner. Reveals how the strategies, tactics, improvisations, and role-play employed by *D&D* enthusiasts have startling parallels in the real world of philosophy. Explores a wide range of philosophical topics, including the nature of free will, the metaphysics of personal identity, the morality of crafting fictions, sex and gender

## Online Library Dragonlance Campaign Setting Dungeon Dragons Roleplaying

issues in tabletopgameplay, and friendship and collaborative storytelling Provides gamers with deep philosophical insights that can leadto a richer appreciation of D&D and any gamingexperience

The second volume in DDP's Dungeons & Dragons Anthology book - The Worlds of Dungeons & Dragons! In "Elminster at the Magefair," a mysterious and dangerous errand takes the Sage of Shadowdale and the lovely Storm Silverhand to a gathering of the Forgotten Realms' mightiest wizards, while "The Rigor of the Game" pits a gambler in the nightmare-haunted domains of Ravenloft against the infamous death knight, Lord Soth!

Stories about strange adventures in the fictional land of Krynn are accompanied by discussions of the history, culture, music, and cookery of Krynn

Player's Guide to the Dragonlance CampaignTSR

Abolish an Ancient Evil Threatening Devastation in this Adventure for the World's Greatest Roleplaying Game Called by the Elder Elemental Eye to serve, four corrupt prophets have risen from the depths of anonymity to claim mighty weapons with direct links to the power of the elemental princes. Each of these prophets has assembled a cadre of cultists and creatures to serve them in the construction of four elemental temples of lethal design. It is up to adventurers from heroic factions such as the Emerald Enclave and the Order of the Gauntlet to discover where the true power of each prophet lay, and dismantle it before it comes boiling up to obliterate the Realms. •

## Online Library Dragonlance Campaign Setting Dungeon Dragons Roleplaying

An epic adventure for characters levels 1 – 15, the Elemental Evil™ story arc, Princes of the Apocalypse provides everything a Dungeon Master needs to create an exciting and memorable play experience. • Includes new elemental spells and the element-touched genasi as a new playable race. • 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 Sasquatch Game Studio LLC.

This source book allows gamers to experience the adventure of the Legends of the Twins trilogy for the first time, either by playing out the events of the popular novels or by taking the themes of time travel, spiritual journeys, and redemption and using them in all-new campaigns. Full color.

Explore the horrors of Ravenloft in this campaign sourcebook for the world's greatest roleplaying game. Terror stalks the nightmare realms of Ravenloft. No one knows this better than monster scholar Rudolph Van Richten. To arm a new generation against the creatures of the night, Van Richten has compiled his correspondence and case files into this tome of eerie tales and chilling truths. • Travel (perhaps even by choice) to Ravenloft's expanded Domains of Dread—each domain with its own unique flavor of horror, thrilling story hooks, and grisly cast of characters • Craft your own D&D horror settings, add tension with optional rules, and get advice for running a game that's ghastly in all the right ways • Create characters with lineages tied to vampires, undead,



## Online Library Dragonlance Campaign Setting Dungeon Dragons Roleplaying

and hags, horror-themed subclasses, the Investigator background, and "Dark Gifts" that may be a double-edged sword • Unleash nightmarish monsters from an expanded bestiary, and browse a collection of mysterious trinkets • Explore Ravenloft in the included Dungeons & Dragons adventure—play as a stand-alone adventure or drop it into your current game for a bit of sinister fun

Dragons from the distant past gather to engulf the world of Krynn in war.

Once a dedicated soldier of the Knights Templar, Derek de Molay was betrayed and killed. So instead of an eternity in Heaven, he has decided to battle the Dark Angels of Hell. But as the war between good and evil rages, he is summoned back to the mortal realm to protect a woman standing too close to the edge of darkness. Rachel Duncan has never felt this way before. A mysterious man is intent on seducing her with expensive gifts and trips on his private plane, yet it is Derek, a breathtaking stranger, who tugs at her heart. With him, there is laughter, light . . . and love. But Derek tells an impossible, insane story, though deep in her heart she knows it to be true. Now Derek and Rachel must race against time to save the mortal souls of mankind . . . and each other.

Alone in a strange world and torn by grief, a vampire accepts the hospitality of the local lord. But can the vampire trust him once he discovers the land's dark connection to his own quest for revenge? From the Trade Paperback edition.

Presents the history of the war between the followers of Takhisis and the minions of

## Online Library Dragonlance Campaign Setting Dungeons & Dragons Roleplaying

Paladine with tales told from the perspective of some of the supporting characters. Rollicking campus adventures for the world's greatest roleplaying game. The greatest minds in the multiverse meet at Strixhaven University. Professors convey fantastic secrets to eager students, and life on campus is frenetic. But danger lurks even here. Campus hijinks mix with mishaps and sinister plots, and it's up to you to save the day. Strixhaven: A Curriculum of Chaos introduces the fantastical setting of Strixhaven University to Dungeons & Dragons, drawn from the multiverse of Magic: The Gathering. It also provides rules for creating characters who are students in one of its five colleges. Characters can explore the setting over the course of four adventures, which can be played together or on their own. Each describes an academic year filled with scholarly pursuits, campus shenanigans, exciting friendships, hidden dangers, and perhaps even romance.

- Includes four brand new D&D adventures that can be played as stand-alones or woven together as a campaign from levels 1–10
- Adds a new playable race—an owlin, one of the owlfolk who study at the university
- Includes a bestiary of over forty magical creatures and NPCs
- Experience D&D in new ways through the academic challenges, extracurricular activities and jobs, and relationships explored on campus
- Includes a beautifully illustrated double-sided poster map that shows Strixhaven's campus on one side and important locations on the other
- Attend an elite mage university, choose your college, and adventure your way to graduation
- Adds new player character options including feats and new backgrounds for first-year

# Online Library Dragonlance Campaign Setting Dungeon Dragons Roleplaying

students at Strixhaven

Hundreds of popular fantasy fiction titles are described and categorized according to their underlying features, including coming of age stories, Arthurian romances, breaking of curses, and barbarian warriors.

Welcome to Tal'Dorei, a fantasy-filled continent brimming with grand tales of heroes and adventure - and eagerly awaiting your own epic stories. Soar on a skyship from the metropolis of Emon to the distant haven of Whitestone, venture into wilderness rife with terrifying monsters and wayward mages, and uncover magic items that range from simple trinkets to the legendary Vestiges of Divergence. The hit series Critical Role first explored this continent through the epic adventures of Vox Machina. Now the world moves on in their wake. This campaign setting is newly revised and expanded to cover the exciting conclusion of the Vox Machina campaign and the characters lives in the years following. Let your footsteps, too, shape the fate of Tal'Dorei and perhaps the wider world of Exandria. This definitive, art-filled tome is revised and expanded, containing everything you need to unlock the rich campaign setting of Tal'Dorei and make it your own:- A guide to each major region, with story hooks to fuel your campaign- Expanded character options, including 9 subclasses and 5 backgrounds- Magic items such as the Vestiges of Divergence, legendary artifacts that grow in power with their wielders- Dozens of creatures, including many featured in the Critical Role campaigns- New lore and updated stat blocks for each member of Vox Machina

