

Fate Of Istus Advanced Dungeons Dragons Greyhawk Module Wg8

Presents an introduction to Dungeons and Dragons with information on the rules, characters, weapons and gear, and game etiquette.

One-of-a-kind source for checklists of every single CCG printed in English, along with accurate prices formore than 75,000 cards.

Shadowdale

Including a Clear and Precise Exposition of Its Procedure, Its Rites and Its Mysteries

Forgotten Realms

The Adventure Zone: Here There Be Gerblins

Everything a Dungeon Master needs to start up a Greyhawk campaign! Features extensive histories of the world, a detailed look at the City of Greyhawk, and hooks for hours of adventure in the world where the adventures began.

Aimed at players and Dungeon Masters, this game supplement explores the heroes and wonders of Athas--a savage desert world abandoned by the gods and ruled by terrible sorcerer-kings.

Scrye Collectible Card Game Checklist and Price Guide

Advanced Dungeons & Dragons, Players Handbook

The History of Magic

Samurai Warlords of Shogun Japan

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!

An all-new digital version of one of the key titles in the entire Forgotten Realms novel line. At the time of its original release, this series presented key events that impacted the entire Forgotten Realms world, and the effects of those events are still felt in current novels. This re-released series will have a cohesive cover design and all-new art. This title was originally released underneath the author

pseudonym Richard Awlinson. When the gods are banished from the heavens, they must travel through Faerûn in the guise of mortals. When four companions, last survivors of the Company of the Lynx, find themselves in possession of a mysterious amulet, they must escape death at the hand of Bane, god of murder. When magic itself runs wild, no one can say that the most innocent of spells will not destroy the world.

Secrets of the Undead

Dark Sun Campaign Setting

Advanced Dungeons & Dragons - Legends & Lore

Subject Guide to Books in Print

Provides detailed information on magical paraphernalia and spells for players of Dungeons and Dragons

The best way to start playing the 4th Edition Dungeons & Dragons Fantasy Roleplaying Game. Designed for one-to-five players, this boxed game contains everything needed to start playing.

Books in Print

Dungeons and Dragons Fantasy Roleplaying Game

A Novel of Fantastic Action in a World where Magic is Law

Greyhawk

Clerics and paladins are two of the Dungeons & Dragons game's most popular classes, and this handbook contains guidelines to customize both.

GAMES/GAMEBOOKS/CROSSWORDS

Open Grave

The Adventure Begins

Campaign Setting

Artifact of Evil

Welcome to the Adventure Zone! SEE! The illustrated exploits of three lovable dummies set loose in a classic fantasy adventure! READ! Their journey from small-time bodyguards to world-class artifact hunters! MARVEL! At the sheer metafictional chutzpah of a graphic novel based on a story created in a podcast where three dudes and their dad play a tabletop role playing game in real time! 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 ("guided") by their snarky DM, in a graphic novel that, like the smash-hit podcast it's based on, will tickle your funny bone, tug your heartstrings, and probably pants you if you give it half a chance. With endearingly off-kilter storytelling from master goofballs Clint McElroy and the McElroy brothers, and vivid, adorable art by Carey Pietsch, The Adventure Zone: Here There be Gerblins is the comics equivalent of role-playing in your friend's basement at 2am, eating Cheetos and laughing your ass off as she rolls critical failure after critical failure.

Provides information on the origins, tactics, myths, and lairs of a variety of undead creatures and threats encountered in the game of Dungeons and Dragons.

The Rogues Gallery

Encyclopedia Magica

A Guidebook to Clerics and Paladins

Daimyo Of 1867

Daimyo of 1867 Samurai Warlords of Shogun Japan **Daimyo of 1867** provides a comprehensive catalog of samurai warlords in feudal Japan. Included are detailed information on every one of the 277 daimyo clans in the year 1867, towards the end of the samurai era. Every daimyo is listed with the image of the mon "family crest," han "fe" name, revenue size, rank at the Shogun's castle in Edo, prior ancestry, and other clan information. Many clan domain descriptions are embellished with photos of their castles, history of notable ancestors, and information about any branch families.

Maps of castles and their surroundings are provided wherever possible. The information is organized as an handbook for creating more realistic backgrounds for role-playing games, boardgames, miniatures games, and computer games. It is also useful for those writing historical novels, screenplays, graphic novels, comic books, anim, and other creative works. Background information includes geography, history, major roads, social structure, religion, monetary system, and government structure. A gamers guide is provided with suggestions for scenarios, descriptions of martial arts training, ronin, vengeance, the use of ninja, and the naming of a daimyo's son at a coming-of-age ceremony. There is also a special secton with lists of samurai-themed games. Among the daimyo you will find: - Asano Naganori, the daimyo whose seppuku led to the revenge of the 47 ronin Kudo Suketsun, who sparked the famous vendetta of the Soga Brothers, which took 18 years to complete - Ooka Tadasuk, a minor judge with legendary wisdom, who eventually became daimyo - Yagyu Munenori, the Shogun's sensei for swordsmanship, a hatamoto who became daimyo - Oda

Nobunaga, a minor daimyo who began the final unification of Japan after a century of civil war, and who is the inspiration for the video game series Nobunaga's Ambition - Tokugawa Ieyasu, a minor daimyo who became Shogun, and established a dynasty that would rule the Land of the Rising Sun for two-and-a-half centuries, until the end of the samurai era. Profusely illuminated with hundreds of photos and images of maps, woodcut prints, and paintings. Suggested for mature readers.

Defenders of the FaithA Guidebook to Clerics and Paladins

Special Reference Work : a Compiled Volume of Information for Players of Advanced Dungeons & Dragons, Including, Character Races, Classes, and Level Abilities; Spell Tables and Descriptions; Equipment Costs; Weapons Data; and Information on Adventuring

Unearthed Arcana

Defenders of the Faith

Born Alphonse Louis Constant, French magician Éliphas Lévi (1810-75) wrote prolifically on the occult sciences. His Histoire de la magie was first published in 1860. In it, Lévi recounts the history of the occult in Western thought, encompassing its biblical, Zoroastrian and ancient Greek origins, various magical practices of the medieval and early modern periods - including hermeticism, alchemy and necromancy - and the role of magic in the French Revolution. The last section of the book describes nineteenth-century magical practices and includes details of Lévi's own occult experiences. Prepared by Arthur Edward Waite (1857-1942), this English translation was first published in 1913. An editor and translator of numerous magical texts, Waite includes here a preface comprising an eloquent defense of Lévi and intellectual magic.

The original French edition is also reissued in the Cambridge Library Collection.

Includes spells, character classes, magic weapons, and other items used in playing Dungeons and Dragons.

1989-90

Avatar Series

Forthcoming Books