

Dungeons Dragons Dark Sun Creature

Presents profiles for hundreds of iconic monsters to be used in conjunction with the second edition advanced Dungeons and Dragons core rulebooks.

Athas, world of the dark sun: Ruled for thousands of years by power-mad sorcerer-kings, its cities have become vile centers of slavery and corruption. Only heroes of the greatest strength and bravest heart can stand against the might of these overlords. The Prism Pentad is a tale of such heroes. Rajaan, the First Sorcerer, betrayed by his champions at the moment of his paramount victory, has been imprisoned beyond space and time, but he alone can return Athas to its verdant splendor. From the Trade Paperback edition.

From the author of The Monsters Know What They're Doing comes a follow-up strategy guide with MOAR! monster tactics for Dungeon Masters playing fifth edition Dungeons & Dragons. Keith Ammann's first book based on his popular blog, The Monsters Know What They're Doing, unpacks strategies, tactics, and motivations for creatures found in the Dungeons & Dragons Monster Manual. Now, in MOAR! Monsters Know What They're Doing, he analyzes the likely combat behaviors of more than 100 new enemies found in Volo's Guide to Monsters and Mordenkainen's Tome of Foes. Your campaign will never be the same!

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, 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

A Young Adventurer's Guide

1993 Tsr Master Catalog

Monsters and Creatures

The Dread of this Desolation

Caves of Carnage

Master of the Magic Spellfire Reference Guide

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. 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 illustrated guide to the history and evolution of the beloved role-playing game told through the paintings, sketches, illustrations, and visual ephemera behind its creation, growth, and continued popularity.

FINALIST FOR THE HUGO AWARD • FINALIST FOR THE LOCUS AWARD • NOMINATED FOR THE DIANA JONES AWARD From one of the most iconic game brands in the world, this official DUNGEONS & DRAGONS illustrated history provides an unprecedented look at the visual evolution of the brand, showing its continued influence on the worlds of pop culture and fantasy. Inside the book, you'll find more than seven hundred pieces of artwork—from each edition of the core role-playing books, supplements, and adventures; as well as Forgotten Realms and Dragonlance novels; decades of Dragon and Dungeon magazines; and classic advertisements and merchandise; plus never-before-seen sketches, large-format canvases, rare photographs, one-of-a-kind drafts, and more from the now-famous designers and artists associated with DUNGEONS & DRAGONS. The superstar author team gained unparalleled access to the archives of Wizards of the Coast and the personal collections of top collectors, as well as the designers and illustrators who created the distinctive characters, concepts, and visuals that have defined fantasy art and gameplay for generations. This is the most comprehensive collection of D&D imagery ever assembled, making this the ultimate collectible for the game's millions of fans around the world.

Beneath a crimson sun lie wastelands of majestic desolation and cities of cruel splendor, where heroes must battle the horrible monsters and vicious raiders who roam the desert, while in the cities undying sorcerer-kings crush any who dare to oppose them. This is Athas, the unrelenting world of the Dark Sun®; a world shaped by inherently destructive magic, and ruled by intrinsic evil. In such a world, the forces of good—and the heroes who emerge in this unforgiving land—fight not only for themselves, but for life of the world itself. Aric, is a half-elf with a rare natural ability with the psionic discipline known as “the Way.” When Aric is brought into a quest to search for a priceless trove weapons, he would rather keep his head down and live a simple life. But nothing is simple in the city of Nibenay with its reclusive ruler known as the Shadow King. And in a world where metal is the rarest of commodities, Aric's “way” with metal is an even rarer talent. Enlisted by the Shadow King himself to seek out this cache of metal weaponry, Aric heads into the desert with a treacherous band of adventurers. Allegiances are tested and secrets are uncovered. But sometimes the secrets hidden by the sands of time should remain undiscovered. When Aric and his band uncover an evil perhaps greater than the Shadow King himself, it is a race against time to see who will harness its power.

Join the quest for an ancient oracle! Sixteen years after it was first published, The Obsidian Oracle is as fresh and exciting as it ever was. Join a new generation of fantasy fans as they rediscover the sword and sorcery adventure of the Dark Sun world! Tithian of Tyr seeks the Dark Lens so that he can become the next sorcerer king. Agis needs the Dark Lens to destroy the Dragon of Athas. Before either can lay hands on it, they will have to settle their long-standing hatred of each other.

Campaign Setting

Advanced Dungeons and Dragons Monster Manual II

Primal Power

Marauders of the Dune Sea

Slaying the Dragon

Computer Gaming World

"Nightmares of desert horrors trouble the dreams of the innocent while raiders grow ever bolder beyond the walls of the great city-state of Tyr. Bandits and merchants chase rumors of a temple hidden in the desert, an ancient shrine to the primordial Ul-Athra said to safeguard a fregment of the artifact known as the "Crown of Dust." Can the heroes recover a caravan lost in the wastes, repel the threat of vicious raiders, and win the relic from the perilous temple?"--Cover, p. [4].

This indispensable supplement contains information on nearly 200 new monstersfor any D&D game. It provides descriptions for a vast array of new creatures, with an emphasis on higher-level creatures to provide experienced gamers withtougher foes to overcome. (Gamebooks)

The post-apocalyptic Dungeons & Dragons setting's first-ever comic! Beneath a crimson sun lie wastelands of majestic desolation and cities of cruel splendor, where life hangs by a thread. Welcome to Athas! When an imprisoned gladiator named Grudvik escapes the city of Tyr, a part-time slave hunter and full-time dune trader is hired to bring back the fugitive. But after crossing swords, the pair must join forces to survive the harsh desert.

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

The Verdant Passage

Monster Manual II

Appendix II

The Obsidian Oracle

Van Richten's Guide to Ravenloft (Dungeons & Dragons)

The Return of the King

Evil schemes are afoot in Cauldron, a metropolis of merchants built into the caldera of a long-dormant volcano. Driven by the dreams of an insane demon prince, bizarre cultists known as the Cagewrights scheme from ancient tunnels beneath the volcano, stoking it once more to terrible life. To prevent their agenda, your band of adventurers must brave haunted jungle ruins, slay mighty dragons, and bind themselves to a layer of the infinite Abyss. Will their swords and spells be enough to save the Shackled City? From new DBD publisher Paizo Publishing!

Dungeons & Dragons. It ' s the fantasy role-playing game first conceived over fifty years ago by the now-legendary company TSR ,which has enthralled millions of devoted gamers around the world for generations. It ' s a test of skill, intelligence, audacity, and survival. But no D&D game ever played could compare to the stunning behind-the-scenes melee for power and dominance that was the true story of TSR. Slaying the Dragon chronicles the rise and fall of TSR (Tactical Studies Rules), how the brilliant and wild minds of the legendary Gary Gygax and his co-creator Dave Arneson gave birth to a game that would capture the imagination of outsiders and underdogs throughout the world. From its humble beginnings in the small town of Lake Geneva, Wisconsin to its emergence as a cultural phenomenon, TSR soon spawned an unlikely empire of games and geekdom—with Dungeons & Dragons leading the way—that was decades ahead of its time, inviting both hyper-devoted fans as well as hysteria surrounding the game ' s supposed corrupting influence on America ' s youth. TSR was in the news, in the money, and on top of the world. But success soon took its toll, with creative control and rivalries within the firm threatening the stability of TSR. Former allies grew apart personally and professionally, and the formerly fun, freewheeling firm founded by a band of misfits collapsed into a desperate struggle for survival. Despite attempts to grow in a changing market, setbacks and management decisions put TSR in a downward spiral in the 1990s which resulted in the company's death and then resurrection by the most unlikely of saviors. With author access to previously unreleased documents and insider stories, and interviews with former TSR employees and associates who witnessed the high-stakes machinations and maneuvering that would eventually seal the company ' s fate, Slaying the Dragon is a fascinating, revealing tale of friends turned enemies, success and failure, and loyalty and betrayal that no roll of the die could predict... "Riggs has written a fascinating and dishy account of the business hits and whistling misses of a band of dreamers, writers, artists, and geeks... A must-read for fighters, magic-users, and even bards -- and everyone else, too." — Brad Ricca, Edgar-nominated author of Mrs. Sherlock Holmes and True Raiders"Far from a fluff piece on a beloved hobby, this book goes behind the GM's screen to take a hard-nosed look at the people and circumstances that first gave rise to D&D, then nearly killed it -- twice. Riggs takes you on a roller-coaster from boom to near bankruptcy, but never loses sight of the individuals involved, the good, the bad, and the geeky." — Marie Brennan, Hugo-Award nominated author of the Memoirs of Lady Trent series

"This introductory guide to the worlds of the leading fantasy role-playing game franchise provides an immersive illustrated primer to the beasts and creatures of D&D. In this illustrated guide for new players, you're transported to the mystical and magical worlds of Dungeons & Dragons and given a one-of-a-kind course on the monsters for which the game (and all of its iterations) is known. Featuring direct, pithy insights on the monsters and how players interact with them, alongside original creature illustrations and archival images, the book shines a spotlight on the beasts that go bump in the night and cause trouble for D&D adventurers, with features ranging from monsters that live underground, to those that dwell in forests and graveyards, to those that soar up in the sky"--

A guide to the role-playing game that provides information on its commands, individual campaigns, scoring, extras, tactics, and the secrets of the multi-player mode. This adventure takes characters from 1st level to 3rd level.

Dark Sun - Ianto's Tomb TP

Secrets of the Dead Lands

Monsters & Creatures (Dungeons & Dragons)

MOAR! Monsters Know What They're Doing

Marauders of Nibenay

Dungeons & Dragons: Dark Sun Vol. 1 - Ianto's Tomb

In a land of ancient sorcery and terrible monsters, four strangers--a gladiator, a manipulative beauty, a common thief and a disgraced Templar--become unlikely heroes when, after the death of King Kalak of Tyr, a war to seize the lucrative iron mines erupts. Original.

Feel the cold touch of death in this adventure for the world's greatest roleplaying game. Beneath the unyielding night sky, you stand before a towering glacier and recite an ancient rhyme, causing a crack to form in the great wall of ice. Beyond this yawning fissure, the Caves of Hunger await. And past this icy dungeon is a secret so old and terrifying that few dare speak of it. The mad wizards of the Arcane Brotherhood long to possess that which the god of winter's wrath has so coldly preserved--as do you! What fantastic secrets and treasures are entombed in the sunless heart of the glacier, and what will their discovery mean for the denizens of Icewind Dale? Can you save Ten-Towns from the Frostmaiden's everlasting night? Brave the frozen North of Faerun in this Dungeons & Dragons adventure for characters level 1-12. Explore the frontier of Icewind Dale! Maps and guides will aid you on your journey through a land of isolation, paranoia, and deadly cold. Venture into the Ten Towns and other beloved D&D locations made famous by Drizzt Do'Urden and the Companions of the Hall. Encounter the hazards of a frozen wilderness. This book provides DMs with rules for running D&D adventures in icy tundras and wintery climes. Discover long-lost treasures, magic items, and long-forgotten spells in the icy depths of a truly unforgettable Dungeons & Dragons adventure.

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.

In the aftermath of revolution, King Kalak of Tyr is dead and all eyes fall on the lucrative iron mines of his once mighty city-state. Merchant houses scramble to seize what scraps they can while King Hamanu of Urik, the Lion of the Desert, rallies his armies to crush the Tyr rebellion underfoot. He cannot allow this insurrection to succeed and intends to seize the city's precious resources for himself. The hope of the Tyr revolution seems destined to fail as the tyrannical specter of Hamanu's war machine looms large on the horizon. But fate chooses the most unlikely heroes. Loren, a gladiator pressed into service by a corrupt merchant prince; the ambitious Alaeda Stel who hopes to secure her family's future by exploiting Tyr's sudden weakness; a street thief named Melech; and Korvak the disgraced templar are Tyr's best and only hope. The promise of freedom rests on their ability to overcome the greed and lust for power that threatens to undermine the principles of Tyr's revolution. From the Paperback edition.

The Cerulean Storm

Dungeons & Dragons Art & Arcana

Dark Sun Campaign Setting

Dungeons and Dragons

City-State of Tyr

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

With a militia of nobles, templars, and slaves, Rikus, the man-dwarf gladiator who sparked the rebellion that plunged the Free City into chaos, must save the city of Tyr from the armies of Urik, the sorcerer-king, in the sequel to The Verdant Passage. Reprint. 15,000 first printing.

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!

Dark Sun is the most challenging AD&D game world ever created. Player characters enter a savage land where evil sorcerer-kings rule ancient oasis cities that dot the endless seas of sand. This sourcebook reveals the secrets of the ancient city of Tyr--the main base for characters--after the death of the sorcerer-king Kalak. Map.

This introductory guide to DUNGEONS & DRAGONS provides a fun and immersive primer to its beasts and monsters. In this illustrated guide, you're transported to the legendary and magical worlds of Dungeons & Dragons and presented with one-of-a-kind entries for some of its most sinister, foul, and memorable monsters. Featuring amazing illustrations and expert insights on some of D&D's most dangerous monsters, the guide shines a spotlight on the beasts that scare, excite, and cause trouble for adventurers, from creatures that live underground, to those that dwell in the wilderness and boneyards or soar in the sky. In these profiles you will find information on the size of each monster, its danger level, and tips for how to survive an encounter. The perfect entry point for young fans of fantasy eager to become D&D adventurers, this book also features introductory "Encounter" stories so readers can practice the problem-solving skills they'll need to fight these monsters when they play a D&D adventure of their own.

Advanced Dungeons & Dragons Monstrous Manual

The Monsters Know What They're Doing

A Visual History

City Under the Sand

A Secret History of Dungeons and Dragons

This product adds a new dimension to D&D games and gives Dungeon Masters an easy and inexpensive way to include great-looking terrain in their games. This set provides ready-to-use, configurable tiles with which to build exciting dungeons, temples, and monster lairs. This accessory for the D&D game contains six double-sided sheets of illustrated, die-cut terrain tiles printed on heavy cardstock. These tiles feature twisting caverns that include underground rivers, chasms, treacherous rope

bridges, and the aftermath of bloody battles.

A new Dungeons & Dragons® game supplement offers hundreds of new options for characters, specifically focusing on heroes who draw power from the spirits to preserve and sustain the world--including barbarians, druids, shamans, and wardens--providing new character powers, feats, paragon paths, and epic destinies. Story of a saga video games... If the Dark Souls series managed to seduce players and journalists, it was mainly by word of mouth. It was such a great success that Dark Souls 2 was named "Game of the Year" 2014 by the vast majority of gaming magazines and websites. To date, this saga is one of the most important in the gaming industry. The odd thing is that these games are well known for their difficulty and their cryptic universe. This publication narrates the epic success story, but also describes its gameplay mechanics and its specific lore across more than 300 pages. Characters, plots and the scenario of the three Souls (Demon's Souls, Dark Souls and Dark Souls II) are deciphered by Damien Mecheri and Sylvain Romieu, who spent a long year studying these dense and enigmatic games down to the smallest detail. The serie Dark Souls and her spiritual father Demon's Souls will not have secrets for you anymore! EXTRACT In May 2014, Hidetaka Miyazaki succeeded Naotoshi Zin as president of FromSoftware, after the studio was purchased by Kadokawa Shoten. This was a highly significant promotion for the person who had led the company's most successful project, Dark Souls. And yet, he did not lose from view what had attracted him to the field: an insatiable creative drive. In spite of his new status within the studio, one of the conditions he requested and was granted was to remain creative director of his new project: Bloodborne. This allowed him to successfully design this spiritual successor to the first Souls game, while also assuming his new responsibilities. Given his drive to work and create, it is not surprising how quickly Miyazaki moved up through the ranks. ABOUT THE AUTHORS Passionate about films and video games, Damien Mecheri joined the writers team of Gameplay RPG in 2004, writing several articles for the second special edition on the Final Fantasy saga. He continued his work with the team in another publication called Background, before continuing the online adventure in 2008 with the site Gameweb.fr. Since 2011, he has come aboard Third Éditions with Mehdi El Kanafi and Nicolas Courcier, the publisher's two founders. Damien is also the author of the book Video Game Music: a History of Gaming Music. For Third Éditions, he is actively working on the "Level Up" and "Année jeu vidéo" collections. He has also written or co-written several works from the same publisher: The Legend of Final Fantasy X, Welcome to Silent Hill: a journey into Hell, The Works of Fumito Ueda: a Different Perspective on Video Games and, of course, the first volume of Dark Souls: Beyond the Grave. Curious by nature, a dreamer against the grain and a chronic ranter, Sylvain Romieu is also a passionate traveler of the real and the unreal, the world and the virtual universes, always in search of enriching discoveries and varied cultures. A developer by trade, he took up his modest pen several years ago to study the characteristics and richness of the marvelously creative world of video games. He writes for a French video game site called Chroniques-Ludiques, particularly on the topic of RPGs, his preferred genre.

The most challenging AD&D game world ever created. Caught in the middle of a war, the characters make enemies on both sides. Their survival depends on favors from a wily old templar and the local wizards. Player levels 5-8. Illustrations. Contains two 48-page spiral-bound flip books and one 16-page booklet.

Demons Souls - Dark Souls - Dark Souls II

Monstrous Compendium - Planescape

A Dark Sun Novel

An Adventurer's Guide

The Crimson Legion

Death of the Dragon

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

The Companions of the Ring have become involved in separate adventures as the quest continues. Aragorn, revealed as the hidden heir of the ancient Kings of the West, joined with the Riders of Rohan against the forces of Isengard, and took part in the desperate victory of the Hornburg. Merry and Pippin, captured by orcs, escaped into Fangorn Forest and there encountered the Ents. Gandalf returned, miraculously, and defeated the evil wizard, Saruman. Meanwhile, Sam and Frodo progressed towards Mordor to destroy the Ring, accompanied by Smagol - Gollum, still obsessed by his 'precious'. After a battle with the giant spider, Shelob, Sam left his master for dead; but Frodo is still alive - in the hands of the orcs. And all the time the armies of the Dark Lord are massing. JRR Tolkien's great work of imaginative fiction has been labelled both a heroic romance and a classic fantasy fiction. By turns comic and homely, epic and diabolic, the narrative moves through countless changes of scene and character in an imaginary world which is totally convincing in its detail.

As an enormous red dragon ravages the kingdom of Cormyr, leaving the land at the mercy of goblins and other creatures of the dark, King Azoun IV prepares to make the ultimate sacrifice in order to save his beloved realm. Reprint.

Tharizdun, the Chanied God, has released the Voidharrow--a liquid crystal imbued with his will and all the chaos of the Abyss--into the universe, and with it comes a transformative engine of pestilence. When exposed to the Voidharrow, individuals look as though they've been stricken by disease as the Abyssal liquid twists and deforms them into chaotic demonlike creatures. Behold the Abyssal Plague! When a trading caravan manned by grafters and con men comes across a dead man in the desert they open the door to an Abyssal realm long since destroyed. As the Voidharrow takes hold of one of their companions, he begins to morph into a beast like none they have ever seen. When the stakes are raised in an attempt to defraud some of the more unsavory rulers of this cruel world, the Voidharrow comes to play a role in a move that could transform our heroes forever. From the Paperback edition.

Adventure Path

Forgotten Realms

Keep on the Shadowfell

Combat Tactics for Dungeon Masters

Prism Pentad

Dungeons & dragons. Dark sun: creature

Return to the deserts of the Dark Sun world! A maverick statesman, a half-elf slave girl, and a man-dwarf gladiator band together to face off against the vile magic of a sorcerer-king who's spent a thousand years draining the world of Athas of its precious life-force. In 1991 best-selling author Troy Denning introduced the world to the post-apocalyptic world of Athas, and almost twenty years later it remains one of the most talked-about and fan-requested settings in the Dungeons & Dragons universe. These deluxe trade paperback reissues will introduce a whole new generation to the magic-blasted deserts of the Dark Sun world! From the Trade Paperback edition.

*Dungeons & dragons. Dark sun: creature*Dungeons & Dragons: Dark Sun Vol. 1 - Ianto's TombIDW Publishing

Under the Crimson Sun

Advanced Dungeons & Dragons, Players Handbook

Death Mark

Icewind Dale: Rime of the Frostmaiden (D&D Adventure Book) (Dungeons & Dragons)

A Dungeons & Dragons Novel

Dark Souls. Beyond the Grave - Volume 1