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 The Truth about Dungeons & Dragons
 Magic Item Compendium
 Special Edition Dungeon Master's Guide
 Dungeons and Dragons Fantasy Role Playing Game Set 2
 Dancing with Dragons
 Monster Manual Special Edition
 Afrikaners and the Boundaries of Faith in Post-Apartheid South Africa
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 The Evolution of Fantasy Role-Playing Games
 The Art of Magic: The Gathering - Innistrad
 Eberron: Rising from the Last War (D&D Campaign Setting and Adventure Book)
 Tome of Magic
 The Rise of Tiamat
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 Advanced Dungeons & Dragons, Players Handbook
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CALI RAMOS

Dragontime McFarland

A deluxe leatherbound edition of one of the three D&D core rulebooks. This new, beautifully bound version of the "Monster Manual" joins the special editions of the "Player's Handbook" and the "Dungeon Master's Guide" to complete the premiere set of Dungeons & Dragons core rulebooks. Like the others, the title gets premium treatment in the form of a leather binding, emboss and foil treatment, gilt-edged paper, and an attached ribbon bookmark.

The Truth about Dungeons & Dragons Llewellyn Worldwide

Tracing the evolution of fantasy gaming from its origins in tabletop war and collectible card games to contemporary web-based live action and massive multi-player games, this book examines the archetypes and concepts within the fantasy gaming genre alongside the roles and functions of the game players themselves. Other topics include: how *The Hobbit* and *The Lord of the Rings* helped shape fantasy gaming through Tolkien's obsessive attention to detail and virtual world building; the community-based fellowship embraced by players of both play-by-post and persistent browser-based games, despite the fact that these games are fundamentally solo experiences; the origins of gamebooks and interactive fiction; and the evolution of online gaming in terms of technological capabilities, media richness, narrative structure, coding authority, and participant roles.

Magic Item Compendium National Geographic Books

This supplement for the D & D game presents more than 500 new magic items that no adventurer should be without.

Special Edition Dungeon Master's Guide Wizards of the Coast

Arcane magic has its very roots vested in the power of dragons and their kin. By studying the ancient lore of Dragon Magic, a mage can unlock the secrets only known to these powerful reptiles, allowing him to stand as an equal among wyrms and as lord over other men. From the few True Words and draconic songs to the harvesting of dragon body parts and the procedure of becoming a Dragon Friend, this addition to the Encyclopaedia Arcane is perhaps one of the most powerful - but its discipline and traditions are not easily discovered, nor mastered by the weak of will, for few dragons will tolerate their secrets to be revealed to the younger races.

Dungeons and Dragons Fantasy Role Playing Game Set 2 Starburst Publishers

Mighty heroes deserve wicked foes Demons and half-demons, dragons and dragonkin, animated corpses and restless spirits, wielders of magic and eaters of spells: These are the creatures of Faerun, the monsters of the Forgotten Realms "campaign setting." "Monster Compendium: Monsters of Faerun" contains scores of new monsters for use in Dungeons & Dragons adventures. From the aarakocra to the Tyrantfog zombie, these monsters present a whole new range of challenges. Although usable in any campaign, these monsters are especially suited for the Forgotten Realms setting -- a world of great magic, terrible villains, and high adventure.

Dancing with Dragons National Geographic Books

Connect with the Boundless Energy and Life-Changing Magick of Dragons Discover how to work magick with the mighty dragon clans in this powerful book from bestselling author and dragon expert D. J. Conway. Perfect for beginners and experienced dragon handlers alike, this impressive guide first covers the basics of dragons and magick, and then provides comprehensive information about the thirty-three clans. Explore each dragon's personality, coloring, eye traits, and claw, wing, and scale shape. Learn about the clans' different communication styles and how they approach honor, respect, and more. Build a personal connection with your guardian dragon through meditations and spells. This marvelous book opens the door to the world of dragons and allows you to soar with them to new heights of magick.

Monster Manual Special Edition Perfect Square

This expansion of the "Player's Handbook" core rulebook explores the mysteries of the dragonborn characters, presenting D&D players with exciting new options, including unique powers, paragon paths, and epic destinies.

Afrikaners and the Boundaries of Faith in Post-Apartheid South Africa National Geographic Books

Avert the Cataclysmic Return of Tiamat in this Adventure for the World's Greatest Roleplaying Game The Cult of the Dragon leads the charge in an unholy crusade to bring Tiamat back to the Realms, and the situation grows more perilous for good people with each passing moment. The battle becomes increasingly political as opportunities to gather allies and gain advantage present themselves. From Waterdeep to the Sea of Moving Ice to Thay, it is a race against Evil. Succeed or succumb to the oppression of draconic tyranny. Win or lose, things will never be the same again. • The second of two adventures in the Tyranny of Dragons™ story arc, *The Rise of Tiamat* 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.

Player's Handbook II Routledge

This indispensable supplement contains information on nearly 200 new monsters for 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 with tougher foes to overcome. (Gamebooks)

Player's Handbook Races Macmillan

Duels, arcane organizations, and other aspects of a campaign world imbued with magic. Book jacket.

Fizban's Treasury of Dragons (Dungeon & Dragons Book) Ash Tree Pub

This essential sourcebook serves primarily as a player resource focused on adventuring skills for characters of any class. It also provides new information on several organizations and guilds.

The Red Hand of Doom National Geographic Books

This incredible book details more than two dozen unique, heart-stopping dragons, plus dragon-kin, dragon-related organizations and magic - everything you need to make dragons the centerpiece of your campaign, full of mystery, terror and legendary excitement.

Complete Arcane Genever Benning

For centuries, Inuit in the Arctic have lived on and around the frozen ocean. Now, as climate change is rapidly melting the sea ice between Canada and Greenland, development here threatens to upset the delicate balance between their communities, land and wildlife.

Tome of Battle Wizard Books

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)

Miniatures Handbook Mongoose Pub

This book examines the shifting moral and spiritual lives of white Afrikaners in South Africa after apartheid. The end of South Africa's apartheid system of racial and spatial segregation sparked wide-reaching social change as social, cultural, spatial and racial boundaries were transgressed and transformed. This book investigates how Afrikaners have mediated the country's shifting boundaries within the realm of religion. For instance, one in every three Afrikaners used these new freedoms to leave the traditional Dutch Reformed Church (NGK), often for an entirely new religious affiliation within the Pentecostal or Charismatic churches, or New Religious Movements such as Wiccan neopaganism. Based on long-term ethnographic fieldwork in the Western Cape area, the book

investigates what spiritual life after racial totalitarianism means for the members of the ethnic group that constructed and maintained that very totalitarianism. Ultimately, the book asks how these new Afrikaner religious practices contribute to social solidarity and integration in a persistently segregated society, and what they can tell us about racial relations in the country today. This book will be of interest to scholars of religious studies, social and cultural anthropology and African studies.

Dragon Magic Wizards of the Coast

Psychologists have claimed, time and again, that when someone lives in the realm of fantasy for an extended length of time, the lines dividing reality and fantasy become distorted, fuzzy. In the last decade, the concept of fantasy living has been proven to be a real and increasing danger. The contributing force behind it for many youths has been Dungeons & Dragons and other fantasy role-playing games.

Dragon Mage Wizards of the Coast

Exile of the Hidden City. Adept of forgotten mysteries. Sorceress of the Celestial Nadir. Haunted by nightmares and driven by desire, Ususi defied the will of her people and ran away, venturing alone into the outside world her people abandoned centuries ago. Now Ususi tracks down the relics that brought both prosperity and doom to her people. But when an old adversary finds her trail, she discovers the danger she thought past might only be beginning.

Darkvision Game Master Series

The nine martial disciplines presented in this supplement allow a character with the proper knowledge and focus to perform special combat maneuvers and nearly magical effects. Information is also included on new magic items and spells and new monsters and organizations.

The Game Master's Book of Legendary Dragons Llewellyn Worldwide

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 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

Weapons of Legacy

Why do all cultures, distant and diverse, have similar tales of dragons? Universal wisdom confirms dragons have interacted with people since time immemorial—they call to us, pique our curiosity, and arouse our fears. These mystical beasts are real and their power, their influence, and especially their magick can be captured. Building upon rituals and drawing on their energy, learn to befriend these inspirational creatures and become partners with them on a spiritual journey. Move with them, learn from them, dance in perfect human/dragon syncopation. Praise: "A unique, one-of-a-kind tome and a welcome addition to the growing body of metaphysical lore."—Midwest Book Review "A personal devotion and an academic work of the highest order."—The Dragon Chronicle (UK) "Dragon-lovers everywhere will like this book."—Prediction

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