

## Advanced Dungeons And Dragons 1st Edition

"Roleplaying game supplement."--P. [1] of cover.

The Island of Juralsy is an Advanced Dungeons & Dragons (1st Edition) adventure for 4 - 6 player characters of 2nd to 5th levels. Juralsy is the most western of the outer isles and measures some fifteen miles long by five miles wide. Maintown is the principal settlement but it really little more than village. There are two small fishing hamlets at Bowmere and Askaig. And there is really nothing else on the island of note except for the ruins of Bannock castle. Bannock castle was the ancient seat of the Thanes of Bannock but it has been a ruin for more than two hundred years. The last Thane of Bannock, Ragnost, was murdered by his wife Lady Palatier who had fallen under the influence of dark magic. After she slew her husband she turned Bannock castle into a place of evil and dread. Relatives of the Thane went to war against her and eventually a cousin of Ragnost, Kaladir, Lord of Binas Castle, defeated the forces of the evil Lady Palatier. For years the land was untroubled by evil. There were however rumours that the Lady Palatier lived still, deep under the ruins of Bannock Castle. Fifty years passed and Kaladir, Lord of Binas Castle, died peacefully in his sleep, leaving rule of the island to his son, Kaladron. But within a week Kaladron was

dead after his horse hurled itself from the cliffs near Binas Castle and then, the next night, a great fire swept through the Binas castle. As the castle folk fled the conflagration, creatures of evil who had been lying in wait, massacred them. Lady Palatier had returned and to the horror of the islanders, she was not a day older than the day that she had murdered her husband more than half a century previously. The good men of the island, led by Lord Ranold, rallied to give battle again against evil. At the battle of the Grey Hills, the forces of evil were defeated and scattered. Lady Palatier fled to Bannock Castle and took refuge in the dungeon below. Those who had won victory, folk-lore says, had a Warlock and a Druid seal the dungeon entrance with their highest magic. Binas castle was never rebuilt. The line of the Thanos of Bannock was lost to the mists of time. Bannock castle, a ruin at the end of an over-grown road to nowhere else, became all but forgotten. A few years ago rumours started that the dungeon beneath Bannock castle was no longer sealed by magic and that it was filled with treasure. Since then stories about the dungeon have been mixed. Some say that it holds nothing more than the bones of skeletons and rusted weapons. Others say that it is infested with evil. You have taken passage on a merchant ship bound for the island of Jurasly and your objective is the dungeon of Bannock Castle. This Advanced Dungeons and Dragons adventure has been created by Mark MacDuff

who started playing Dungeons and Dragons in the early 1980's. Since then he has become a published author and has now brought his story-telling style to creating a richly woven fabric of mythical adventuring for fearless adventurers willing to journey to the far-flung western Isle of Juralsy. This is classic 1st Edition AD&D adventuring of the highest order where guile and cunning, intelligence and bravado are essential. This module contains over 23,000 words of carefully constructed text; the island is described in considerable detail and there are dozens of facinating non-player characters who might be encountered along the way before the adventurers reach the dreaded Bannock dungeon. Success will depend not on force of arms but on shrewd planning, team-work and astute perception of what lies just around the next seemingly quiet corner...

Outlines how to determine a character's abilities, rules for character improvement, and mapping and combat procedures

The official art book for Hideo Kojima's DEATH STRANDING. After the collapse of civilization, Sam Bridges must journey across a ravaged landscape crawling with otherworldly threats to save mankind from the brink of extinction. From legendary game creator Hideo Kojima comes an all-new, genre-defying experience for the PlayStation(R)4 system, nominated for the DICE Game of the Year Award. In the near future, mysterious explosions have rocked the planet,

setting off a series of supernatural events known as the Death Stranding. With spectral creatures plaguing the landscape, and the planet on the verge of a mass extinction, it's up to Sam Bridges to journey across the ravaged continent and save mankind from impending annihilation. The Art of Death Stranding is packed with hundreds of pieces of concept art for the characters, equipment, locations and creatures featured in the game, as well as early and unused concepts, including artwork by acclaimed artist Yoji Shinkawa.

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

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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

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)\*\*\*\*\*

The ultimate dungeon adventure is back in print again because the fans demanded it! Set in the Underdark and designed to be used in any AD&D"RM" campaign, Night Below presents an epic adventure that takes player characters from 1st level to loth level and beyond. Available again for a limited time, this huge adventure is packed with plots, subplots, sinister conspiracies, and action on a grand scale.

Dungeons of Dread is a hardcover collection of four classic, stand-alone Advanced Dungeons & Dragons(tm) adventure modules -- S1 Tomb of Horrors, S2 White Plume Mountain, S3 Expedition to the Barrier Peaks, and S4 The Lost Caverns of Tsojcanth --

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complete with original black-and-white interior art.

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

For many gamers, the 2nd Edition Advanced Dungeons & Dragons core rulebooks were their introduction to the roleplaying game hobby. The AD&D Player's Handbook presents all of the information a player needs to create an AD&D character from scratch and advance the character in level. This reprint of the classic rulebook features a new cover design.

Lost is the poor soul borne aloft in the grip of the ancient red dragon featured in a spectacular panoramic vision by Tyler Jacobson on this durable, four-panel Dungeon Master's Screen. The interior rules content on this new screen has been revisited and refreshed as a direct result of feedback received from D&D fans everywhere. - The screen's landscape orientation allows the Dungeon Master to easily see beyond the screen and reach over, even as it keeps die rolls and notes hidden from players. - Provides an at-a-glance reference for the most relevant and often used in-game information, equipping Dungeon Masters of all skill levels with essential support. - An excellent resource for new and existing Dungeons Masters to facilitate inspired adventures and an engaging play experience. 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.

A night of eternal terror. A world ruled by fear and horror. Vampires who command the night. Shapeshifters who prowl the forests. Eldritch ghouls and undead skeletons who prey upon a

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fearful populace. If ever a world needed heroes, it is the world of Ravenloft.

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 most detailed D&D™ sourcebook on combat ever released.

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.

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

TSR games and rules editor, preface by author, credits and acknowledgements, 16 appendices, glossary, afterword, a list of tables and charts, and index.

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.

Alphabetical listing, with descriptions and illustrations, of monsters designed for use with the Advanced dungeons and dragons game system.

A deluxe, leather-bound version of the essential tool every D&D Dungeon Master needs. The follow-up to the special edition Player's Handbook™ released in 2004 for the 30th anniversary of D&D, this special release of the Dungeon Master's Guide™ features an embossed, leather-bound cover and premium, gilt-edged paper.

This revised and expanded edition of one of the AD&D game's hottest selling products, Campaign Option: Council of Wyrms takes the "Advanced Dungeons & Dragons" "RM"

