Advanced Dungeons And Dragons 2nd Edition Character Generator

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The Island of Juralsy Mark MacDuff 2018-05-07 The Island of Juralsy is an Advanced Dungeons & Dragons (1st Edition) adventure for 4 - 6 player characters of 2nd to 5th levels.Jurasly 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 Thanes 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...

Realms: The Roleplaying Art of Tony DiTerlizzi Tony DiTerlizzi 2015-06-16 New York Times bestselling creator Tony DiTerlizzi is known for his distinctive style depicting fantastical creatures, horrific monsters, and courageous heroes. His illustrations reshaped and defined the worlds of Advanced Dungeons and Dragons, Planescape, and Magic: The Gathering in the imaginations of legions of devoted roleplaying gamers during the 1990s, before he transitioned to mainstream success with The Spiderwick Chronicles and The Search for WondLa. Collected here for the first time, this book features never-before-seen artwork and photographs, in addition to showcasing DiTerlizzi's most iconic roleplaying work with commentary by the artist. Introduction by Christopher Paolini (Eragon) and featuring appreciations by Guillermo del Toro, Brom, Jane Yolen, Holly Black, Zeb Cook, Jeff Easley, and Donato Giancola, among others! Tony's work has a distinct flair, a love for monsters if you will . . . His creatures have the charm of Henson or Rackham but they carry with them hints of their own ecosystem . . . Tony stands alone as a world creator and a weaver of tales, may you treasure these art pieces as much as I do. --Guillermo del Toro

The Publishers Weekly 1989

Game Magic Jeff Howard 2014-04-22 Make More Immersive and Engaging Magic

Systems in Games Game Magic: A Designer's Guide to Magic Systems in Theory and Practice explains how to construct magic systems and presents a compendium of arcane lore, encompassing the theory, history, and structure of magic systems in games and human belief. The author combines rigorous scholarly analysis with practical game design advice in the form of a magical recipe book (grimoire). The book gives you an in-depth understanding of the history and structure of magic to make your games richer and deeper. It shows how to set up tables of correspondences and spell components as well as how to write programming code integrating these components as part of game mechanics. It also illustrates how to divide a simulated world into domains of influence (such as alteration, conjuration, and necromancy) and how to use specific rule systems to simulate powers within these realms. Showing you how to weave compelling magic into your games, the book is interspersed with examples that illustrate how to design and program magic systems. Working examples are available for download on a supporting website.

Marauders of Nibenay TSR Inc 1993-02 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.

Dark Sun, Asticilian Gambit/Dsq3 Game Adventure

Anthony Herring 1992-11-01

Dungeons and Dragons 4th Edition For Dummies Bill Slavicsek 2009-01-29 Explore the fantasy world of D&D and delve into dungeons, slay monsters, and gain treasure! If you've been thinking of playing D&D or you've played before and you want to get up to speed on the all-new 4th Edition, this is the book for you. Here's what you need to know to join the fantasy fun. D&D terminology — understand what ability check, modifier, saving throw, AC, gp, hp, and XP mean Roll the dice — add modifiers and see if you rolled the d20 high enough to beat the challenge Minding your manners — know D&D etiquette so you'll be welcome in any adventure Character building — select your character's race and class, and choose the best powers, skills, feats, and gear Roleplaying — give your character a background and personality quirks Combat — use combat rules, a battle grid, and miniatures to play out furious battles Open the book and find: Everything a new player needs to get started playing D&D Details on four fantasy races and four iconic classes Explanations of every number and statistic on the character sheet The best magic items and equipment for characters of all classes Advice on roleplaying and teamwork A ready-to-use adventure to get you started as a Dungeon Master A ready-to-use battle grid with character and monster markers

Night Below Carl Sargent 1995-11-01 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.

Analog Game Studies: Volume II Aaron Trammell 2017-05-05 Analog Game Studies is a bi-monthy journal for the research and critique of analog games. We define analog games broadly and include work on tabletop and live-action role-playing games, board games, card games, pervasive games, game-like performances, carnival games, experimental games, and more. Analog Game Studies was founded to reserve a space for scholarship on analog games in the wider field of game studies.

Satan's Drummers Sananda 1995-06

1993 Tsr Master Catalog TSR, Inc 1993

Stranger Things and Dungeons & Dragons (Graphic Novel) Jody Houser 2021-07-06 Follow the crew from Hawkins, Indiana, as they discover the legendary monsters and epic adventures of the Dungeons & Dragons tabletop role-playing game together. Long before the dreaded Demogorgon took one of them to the Upside Down, watch Mike, Lucas, and Will bond with Dustin for the first time over the game that would define their childhood. See the party come together as a team through communal stories and perilous quests to learn important lessons about friendship and find the courage to stand up to the bullies that challenge their everyday. Written by comics and RPG all-stars Jim Zub (Rick and Morty vs. D&D, Conan: Serpent War, Dungeons & Dragons:

Infernal Tides) and Jody Houser (Critical Role: Vox Machina, Stranger Things, Star Wars), with vorpal-sharp line art from rising talent Diego Galindo (Power Rangers, Kino) and eye-popping colors from MsassyK (Isola) that strike as true as a Magic Missile. Dive into this love letter to a game that has defined role-playing through the lens of your current favorite icons of eighties nostalgia.

Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming, 2nd Edition [3 volumes] Mark J. P. Wolf 2021-05-24 Now in its second edition, the Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming is the definitive, go-to resource for anyone interested in the diverse and expanding video game industry. This three-volume encyclopedia covers all things video games, including the games themselves, the companies that make them, and the people who play them. Written by scholars who are exceptionally knowledgeable in the field of video game studies, it notes genres, institutions, important concepts, theoretical concerns, and more and is the most comprehensive encyclopedia of video games of its kind, covering video games throughout all periods of their existence and geographically around the world. This is the second edition of Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming, originally published in 2012. All of the entries have been revised to accommodate changes in the industry, and an additional volume has been added to address the recent developments, advances, and changes that have occurred in this ever-evolving field. This set is a vital resource for scholars and

video game aficionados alike. Explores games, people, events, and ideas that are influential in the industry, rather than simply discussing the history of video games Offers a detailed understanding of the variety of video games that have been created over the years Includes contributions from some of the most important scholars of video games Suggests areas of further exploration for students of video games

1991 Trading Cards Factory Set/Premier Edition 1991-11-01

Rogues' Gallery TSR Inc 1993-01-01 A good Dungeon Master makes his game exciting by using interesting non-player characters. Rogue's Gallery contains non-player characters of every description: good and bad, human and non-human, wizards and priests, warriors and rogues.

Race in American Television: Voices and Visions that Shaped a Nation [2 volumes] David J. Leonard 2021-01-31 This two-volume encyclopedia explores representations of people of color in American television. It includes overview essays on early, classic, and contemporary television and the challenges, developments, and participation of people of color on and behind the screen. Covering five decades, this encyclopedia highlights how race has shaped television and how television has shaped society. Offering critical analysis of moments and themes throughout television history, Race in American Television shines a spotlight on key artists of color, prominent shows, and the debates that have defined television since the Civil Rights Movement. This book also examines the ways in which television has been a site for both reproduction of

stereotypes and resistance to them, providing a basis for discussion about American racial issues. This set provides a significant resource for students and fans of television alike, not only educating but also empowering readers with the necessary tools to consume and watch the small screen and explore its impact on the evolution of racial and ethnic stereotypes in U.S. culture and beyond. Understanding the history of American television contributes to deeper knowledge and potentially helps us to better apprehend the plethora of diverse shows and programs on Netflix, Hulu, YouTube, and other platforms today. Offers accessible yet critical discussions of television culture Provides historic understanding of the contributions of significant artists of color to the history of American television Discusses a diversity of shows as well as debates and themes central to the history of American television

Dungeons and Desktops Matt Barton 2019-04-18 Computer role-playing games (CRPGs) are a special genre of computer games that bring the tabletop role-playing experience of games such as Dungeons & Dragons to the computer screen. Thisnew edition inlcudes two new chapters: The Modern Age, and a chapter on Indies and Mobile CRPGs. The new modern age chapter will cover, among other topics, Kickstarter/FIG crowdfunded projects such as Torment: Tides of Numenera and Pillars of Eternity. It'll also bring the book up to date with major games such as Dragon Age, Witcher, Skyrim. Expanded info in first chapter about educational potential of CRPGs. Color figures will be introduced for the first time. Key Features gives reviews of

hundreds of games across many platforms. comprehensive book covering the history of computer RPGs. comprehensive index at the back, letting you quickly look up your favourite titles

<u>Wizard's Challenge</u> Tim Beach 1992 Mages have special talents that are available to no other character. These magicians are tested to the limit in this head-to-head adventure which pits a lone wizard against the acts of an unseen Dungeon Master.

Bowker's Guide to Characters in Fiction 2007 2008-02

The Conclave S. C. Eston 2018-10-10 It all came down to this. A traitor. ~ The city of Telstar has been freed and the enemy defeated. In the streets, the townspeople are celebrating, singing and drinking to the promise of better days to come. Yet, at the top of an abandoned tower, a secret meeting is about to take place. Although victory was attained, questions remain unanswered. Some of Telstar's deepest secrets got out and the impregnable city almost fell. It is unclear who betrayed the city and some will not sleep until the culprit answers for the betrayal. Onthar, a high warrior dedicated to Tyr, deity of courage, takes it upon himself to call on emperor and queen, wizard and warriors, elf and orc, all heroes of the battle, to meet in secrecy and find out who among them betrayed his city. But these are serious charges and these are powerful individuals. The meeting could easily turn into a confrontation, and if it does, it could achieve what the enemy could not: destroy the very city they all want to protect.

Otherness in Question Livia Mathias Simão 2007-01-01 This book brings to social

scientists a new look at how human beings are striving towards understanding others--and through that effort--making sense of themselves. It brings together researchers from all over the World who have suggested a set of new approaches to the basic research issue of how human beings are social beings, while being unique in their personal ways of being. Issues of social representation, communication, dialogical self, and human subjectivity are represented in this book. The book contributes to the contemporary epistemological and ethical debate about the question of otherness, and would be of interest to educationalists, sociologists, psychologists, and anthropologists. It is an invitation to the wide readership to join in this collective effort towards the construction of new conceptions about myselfothers relationships that allow for innovative understanding of various social practices and problem solving in society. The Creation of Narrative in Tabletop Role-Playing Games Jennifer Grouling Cover 2014-01-10 Despite the rise of computer gaming, millions of adults still play face to face role playing games, which rely in part on social interaction to create stories. This work explores tabletop role playing game (TRPG) as a genre separate from computer role playing games. The relationship of TRPGs to other games is examined, as well as the interaction among the tabletop module, computer game, and novel versions of Dungeons & Dragons. Given particular attention are the narrative and linguistic structures of the gaming session, and the ways that players and gamemasters work together to construct narratives. The text also explores wider cultural influences that

surround tabletop gamers.

Advanced Dungeons & Dragons, Players Handbook Gary Gygax 1978 Presents an introduction to Dungeons and Dragons with information on the rules, characters, weapons and gear, and game etiquette.

House of Strahd Tracy Hickman 1993-09-01 Clues to Strahd's past are secreted away in the corridors of his mansion. Piecing them together may cost the player characters, and in the end they may find the answers too terrible to believe. Player levels 9-12. 4-color map. Illus. Shrink-wrapped.

Merchant House of Amketch L. Richard Baker 1993-09-01 In the most challenging AD&D game world ever created, player characters enter a savage land where evil sorcerer-kings rule ancient oasis cities. Join the House of Amketch and stand against vile merchant houses and King Tithian himself. Player levels 6-8. Illus. Shrink-wrapped.

Dungeon Master For Dummies Bill Slavicsek 2006-07-24 Whether you've been a Dungeon Master (DM) before and want to fine-tune your skills or want to get ready and take the plunge, this is the book for you. It gives you the basics on running a great game, info for more advanced dungeon mastering, guidelines for creating adventures, and tips for building a campaign. It shows you how to: Handle all the expressions of DMing: moderator, narrator, a cast of thousands (the nonplayer characters or NPCs), player, social director, and creator Use published adventures and existing campaign worlds or create adventures and campaign worlds of your own Conjure up exciting

combat encounters Handle the three types of encounters: challenge, roleplaying, and combat Create your own adventure: The Dungeon Adventure, The Wilderness Adventure. The Event-Based adventure (including how to use flowcharts and timelines), The Randomly Generated Adventure, and the High-Level adventure Create memorable master villains, with nine archetypes ranging from agent provocateur to zealot To get you off to a fast start, Dungeon Master For Dummies includes: A sample dungeon for practice Ten ready-to-use encounters and ten challenging traps A list of simple adventure premises Mapping tips, including common scales, symbols, and conventions, complete with tables Authors Bill Slavicsek and Richard Baker wrote the hugely popular Dungeons and Dragons For Dummies. Bill has been a game designer since 1986 and leads the D&D creative team at Wizards of the Coast. Richard is a game developer and the author of the fantasy bestseller Condemnation. They give you the scoop on: Using a DM binder to keep records such as an adventure log, PCs' character sheets, NPC logs/character sheets, treasure logs, and more Knowing player styles (role players and power games) and common subgroups: hack'n'slasher, wargamer, thinker, impulsive adventurer, explorer, character actor, and watcher Recognizing your style: action movie director, storyteller, worldbuilder, puzzlemaker, or connector Using miniatures, maps, and other game aids Using 21st century technology, such as a Web site or blog, to enhance your game The book includes a sample adventure, The Necromancer's Apprentice, that's the perfect way to foray into DMing. It

includes everything you need for a great adventure—except your players. What are you waiting for? There are chambers to be explored, dragons to be slain, maidens to be rescued, gangs of gnoll warriors to be annihilated, worgs to be wiped out, treasures to be discovered, worlds to be conquered....

The Fantasy Role-Playing Game Daniel Mackay 2017-08-11 Many of today's hottest selling games—both non-electronic and electronic—focus on such elements as shooting up as many bad guys as one can (Duke Nuk'em), beating the toughest level (Mortal Kombat), collecting all the cards (Pokémon), and scoring the most points (Tetris). Fantasy role-playing games (Dungeons & Dragons, Rolemaster, GURPS), while they may involve some of those aforementioned elements, rarely focus on them. Instead, playing a fantasy role-playing game is much like acting out a scene from a play, movie or book, only without a predefined script. Players take on such roles as wise wizards, noble knights, roguish sellswords, crafty hobbits, greedy dwarves, and anything else one can imagine and the referee allows. The players don't exactly compete; instead, they interact with each other and with the fantasy setting. The game is played orally with no game board, and although the referee usually has a storyline planned for a game, much of the action is impromptu. Performance is a major part of role-playing, and role-playing games as a performing art is the subject of this book, which attempts to introduce an appreciation for the performance aesthetics of such games. The author provides the framework for a critical model useful in understanding

the art—especially in terms of aesthetics—of role-playing games. The book also serves as a contribution to the beginnings of a body of criticism, theory, and aesthetics analysis of a mostly unrecognized and newly developing art form. There are four parts: the cultural structure, the extent to which the game relates to outside cultural elements; the formal structure, or the rules of the game; the social structure, which encompasses the degree and quality of social interaction among players; and the aesthetic structure, concerned with the emergence of role-playing as an art form.

Dark of the Moon Thomas M. Reid 1994-01-01 Adventurers find themselves in a tooth-and-nail struggle against feral beasts. The first werebeast adventure since Feast of Goblyns also provides adventure support for Van Richten's Guide to Werebeasts. Ages 12 and up. Player character levels 5-8. Illus. Shrink-wrapped.

Realms Tony DiTerlizzi 2015 New York Times bestselling creator Tony DiTerlizzi is known for his distinctive style depicting fantastical creatures, horrific monsters and courageous heroes. Collected here for the first time, this book features never-before-seen artwork and photographs, in addition to showcasing DiTerlizzi's most iconic roleplaying work with commentary by the artist. Introduction by Christopher Paolini (Eragon; Corgi, 2002-) and featuring appreciations by Guillermo del Toro, Brom, Jane Yolen, Holly Black, Zeb Cook, Jeff Easley, and Donato Giancola among others!

The New Player's Handbook Zeb Cook 1995 Outlines how to determine a character's

abilities, rules for character improvement, and mapping and combat procedures
Baldur's Gate II Matt Bell 2015-06-22 Award-winning novelist wrestles with his love of video games, D&D, and all things nerdy in this poignant, observant book.
Advanced Dungeons & Dragons Player's Handbook Wizards RPG Team 2013 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.
MMOs from the Outside In Richard A. Bartle 2015-12-30 This follow-up volume to MMOs from the Inside Out is a further collection of bold ideas, information, and instruction from one of the true pioneers of Massively-Multiplayer Online Role-Playing Games. Whereas its predecessor looked at how MMOs can change the world, MMOs from the Outside In: How Psychology, Law, Culture and Real Life see Massively-Multiplayer Role-playing Games looks at how the world can change MMOs – and not always for the better. The aim of this book is to inform an up-coming generation of designers, to alert and educate players and designers-to-be, and to caution those already working in the field who might be growing complacent about society's acceptance of their chosen career. Playing and creating MMOs does not happen in a bubble. MMOs are so packed with potential that those who don't understand them can

be afraid, and those who do understand them can neglect their wider impact. Today's examples are little more than small, pioneering colonies on the shore of a vast, uncharted continent. What monsters lurk beyond the horizon? What horrors will explorers bring back to torment us? MMOs from the Outside In is for people with a spark of curiosity: it pours gasoline on that spark. It:• Explains how MMOs are perceived, how they could – and perhaps should – be perceived, and how the can contribute to wider society.• Delves into what researchers think about why players play.• Encourages, enthuses, enrages, engages, enlightens, envisions, and enchants.• Doesn't tell you what to think, it tells you to think. What You Will Learn:• The myriad challenges facing MMOs – and to decide for yourself how to address these challenges.• What MMOs bring to the world that it didn't have before.• How MMOs are regarded, and what this means for how they will be regarded in future.• That playing and designing MMOs has implications for those who don't play or design them. Whom This Book is For:MMOs from the Outside In is a book for those who wish to know more about the wider influence of game design in general and MMO design in particular. It's for people who play MMOs, for people who design MMOs, and for people who study MMOs. It's for people with a yearning to see beyond the worlds of their imagination and to change the world around them.

City-State of Tyr Walt Baas 1993-08-01 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.

The Dalelands L. Richard Baker 1993 The Dalelands is home for many unique and interesting characters, including Elminster the Mage. This sourcebook describes the inhabitants, cities, and hidden dangers of the Dalelands. All levels. Illus. Shrink-wrapped.

Strictly Fantasy Gerald Nachtwey 2021-05-12 Role-playing games seemed to appear of nowhere in the early 1970s and have been a quiet but steady presence in American culture ever since. This new look at the hobby searches for the historical origins of role-playing games deep in the imaginative worlds of Western culture. It looks at the earliest fantasy stories from the nineteenth and twentieth centuries, at the fans--both readers and writers--who wanted to bring them to life, at the Midwestern landscape and the middle-class households that were the hobby's birthplace, and at the struggle to find meaning and identity amidst cultural conflicts that drove many people into these communities of play. This book also addresses race, religion, gender, fandom, and the place these games have within American capitalism. All the paths of this journey are connected by the very quality that has made fantasy role-playing so powerful: it binds the limitless imagination into a "strict" framework of rules. Far from being an accidental offshoot of marginalized fan communities, role-playing games' ability to hold

contradictions in dynamic, creative tension made them a necessary and central product of the twentieth century.

Dungeons & Dragons For Dummies Bill Slavicsek 2005-04-08

Science Fiction and Fantasy Literature, 1975-1991 R. Reginald 1992 Science fiction constitutes one of the largest and most widely read genres in literature, and this reference provides bibliographical data on some 20,000 science fiction, fantasy, and horror fiction books, as well as nonfiction monographs about the literature. A companion to Reginald's Science Fiction and Fantasy Literature, 1700-1974 (Gale, 1979), the present volume is alphabetically arranged by approximately 10,000 author names. The entry for each individual work includes title, publisher, date and place published, number of pages, hardbound or paperback format, and type of book (novel, anthology, etc.). Where appropriate, entries also provide translation notes, series information, pseudonyms, and remarks on special features (such as celebrity introductions). Includes indexes of titles, series, awards, and "doubles" (for locating volumes containing two novels). Annotation copyright by Book News, Inc., Portland, OR.

Computer Gaming World 2001

Web of Illusions Erik Haddock 1993-07-01 This adventure takes characters to the land of Sri Raji, an East Indian domain of jungles, tigers, and lost temples, where players

face the horror of the ancient rakshasa, the evil masters of illusion. Illustrated.