
Ravenloft Campaign Setting

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ANASTASIA EDWARD

Forgotten Realms Campaign Setting
TSR

Azalin, lord and master of the kingdom of Ravenloft, faces his greatest challenge when he journeys through time to slay an enemy two hundred years before his own birth.

The Masque of the Red Death Wizards of

the Coast

Welcome to Simply6! Simply6 is a fast, light tabletop roleplaying game by Russ Morrissey for 2 or more players which you can play using just six-sided dice. Simply6 is a multi-genre game. You can play in fantasy settings, science-fiction settings, or contemporary settings. You can play in the Wild West or a cyberpunk dystopia. The scope of your setting is entirely up to you, and these rules are simple and flexible enough to handle them all. In this short rulebook, you'll find sections which tell you the core rules, how to create a character, how to adjudicate magic and combat, and a list of monsters for your characters to fight. It's small. It's simple. It's Simply6.

I, Strahd Page Publishing Inc

The Ravenloft campaign setting--filled with vampires, werewolves, and other creatures--is gothic horror at its best. The conclusion to the adventure begun in *From the Shadows* features the two most powerful lords of evil in all of Revanloft, vampire Strahd Von Zarovich and Azalin the lich, in their final showdown. Illustrated.

VAN RICHTEN'S GUIDE TO RAVENLOFT (ALTERNATE COVER) White Wolf Publishing

Reduced to ruins by supernatural cataclysms, Neverwinter rises from the ashes to reclaim its title as the Jewel of the North. Yet even as its citizens return and rebuild, hidden forces pursue their own goals and vendettas, any one of which could tear the city apart. Neverwinter has long been one of the

most popular locations in the Forgotten Realms® campaign world. This book presents a complete heroic-tier campaign setting that plunges players into the politics, skullduggery, and peril of a city on the brink of destruction or greatness. A wealth of information about Neverwinter and its environs is provided: maps, quests, encounters, and statistics -- everything a Dungeon Master needs for his heroic tier adventures.

Servants of Darkness Wizards of the Coast

Unravel the mysteries of Ravenloft® in this dread adventure for the world's greatest roleplaying game Under raging storm clouds, the vampire Count Strahd von Zarovich stands silhouetted against the ancient walls of Castle Ravenloft. Rumbling thunder pounds the castle

spires. The wind's howling increases as he turns his gaze down toward the village of Barovia. Far below, yet not beyond his keen eyesight, a party of adventurers has just entered his domain. Strahd's face forms the barest hint of a smile as his dark plan unfolds. He knew they were coming, and he knows why they came — all according to his plan. A lightning flash rips through the darkness, but Strahd is gone. Only the howling of the wind fills the midnight air. The master of Castle Ravenloft is having guests for dinner. And you are invited.

Van Richten's Arsenal Wizards of the Coast

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!

Simply6: A Fast, Universal, Tabletop Roleplaying Game Liverpool Science Fiction Texts & Studies

A monstrous compendium of hauntings for the Ravenloft campaign setting. Within these pages lurk the creatures of the realm of terror--vampires, werewolves, and other creatures that crawl out of the mists. All levels. Illustrations. Shrink-wrapped.

Ravenloft Gazetteer V TSR

This text is a Dungeons and Dragons adventure that harkens back to classic first-edition adventure, Ravenloft. It expands on the original adventure,

introduces some never-before-seen threats, and features a new encounter format designed to make running the adventure easier for the Dungeon Master.

Curse of Strahd MIT Press

Desperate to escape the terrors of Ravenloft, Marguerite came to Lord Donskoy's castle full of hope for the future. Instead, she found herself betrothed to a mysterious purveyor of flesh whose secret past, like the dead, refused to stay buried. Now Donskoy's marriage has invoked a dark curse, and Marguarite into a web of fear and passion.

Curse of Strahd Tarokka National Geographic Books

A dark star fell from the sky bringing with it the end of all things! The sanctity

of the world known as Abaddon was shattered when a global apocalyptic event of a meteor impacting the planet causing a destructive ecological and eldritch change. Now there is no day or night, just never ending Apocalypse. An undead world ruled by fear and horror. Undead nightmares prowl the darkest forest with malevolent ghouls, grim demonic fiends and horrific vampires prey on a fearful populace. The world is dominated by the monstrosly powerful immortal evils that reigns supreme over this world. And with all this the mysterious force known as Nightwall. Evil dominates the world to be challenged by noble heroes fighting to take back a world that should belong to them. Are you willing to take up the fight? Inside this book you will find you'll

need to embark on adventures in the exciting setting of Obsidian Apocalypse:

- * Four toolkit setting templates: Infernus Risen - Angels and Demons have been brought to this world and engage in battles all over this world; World of the Elder Gods - The meteor is actually a prison from unusual monsters that breaks open and escapes to this world; Pandemic Contagion - A super powerful virus begins infecting, mutating and killing people of this world; and World of the Undead - Undead raise due to the necromantic energy in the meteor. *
- Highly detailed regions and history, new organizations to launch your campaign *
- 7 new races usable as player characters. *
- Over 90 new feats and over 100 new spells. *
- All new monsters and monster templates. *
- And much more.

To Sleep With Evil TSR

A richly illustrated, encyclopedic deep dive into the history of roleplaying games. When Gary Gygax and Dave Arneson released *Dungeons & Dragons* in 1974, they created the first roleplaying game of all time. Little did they know that their humble box set of three small digest-sized booklets would spawn an entire industry practically overnight. In *Monsters, Aliens, and Holes in the Ground*, Stu Horvath explores how the hobby of roleplaying games, commonly known as RPGs, blossomed out of an unlikely pop culture phenomenon and became a dominant gaming form by the 2010s. Going far beyond D&D, this heavily illustrated tome covers more than three hundred different RPGs that have been published

in the last five decades. *Monsters, Aliens, and Holes in the Ground* features (among other things) bunnies, ghostbusters, soap operas, criminal bears, space monsters, political intrigue, vampires, romance, and, of course, some dungeons and dragons. In a decade-by-decade breakdown, Horvath chronicles how RPGs have evolved in the time between their inception and the present day, offering a deep and gratifying glimpse into a hobby that has changed the way we think about games and play. The deluxe edition will include a foil-stamped cover and slipcase with a cloth binding, a ribbon, gilded edges, and an 8.5x11-inch card stock poster of the regular edition.

Ravenloft National Geographic Books
Fantasirollespil.

Dark Sun Campaign Setting

CreateSpace

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

Obsidian Apocalypse Candlewick Press (MA)

Offers a comprehensive description of the Forgotten Realms, one of the most well known Dungeons & Dragons campaign settings.

Lord of the Necropolis Wizards of the Coast

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.

Ravenloft Players Handbook TSR

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

Ripples in the Mist is the journey of four warriors chosen by the mists of the Plane of Dread, a world of death and darkness. Once there, the four find themselves pitted against a deadly wraith and the destructive powers of a spell-wielding female vampire sent by Lord Strand to test and collect them for his own evil desires. It's not long after their encounter with the Count Strand Von Zaruvich, dark lord over castle Raven Loft. These four learn that the embers of war have come to the lands of the

master vampire. Soon they will face the collected forces of trench goblins and the foul stench of the lowly wererats, but none would be ready for the ancient evil. Their fighting would awaken an evil far deadlier than even Lord Strand himself. Will the four be enough to stand against the might of the dragon, or will they fall before it as so many have?

Dungeons & Dragons Art & Arcana White Wolf Publishing

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

Champions of Darkness Phoemixx Classics Ebooks

The Ravenloft campaign setting is gothic horror at its best, in a land filled with vampires, werewolves, and other creatures that crawl out of the mists. In this introductory game adventure, the mad puppeteer creates horrifying living puppets. Illustrated.

Neverwinter Campaign Setting Ten Speed Press

The reader's decisions will determine whether Jeren Sureblade, a paladin, can enter Castle Ravenloft and defeat Count Strahd von Zarovich, the Prince of Vampires.