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GILLIAN MELINA

Mask of Shadows Ember

The planes have always been a place of great mystery and danger in the Dungeons & Dragons Roleplaying Game, and the new array of planes debuting in this fourth edition continues that grand tradition.

The Mark of Nerath Ember

This boxed set is for Dungeon Masters interested in taking their heroes on excursions to the Shadowfell. The kit includes a 128-page book detailing the city of Gloomwrought, a 32-page book of encounters set in Gloomwrought and beyond, two card stock sheets of die-cut monster and villain tokens, a foldout battle map, and a deck of 30 cards.

Shadowfell: Shadowfell Book 1 Houghton Mifflin Harcourt

Daughter of the Forest is a testimony to an incredible author's talent, a first novel and the beginning of a trilogy like no other: a mixture of history and fantasy, myth and magic, legend and love. Lord Colum of Sevenwaters is blessed with six sons: Liam, a natural leader; Diarmid, with his passion for adventure; twins Cormack and Conor, each with a different calling; rebellious Finbar, grown old before his time by his gift of the Sight; and the young, compassionate Padriac. But it is Sorcha, the seventh child and only daughter, who alone is destined to defend her family and protect her land from the Britons and the clan known as Northwoods. For her father has been bewitched, and her brothers bound by a spell that only Sorcha can lift. To reclaim the lives of her brothers, Sorcha leaves the only safe place she has ever known, and embarks on a journey filled with pain, loss, and terror. When she is kidnapped by enemy forces and taken to a foreign land, it seems that there will be no way for her to break the spell that condemns all that she loves. But magic knows no boundaries, and Sorcha will have to choose between the life she has always known and a love that comes only once. Juliet Marillier is a rare talent, a writer who can imbue her characters and her story with such warmth, such heart, that no reader can come away from her work untouched. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Manual of the Planes TSR

The chieftains of Sevenwaters have long been custodians of a vast and mysterious forest?and a new heir has been born. But the family?s joy turns to despair when the baby is taken, and something unnatural is left in his place. To reclaim her newborn brother, Clodagh must enter the shadowy Otherworld and confront the powerful prince who rules there?

The Monsters Know What They're Doing Ember

Ashok, one of the warlike shadar-kai, comes to Ikemmu with the intention of finding weaknesses in the strange city's armor to prepare his people for attack, but becomes drawn to the city and struggles to find balance. Reprint.

Heir to Sevenwaters Simon and Schuster

Paired with a dark prince in a murderous game of survival, Maia Graystone discovers the only thing more dangerous than the Emperor's court is her conflicted heart.

Expedition to Castle Ravenloft Sourcebooks, Inc.

Neryn has finally found the rebel group at Shadowfell, and now her task is to seek out the elusive Guardians, vital to her training as a Caller. These four powerful beings have been increasingly at odds with human kind, and Neryn must prove her worth to them. She desperately needs their help to use her gift without compromising herself or the cause of overthrowing the evil King Keldec. Neryn must journey with the tough and steadfast Tali, who looks on Neryn's love for the double agent Flint as a needless vulnerability. And perhaps it is. What Flint learns from the king will change

the battlefield entirely—but in whose favor, no one knows.

Unbroken Chain Simon and Schuster

Presents a Dungeons and Dragons adventure for the 27th to the 30th level, providing adventure hooks, set up information, tactics, and features of areas.

Player's Option: Heroes of the Feywild Wizards of the Coast

Beautifully designed and illustrated in the Legends & Lairs tradition, Darkness & Dread offers a wide variety of exciting new features, including: New rules for madness, fear, and other psychological effects, new monsters utilizing fear, a complete pantheon of god-like beings that grant their followers powers and madness, new prestige classes, feats, and spells designed for survival in a dark fantasy campaign, and information on integrating the horrific into your world setting.

Pyramid of Shadows Penguin

Awesome tools, rules, and adventure content for every Dungeon Master. If yours're aDungeons & Dragonsplayer interested in taking on the role of the Dungeon Master, or if yours're an experienced DM looking for more game advice, tools, and adventure content, theDungeon Masterr's Kittrade;has exactly what you need to build your ownDungeons & Dragonscampaign and excite the imaginations of you and your players. This deluxe box contains rules and advice to help Dungeon Masters run games for adventurers of levels 130. It also includes useful DM tools such as a Dungeon Masterr's screen (with tables and rules printed on the inside), die-cut terrain tiles and monster tokens, and fold-out battle maps. Game components: bull; 96-page book of rules and advice for Dungeon Masters bull; 32-page monster book bull; Two 32-page adventures bull; 2 sheets of die-cut dungeon terrain tiles bull; 2 sheets of die-cut monster tokens bull; 2 double-sided battle maps bull; Fold-out Dungeon Masterr's screen

Realm of the Fellknight Queen Wizards of the Coast

Through words and illustrations, this book previews some of the iconic races and classes of the new edition. Features essays and insights from the game's designers, developers, and editors.

Suddenly the Shadow Fell Azrieli Series of Holocaust Su

It is a time of magic and monsters, a time when only a few scattered points of light glow with stubborn determination amid a rising tide of shadows. It is a time when only the bravest heroes dare tread the wild of the unknown... About a century ago, the collapse of Nerath, the last empire of the world, ushered in a dark age that continues to this day, the peace and prosperity of the past seemingly lost forever. However, even those fabled days weren't without a few blemishes. One of these was Emperor Magroth the First, a tyrant and a conqueror; cruel, ambitious, filled with delusions of grandeur and dreams of destiny, and more than a bit insane. During Magroth's reign, rumors of necromancy and demon worship were rampant, but the truth was far worse. Thanks to deals he made, pacts he agreed to, and rituals he performed, death was not the end Emperor Magroth. Instead, a piece of him was drawn into the Shadowfell where he became the ruler of a domain of dead. From this vantage, the old king prepared for his return—and the new empire he would forge from the ruins of old. Now Magroth has made a new deal with Orcus, the Demon Prince of Undeath, that frees him from his eternal prison for a year and a day. In that time, Magroth must re-establish his ancient kingdom while also accomplishing a series of terrible tasks for Orcus. To this end, Magroth's plans intersect with two other threats that are rising in the world. Where these threats meet, the world shudders. And it falls to our heroes to keep the fragile lights of civilization burning for another day

Holy Orders of the Stars Macmillan + ORM

The mortal races of Krynn can see the presence of the gods by simply turning their gaze to the night sky. There the constellations of the gods of good, evil, and balance wheel about in silent struggle to influence their children who live and die on the world below. The gods have blessed the world with miracles of healing and salvation, but so also have they inflicted war and terrible cataclysms.

Wizards Presents Worlds and Monsters Houghton Mifflin Harcourt

Wolfskin is the first of a fantasy duet in The Light Isles series from Juliet Marillier, weaving history and folklore into a saga of adventure, romance, and magic. All young Eyvind ever wanted was to become a great Viking warrior--a Wolfskin--and perform honorable deeds out in the name of his War fathergod, Thor. He can think of no future more glorious. And the chance to make it happen is his when his older brother Ulf is brought the tale of a magical land across the sea, a place where men with courage could go to conquer a land and bring glory to themselves. They set out to find this fabled land and discover a windswept and barren place, but one filled with unexpected beauty and hidden treasures... and a people who are willing to share their bounty. Ulf's new settlement begins in harmony with the natives of the isles led by the gentle king Engus. And Eyvind finds a treasure of his own in the young Nessa, niece of the king, seer, and princess. His life will change forever as she claims his heart for her own. But someone has come along to this new land who is not what he seems. Eyvind's heartfriend, Somerled, the strange and lonely boy Eyvind befriended so long ago has a secret--and his own plans for the future. The blood oath that they swore in childhood binds them in lifelong loyalty, and Somerled is calling in the debt of honor. What he asks might just doom Eyvind to kill the only thing that he has ever truly loved. Will the price of honor create the destruction of all that Eyvind holds dear? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

MOAR! Monsters Know What They're Doing Macmillan

In the final book in this gripping, romantic fantasy trilogy perfect for fans of Robin McKinley, Kristin Cashore, and Shannon Hale, the band of rebels reach their climactic confrontation with the king. Just one year ago, Neryn had nothing but a canny skill she barely understood and a faint dream that the legendary rebel base of Shadowfell might be real. Now she is the rebels' secret weapon, and their greatest hope for survival in the fast-approaching ambush of King Keldec at Summerfort. The fate of Alban itself is in her hands. But confidence is stretching thinner by the day when word of another Caller reaches the rebels: a Caller at Keldec's side with all of Neryn's power and none of her benevolence or hard-earned control. As the days before the battle drop quickly away, Neryn must find a way to uncover—and exploit—her opponent's weaknesses. At stake lies freedom for the people of Alban, a life free from hiding for the Good Folk—and a chance for Flint and Neryn to finally be together.

Manual of the Planes Pan Macmillan

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!

The Caller Pan Australia

Visit New Dimensions The most powerful adventurers know that great rewards--and great perils--

await them beyond the world they call home. From the depths of Hell to the heights of Mount Celestia, from the clockwork world of Mechanus to the swirling chaos of Limbo, these strange and terrifying dimensions provide new challenges to adventurers who travel there. "Manual of the Planes" is your guidebook on a tour of the multiverse. This supplement for the D&D game provides everything you need to know before you visit other planes of existence. Included are new prestige classes, spells, monsters, and magic items. Along with descriptions of dozens of new dimensions, Manual of the Planes includes rules for creating your own planes. To use this supplement, a Dungeon Master also needs the "Player's Handbook," the "Dungeon Master's Guide," and the "Monster Manual." A player needs only the "Player's Handbook."

Dungeon Masters Wizards of the Coast

"Pyramid of Shadows" is a D&D adventure designed for heroic-tier characters of levels 7-10. This work includes an adventure booklet for the Dungeon Master, a player's booklet, and more, all contained in a handy folder.

Traps and Treachery Sovereign Press (WI)

Friends or Foes? A Game of Shifting Dangers The Shadow Fey arrive and turn the city upside down-- and their ambassador demands that the player characters explain themselves for interfering in a legitimate assassination! So begins the looking-glass adventure that takes 7th to 10th level adventurers to the Realm of Shadows. This inventive take on courtly combat and sandbox roleplaying includes: More than 60-location map of the Courts, fully detailed with 100+ NPCs More than 40 combat and roleplaying encounters Dozens of new monsters your players have never seen! Demon lovers and dangerous liaisons for those who seek them Jealous rivals, a quick-play dueling system, and the King and Queen of Shadows A Status system to track player character prestige--and new Status powers! Enter the world of shadows, and play the 5th Edition of the world's first roleplaying game on a whole new level! More than 140 pages of real action and adventure by designers Wolfgang Baur and Dan Dillon.

Courts of the Shadow Fey (5th Edition)

When Leslie Meisels insisted that his mother and two brothers join a transport going who knows where, all he knew was that they had to get out of the terrible holding facility in Debrecen, Hungary. The guards had called for families with four children; they were only three. That decision took them not to a death camp but to forced labour in the Austrian countryside, included in the roughly 20,000 "exchange Jews" whose lives had been bartered for gold, diamonds, and cash in a secret deal between Rudolf Kastner and Adolf Eichmann. As Kastner Jews they were then sent to the Bergen-Belsen concentration camp, where they were kept "on ice" -- allowed to stay together and treated somewhat better than the other prisoners. The transport to Switzerland never materialized; the SS abandoned their train to Theresienstadt in April 1945 and they were liberated by the US army. In 2009, through the efforts of a New York history teacher, Meisels was reunited with his American liberators. Added to his memoir is a short account by his wife, Eva, who survived the Nazi occupation of Budapest as a five-year-old with the assistance of Raoul Wallenberg.