

Saving The Sun Dragon: A Branches Book (Dragon Masters)

Editions of Dungeons & Dragons

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Several different editions of the Dungeons & Dragons (D&D) fantasy role-playing game have been produced since 1974. The current publisher of D&D, Wizards of the Coast, produces new materials only for the most current edition of the game. However, many D&D fans continue to play older versions of the game and some third-party companies continue to publish materials compatible with these older editions.

After the original edition of D&D was introduced in 1974, the game was split into two branches in 1977: the rules-light system of Dungeons & Dragons and the more complex, rules-heavy system of Advanced Dungeons & Dragons (AD&D). The standard game was eventually expanded into a series of five box sets by the mid-1980s before being compiled and slightly revised in 1991 as the Dungeons & Dragons Rules Cyclopedia. Meanwhile, the 2nd edition of AD&D was published in 1989. In 2000 the two-branch split was ended when a new version was designated the 3rd edition, but dropped the "Advanced" prefix to be called simply Dungeons & Dragons. The 4th edition was published in 2008. The 5th edition was released in 2014.

Character class (Dungeons & Dragons)

A character class is a fundamental part of the identity and nature of characters in the Dungeons & Dragons role-playing game. A character's capabilities

A character class is a fundamental part of the identity and nature of characters in the Dungeons & Dragons role-playing game. A character's capabilities, strengths, and weaknesses are largely defined by their class; choosing a class is one of the first steps a player takes to create a Dungeons & Dragons player character. A character's class affects a character's available skills and abilities. A well-rounded party of characters requires a variety of abilities offered by the classes found within the game.

Dungeons & Dragons was the first game to introduce the usage of character classes to role-playing. Many other traditional role-playing games and massively multiplayer online role-playing games have since adopted the concept as well. Dungeons & Dragons classes have generally been defined in the Player's Handbook, one of the three core rulebooks; a variety of alternate classes have also been defined in supplemental sourcebooks.

Dungeons & Dragons

Dungeons & Dragons (commonly abbreviated as D&D or DnD) is a fantasy tabletop role-playing game (TTRPG) originally created and designed by Gary Gygax

Dungeons & Dragons (commonly abbreviated as D&D or DnD) is a fantasy tabletop role-playing game (TTRPG) originally created and designed by Gary Gygax and Dave Arneson. The game was first published in 1974 by Tactical Studies Rules (TSR). It has been published by Wizards of the Coast, later a subsidiary of Hasbro, since 1997. The game was derived from miniature wargames, with a variation of the 1971 game Chainmail serving as the initial rule system. D&D's publication is commonly recognized as the beginning of modern role-playing games and the role-playing game industry, which also deeply influenced video games, especially the role-playing video game genre.

D&D departs from traditional wargaming by allowing each player to create their own character to play instead of a military formation. These characters embark upon adventures within a fantasy setting. A Dungeon Master (DM) serves as referee and storyteller for the game, while maintaining the setting in which the adventures occur, and playing the role of the inhabitants of the game world, known as non-player characters (NPCs). The characters form a party and they interact with the setting's inhabitants and each other. Together they solve problems, engage in battles, explore, and gather treasure and knowledge. In the process, player characters earn experience points (XP) to level up, and become increasingly powerful over a series of separate gaming sessions. Players choose a class when they create their character, which gives them special perks and abilities every few levels.

The early success of D&D led to a proliferation of similar game systems. Despite the competition, D&D has remained the market leader in the role-playing game industry. In 1977, the game was split into two branches: the relatively rules-light game system of basic Dungeons & Dragons, and the more structured, rules-heavy game system of Advanced Dungeons & Dragons (abbreviated as AD&D). AD&D 2nd Edition was published in 1989. In 2000, a new system was released as D&D 3rd edition, continuing the edition numbering from AD&D; a revised version 3.5 was released in June 2003. These 3rd edition rules formed the basis of the d20 System, which is available under the Open Game License (OGL) for use by other publishers. D&D 4th edition was released in June 2008. The 5th edition of D&D, the most recent, was released during the second half of 2014.

In 2004, D&D remained the best-known, and best-selling, role-playing game in the US, with an estimated 20 million people having played the game and more than US\$1 billion in book and equipment sales worldwide. The year 2017 had "the most number of players in its history—12 million to 15 million in North America alone". D&D 5th edition sales "were up 41 percent in 2017 from the year before, and soared another 52 percent in 2018, the game's biggest sales year yet". The game has been supplemented by many premade adventures, as well as commercial campaign settings suitable for use by regular gaming groups. D&D is known beyond the game itself for other D&D-branded products, references in popular culture, and some of the controversies that have surrounded it, particularly a moral panic in the 1980s that attempted to associate it with Satanism and suicide. The game has won multiple awards and has been translated into many languages.

Sun Wukong

the Dragon King to gift him attire fit for a King. The Dragon King calls upon the Dragon Kings for assistance, and they arrive and give Sun Wukong a golden

Sun Wukong (Chinese: 孙悟空, Mandarin pronunciation: [swʊŋ˥˥ n̩˥˥ ŭkʰwɔŋ˥˥]), also known as the Monkey King, is a literary and religious figure best known as one of the main characters in the 16th-century Chinese novel *Journey to the West*. In the novel, Sun Wukong is a monkey born from a stone who acquires supernatural powers through Taoist practices. After rebelling against heaven, he is imprisoned under a mountain by the Buddha. Five hundred years later, he accompanies the monk Tang Sanzang riding on the White Dragon Horse and two other disciples, Zhu Bajie and Sha Wujing, on a journey to obtain Buddhist sutras, known as the West or Western Paradise, where Buddha and his followers dwell.

Sun Wukong possesses many abilities. He has supernatural strength and is able to support the weight of two heavy mountains on his shoulders while running "with the speed of a meteor". He is extremely fast, able to travel 108,000 li (54,000 km, 34,000 mi) in one somersault. He has vast memorization skills and can remember every monkey ever born. As king of the monkeys, it is his duty to keep track of and protect every monkey. Sun Wukong acquires the 72 Earthly Transformations, which allow him to access 72 unique powers, including the ability to transform into animals and objects. He is a skilled fighter, capable of defeating the best warriors of heaven. His hair has magical properties, capable of making copies of himself or transforming into various weapons, animals and other things. He has partial weather manipulation skills, can freeze people in place, and can become invisible.

The supernatural abilities displayed by Wukong and some other characters were widely thought of as "magic powers" by readers at the time of Journey to the West's writing, without much differentiation between them despite the various religious traditions that inspired them and their different and varied functions, and were often translated as such in non-Chinese versions of the book.

Dungeons & Dragons in other media

featured a Dungeons & Dragons themed episode titled "The Queen's Cradle". The episode focuses on a group of adventurers saving a young man from the Cult of

The Dungeons & Dragons (D&D) fantasy role-playing game has been adapted into many related products, including magazines, films and video games.

Age of Fire

by the Dragoneer Academy Series, a spin-off of Age of Fire. The series follows the adventures of three dragon siblings. All having hatched from a clutch

Age of Fire is a series of fantasy adventure novels written by E. E. Knight, who is also known for writing the Vampire Earth series. Age of Fire is eventually succeeded by the Dragoneer Academy Series, a spin-off of Age of Fire.

List of A Song of Ice and Fire characters

with Dragons, Appendix. A Game of Thrones, Chapter 1: The Prophet. A Dance with Dragons, Chapter 59: The Discarded Knight. A Dance with Dragons, Chapter

George R. R. Martin's A Song of Ice and Fire saga features a large cast of characters. The series follows three interwoven plotlines: a dynastic war for control of Westeros by several families; the rising threat of the undead White Walkers beyond the northern border of Westeros; and the ambition of Daenerys Targaryen, the exiled heir of the previous ruling dynasty. In Martin's fictional world, the Great Houses of Westeros represent the Seven Kingdoms which exist on the continent: the North, the Iron Islands, the Vale of Arryn, the Westerlands, the Stormlands, the Reach, and Dorne. A massive wall of ice and old magic separates the Seven Kingdoms from the largely unmapped area in the most northern portion of the continent.

Each chapter is narrated in the third-person limited point of view through the eyes of a single character. Beginning with nine POV characters in A Game of Thrones (1996), a total of thirty-one such characters have narrated over the course of the first five volumes of the series.

List of Kamen Rider Saber characters

Touma he can decide stories' endings before giving the boy his Brave Dragon Wonder Ride Book. In the aftermath, Touma lost much of his childhood memories

Kamen Rider Saber (????????????, Kamen Raid? Seib?) is a Japanese tokusatsu series that serves as the 31st installment in the Kamen Rider franchise and the second entry in the Reiwa era.

List of One Piece characters

in the Revolutionary Army. She was a slave who was saved by Fisher Tiger from Celestial Dragons, able to heal from her trauma with help from the Sun Pirates

The One Piece manga features an extensive cast of characters created by Eiichiro Oda. The series takes place in a fictional universe where vast numbers of pirates, soldiers, revolutionaries, and other adventurers fight each other, using various superhuman abilities. The majority of the characters are human, but the cast also

includes dwarfs, giants, mermen and mermaids, fish-men, sky people, and minks, among many others. Many of the characters possess abilities gained by eating "Devil Fruits". The series' storyline follows the adventures of a group of pirates as they search for the mythical "One Piece" treasure.

Monkey D. Luffy is the series' main protagonist, a young pirate who wishes to succeed Gold Roger, the deceased King of the Pirates, by finding his treasure, the "One Piece". Throughout the series, Luffy gathers himself a diverse crew named the Straw Hat Pirates, including: the three-sword-wielding combatant Roronoa Zoro (sometimes referred to as Roronoa Zolo in the English manga); the thief and navigator Nami; the cowardly marksman and inventor Usopp; the amorous cook and martial artist Sanji; the anthropomorphic reindeer and doctor Tony Tony Chopper; the archaeologist Nico Robin; the cyborg shipwright Franky; the living skeleton musician Brook; and the fish-man helmsman Jimbei. Together they sail the seas in pursuit of their dreams, encountering other pirates, bounty hunters, criminal organizations, revolutionaries, secret agents and soldiers of the corrupt World Government, and various other friends and foes.

List of Dragons' Den (British TV programme) offers Series 1-10

The following is a list of offers made on the British reality television series Dragons' Den in Series 1–10, originally aired during 2005–2012. 104 episodes

The following is a list of offers made on the British reality television series Dragons' Den in Series 1–10, originally aired during 2005–2012. 104 episodes of Dragons' Den were broadcast consisting of at least 754 pitches. A total of 129 pitches were successful, with 26 offers from the dragons rejected by the entrepreneurs and 599 failing to receive an offer of investment.

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