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## Read PDF Edition 1st Dragons And Dungeons Advanced

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### **KEY=ADVANCED - DUKE DRAVEN**

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#### **UNEARTHED ARCANA**

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Wizards of the Coast Includes spells, character classes, magic weapons, and other items used in playing Dungeons and Dragons.

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#### **ADVANCED DUNGEONS & DRAGONS, DUNGEON MASTERS GUIDE**

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**SPECIAL REFERENCE WORK : A COMPILED VOLUME OF INFORMATION PRIMARILY USED BY ADVANCED DUNGEONS & DRAGONS GAME REFEREES, INCLUDING COMBAT TABLES, MONSTER LISTS AND ENCOUNTERS, TREASURE AND MAGIC TABLES AND DESCRIPTIONS, RANDOM DUNGEON GENERATION, RANDOM WILDERNESS TERRAIN GENERATION, SUGGESTIONS ON GAMEMASTERING, AND MORE**

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

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#### **ADVANCED DUNGEONS & DRAGONS**

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#### **SPECIAL REFERENCE WORK : PLAYERS HANDBOOK**

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#### **ADVANCED DUNGEONS & DRAGONS, PLAYERS HANDBOOK**

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**SPECIAL REFERENCE WORK : A COMPILED VOLUME OF INFORMATION FOR PLAYERS OF ADVANCED DUNGEONS & DRAGONS, INCLUDING, CHARACTER RACES, CLASSES, AND LEVEL ABILITIES; SPELL TABLES AND DESCRIPTIONS; EQUIPMENT COSTS; WEAPONS DATA; AND INFORMATION ON ADVENTURING**

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

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#### **ENCYCLOPEDIA MAGICA**

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TSR Provides detailed information on magical paraphernalia and spells for players of Dungeons and Dragons

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#### **DUNGEON MASTER'S SCREEN REINCARNATED**

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Wizards of the Coast MASTER THE GAME with this indispensable tool for the world's greatest roleplaying game 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. The leader in providing contemporary fantasy entertainment, Dungeons & Dragons is the wellspring for the entire modern game industry, digital as well as analog. 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.

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#### **APPENDIX N**

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**APPENDIX N: The Literary History of Dungeons & Dragons** is a detailed and comprehensive investigation of the various works of science fiction and fantasy that game designer Gary Gygax declared to be the primary influences on his seminal role-playing game, Dungeons & Dragons. It is a deep intellectual dive into the literature of SF/F's past that will fascinate any serious role-playing gamer or fan of classic science fiction and fantasy. Author Jeffro Johnson, an expert role-playing gamer, accomplished Dungeon Master and three-time Hugo Award Finalist, critically reviews all 43 works and authors listed by Gygax in the famous appendix. In doing so, he draws a series of intelligent conclusions about the literary gap between past and present that are surprisingly relevant to current events, not only in the fantastic world of role-playing, but the real world in which the players live.

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#### **DRAGONLANCE ADVENTURES**

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

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#### **ADVANCED DUNGEONS AND DRAGONS MONSTER MANUAL II**

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Wizards of the Coast 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

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#### **ORIENTAL ADVENTURES**

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Wizards of the Coast Gathers information about character classes, money, equipment, weapons, fighting proficiencies, magic spells, monsters, and treasures used in an Oriental-style role playing game

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#### **ADVANCED DUNGEONS AND DRAGONS MONSTER MANUAL**

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T S R

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**NIGHT BELOW**

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**THE UNDERDARK CAMPAIGN SETTING**

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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 10th 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.

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**THE NEW PLAYER'S HANDBOOK**

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

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**1991 TRADING CARDS FACTORY SET/PREMIER EDITION**

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**DUNGEONS & DRAGONS ART & ARCANA**

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**A VISUAL HISTORY**

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Ten Speed Press An illustrated guide to the history and evolution of the beloved role-playing game told through the paintings, sketches, illustrations, and visual ephemera behind its creation, growth, and continued popularity. **FINALIST FOR THE HUGO AWARD • FINALIST FOR THE LOCUS AWARD • NOMINATED FOR THE DIANA JONES AWARD** From one of the most iconic game brands in the world, this official **DUNGEONS & DRAGONS** illustrated history provides an unprecedented look at the visual evolution of the brand, showing its continued influence on the worlds of pop culture and fantasy. Inside the book, you'll find more than seven hundred pieces of artwork—from each edition of the core role-playing books, supplements, and adventures; as well as *Forgotten Realms* and *Dragonlance* novels; decades of *Dragon* and *Dungeon* magazines; and classic advertisements and merchandise; plus never-before-seen sketches, large-format canvases, rare photographs, one-of-a-kind drafts, and more from the now-famous designers and artists associated with **DUNGEONS & DRAGONS**. The superstar author team gained unparalleled access to the archives of Wizards of the Coast and the personal collections of top collectors, as well as the designers and illustrators who created the distinctive characters, concepts, and visuals that have defined fantasy art and gameplay for generations. This is the most comprehensive collection of D&D imagery ever assembled, making this the ultimate collectible for the game's millions of fans around the world.

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**THE COMPLETE FIGHTER'S HANDBOOK**

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**PLAYER'S HANDBOOK/RULES SUPPLEMENT**

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TSR Fantasirollespil.

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**FORGOTTEN REALMS**

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**CAMPAIGN SETTING**

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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*!

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**ADVANCED DUNGEONS & DRAGONS - LEGENDS & LORE**

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**RULES COMPENDIUM**

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**AN ESSENTIAL DUNGEONS AND DRAGONS COMPENDIUM**

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Presents the core rules of the popular role playing game, from the basic rules to guidance on the game's more intricate systems, as well as information on powers, combat, skills, character creation, and equipment.

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**FIEND FOLIO**

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**TOME OF CREATURES MALEVOLENT AND BENIGN : AN ALPHABETICAL LISTING OF MONSTERS FOR USE WITH ADVANCED DUNGEONS & DRAGONS ADVENTURES ...**

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

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**ICE KINGDOMS CAMPAIGN SETTING**

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Lulu.com

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**ADVANCED DUNGEONS & DRAGONS PUBLICATIONS**

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TSR 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" game in an entirely new direction. For the first time, everything a player needs to create dragon player characters for the AD&D game, and everything a Dungeon Master needs to set up a dragon-based campaign. Includes rules for creating and playing dragons, new character types like kindred, half-dragons, and dragon slayers, campaign background material, and a series of adventures designed to challenge even the greatest of dragons!

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**THE ISLAND OF JURALSY**

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**AN ADVANCED DUNGEONS AND DRAGONS ADVENTURE**

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The Island of Jursaly is an Advanced Dungeons & Dragons (1st Edition) adventure for 4 - 6 player characters of 2nd to 5th levels. Jursaly 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 Jurasly. 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 fascinating 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...

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### THE EVOLUTION OF FANTASY ROLE-PLAYING GAMES

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McFarland Tracing the evolution of fantasy gaming from its origins in tabletop war and collectible card games to contemporary web-based live action and massive multi-player games, this book examines the archetypes and concepts within the fantasy gaming genre alongside the roles and functions of the game players themselves. Other topics include: how *The Hobbit* and *The Lord of the Rings* helped shape fantasy gaming through Tolkien's obsessive attention to detail and virtual world building; the community-based fellowship embraced by players of both play-by-post and persistent browser-based games, despite the fact that these games are fundamentally solo experiences; the origins of gamebooks and interactive fiction; and the evolution of online gaming in terms of technological capabilities, media richness, narrative structure, coding authority, and participant roles.

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### ADVANCED DUNGEONS AND DRAGONS

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#### DRAGONLANCE CLASSICS

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TSR

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#### PATHFINDER LOST OMENS: MONSTERS OF MYTH

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Release the beasts! Heroes abound in the Age of Lost Omens, but for every great hero, there is an even greater monster. *Lost Omens Monsters of Myth* provides details on 20 of the most infamous and terrifying monsters from the Inner Sea region and beyond. Uncover the secrets of some of Golarion's greatest monsters from the Sandpoint Devil to Fafnir, the Father of All Linnorms, and more. *Monsters of Myth* provides rumors, tales, and even treasures for the brave adventurers willing to face these legendary creatures!

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#### OF DICE AND MEN

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#### THE STORY OF DUNGEONS & DRAGONS AND THE PEOPLE WHO PLAY IT

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Simon and Schuster This definitive book on Dungeons & Dragons, one of the original ultimate nerd subcultures, traces its origins on the battlefields of ancient Europe through the hysteria that linked it to satanic rituals and teen suicides, and to its apotheosis as father of the modern video game industry.

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#### DUNGEONS AND DRAGONS ART AND ARCANA

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#### A VISUAL HISTORY

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Ten Speed Press An illustrated guide to the history and evolution of the beloved role-playing game told through the paintings, sketches, illustrations, and visual ephemera behind its creation, growth, and continued popularity. From one of the most iconic game brands in the world, this official DUNGEONS & DRAGONS illustrated history provides an unprecedented look at the visual evolution of the brand, showing its continued influence on the worlds of pop culture and fantasy. Inside the book, you'll find more than seven hundred pieces of artwork--from each edition of the core role-playing books, supplements, and adventures; as well as *Forgotten Realms* and *Dragonlance* novels; decades of *Dragon* and *Dungeon* magazines; and classic advertisements and merchandise; plus never-before-seen sketches, large-format canvases, rare photographs, one-of-a-kind drafts, and more from the now-famous designers and artists associated with DUNGEONS & DRAGONS. The superstar author team gained unparalleled access to the archives of Wizards of the Coast and the personal collections of top collectors, as well as the designers and illustrators who created the distinctive characters, concepts, and visuals that have defined fantasy art and gameplay for generations. This is the most comprehensive collection of D&D imagery ever assembled, making this the ultimate collectible for the game's millions of fans around the world.

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#### SPECIAL EDITION DUNGEON MASTER'S GUIDE

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#### DUNGEONS AND DRAGONS CORE RULEBOOK

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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.

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#### 1992 TRADING CARDS FACTORY SET

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#### 750 CARD COMPLETE SET

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#### DUNGEONS & DRAGONS: CLASSICS VOL. 1

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IDW Publishing The classic Advanced Dungeons & Dragons series returns! This action-packed volume collects the first eight issues of the fan-favorite series by writer Dan Mishkin and artist Jan Duursema.

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#### DUNGEONS OF DREAD: S SERIES CLASSIC ADVENTURE COMPILATION

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**(S1 - S4)**

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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 -- complete with original black-and-white interior art.

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**STRANGER THINGS AND DUNGEONS & DRAGONS (GRAPHIC NOVEL)**

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Dark Horse Comics 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.

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**DOMAINS OF DREAD**

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TSR Add a touch of horror to your AD&D game with this medieval Gothic setting! Vampires, werewolves, forbidding castles, and ghosts of all kinds inhabit the Demiplane of Dread. Features new rules for creating heroes native to the domains, adapting magic to the demiplane, and dealing with fear and horror checks when the characters experience the true terror that dominates the Ravenloft "RM" campaign.

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**DUNGEON MASTER FOR DUMMIES**

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John Wiley & Sons 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 gnomish warriors to be annihilated, wargs to be wiped out, treasures to be discovered, worlds to be conquered....

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**DREAD TRIDENT**

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**TABLETOP ROLE-PLAYING GAMES AND THE MODERN FANTASTIC**

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Liverpool Science Fiction Texts & Studies Dread Trident examines the rise of imaginary worlds in tabletop role-playing games (TRPGs), such as Dungeons and Dragons. With the combination of analog and digital mechanisms, from traditional books to the internet, new ways of engaging the fantastic have become increasingly realized in recent years, and this book seeks an understanding of this phenomenon within the discourses of trans- and posthumanism, as well as within a gameist mode. The book explores a number of case studies of foundational TRPGs. Dungeons and Dragons provides an illustration of pulp-driven fantasy, particularly in the way it harmonizes its many campaign settings into a functional multiverse. It also acts as a supreme example of depth within its archive of official and unofficial published material, stretching back four decades. Warhammer 40k and the Worlds of Darkness present an interesting dialogue between Gothic and science-fantasy elements. The Mythos of HP Lovecraft also features prominently in the book as an example of a realized world that spans the literary and gameist modes. Realized fantasy worlds are becoming ever more popular as a way of experiencing a touch of the magical within modern life. Reworking Northrop Frye's definition of irony, Dread Trident theorizes an ironic understanding of this process and in particular of its embodied forms.

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**MAGIC ENCYCLOPEDIA**

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TSR The first of a two-part release detailing the multitude of magical items that have been printed over the years in AD&D game products and game magazines. Hundreds of magical items have appeared in TSR products throughout the years, and this encyclopedia brings them together, complete with descriptions, point value, and "gold piece" sale value.

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**STRICTLY FANTASY**

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**THE CULTURAL ROOTS OF TABLETOP ROLE-PLAYING GAMES**

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McFarland 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.

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**FANTASY FREAKS AND GAMING GEEKS**

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**AN EPIC QUEST FOR REALITY AMONG ROLE PLAYERS, ONLINE GAMERS, AND OTHER DWELLERS OF IMAGINARY REALMS**

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Rowman & Littlefield Fantasy. Science fiction. Role-playing games. People around the globe turn away from the "real" world to inhabit others. Movie fan-freaks design costumes and collect Lord of the Rings action figures. Some attend comic book conventions and Renaissance fairs, others play live-action role-playing games (LARPs). The online game World of Warcraft (WoW) has lured twelve million users worldwide. Even old-school role-playing games such as Dungeons & Dragons (D&D) are still wildly popular. What could one man find if he embarked on a journey through fantasy world after fantasy world? In an enthralling blend of travelogue, pop culture analysis, and memoir, forty-year-old former D&D addict Ethan Gilsdorf crisscrosses America, the world, and other worlds—from Boston to New Zealand, and Planet Earth to the realm of Aggramar. On a quest that begins in his own geeky teenage past and ends in our online gaming future, he asks gaming and fantasy geeks how they balance their escapist urges with the kingdom of adulthood. He speaks to

grown men who build hobbit holes, and to grown women who play massively multiplayer online games. He seeks out those who dream of elves, long swords, and heroic deeds, and mentally inhabit faraway magical lands. What lures them—old, young, male, female, able-bodied, and disabled—into fantasy worlds, and for what reasons, whether healthy, unhealthy, or in between? Our noble hero battles online goblins, trolls, and sorcerers for weeks on end. He travels to pilgrimage sites: Tolkien's hometown, movie locations, and castles. He hangs out with Harry Potter tribute bands. He LARPs. He goes to fan conventions and gaming tournaments. He camps with medieval re-enactors—12,000 of them. He becomes Ethon, Ethonian, and Ethon-An3. He sews his own tunic. He even plays D&D. What he discovers is funny, poignant, and enlightening.

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#### **PLAYER'S HANDBOOK**

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Presents the core rules for the fourth edition of the Dungeons & Dragons roleplaying game that outline making characters, adventuring, and resolving combat.