

SHADOW DAWN Free Download



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Chris Claremont
511 pages
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About this product Product Information The second novel in the original saga based on the movie Willow From the story by George Lucas, creator of Star Wars and Indiana Jones , and Chris Claremont, author of the bestselling X-Men adventures, comes the thrilling sequel to Shadow

Moon, taking readers deeper into a stunningly original world of magic, myth, and legend. Instead, an intense Shadow War rages, spearheaded by the evil Mohdri. He has dispatched his dread Black Rose commando assassins to capture Elora and her sworn protector, Thorn Drumheller. But Mohdri himself is just a facade for a more dangerous entity: the Deceiver. But who--or what--is the Deceiver? And how can Elora, Thorn, and their ragtag band defeat this unspeakable force?

The answer lies in a perilous journey to a land undisturbed since the dawn of time. A journey that will end at the unbreachable citadel of the dragon, where a chilling betrayal will change the fate of Elora, Thorn, and the Thirteen Realms forever. Show More Show Less. Add to Cart. Pre-owned Pre-owned. No ratings or reviews yet No ratings or reviews yet. Be the first to write a review. Elora is in hiding underground with a clan of Rock Nelwyns, while outside, the Maizan, led by Mohdri are conquering everything in their path. Guided by his master, The Deceiver, he has commanded the dreaded Black Rose assassins to find and bring her and Thorn to him. Something is also stripping the land of magic and closing gates. From Wikipedia, the free encyclopedia.

Shadow Dawn First edition. Willow arcade Willow NES. Elora Danan. Enemies with two handers are also problematic and should be taken care of at a distance where possible, though if you are good at reading their moves you can get a few quick strikes in after a missed power attack. When faced with groups of non undead use guerilla tactics, using Shroud to break their line of sight, and taking them by surprise again. Whittle them down to a manageable number and then switch to a spellblade roll to take care of the remaining few. When faced with large groups of undead use spells like Repel Undead and Circle of Protection to rout them. Crusaders Fire will soften them up as well as Warriors Flame when it hits them.

Take out draugr deathlords first by using stealth, as they can and will easily disarm you. Then focus on the other variants. Alayne is a rogue class not a warrior class, so this build is all about fighting smarter not harder. A simple yet essential ability for the build. With the use of Ocato's recital loaded with a flesh spell, muffle, and invisibility, Alayne can instantly become intangible to the eye whenever a conflict begins.

When in open conflict Alayne can use a rare form of shadow magick becoming temporarily undetectable sometimes appearing across the field to slip her blade into an unwitting archer. The shadow warrior perk allows her to slip into the shadows and strike hard at foes who lost sight of her. For distant foes this can be comboed with shadow step to great effect if timed right. Alayne has mastered the art of surprise and thus she not only gains a bonus to physical attacks, but also the arcane when hidden.

She can place multiple fire runes around the field, snipe distant enemies with bolide, and throw explosive fireballs into unsuspecting groups to great effect. When surrounded by undead melee combatant's Alayne can lay down a holy ring imbued with powerful flames. Undead who cross the freshold flee and are smited with holy fire. When in a situation where Alayne is faced with a particularly large group of powerful undead, she can channel the power of Dawnbreaker to burn away the corruption of false life, rapidly burning them and if one should fall while afflicted by Dawnbreaker's Meridia's wrath enchantment, the rest will flee becoming especially susceptible to further restoration spells, if they were not destroyed outright from the explosion.

She then destroys any stragler's with with the vampires bane spell. I am so happy to be able to present it to you in it's entirety. It is the full realization of the earlier level 20 build I produced and so much more. Credit where credit's due, so thanks to Tysoyaha for sharing some insight into the mechanics of Shadow Step. Props to Dean for using the Alignment system, I pinched that idea off him. Also, thank you to The Long-Chapper and Ilanisilver for proof reading and spell checking the build.

And everyone else who helped me throughout the builds inception by providing opinions and ideas, couldn't have been what it is without you all! That should go to their respective artists. And Lastly thanks to you the reader, if you got this far it means I did a good job. Well this one was a long time in the making. I'd like to thank everyone who helped out along the way couldn't have got it done without you guy's. Hope you enjoyed the read and keep an eye out for my next build, whenever that may be sooner rather than later, all going to plan.

Cheers guys - Furrion :D :D. I don't have much more to say that I haven't already said :P Love the build, can't really see many flaws and it's just a really fun read :D. Thanks Deebes! Glad you liked the read and hopefully this gave you a new reason to try out a Nightblade Build :. Yea was a struggle to come up with.

The character is good as whole so using white souls was the only way I saw being able to pull that off. Animals aren't as sentient as say man and mer, so the practice doesn't seem quite as bad. Though that's getting into some moral and ethical territory there lol. Also the undead I can see Alayne using thier souls as well, at least Draugr any way, if it's already dead how much of a soul can it have really? But vampires are a bit more tricky cause they are still very much sentient, so as much as the character despises vampires, I'm not sure she would trap thier souls especially after seeing what happens to "Black Souls" in the Soul Cairn.

Again it's very morally ambiguous skill so it's quite hard to determine what exactly is OK. A very good question though. I hope that my answer helped a bit. Also I brought a lot of the Soul gems or just found them. I found Dawn Breaker didn't drain very fast particularly with the skills invested in enchanting, and because it has a massive amount of charges. I only had to recharge it two or three time the whole playthrough.

The expanded build here is great, especially with the additional artwork. I'm hoping to play through the unmodded version that we discussed in the other topic in a couple of weeks time. Thanks mate, the pictures really help to bring a sense of character while reading the story I think. And also make the build have a nicer flow overall when going through it. So thanks for the pointers on picture placement :. I've done a simmlar style to this layout on the build i'm working on at the momment, will hopefully get that done soon God knows I've had so much on lately I've hardly had a chance to jump on the site to check on things.

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