

Dungeon Master Guide 3 5 Oef

A wickedly whimsical adventure for the world’s greatest roleplaying game. Once every eight years, the fantastic Witchlight Carnival touches down on your world, bringing joy to one settlement after the next. Its owners, Mister Witch and Mister Light, know the show. But there’s more to this magical extravaganza than meets the eye! The carnival is a gateway to a fantastic Feywild domain unlike anything found on the Material Plane. Time has not been kind to this realm, however, and dark days lie ahead unless someone can stop the dastardly schemes of the Hourglass Coven. The Wild Beyond the Witchlight takes adventurers from the Witchlight Carnival to Prismeer, a Feywild domain of delight, and is designed for characters of levels 1–8. This book comes with a poster map that shows the one side and Prismeer on the other. Explore the Plane of Faerie in the first official D&D adventure set primarily in the Feywild Easily drop The Witchlight Carnival into any campaign—for passage into the Feywild or just a night of carnival games and wild encounters. Play two races—play as a fairy or as a harengon, a race of humanoid rabbits Adds two backgrounds—the Feylost who grew up in the Feywild, and a Witchlight Hand who works at the carnival All encounters can be resolved without resorting to combat, rewarding creative roleplay Classic 1980s Dungeons & Dragons characters return, including Warduke, Strongheart, and Kelek

Experts v.3.5 takes the concept of the Expert non-player-character class briefly described in the Dungeon Master’s Guide and gives it unprecedented depth and playability. This 176-page book includes:
* More than 30 fully detailed Expert types, including the Blacksmith, Courtesan, Merchant, Miner, Navigator, Physician, Sage, Sailor, and Weaponmaker.
* The Specialist, a new basic character class that players can use to create versatile “adventuring Experts” of any sort.
* The Guild Master, Militia Leader, and Spellcaster classes, the latter of which can allow Experts, Specialists, and other characters to gain specialized magical abilities that they can use to enhance their mundane abilities.
* More than 100 skills, including dozens of Crafts and Professions and detailed rules for everything from weapons and armor to buildings and ships.
* The concept of Convergence Tasks, activities that can be accomplished as the result of having ranks in two or more skills (e.g., use of Craft (Blacksmithing) and Profession (Mining) to perform Smithing).
* Allow characters to perform relatively specialized functions but does not inundate the game with obscure, rarely-used skills.
* A section of 20 new Feats.
* 22 new magic items.
* More than two dozen ready-to-use NPC Experts that can be used as-is or easily adapted for your campaign or adventure.
* Flavor text from a number of literary sources that can help stimulate interest in the various sorts of Experts presented in this book, suggest how they might be used, or show them in a different light than usual.

Dungeon Master’s GuideCore Rulebook II

A one-stop, complete guide to tabletop role-playing games for novice librarians as well as seasoned players.
• Discusses collection development, cataloging, and programs for teens
• Supplies detailed reviews of scores of popular and less well-known role-playing games
• Outlines a variety of affordable, effective programs for teens that involve role-playing tabletop games

Draconomicon

300+ Riddles, Challenges, Deadly Illusions, Bottomless Pits, Falling Blades, Death Traps, Escape Rooms and More for 5th Edition RPG Adventures

DUNGEON MASTER’S GUIDE: GUÍA DEL DUNGEON MASTER EDICIÓN ESPAÑOLA

Dungeon Master Guide for the AD&D Game

ABCs of D&D (Dungeons & Dragons Children’s Book)

In 1974, the release of Dungeons & Dragons forever changed the way that we experience imagined worlds. No longer limited to simply reading books or watching movies, gamers came together to collaboratively and interactively build and explore new realms. Based on four years of interviews and game recordings from locations spanning the United States, this book offers a journey that explores how role-playing games use a combination of free-form imagination and tightly constrained rules to experience those realms. By developing our understanding of the fantastic worlds of role-playing games, this book also offers insight into how humans come together and collaboratively imagine the world around us.

The 1980s saw the peak of a moral panic over fantasy role-playing games such as Dungeons and Dragons. A coalition of moral entrepreneurs that included representatives from the Christian Right, the field of psychology, and law enforcement claimed that these games were not only psychologically dangerous but an occult religion masquerading as a game. Dangerous Games explores both the history and the sociological significance of this panic. Fantasy role-playing games do share several functions in common with religion. However, religion—as a socially constructed world of shared meaning—can also be compared to a fantasy role-playing game. In fact, the claims of the moral entrepreneurs, in which they presented themselves as heroes battling a dark conspiracy, often resembled the very games of imagination they condemned as evil. By attacking the imagination, they preserved the taken-for-granted status of their own socially constructed reality. Interpreted in this way, the panic over fantasy-role playing games yields new insights about how humans play and together construct and maintain meaningful worlds. Laycock’s clear and accessible writing ensures that Dangerous Games will be required reading for those with an interest in religion, popular culture, and social behavior, both in the classroom and beyond.

Whether you're exploring the jungles of Chult, sailing through Saltmarsh, or navigating the frozen frontier of Icewind Dale, this D&D Wilderness Kit will help you through it. DM screen specially-designed for adventuring in harsh wilderness. Includes tables for weather, foraging, navigation, food and water needs, ship speeds, and more. Dry-erase hex map of 100 blank hexes, numbered for easy reference. A dry erase Journey Tracker is also included for tracking progress, encounters, supplies, and more. Laminated "Actions in Combat" sheet for new players to reference and keep up with key D&D rules with handy reference sheets for Wilderness Rules and Chases. Illustrated punch-out cards of all 14 conditions, 9 cards to help track initiative, and 4 cards featuring the rules for exhaustion and extreme weather conditions. Contents: A wilderness adventure DM Screen, dry erase hex map, journey tracker, 3 reference sheets, condition and initiative cards, and a card storage box !--DESCRIPTION-- This kit includes a DM screen specially designed for running D&D adventures in wilderness, a dry-erase hex map (with 100 numbered hexes), a dry-erase journey tracker, 3 perforated sheets with punch-out cards for tracking initiative and referencing conditions, a card storage box, two laminated reference sheets for Actions in Combat and Wilderness Chases, and 1 Wilderness Rules sheet.

From the #1 Best-Selling author, Jeff Ashworth, comes the latest addition to The Game Master series, with more than 500 NPCs ready to populate your campaign whenever you need them! As is often the case in tabletop roleplaying games, players often venture into locales or look for answers in places and among people busy Game Masters simply didn’t anticipate. Or, just as often, an adventure won’t have fully fleshed out characters in place for the locations and encounters outlined for gameplay. The Game Master’s Book of Non-Player Characters solves these issues and more by providing Game Masters with the information they need to “fill in the holes” in their campaign play. It will enable GMs to instantly add depth, color, motivation and unique physical characteristics at a moment’s notice to unexpected or underwritten characters as they pop up during gameplay, ensuring every session is a memorable one for players and GMs alike. This edition also includes more than 50 hand-drawn illustrations of select NPCs detailed in the book, 3 bonus one-shot adventures, and a foreword by online influencer Jasmine Bhullar.

Core Rulebook II

A Subcreation Studies Anthology

Dungeons & Dragons: Fell’s Five

The Official D&D Cookbook

500+ unique bartenders, brawlers, mages, merchants, royals, rogues, sages, sailors, warriors, weirdos and more for 5th edition RPG adventures

Mastering the Perils of Ice and Snow

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;leach 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

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 Slavicscek 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
▯in
▯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 gnoll warriors to be annihilated, worgs to be wiped out, treasures to be discovered, worlds to be conquered....

A Dungeons & Dragons children’s book that captures the wonder and whimsy that made you fall in love with the game.
▯An adorable book for geeks big and little.
▯!Felicía Day, author of New York Times bestseller You’re Never Weird on the Internet (Almost) A is for Adventure. Our journey has begun. B is for Book, the source of all the fun! Start your little gamer on an adventure to last a lifetime with this alphabetical children’s book and introduction to the greatest roleplaying game of all time, Dungeons & Dragons. Written in the rhyming style of classic children’s books and filled with adorable owlbears and darling beholders, it’s the perfect book to share the joy of Dungeons & Dragons with a new generation as they learn the alphabet;a precursor to every new path in reading.
▯ Perfect birthday gift or holiday gift for gamers of all ages; great thank you gift for Dungeon Masters
▯ Must-have for all gaming parents; a great baby shower gift!
▯ Part of a series with The 123s of D&D, a children’s counting book and companion to The ABCs of D&D.

From the author of The Monsters Know What They’re Doing comes a follow-up strategy guide with MOAR! monster tactics for Dungeon Masters playing fifth edition Dungeons & Dragons. Keith Ammann’s first book based on his popular blog, The Monsters Know What They’re Doing, unpacks strategies, tactics, and motivations for creatures found in the Dungeons & Dragons Monster Manual. Now, in MOAR! Monsters Know What They’re Doing, he analyzes the likely combat behaviors of more than 100 new enemies found in Volol’s Guide to Monsters and Mordenkainen’s Tome of Foes.

Your campaign will never be the same!

The Game Master’s Book of Random Encounters

Sly Flourish’s Return of the Lazy Dungeon Master

Van Richten’s Guide to Ravenloft (Dungeons & Dragons)

Tabletop Role-Playing Games and the Experience of Imagined Worlds

Gary Gygax and the Birth of Dungeons & Dragons

D&D Dungeon Masters Screen: Dungeon Kit (Dungeons & Dragons DM Accessories)

The Game Master’s Book of Traps, Puzzles and Dungeons provides GMs with endless options for populating their adventures with challenging riddles, puzzles, spiked pits, Rube Goldberg-style deathtraps and much more - eveything they need to push player character to their limit and bring new levels of excitement (and anxiety) to their game play. Whether part of a pre-planned adventure or a random encounter, these brain teasers, puzzles and traps will make every dungeon crawl, fortress break-in, or temple sacking that much more fun. GMs will find more than 100 challenging puzzles, 150 unique traps and 50 modular dungeon chambers, each with its own set of possible encounters, meaning GMs can generate a fully-functional (or completely dilapidated) dungeon in a few rolls of a dice. With intricate technical illustrations, beautifully rendered top-down location maps and three one-shot adventures, written by RPG influencers including Jasmine Bhullar and the creators of the Three Black Halflings podcast, The Game Master’s Book of Traps, Puzzles and Dungeons is the ideal tool for any GM hoping to put the fun back in fun-geon”.
*not a word.

Expand on your gaming experience with this graphic novel that includes three Game Adventures featuring the characters of Fell’s Five! Join Adric Fell, the halfling Bree Three-Hands, the dwarf Khal Khalundurrin, the tiefling Tisha Swornheart, and the elf Varis in a tale of high adventure and deep secrets. Adric Fell leads a band of wayward heroes in a world where civilization has been reduced to a few scattered points of light amid a rising tide of shadows. Plus, play as the heroes of the book in three Game Adventures created for this series, replicating pivotal scenes in the story as roleplaying game encounters. You can use these as the foundation for a longer adventure of your own creation, or you can simply play them as a short excursion!

Design your own fantasy D&D epic filled with adventurous exploits, cloaked characters, and mysterious monsters
If you’re a Dungeons & Dragons fan, you’ve surely thought of becoming a Dungeon Master. Learning to be a DM isn’t as hard as you might think, especially if you have Dungeon Master For Dummies tucked into your bag of tricks! Whether you’ve assumed the role of Dungeon Master before or not, this illustrated reference can help you run a D&D game, either online or in person. From organizing your first D&D game to dealing with difficult players, this book covers everything a DM needs to know. Written for the newest edition of D&D by the experts at Wizards of the Coast, the game’s creators, it shows you how to:
Run your very first campaign, from shaping storylines and writing your own adventures to dealing with unruly players and characters
Build challenging encounters, make reasonable rulings, and manage disagreements
Recognize all the common codes, tables, and spells
Understand the parts of a D&D adventure and how to create dungeon maps and craft monsters
Shape storylines and write your own adventures
Find your style as a DM and develop a game style that plays to your strengths
Script an encounter, vary the terrain and challenges, and establish rewards (experience points and treasure)
Decide whether to use published adventures
Use and follow the official Dungeon Master’s Guide
Develop a campaign with exciting themes, memorable villains, and plots to entrance players
If you’re getting the urge to lead the charge in a D&D game of your own, Dungeon Master For Dummies provides the information you need to start your own game, craft exciting stories, and set up epic adventures. Grab your copy today, and you’ll be on your way!

A complete guide to playing D&D in the ice and snow. This 4-color supplement begins a new series of releases that focus on how the environment can affect D&D gameplay in every capacity. Frostburn contains rules on how to adapt to hazardous cold-weather conditions, such as navigating terrain with snow and ice and surviving in bitter cold or harsh weather. There are expanded rules for environmental hazards and manipulation of cold weather elements, as well as new spells, feats, magic items, and prestige classes. New monsters associated with icy realms are included, as well as variants on current monsters. There is enough adventure material included for months of gameplay.

Dragons in the Stacks: A Teen Librarian’s Guide to Tabletop Role-Playing

MOAR! Monsters Know What They’re Doing

Dungeons and Dragons Art and Arcana

An Adventurer’s Guide

Current Data, Professional Advice, and Curiosa

Advanced Dungeons & Dragons, Dungeon Masters Guide

Return of the Lazy Dungeon Master is a book designed to help all of us GMs get more out of our RPGs by preparing less. **Return of the Lazy Dungeon Master** uses the experiences of thousands of GMs to help us focus on how we prepare our games, how we run our games, and how we think about our games. It includes practical steps for focusing our preparation activities on those things that will bring the biggest impact to our game.**Return of the Lazy Dungeon Master** builds off of the concepts of the well-received GM’s guidebook **Lazy Dungeon Master**, updating that book with five years of new experiences, new approaches, and new observations of the way people prepare and run RPGs. This new book is a completely self-contained work, which does not require anyone to have previously read **The Lazy Dungeon Master**.**Return of the Lazy Dungeon Master** offers a new focused approach for preparing and running our roleplaying games. The book includes an eight-step guide for lightweight game preparation and is focused on how we prepare for our games, how we run our games, and how we think about our games.**Prepare what benefits your game.**

An art-filled sourcebook for all things draconic in the Dungeons & Dragons world, this title includes information on playing dragons and dragon-like creatures, how to run a dragon in a fight, and how to both fight dragons and work with them as allies. The book itself is designed in a prestige format, with heavy use of art throughout and constructed of premium materials. (Games/Gamebooks/Crosswords) Shows the reader how to be a Dungeon Master.

This companion volume to the Player’s Handbook is designed especially for the Dungeon Master. It features information on creating and running fantasy adventures and campaigns using the AD&D game system. Presented in full-color.

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

Dungeons and Tombs

A Visual History

Candlekeep Mysteries (D&D Adventure Book – Dungeons & Dragons)

The Monsters Know What They’re Doing

500+ customizable maps, tables and story hooks to create 5th edition adventures on demand

The Wild Beyond the Witchlight is D&D’s next big adventure storyline that brings the wicked whimsy of the Feywild to fifth edition for the first time. Tune into D&D Live 2021 presented by G4 on July 16 and 17 for details including new characters, monsters, mechanics, and story hooks suitable for players of all ages and experience levels. **The Wild Beyond the Witchlight** is D&D’s next big adventure storyline that brings the wicked whimsy of the Feywild to fifth edition for the first time. Tune into D&D Live 2021 presented by G4 on July 16 and 17 for details including new characters, monsters, mechanics, and story hooks suitable for players of all ages and experience levels.

Here, for the first time, is a comprehensive biography of geek and gaming culture’s mythic icon, Gary Gygax, and the complete story behind his invention of Dungeons and Dragons. For many tabletop RPG players, the joy of an in-depth game is that anything can happen. Typical adventure modules include a map of the adventure’s primary location, but every other location?whether it’s a woodland clearing, a random apothecary or the depths of a temple players elect to explore?has to be improvised on the fly by the Game Master. As every GM knows, no matter how many story hooks, maps or NPCs you painstakingly create during session prep, your best-laid plans are often foiled by your players’ whims, extreme skill check successes (or critical fails) or their playful refusal to stay on task. In a game packed with infinite possibilities, what are GMs supposed to do when their players choose those for which they’re not prepared? **The Game Master’s Book of Random Encounters** provides an unbeatable solution. This massive tome is divided into location categories, each of which can stand alone as a small stop as part of a larger campaign. As an example, the “Taverns, Inns, Shops & Guild Halls” section includes maps for 19 unique spaces, as well as multiple encounter tables designed to help GMs fill in the sights, sounds, smells and proprietors of a given location, allowing for each location in the book to be augmented and populated on the fly while still ensuring memorable moments for all your players. Each map is presented at scale on grid, enabling GMs to determine exactly where all of the characters are in relation to one another and anyone (or anything) else in the space, critical information should any combat or other movement-based action occur. Perhaps more useful than its nearly 100 maps, the book’s one-shot generator features all the story hooks necessary for GMs to use these maps as part of an interconnected and contained adventure. Featuring eight unique campaign drivers that lead players through several of the book’s provided maps, the random tables associated with each stage in the adventure allow for nearly three million different outcomes, making **The Game Master’s Book of Random Encounters** an incredible investment for any would-be GM. The book also includes a Random NPC Generator to help you create intriguing characters your players will love (or love to hate), as well as a Party Makeup Maker for establishing connections among your PCs so you can weave together a disparate group of adventurers with just a few dice rolls. Locations include taverns, temples, inns, animal/creature lairs, gatehouses, courts, ships, laboratories and more, with adventure hooks that run the gamut from frantic rooftop chases to deep cellar dungeon-crawls, with a total of 97 maps, more than 150 tables and millions of possible adventures. No matter where your players end up, they’ll have someone or something to persuade or deceive, impress or destroy. As always, the choice is theirs. But no matter what they choose, with **The Game Master’s Book of Random Encounters**, you’ll be ready.

This introductory guide to the worlds of the leading fantasy role-playing game provides an immersive illustrated primer to the prisons, castles, traps, and labyrinths where players find adventure in D&D. In this illustrated guide for new players, you’ll be transported to the mystical and magical worlds of Dungeons & Dragons and given a one-of-a-kind course on the dungeons and deathtraps for which the game (and all its iterations) is known. Featuring maps, cutaway illustrations, and fun insights that show would-be adventurers how to travel and survive in these fantastical settings, along with original illustrations and archival images, the book shines a spotlight down the dark, foreboding corners of the most infamous locations in the worlds of D&D. The perfect jumping-on point for young fans of fantasy looking to give D&D a try, the book also features prompts to encourage creative problem-solving skills in the dangerous situations you may find yourself in when on D&D adventures.

A Comprehensive Ogl Sourcebook for Fantasy Role-Playing Games

Live to Tell the Tale

Dangerous Games

Dungeon Master's Guide

What the Moral Panic Over Role-Playing Games Says about Play, Religion, and Imagined Worlds

The Game Master's Book of Non-Player Characters

Offers tips, advice, and strategies for creating worlds and adventures that players can enjoy while participating in the roleplaying game.

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.

From the creator of the popular blog The Monsters Know What They're Doing comes a compilation of villainous battle plans for Dungeon Masters. In the course of a Dungeons & Dragons game, a Dungeon Master has to make one decision after another in response to player behavior--and the better the players, the more unpredictable their behavior! It's easy for even an experienced DM to get bogged down in on-the-spot decision-making or to let combat devolve into a boring slugfest, with enemies running directly at the player characters and biting, bashing, and slashing away. In The Monsters Know What They're Doing, Keith Ammann lightens the DM's burden by helping you understand your monsters' abilities and develop battle plans before your fifth edition D&D game session begins. Just as soldiers don't whip out their field manuals for the first time when they're already under fire, a DM shouldn't wait until the PCs have just encountered a dozen bullywugs to figure out how they advance, fight, and retreat. Easy to read and apply, The Monsters Know What They're Doing is essential reading for every DM.

From the author of The Monsters Know What They're Doing comes an introduction to combat tactics for Dungeons & Dragons players. In his first book, The Monsters Know What They're Doing (based on his popular blog), Keith Ammann unleashed upon the D&D world a wave of clever, highly evolved monster tactics. Now it's only fair that he gives players the tools they need to fight back...and prevail! An introduction to combat tactics for fifth-edition Dungeons & Dragons players, Live to Tell the Tale evens the score. It examines the fundamentals of D&D battles: combat roles, party composition, attacking combos, advantage and disadvantage, Stealth and Perception, and more...including the ever-important consideration of how to run away! Don't worry about creating a mathematically perfect character from square one. Survival isn't about stats--it's about behavior! With four turn-by-turn, roll-by-roll, blow-by-blow sample battles, Live to Tell the Tale breaks down how to make the best choices for your cherished characters so that they can survive their adventures, retire upon their accumulated riches, and tell stories about the old days that nobody will ever believe.

D&d Wild Beyond the Witchlight: A Feywild Adventure Accessory Kit

Revisiting Imaginary Worlds

Experts V.3.5

Eberron: Rising from the Last War (D&D Campaign Setting and Adventure Book)

Outcastia Campaign Setting Book III: Campaign Master's Manual

Combat Tactics for Dungeon Masters

An anthology of seventeen mystery-themed adventures for the world's greatest roleplaying game. Candlekeep attracts scholars like a flame attracts moths. Historians, sages, and others who crave knowledge flock to this library fortress to peruse its vast collection of books, scribbled into which are the answers to the mysteries that bedevil them. Many of these books contain their own mysteries—each one a doorway to adventure. Dare you cross that threshold? · 17 mystery-themed D&D adventures, each tied to a book discovered in the famed library fortress of Candlekeep · Easy to run as stand-alone mini adventures or to drop into your home campaign · Adventures span play from levels 1 to 16 · Includes a full poster map of Candlekeep, plus detailed descriptions of the various locations, characters, and creatures that reside within it · Introduces a variety of Dungeons & Dragons monsters, items, and non-player characters (NPCs) · Candlekeep Mysteries is a collection of seventeen short, stand-alone D&D adventures designed for characters of levels 1-16. Each adventure begins with the discovery of a book, and each book is the key to a door behind which danger and glory await. These adventures can be run as one-shot games, plugged into an existing Forgotten Realms campaign, or adapted for other campaign settings. This book also includes a poster map of the library fortress and detailed descriptions of Candlekeep and its inhabitants.

The concept of world and the practice of world creation have been with us since antiquity, but they are now achieving unequalled prominence. In this timely anthology of subcreation studies, an international roster of contributors come together to examine the rise and structure of worlds, the practice of world-building, and the audience's reception of imaginary worlds. Including essays written by world-builders A.K. Dewdney and Alex McDowell and offering critical analyses of popular worlds such as those of Oz, The Lord of the Rings, Star Trek, Star Wars, Battlestar Galactica, and Minecraft, Revisiting Imaginary Worlds provides readers with a broad and interdisciplinary overview of the issues and concepts involved in imaginary worlds across media platforms.

The Whole Library Handbook, now in its fifth edition, is an encyclopedia filled with facts, tips, lists, and resources essential for library professionals and information workers of all kinds, all carefully handpicked to reflect the most informative, practical, up-to-date, and entertaining examples of library literature. Organized in easy-to-find categories, this unique compendium covers all areas of librarianship from academic libraries to teen services, from cataloging to copyright, and from gaming to social media. Selections include Facts and figures on library workers Bookmobile guidelines 100 great libraries of the world Job search and recruitment techniques, and advice on how to deal with tough economic times Tips on writing articles and book reviews Fun with cataloging rules Famous librarians' favorite books Covering a huge spectrum of librarianship, this one-of-a-kind volume is both educational and entertaining.

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

Dungeons and Dragons 4th Edition For Dummies

Icwind Dale: Rime of the Frostmaiden (D&D Adventure Book) (Dungeons & Dragons)

The Whole Library Handbook 5

Dungeons & Dragons Dungeon Master's Screen Wilderness Kit (D&D Accessories)

Dungeon Master For Dummies

Heroes' Feast (Dungeons & Dragons)

Explore the fantasy world of D&D and delve into dungeons, slay monsters, and gain treasure! If you've been thinking of playing D&D or you've played before and you want to get up to speed on the all-new 4th Edition, this is the book for you. Here's what you need to know to join the fantasy fun. D&D terminology — understand what ability check, modifier, saving throw, AC, gp, hp, and XP mean Roll the dice — add modifiers and see if you rolled the d20 high enough to beat the challenge Minding your manners — know D&D etiquette so you'll be welcome in any adventure Character building — select your character's race and class, and choose the best powers, skills, feats, and gear Roleplaying — give your character a background and personality quirks Combat — use combat rules, a battle grid, and miniatures to play out furious battles Open the book and find: Everything a new player needs to get started playing D&D Details on four fantasy races and four iconic classes Explanations of every number and statistic on the character sheet The best magic items and equipment for characters of all classes Advice on roleplaying and teamwork A ready-to-use adventure to get you started as a Dungeon Master A ready-to-use battle grid with character and monster markers

Explore the lands of Eberron in this campaign sourcebook for the world's greatest roleplaying game. This book provides everything players and Dungeon Masters need to play Dungeons & Dragons in Eberron—a war-torn world filled with magic-fueled technology, airships and lightning trains, where noir-inspired mystery meets swashbuckling adventure. Will Eberron enter a prosperous new age or will the shadow of war descend once again? • Dive straight into your pulp adventures with easy-to-use locations, complete with maps of floating castles, skyscrapers, and more. • Explore Sharn, a city of skyscrapers, airships, and noirish intrigue and a crossroads for the world's war-ravaged peoples. • Include a campaign for characters venturing into the Mourland, a mist-cloaked, corpse-littered land twisted by magic. • Meld magic and invention to craft objects of wonder as an artificer—the first official class to be released for fifth edition D&D since the Player's Handbook. • Flesh out your characters with a new D&D game element called a group patron—a background for your whole party. • Explore 16 new race/subrace options including dragonmarks, which magically transform certain members of the races in the Player's Handbook. • Confront horrific monsters born from the world's devastating wars.

Delve into dungeons with this kit for the world's greatest roleplaying game Delve into the Dungeons' Depths This kit equips the Dungeon Master® with a screen and other tools that are perfect for running D&D® adventures through dungeons, whether ruined or thriving. The Dungeon Master's screen features a painting of a fantastic vista that plunges into the deep reaches of a mountain. Useful rules references cover the screen's interior, with an emphasis on dungeon-delving.

NEW YORK TIMES BESTSELLER • 80 recipes inspired by the magical world of Dungeons & Dragons “Ready a tall tankard of mead and brace yourself for a culinary journey to match any quest!”—Tom Morello, Rage Against the Machine *From the D&D experts behind Dungeons & Dragons Art & Arcana comes a cookbook that invites fantasy lovers to celebrate the unique culinary creations and traditions of their favorite fictional cultures. With this book, you can prepare dishes delicate enough to dine like elves and their drow cousins or hearty enough to feast like a dwarven clan or an orcish horde. All eighty dishes—developed by a professional chef—are delicious, easy to prepare, and composed of wholesome ingredients readily found in our world. Heroes' Feast includes recipes for snacking, such as Elven Bread, Iron Rations, savory Hand Pies, and Orc Bacon, as well as hearty vegetarian, meaty, and fish mains, such as Amphail Braised Beef, Hamlet Golden Brown Roasted Turkey, Drow Mushroom Steaks, and Pan-Fried Knucklehead Trout—all which pair perfectly with a side of Otik's famous fried spiced potatoes. There are also featured desserts and cocktails—such as Heartlands Rose Apple and Blackberry Pie, Trolltide Candied Apples, Evermead, Potion of Restoration, and Goodberry Blend—and everything in between, to satisfy a craving for any adventure.*

The Game Master's Book of Traps, Puzzles and Dungeons

The Wild Beyond the Witchlight: A Feywild Adventure (Dungeons & Dragons Book)

Dungeons & Dragons Spellbook Cards: Magic Items (D&D Accessory)

Frostburn

Dungeons & Dragons For Dummies

Empire of Imagination

From adamantite armor to wings of flying, every magic item in the Dungeon Master's Guide is on a card of its own in this easy-to-use deck of cards. Keep your game moving along when the adventurers find that crucial magical treasure, by providing your players with a card that is quick and easy to reference in and out of the game. - Contains 294 durable, laminated cards for a hoard of magical weapons, armor, and other wondrous items from the D&D Dungeon Masters Guide. - Official game statistics provided on one side, and evocative art of the item on the other. - The perfect tool to help Dungeon Masters equip their villains or dole out rewards to their players' heroes.

Feel the cold touch of death in this adventure for the world's greatest roleplaying game. Beneath the unyielding night sky, you stand before a towering glacier and recite an ancient rhyme, causing a crack to form in the great wall of ice. Beyond this yawning fissure, the Caves of Hunger await. And past this icy dungeon is a secret so old and terrifying that few dare speak of it. The mad wizards of the Arcane Brotherhood long to possess that which the god of winter's wrath has so coldly preserved--as do you! What fantastic secrets and treasures are entombed in the sunless heart of the glacier, and what will their discovery mean for the denizens of Icwind Dale? Can you save Ten-Towns from the Frostmaiden's everlasting night? Brave the frozen North of Faerun in this Dungeons & Dragons adventure for characters level 1-12. Explore the frontier of Icwind Dale! Maps and guides will aid you on your journey through a land of isolation, paranoia, and deadly cold. Venture into the Ten Towns and other beloved D&D locations made famous by Drizzt Do'Urden and the Companions of the Hall. Encounter the hazards of a frozen wilderness. This book provides DMs with rules for running D&D adventures in icy tundras and wintery climes. Discover long-lost treasures, magic items, and long-forgotten spells in the icy depths of a truly unforgettable Dungeons & Dragons adventure.

Combat Tactics for Player Characters

Dungeons and Dragons Accessory