

Dungeons And Dragons 4th Edition Player Handbook

Weave legendary stories in the world's greatest roleplaying game. All you need to run a Dungeons & Dragons game is your imagination, some dice, and this book. The Dungeon Master's Guide teaches you how to run D&D adventures for your players— how to invent monsters for them to fight, mysteries for them to solve, and fantasy worlds for them to explore. “[The Dungeon Master's Guide is] the one book to rule them all, the most comprehensive and powerful set of resources needed to run a game of D&D. . .” —Charlie Hall, Polygon.com “D&D acolytes are everywhere...Tech workers from Silicon Valley to Brooklyn have long-running campaigns, and the showrunners and the novelist behind ‘Game of Thrones’ have all been Dungeon Masters.”—Neima Jahromi, The New Yorker • The Dungeon Master's Guide is one of the three main Dungeons & Dragons books, along with the Player's Handbook and Monster Manual. It's a reference used by the Dungeon Master (the game's narrator) to create adventures—to run Dungeons & Dragons games and fill them with characters and stories. • The Dungeon Master's Guide (DMG) is full of tools to help you immerse players in the game. What's the demon lord's secret weakness? Are the orcish invaders a criminal enterprise, or traitorous allies? Dozens of tables throughout the book help inspire your decisions and keep the game flowing smoothly. • In the Dungeon Master's Guide (DMG), even the tables tell tales. A legendary sword takes five decades to craft. Who created it, and why? A tavern-crawling gnome has an eye twitch. How did she get it, and when? In every detail is an architecture for narrative—and the Dungeon Master's Guide has all the tools you need to flesh it out with ease. • In Dungeons & Dragons, you and your friends coauthor your own legend. Guided by a Dungeon Master, you create characters and play their roles in a story, rolling dice and navigating maps as you unfold a tale as limitless as your imagination. • Dungeons & Dragons is the world's greatest roleplaying game. Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming.

"Player's Handbook 2 is the most significant expansion to the 4th edition Dungeons & Dragons game. This companion to the 'Player's handbook' core rulebook introduces the primal power source, which draws on the spirits that preserve and sustain the world. This book includes four classes tied to the primal power source: the barbarian, the druid, the shaman, and the warden. It also presents four new arcane and divine classes: the avenger, the bard, the invoker, and the sorcerer"--Back cover.

A guide to the role-playing game that provides information on its commands, individual campaigns, scoring, extras, tactics, and the secrets of the multi-player mode. This adventure takes characters from 1st level to 3rd level.

Provides information on the nature of the power source, races, classes, feats, powers, and options in the game of Dungeons and Dragons.

Dungeons and Dragons Core Rulebook

Roleplaying Game Supplement

A 4th Edition D&D Accessory

Psionic Power

Manual of the Planes

Roleplaying Game Core Rules

Get Free Dungeons And Dragons 4th Edition Player Handbook

Official Dungeon Master's screen for the 4th Edition Dungeons & Dragons® Roleplaying Game This four-panel cardstock screen features new full-color artwork and allows Dungeon Masters to keep their campaign notes and die rolls private, without blocking their view of the game table. Easy-to-reference rules and tables appear on the inside panels of the screen; these are designed for the Dungeon Master's eyes only and comply with the rules in the 4th Edition Dungeons & Dragons core rulebooks.

Information on the characters of the 4th ed. of Dungeons and dragons.

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.

A new Dungeons & Dragons® game supplement offers hundreds of new options for characters, specifically focusing on heroes who draw power from the spirits to preserve and sustain the world--including barbarians, druids, shamans, and wardens--providing new character powers, feats, paragon paths, and epic destinies.

Vor Rukoth

Neverwinter Campaign Setting

Rules Compendium

Dungeons and Dragons Fantasy Roleplaying Game

Kingdom of the Ghouls

An Essential Dungeons and Dragons Compendium

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.

In addition to character-optimization tips and player advice for Dungeons & Dragons fans, an entertaining strategy guide also includes engaging sidebar essays written by celebrity gamers and a distinctive comic-art style.

The ruined city of Vor Rukoth has been rediscovered and draws heroes and villains in search of treasure.

Awesome tools, rules, and adventure content for every Dungeon Master. If you're a Dungeons & Dragons player interested in taking on the role of the Dungeon Master, or if you're an experienced DM looking for more game advice, tools, and adventure content, the Dungeon Master's Kit™ has exactly what you need to build your own Dungeons & Dragons campaign 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 1–30. It

also includes useful DM tools such as a Dungeon Master's screen (with tables and rules printed on the inside), die-cut terrain tiles and monster tokens, and fold-out battle maps. Game components:

- 96-page book of rules and advice for Dungeon Masters
- 32-page monster book
- Two 32-page adventures
- 3 sheets of die-cut monster tokens
- 2 double-sided battle maps
- Fold-out Dungeon Master's screen

Dungeon Master's Screen

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 An Adventure for Characters of 21st-23rd Level

Keep on the Shadowfell

Player's Option: Heroes of the Feywild

Underdark

The best way to start playing the 4th Edition Dungeons & Dragons Fantasy Roleplaying Game. Designed for one-to-five players, this boxed game contains everything needed to start playing.

This core rulebook introduces an innovative monster stat block format, that makes running monsters easier for the Dungeon Master, and presents a horde of iconic monsters that fit into any campaign.

Demons and demon lords for your Dungeons & Dragons® campaign! Demonomicon(tm) presents the definitive treatise on demons and their masters, the demon lords. Whether you're looking to introduce demons into your D&D® campaign or plunge your heroes into the heart of the Abyss, this book has something for you! More than just a maelstrom of chaos and corruption, the Abyss is an exciting D&D adventure locale for paragon- and epic-level heroes to explore. Within its many layers lurk powerful demon lords and fiendish hordes eager to be unleashed upon unsuspecting worlds. This tome brings demons into the world of D&D, updates classic demons to 4th Edition, provides statistics for various demon lords, and introduces dozens of new horrors from the abyssal depths. It gives Dungeon Masters ready-to-use encounters and mechanics to make demons exciting elements in their home campaigns.

"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.

Dungeons and Dragons Player's Strategy Guide

A 4th Edition Dungeons and Dragons Supplement

Death's Reach

Monster Vault

Gloomwrought and Beyond: Roleplaying Game Supplement
Dungeons & Dragons Player's Handbook Collection

An exciting D&D™ boardgame for 1-5 players. The master of Ravenloft® is having guests for dinner—and you are invited! Evil lurks in the towers and dungeons of Castle Ravenloft™, and only heroes of exceptional bravery can survive the horrors within. Designed for 1-5 players, this boardgame features multiple scenarios, challenging quests, and cooperative game play. Castle Ravenloft includes the following components: • 40 plastic heroes and monsters • 13 sheets of interlocking cardstock dungeon tiles • 200 encounter and treasure cards • Rulebook • Scenario book • 20-sided die
Presents the core rules for the fourth edition of the Dungeons & Dragons roleplaying game that outline making characters, adventuring, and resolving combat.

All three 4th Edition core rulebooks in one handsome slipcase. The Dungeons & Dragons Roleplaying Game has defined the medieval fantasy genre and the tabletop RPG industry for more than 30 years. In the D&D game, players create characters that band together to explore dungeons, slay monsters, and find treasure. The 4th Edition D&D rules offer the best possible play experience by presenting exciting character options, an elegant and robust rules system, and handy storytelling tools for the Dungeon Master. This gift set provides all three 4th Edition Dungeons & Dragons core rulebooks (Player's Handbook, Dungeon Master's Guide, and Monster Manual) in a handsome slipcase that looks great on any bookshelf.

A D&D(R) adventure for 24th-level characters. In this adventure, demonic forces plot to usurp the Raven Queen's power over death, and all paths lead to an ancient kingdom hidden in the subterranean depths of the Shadowfell. This adventure can be run as a stand-alone adventure or as Part Two of a three-part series of adventures that spans the epic tier of gameplay. E2 Kingdom of the Ghouls is a D&D adventure designed to take characters from 24th to 27th level.

Martial Power 2

Player's Handbook 2

Dungeon Masters

Monster Manual 3

Advanced Dungeons & Dragons, Players Handbook

Primal Power

Presents guidelines for creating characters in the popular role playing game, from brave fighters to wily rogues, and includes each character class's list of feats, weapons, armor, and adventuring gear.

Presents a "Dungeons and Dragons" adventure for the 21st to 23rd level, providing adventure hooks, setup information, tactics, and features of areas.

New options for ardens, battleminds, monks, and psions. Hot on the heels of the Player's Handbook® 3 core rulebook comes Psionic Power(tm), a D&D® supplement that explores the psionic power source in more detail. This supplement presents hundreds of new options for D&D characters, specifically focusing on heroes who channel the power of the mind. It provides

new builds for the ardent, battlemind, monk, and psion classes, including new character powers, feats, paragon paths, and epic destinies.

Illustrated wilderness terrain tiles for use with the Dungeons & Dragons® Fantasy Roleplaying Game The Dungeon Tiles Master Sets are designed to give Dungeon Masters the tiles they need to build Dungeons & Dragons adventure maps, including maps appearing in published adventures. With this box of customizable terrain tiles, Dungeon Masters can add new dimension to their Dungeons & Dragons tabletop experience. Easy to set up and infinitely expandable, this Dungeon Tiles set allows DMs to create the adventures they want to play. This box contains 10 double-sided sheets of illustrated, die-cut terrain tiles printed on heavy cardstock. The tiles feature wilderness sites and terrain elements that Dungeon Masters can use to build exciting encounters set in the outdoors.

Dungeons & Dragons For Dummies

Castle Ravenloft

King of the Trollhaunt Warrens

Dungeon Master's Guide

Heroes of the Fallen Lands

Create and Play Clerics, Fighters, Rogues, and Wizards

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

A D&D Adventure for 11th-level characters. Designed to take characters from 11th to 14th level, this adventure pits the heroes against a variety of horrible monsters and fiendish foes as they seek to thwart the evil machinations of the denizens of the Trollhaunt Warrens. This adventure can be run as a stand-alone adventure or as Part One of a three-part series of adventures that spans 10 levels of gameplay.

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.

2 great books... 1 great price! The Player's Handbook and Player's Handbook 2 contain all of the rules, classes, races, feats, skills, and items any player of D&D® will ever need. Gathered together in a handsome slip-case, this special holiday collection offers both books at one great price! In addition to this savings, purchasers will receive a promotional code that will garner them \$12 off on a year-long subscription to D&D Insider™, the premier website for the dedicated D&D gamer. D&D Insider provides players with great additional rules content as well as a suite of tools designed to make playing D&D that much easier. This great holiday offering is just the thing for either the new or the dedicated gamer in your life...

Halls of Undermountain

Pyramid of Shadows

Dungeons & Dragons Dungeon Master's Guide (Core Rulebook, D&D Roleplaying Game)

Wizards Presents Worlds and Monsters

Dungeons and Dragons 4th Edition For Dummies

Deluxe Dungeon Master's Screen

New options and character hooks for dragonborn characters. If you want to play the ultimate dragonborn hero, this book is for you! This expansion of the Player's Handbook® core rulebook explores the mysteries of the dragonborn. It presents D&D® players with exciting new options for their dragonborn characters, including unique racial feats, powers, paragon paths, and epic destinies. This book also includes ways to flesh out your dragonborn character's background and personality.

Aimed at players and Dungeon Masters, this game supplement explores the heroes and wonders of Athas--a savage desert world abandoned by the gods and ruled by terrible sorcerer-kings.

This book enables players to weave elements of the Feywild into their existing and future characters. It contains exciting new character builds and options that are thematically rooted to the Feywild, a wild and verdant plane of arcane splendor, full of dangerous and whimsical creatures.

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

An Adventure for Characters of 7th-10th Level

A D&D Boardgame

Demonomicon

Dungeons and Dragons Supplement

Dungeon Tiles Master Set - The Wilderness

An Adventure for Characters of 11th-13th Level

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

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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

Dungeons and Dragons Core Rulebook

The Dungeon Master's best friend. This accessory for the Dungeons & Dragons Fantasy Roleplaying Game is a beautiful addition to any game table and the ultimate aid for Dungeon Masters. The four-panel screen is made of durable game board-quality card stock, with a lavish illustration on the outside and handy reference tables and charts on the inside. The landscape design allows Dungeon Masters to see and reach over the screen without difficulty. Dungeon Masters can keep their notes and die rolls hidden from the players while having all important rules information at the ready.

This lavishly illustrated book gives role-playing game fans a unique, behind-the-screen glimpse into the making of the Dungeons & Dragons] role-playing game.

Player's Handbook Races - Dragonborn

Dark Sun Campaign Setting

The Shadowfell

Dungeon Master's Guide 2

Player's Option, Heroes of Shadow

Beneath the streets of Waterdeep, a sinister dungeon awaits adventurers brave enough to face its perils. Created ages ago by the wizard Halaster, the sprawling dungeon is a lair for terrible monsters and ruthless villains. In the dark chambers, they hunger for victims and plot the downfall of those who dwell on the streets above. Who will unravel the twisting labyrinth to reveal its secrets, claim its treasures, and stop the foul machinations of the dungeon's denizens? Halls of Undermountain(tm) is a 96-page hardcover book that presents a ready-to-use dungeon detailing over eighty locations. The adventure offers a way for Dungeon Masters participating in the recent D&D Encounters(tm) season, The Elder Elemental Eye(tm), to extend the adventure. In addition, this book provides all the ingredients to run a classic dungeon delve, including enticing treasures, deadly traps, a wide assortment of monsters, and two double-sided full-color poster maps.

New options for fighters, rangers, rogues, and warlords... Sharpen your sword and tighten your bow! This must-have book is the latest in a line of player-friendly game supplements offering hundreds of new options for D&D® characters, specifically focusing on martial heroes. It provides new archetypal builds for fighters, rangers, rogues, and warlords, as well as new character powers, feats, paragon paths, and epic destinies.

Reduced to ruins by supernatural cataclysms, Neverwinter rises from the ashes to reclaim its title as the Jewel of the North. Yet even as its

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citizens return and rebuild, hidden forces pursue their own goals and vendettas, any one of which could tear the city apart. Neverwinter has long been one of the most popular locations in the Forgotten Realms® campaign world. This book presents a complete heroic-tier campaign setting that plunges players into the politics, skullduggery, and peril of a city on the brink of destruction or greatness. A wealth of information about Neverwinter and its environs is provided: maps, quests, encounters, and statistics -- everything a Dungeon Master needs for his heroic tier adventures.

An Essential Dungeons and Dragons Kit

An Ancient Ruins Adventure Site