

Dungeons And Dragons Player Handbook 4th Edition Free

Outlines how to determine a character’s abilities, rules for character improvement, and mapping and combat procedures

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 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...

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 path includes ways to flesh out your dragonborn character’s background and personality.

Speed up your game with official D&D® power cards. Players using Player’s Handbook(R) Power Cards don’t need to crack open a rulebook every time they cast a spell--all the crucial information is right in front of their eyes. Each and every class power appearing in the Player’s Handbook has its own card. Simply select the cards for your character’s powers and you’re ready to play! This deck of 100 cards includes all the powers from Player’s Handbook for the cleric, plus a few blank cards for players to use for other powers.

Dungeon Master’s Screen

The New Player’s Handbook

Dungeon Master’s Screen Reincarnated

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

Player’s Handbook Races - Dragonborn

Fantasirillespl.

"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 deluxe leatherbound edition of one of the three D&D core rulebooks. This new, beautifully bound version of the Monster Manual joins the special editions of the Player’s Handbook and the Dungeon Master’s Guide to complete the premiere set of Dungeons & Dragons core rulebooks. Like the others, the title gets premium treatment in the form of a leather binding, emboss and foil treatment, gilt-edged paper, and an attached ribbon bookmark.

Shows the reader how to be a Dungeon Master.

Druid

Core Rulebook I V.3.5

Dungeons and Dragons Players Kit

Player’s Handbook Races: Tieflings

Player’s Handbook/Rules Supplement

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 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.

This follow-up to the "Player’s Handbook" is designed to aid players and provide more character options.

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 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 orcsih 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.

"Roleplaying game supplement."--P. [1] of cover.

Advanced Dungeons & Dragons Player’s Handbook

Dungeons & Dragons

Advanced Dungeons & Dragons

Special Reference Work : Players Handbook

Dungeons & Dragons Player’s Handbook 2

Discusses how to create and play characters of various races, classes, and abilities, covering topics including skills, feats, equipment, adventuring, and magic.

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

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

Dice and miscellany for the world’s greatest roleplaying game EXPLORE THE REALMS! Let Laeral Silverhand-Open Lord of Waterdeep, centuries-old archmage, and daughter of the goddess of magic-guide you on your path to adventure. INCLUDES · Eleven Dice (two d20s, one d12, two d10s, one d8, four d6s, one d4) · Twenty illustrated, double-sided cards detailing Laeral’s expert insights on key characters, locations, and lore from across the Forgotten Realms™. · A durable, felt-lined box that functions as two dice trays. · Foldout double-sided map of the Sword Coast and the city of Waterdeep (11" x 16")

Player’s Handbook 2

Player’s Handbook II

Special Edition Player’s Handbook

Arcane, Divine, and Martial Heroes

Core Rulebook II

Speed up your game with official D&D® power cards. Players using Player’s Handbook(R) Power Cards don’t need to crack open a rulebook every time they cast a spell--all the crucial information is right in front of their eyes. Each and every class power appearing in the Player’s Handbook has its own card. Simply select the cards for your character’s powers and you’re ready to play! This deck of 100 cards includes all the powers from Player’s Handbook for the cleric, plus a few blank cards for players to use for other powers.

Create heroic characters for the world’s greatest roleplaying game. The Player’s Handbook is the essential reference for every Dungeons & Dragons roleplayer. It contains rules for character creation and advancement, backgrounds and skills, exploration and combat, equipment, spells, and much more. Use this book to create characters from among the most iconic D&D races and classes. Publisher’s Weekly #1 Best Seller in Hardcover Nonfiction Wall Street Journal #1 Best Seller in Hardcover Nonfiction • 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. • The Player’s Handbook is the first of three D&D core rulebooks, along with the Monster Manual and the Dungeon Master’s Guide. The Player’s Handbook is the cornerstone. It’s the foundational text of D&D’s fifth edition—for beginners and for veterans alike. • The Player’s Handbook walks you through how to create a Dungeons & Dragons character—the role you’ll play in the D&D world. • 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.

Endless adventure and untold excitement await! Prepare to venture forth with your bold compans into a world of heroic fantasy. Within these pages, you’ll discover all the tools and options you need to create characters worthy of song and legend for the Dungeons & Dragons roleplaying game. The revised Player’s Handbook is the definitive rulebook for the Dungeons & Dragons game. It contains complete rules for the newest edition and is an essential purchase for anyone who wants to play the game. The revised Player’s Handbook received revisions to character classes to make them

more balanced, including updates to the bard, druid, monk, paladin, and ranger. Spell lists for characters have been revised and some spell levels adjusted. Skills have been consolidated somewhat and clarified. A larger number of feats have been added to give even more options for character customization in this area. In addition, the new and revised content instructs players on how to take full advantage of the tie-in D&D miniatures line planned to release in the fall of 2003 from Wizards of the Coast, Inc.

Dungeons & Dragons Player’s Handbook (Core Rulebook, D&D Roleplaying Game)Wizards of the Coast

Cleric Power Cards

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

The Complete Fighter’s Handbook

Dungeons & Dragons Player’s Handbook (Core Rulebook, D&D Roleplaying Game)

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.

Everything needed to leap into a D&D game! The Dungeons & Dragons Player’s Kit is the perfect purchase for a graduate of the Basic Game, or anyone else looking to join a game of Dungeons & Dragons. The Dungeons & Dragons Player’s Kit contains a trade paperback version of the D&D Player’s Handbook, a full set of roleplaying dice, and a supplementary booklet that helps new players create and advance characters. This kit is a great value for new D&D players.

Sure, you think you know the story of the fearsome red dragon, Dragonia. How it terrorized the village of Skendrick until a brave band of heroes answered the noble villagers’ call for aid. How nothing could stop those courageous souls from facing down the dragon. How they emerged victorious and laden with treasure. But, even in a world filled with epic adventures and tales of derring-do, where dragons, goblins, and unlicensed prestidigitators run amok, legendary heroes don’t always know what they’re doing. Sometimes they’re clueless.

Sometimes beleaguered townsfolk are more hapless than helpless. And orcs? They’re not always assholes, and sometimes they don’t actually want to eat your children. Heloise the Bard, Erithea’s most renowned storyteller (at least, to hear her tell it), is here to set the record straight. See, it turns out adventuring isn’t easy, and true heroism is as rare as an articulate villager. Having spent decades propagating this particular myth (which, incidentally, she wrote), she finally able to tell the real story-for which she just so happened to have a front-row seat. Welcome to Erithea. I hope you brought a change of undergarments-things are going to get messy.

Speed up your game with official D&D(R) power cards. Players using "Player’s Handbook"(R) Power Cards don't need to crack open a rulebook every time they cast a spell--all the crucial information is right in front of their eyes. Each and every class power appearing in the "Player’s Handbook" has its own card. Simply select the cards for your character's powers and you're ready to play! This display contains all 8 decks of cards from the "Player’s Handbook." Each deck of 100 cards includes all the powers from "Player’s Handbook," plus a few blank cards for players to use for other powers.

Dungeons and Dragons

Dungeons & Dragons Player’s Handbook

Player’s Handbook - Paladin

Monster Manual Special Edition

Roleplaying Game Supplement

Play 4th Edition D&D in style with this deluxe rulebook. The Player’s Handbook presents the official Dungeons & Dragons Roleplaying Game rules as well as everything a player needs to create his D&D character. This is a premium, foil cover version of the 4th Edition Player’s Handbook that every Dungeons & Dragons player and Dungeon Master can appreciate. Offers tips, advice, and strategies for mastering the game, Dungeons and Dragons.

Speed up your game with official D&D® power cards. Players using Player’s Handbook(R) Power Cards don’t need to crack open a rulebook every time they cast a spell--all the crucial information is right in front of their eyes. Each and every class power appearing in the Player’s Handbook has its own card. Simply select the cards for your character’s powers and you’re ready to play! This deck of 100 cards includes all the powers from Player’s Handbook for the ranger, plus a few blank cards for players to use for other powers.

Every Dungeon Master needs a screen to conceal notes and dice rolls and to have valuable charts and information close at hand. This Forgotten Realms accessory includes a 32-page booklet of tables and topography and a four-panel screen containing a wealth of information and featuring original artwork on the front.

D&D Character Sheets

Dungeons & Dragons Player’s Handbook 2 Bard Power Cards

Dungeons & Dragons Player’s Handbook Collection

The Part About the Dragon was (Mostly) True

Player’s Handbook, Core Rulebook I

Speed up your game with official D&D® power cards. Players using Player’s Handbook(R) 2 Power Cards don't need to crack open a rulebook every time they cast a spell--all the crucial information is right in front of their eyes. Each and every class power appearing in Player’s Handbook 2 has its own card. Simply select the cards for your character's powers and you're ready to play! Each deck contains 100 cards with all the powers from Player’s Handbook 2 for each of the eight classes featured in the book, plus a few blank cards for players to use for other powers.

Inside the pockets of this lavishly illustrated protective folder, you'll find a full set of fifth edition Dungeons & Dragons character sheets for use in any D&D campaign. This product includes three additional styles of double-sided character sheets giving veteran players options based on their individual play preference and spell sheets for keeping track of their magical repertoire. Each character sheet provides plenty of room to keep track of everything that makes a character unique. Also included is an introductory character sheet designed specifically to help ease new players into the game. Fans can use these character sheets to welcome new players to the world's greatest roleplaying game or choose a variant that fits their preferences.

For many gamers, the 2nd Edition Advanced Dungeons & Dragons core rulebooks were their introduction to the roleplaying game hobby. The AD&D Player’s Handbook presents all of the information a player needs to create an AD&D character from scratch and advance the character in level. This reprint of the classic rulebook features a new cover design.

Everything you need to start playing the world’s greatest roleplaying game. “I recommend [the D&D Starter Set] for anyone who’s curious and wants to learn D&D.”—Ed Grabonowski, io9.Gizmodo.com The Dungeons & Dragons Starter Set is your gateway to action-packed stories of the imagination. This box contains the essential rules of the game plus everything you need to play heroic characters on perilous adventures in worlds of fantasy. Explore subterranean labyrinths! Plunder hoards of treasure! Battle legendary monsters! • FIVE READY-TO-PLAY CHARACTERS • SIX DICE • ONE ADVENTURE BOOK: LOST MINE OF PHANDELVER • ONE RULEBOOK • ONE CHARACTER SHEET “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 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. The main Dungeons & Dragons books are the Player’s Handbook, Monster Manual, and Dungeon Master’s Guide.

PLAYER’S HANDBOOK

Dungeons & Dragons Player’s Handbook; Core Rulebook I V.3.5

Player’s Handbook

Core Rulebook II V.3.5

DUNGEONS AND DRAGONS.

This core rulebook is a deluxe, leather-bound edition of the essential tool every D&d player needs.

Dungeons & Dragons Starter Set (Six Dice, Five Ready-to-Play D&d Characters With Character Sheets, a Rulebook, and One Adventure)

D&d Forgotten Realms Laeral Silverhand’s Explorer’s Kit (D&d Tabletop Roleplaying Game Accessory)

Player’s Handbook – Ranger Power Cards: A 4th Edition D&d Accessory

Advanced Dungeons and Dragons Player’s Handbook For the AD & D Game

Fantasy Roleplaying Game Starter Set