

Download Ebook Of The Planes Dungeon Dragons D20 30 Fantasy Roleplaying

Of The Planes Dungeon Dragons D20 30 Fantasy Roleplaying

The Tome of Magic supplement presents three new kinds of magic that you can integrate easily into any Dungeons & Dragons campaign. These magic "subsystems" function alongside the existing D&D magic system and offer new game mechanics, character options, a

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

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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

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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.

Rollicking campus adventures for the world's greatest roleplaying game. The greatest minds in the multiverse meet at Strixhaven University. Professors convey fantastic secrets to eager students and life on campus is frenetic. But danger lurks even here. Campus hijinks mix with mishaps and sinister plots, and it's up to you to save the day. Strixhaven: A Curriculum of Chaos introduces the fantastical setting of Strixhaven University to Dungeons & Dragons, drawn from the multiverse of Magic: The Gathering. It also provides rules for creating characters who are students in one of its five colleges. Characters can explore the setting over the

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course of four adventures, which can be played together or on own. Each describes an academic year filled with scholarly pursuits, campus shenanigans, exciting friendships, hidden dangers and perhaps even romance. • Includes four brand new D&D adventures that can be played as stand-alones or woven together a campaign from levels 1–10 • Adds a new playable race—an owl one of the owlfolk who study at the university • Includes a bestiary of over forty magical creatures and NPCs • Experience D&D in new ways through the academic challenges, extracurricular activities and jobs, and relationships explored on campus • Includes a beautifully illustrated double-sided poster map that shows Strixhaven's campus on one side and important locations on the other • Attend an elite mage university, choose your college and adventure your way to graduation • Adds new player character

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options including feats and new backgrounds for first-year students at Strixhaven

Diabolical dangers await in this adventure for the world's greatest roleplaying game. Welcome to Baldur's Gate, a city of ambition and corruption. You've just started your adventuring career, but already find yourself embroiled in a plot that sprawls from the shadows of Baldur's Gate to the front lines of the planes-spanning Blood War! Do you have what it takes to turn infernal war machines and nefarious contracts against the archdevil Zariel and her diabolical hordes? And can you ever hope to find your way home safely when pitted against the infinite evils of the Nine Hells?

- This heroic Dungeons & Dragons adventure book takes players from levels 1 to 13 as they journey through Baldur's Gate and into Avernus, the first layer of the Nine Hells.
- Baldur's Gate is among

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the most iconic locations in fantasy culture. A mist-cloaked metropolis on the Sword Coast, it's a place of history and a home to heroes. • The book introduces the infernal war machines to fifth edition D&D—battle-ready vehicles, which you can customize as you blast off into the Blood War. • Dungeon Masters will entice their heroes with devils' deals, designed to lure adventurers with the ultimate temptations of power and treasure. • Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming. Fifth edition D&D draws from every prior edition to create a universally compelling play experience

Dungeons & Dragons Dungeon Master's Guide
Fiendish Codex I
Manual of the Planes

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Dungeons & Dragons Ghosts of Saltmarsh Hardcover Book (D&D
Adventure)

Special Edition Dungeon Master's Guide

Realms: The Roleplaying Art of Tony DiTerlizzi

*This new handbook is the complete guide to
integrating planar travel into anyD&D(
campaign.*

*Visit New Dimensions The most powerful
adventurers know that great rewards--and
great perils--await them beyond the world
they call home. From the depths of Hell to
the heights of Mount Celestia, from the
clockwork world of Mechanus to the swirling
chaos of Limbo, these strange and terrifying*

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dimensions provide new challenges to adventurers who travel there. Manual of the Planes is your guidebook on a tour of the multiverse. This supplement for the D&D game provides everything you need to know before you visit other planes of existence. Included are new prestige classes, spells, monsters, and magic items. Along with descriptions of dozens of new dimensions, Manual of the Planes includes rules for creating your own planes. To use this supplement, a Dungeon Master also needs the Player's Handbook, the Dungeon Master's Guide, and the Monster Manual. A player needs only the Player's

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Handbook.

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 how to put on a good 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 thwart the dastardly

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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 carnival on 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 entertainment Introduces two races—play as a fairy or as a harengon, a race of humanoid

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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 clever ideas and creative roleplay Classic 1980s Dungeons & Dragons characters return, including Warduke, Strongheart, and Kelek

Role-playing game historian Ben Riggs unveils the secret history of TSR— the company that unleashed imaginations with Dungeons & Dragons, was driven into ruin by disastrous management decisions, and then saved by their bitterest rival. Co-created by wargame

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enthusiasts Gary Gygax and Dave Arneson, the original Dungeons & Dragons role-playing game released by TSR (Tactical Studies Rules) in 1974 created a radical new medium: the role-playing game. For the next two decades, TSR rocketed to success, producing multiple editions of D&D, numerous settings for the game, magazines, video games, New York Times bestselling novels by Margaret Weis, Tracy Hickman, and R. A. Salvatore, and even a TV show! But by 1997, a series of ruinous choices and failed projects brought TSR to the edge of doom—only to be saved by their fiercest competitor, Wizards of the Coast,

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the company behind the collectible card game Magic: The Gathering. Unearthed from Ben Riggs's own adventurous campaign of in-depth research, interviews with major players, and acquisitions of secret documents, Slaying the Dragon reveals the true story of the rise and fall of TSR. Go behind the scenes of their Lake Geneva headquarters where innovative artists and writers redefined the sword and sorcery genre, managers and executives sabotaged their own success by alienating their top talent, ignoring their customer fanbase, accruing a mountain of debt, and agreeing to deals which, by the end, made

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them into a publishing company unable to publish so much as a postcard. As epic and fantastic as the adventures TSR published, Slaying the Dragon is the legendary tale of the rise and fall of the company that created the role-playing game world.

The Planewalker's Handbook

Hordes of the Abyss

A Secret History of Dungeons & Dragons

Raiding the Temple of Wisdom

Player's Option

Player's Option: Heroes of the Feywild

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(books not included). Pages: 113. Chapters: Dungeons & Dragons books, Lone Wolf, Fighting Fantasy, List of Lone Wolf media, List of Dungeons & Dragons rulebooks, Player's Handbook, Monster Manual, Fabled Lands, Unearthed Arcana, Manual of the Planes, Libris Mortis, Fiend Folio, Deities & Demigods, Endless Quest, Grailquest, Way of the Tiger, Dungeons & Dragons Basic Set, Tome of Battle, Dungeon Master's Guide, Oriental Adventures, List of Dungeons & Dragons adventures, Book of Vile Darkness, Monster Mythology, Dungeons & Dragons Immortals Rules, Blood Sword, Book of Artifacts, Dungeons & Dragons Companion Set, The Book of Lairs, Complete Psionic, Dungeons & Dragons Expert Set, Tome of Magic, Dungeons & Dragons Master Rules, The Complete Book of Dwarves, Lankhmar - City of Adventure, Complete Arcane, Elder Evils, Dungeoneer's Survival Guide,

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Fiendish Codex II: Tyrants of the Nine Hells, Monstrous Compendium, Blackmoor, Draconomicon, Fantasy Forest, Arms and Equipment Guide, Ghostwalk, Cretan Chronicles, Book of Exalted Deeds, Creature Catalogue, Greyhawk Adventures, Drow of the Underdark, Magic Item Compendium, The Shady Dragon Inn, Dungeon Geomorphs, Wilderness Survival Guide, Sorcery!, The Complete Book of Humanoids, The Deathlord of Ixia, Complete Divine, Advanced Dungeons & Dragons Adventure Gamebooks, Races of Stone, Complete Adventurer, Flight from the Dark, Martial Power, Gods, Demi-Gods & Heroes, Fiendish Codex I: Hordes of the Abyss, Complete Warrior, Miniatures Handbook, Lords of Madness, Eldritch Wizardry, Night Below: An Underdark Campaign, The Caverns of Kalte, Grey Star the Wizard, The Kingdoms of Terror, Fire on the Water, Swords & Spells, Beyond

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the Nightmare Gate, The Forbidden City, The Dungeons of Torgar, War of the Wizards, The Legacy of Vashna, The Masters of Darkness, Dungeons & Dragons Rules...

An exploration of two of the most exciting components of D&D(, "Dragon Magic"* changes the way dragons are used in D&D campaigns by imagining a world in which dragons openly share their magical secrets with humans and other races.

RPG supplement by Richard Baker & Robert Schwalb

Weave exciting tales of heroism filled with magic and monsters.

Within these pages, you ' ll discover the tools and options you need to create detailed worlds and dynamic adventures for your players to experience in the Dungeons & Dragons roleplaying game. The revised Dungeon Master's Guide is an essential rulebook for Dungeon Masters of the D&D game. The Dungeon Master's Guide

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has been reorganized to be more user friendly. It features information on running a D&D game, adjudicating play, writing adventures, nonplayer characters (including nonplayer character classes), running a campaign, characters, magic items (including intelligent and cursed items, and artifacts), and a dictionary of special abilities and conditions. Changes have been made to the item creation rules and pricing, and prestige classes new to the *Dungeon Master's Guide* are included (over 10 prestige classes). The revision includes expanded advice on how to run a campaign and instructs players on how to take full advantage of the tie-in D&D miniatures line.

Monster Manual IV

Dungeons and Dragons and Philosophy

Tabletop Role-Playing Games and the Modern Fantastic

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On Hallowed Ground

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

Dragon Magic

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.

A thrilling space-based campaign for the world's greatest roleplaying game. Home of the stars and gateway to the heavens, the Astral Plane teems with excitement and possibility. With the help of magic,

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spelljammers can cross the oceans of Wildspace, ply the silvery void known as the Astral Sea, and hop between worlds of the D&D multiverse. This collection contains everything a Dungeon Master needs to run a campaign set in the starlit realms of Wildspace and the Astral Sea, as well as new options for players who want to create characters at home in this fantastic setting.

- Collection includes adventure book, setting book, book of monsters, poster map, and DM screen - Light of Xaryxis--a 64-page hardcover adventure set in the Astral Plane for characters of levels 5-8 - The Astral

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Adventurer's Guide--64-page hardcover book presenting the Astral Plane as a campaign setting, including space-based character options, spells, magic items, spacefaring rules, ships, and more - Boo's Astral Menagerie--a 64-page hardcover book with game statistics and descriptions for over 60 creatures found in Wildspace and the Astral Sea - Double-sided poster map of the Rock of Bral--an asteroid-city that can serve as both an adventure location and a campaign hub - DM Screen--four-paneled Dungeon Master's screen designed for rollicking space adventures Explore the lands of Eberron in this campaign

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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

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intrigue and a crossroads for the world's war-ravaged peoples. • Include a campaign for characters venturing into the Mournland, 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. •

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Confront horrific monsters born from the world's devastating wars.

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

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*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.*

Dungeons and Dragons Core Rulebook

*Strixhaven: Curriculum of Chaos (D&D/MTG
Adventure Book)*

A Player's Guide to the Planes

*Secrets of the Astral Sea : Roleplaying Game
Supplement*

A Visual History

Heroes of the Elemental Chaos

This volume will convince readers that the

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swift ascent of the tabletop role-playing game Dungeons and Dragons to worldwide popularity in the 1970s and 1980s is “the most exciting event in popular culture since the invention of the motion picture.”

Dungeons and Dragons and Philosophy presents twenty-one chapters by different writers, all D&D aficionados but with starkly different insights and points of view. It will be appreciated by thoughtful fans of the game, including both those in their thirties, forties, and fifties who have rediscovered the pastime

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they loved as teenagers and the new teenage and college-student D&D players who have grown up with gaming via computer and console games and are now turning to D&D as a richer, fuller gaming experience. The book is divided into three parts. The first, "Heroic Tier: The Ethical Dungeon-Crawler," explores what D&D has to teach us about ethics and about how results from the philosophical study of morality can enrich and transform the game itself. Authors argue that it's okay to play evil characters, criticize the traditional and new

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systems of moral alignment, and (from the perspective of those who love the game) tackle head-on the recurring worries about whether the game has problems with gender and racial stereotypes. Readers of Dungeons and Dragons and Philosophy will become better players, better thinkers, better dungeon-masters, and better people. Part II, "Paragon Tier: Planes of Existence," arouses a new sense of wonder about both the real world and the collaborative world game players create. Authors look at such

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metaphysical questions as what separates magic from science, how we express the inexpressible through collaborative storytelling, and what the objects that populate Dungeons and Dragons worlds can teach us about the equally fantastic objects that surround us in the real world. The third part, "Epic Tier: Leveling Up," is at the crossroads of philosophy and the exciting new field of Game Studies. The writers investigate what makes a game a game, whether D&D players are artists producing works of art,

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whether D&D (as one of its inventors claimed) could operate entirely without rules, how we can overcome the philosophical divide between game and story, and what types of minds take part in D&D.

New York Times bestselling creator Tony DiTerlizzi is known for his distinctive style depicting fantastical creatures, horrific monsters, and courageous heroes. His illustrations reshaped and defined the worlds of Advanced Dungeons and Dragons, Planescape, and Magic: The Gathering in the

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imaginations of legions of devoted roleplaying gamers during the 1990s, before he transitioned to mainstream success with The Spiderwick Chronicles and The Search for WondLa. Collected here for the first time, this book features never-before-seen artwork and photographs, in addition to showcasing DiTerlizzi's most iconic roleplaying work with commentary by the artist. Introduction by Christopher Paolini (Eragon) and featuring appreciations by Guillermo del Toro, Brom, Jane Yolen, Holly Black, Zeb Cook, Jeff Easley,

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and Donato Giancola, among others! Tony's work has a distinct flair, a love for monsters if you will . . . His creatures have the charm of Henson or Rackham but they carry with them hints of their own ecosystem . . . Tony stands alone as a world creator and a weaver of tales, may you treasure these art pieces as much as I do. --Guillermo del Toro

This supplement to the D&D game presents the definitive treatise on demons and their unspeakable home plane. Along with information about the physiology, psychology,

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society and schemes of demonkind, you'll find feats, spells, items and tactics commonly e
"Stronghold & Followers explains both the practicality of owning a keep (how much it costs to build, the costs to maintain it, what sort of impact it would have on local politics) and gives a variety of benefits for those players who choose to build or take over one."
-- Comicbook.com website: <https://comicbook.com/gaming/2018/12/14/stronghold-and-followers-dungeons-and-dragons/> (viewed July 16, 2019)

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Dungeons & Dragons For Dummies
D&D MORDENKAINEN'S TOME OF FOES
Pact, Shadow, and Truename Magic
Eberron: Rising from the Last War (D&D
Campaign Setting and Adventure Book)
Dungeons & Dragons Baldur's Gate: Descent
Into Avernus Hardcover Book (D&D
Adventure)
Knowing the Facts about Divination Practices
and Occult "Games"

*Divination has existed in all cultures
throughout history. It is the attempt to*

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predict or control one's future or to gain access to hidden information by the assessment of various indicators or use of particular implements. Some "Christian" diviners have pointed to biblical examples of divination in order to justify their practices. This book examines where the power comes from; explains how the various implements (including games) are used; and warns of the potential dangers.

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

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the roleplaying game.

Suitable for any Dungeons & Dragons(game, this indispensable resource contains information about new monsters, each one illustrated and accompanied by a new stat block.

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

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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

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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.

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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.

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

Planes of Chaos

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

Core Rulebook II V.3.5

The Plane Below

Dungeons & Dragons Art & Arcana

Weave legendary stories in the world's greatest

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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-

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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

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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

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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.

"Tomb of Horrors is a far-reaching Dungeons & dragons adventure that takes characters from 10th level to 22nd level, with natural break periods for other adventures. It includes background material, adventure hooks, new monsters and magic items,

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and a powerful campaign arc that pits heroes against a deadly dungeon complex and its echoes in the planes of the Feywild and the Shadowfell"--P. [4] of cover.

Builds on the overview of the Manual of the Planes™ game supplement, providing coverage of Elemental Chaos topics ranging from the City of Brass to the githzerai monastery of Zerthadlun, in a reference that also profiles an array of new monsters, demons and adventure options.

This indispensable supplement contains information on nearly 200 new monsters for any D&D game. It

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provides descriptions for a vast array of new creatures, with an emphasis on higher-level creatures to provide experienced gamers with tougher foes to overcome. (Gamebooks)

Dungeon Master's Guide

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

Dread Trident

Book of Exalted Deeds

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

Secrets of the Elemental Chaos

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Discover the truth about the great conflicts of the D&D multiverse in this supplement for the world's greatest roleplaying game. This tome is built on the writings of the renowned wizard from the world of Greyhawk, gathered over a lifetime of research and scholarship. In his travels to other realms and other planes of existence, he has made many friends, and has risked his life an equal number of times, to amass the knowledge contained herein. In addition to Mordenkainen's musings on the endless wars of the multiverse, the book contains game statistics for dozens of monsters: new demons and devils, several varieties of elves and duergar, and a vast array of other creatures from throughout the planes of

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existence.

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.

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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This supplement builds on the overview of the Astral Sea presented in the "Manual of the Planes" game and explores the heavenly plane in greater detail. The work also presents a multitude of new monsters.

Slaying the Dragon

Fantasy Gamebooks

Spelljammer: Adventures in Space (D&d Campaign Collection - Adventure, Setting, Monster Book, Map, and DM Screen)

Tomb of Horrors

Planar Handbook

Dungeons and Dragons Books, Lone Wolf, Fighting Fantasy, List of Lone Wolf Media, List of Dungeons and

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Dragons Rulebooks,

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—each 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*

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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

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

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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

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