

4th Edition Player Handbook

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[Advanced Dungeons & Dragons, Players Handbook](#) RB Whitaker

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

Dungeon Masters Starbound Software
This expansion of the "Player's Handbook" core rulebook explores the mysteries of the dragonborn characters, presenting D&D players with exciting new options, including unique powers, paragon paths, and epic destinies.

Martial Power 2 Wizards of the Coast
All roads lead to Rome, the greatest city of the Ancient World. Anything you desire is available in this city of over a million people. Its all here: goods from far off Parthia; pottery from Brittania; food from Egypt; vile tomes from Syria; and murderous cults from Africa. The mighty Empire is pressed on all sides by foes, both mundane and otherworldly. Forces within the Empire itself are growing in power, drawing on the most ancient of horrors to corrupt it from within. Welcome to Rome.

[Return of the Lazy Dungeon Master](#) Wizards of the Coast
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.

[Dungeon Master's Screen](#) National Geographic Books
The complete guide for building Forgotten Realms characters. This guide presents this changed world from the point of view of the adventurers exploring it. This product includes everything a player needs to create his character for a D&D campaign in the Forgotten Realms setting.

[Player's Handbook Races](#) John Wiley & Sons
Outlines how to determine a character's abilities, rules for character improvement, and mapping and combat procedures
[The C# Player's Guide \(4th Edition\)](#) John Wiley & Sons
This first of three books for the 4th Edition Dungeons & Dragons Roleplaying Game presents the official rules as well as everything a player needs to create D&D characters worthy of song and legend. (Games/Gamebooks/Crosswords)

[Dungeon Master's Guide](#)
A quick and handy rules reference and guide for the Dungeons & Dragons® Fantasy Roleplaying Game. This handy and comprehensive Dungeons & Dragons book is intended as a quick rules reference. It contains the complete core rules for the 4th Edition Dungeons & Dragons Fantasy Roleplaying Game. In addition to providing an overview of the game and how it's played, this book presents the core rules in a format that is easily referenced during a game. It includes information on level advancement, combat, experience points, treasure, skills, equipment, and more.

[Player's Handbook - Ranger Power Cards: A 4th Edition D&d Accessory](#)
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.

[Monster Manual 2](#)
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.

[Player's Handbook Races: Tieflings](#)
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.

[Player's Handbook 3](#)
Offers tips, advice, and strategies for creating worlds and adventures that players can enjoy while participating in the roleplaying game.

[Psionic Power](#)
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.

[Monster Manual 3](#)
Awesome tools, rules, and adventure content for every Dungeon Master. If yours"re aDungeons & Dragonsplayer interested in taking on the role of the Dungeon Master, or if yours"re an experienced DM looking for more game advice, tools, and adventure content, theDungeon Masterrs"s Kittrade;has exactly what you need to build your ownDungeons & Dragonscampaign 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 130. It also includes useful DM tools such as a Dungeon Masterrs"s screen (with tables and rules printed on the inside), die-cut terrain tiles and monster tokens, and fold-out battle maps. Game components: bull; 96-page book of rules and advice for Dungeon Masters bull; 32-page monster book bull; Two 32-page adventures bull; 2 sheets of die-cut dungeon terrain tiles bull; 2 sheets of die-cut monster tokens bull; 2 double-sided battle maps bull; Fold-out Dungeon Masterrs"s screen
[Dungeon Master For Dummies](#)

[Caught in traffic](#). Trapped in a cubicle. Stuck in a rut. Tangled up in red tape. In the real world, sometimes you feel powerless—but not in Dungeons & Dragons (D & D). In this fantasy-adventure, you have all kinds of special powers. You can slay the evil dragon, overcome the orc or the ogre, haunt the werewolf, and triumph over sinister trolls. You venture into strange realms, encounter strange creatures, and use magical powers. Your character grows and develops with every adventure. With this guide, you can learn the ins and outs of D & D and start playing right away. Dungeons & Dragons For Dummies gives beginners the basics of the complex game and helps experienced players fine-tune their roleplaying. It guides you through: Creating your character (a powerful fighter, a sneaky rogue, a crafty sorcerer, or a charismatic cleric), and character advancement The races: humans, dwarves, elves, and halflings The types of character actions: attack rolls, skill check, and ability checks The 6 abilities: strength, dexterity, constitution, intelligence, wisdom, charisma Feat requirements and types Playing the game, including moving in combat, attacking with a weapon (melee attacks or ranged attacks), and damage and dying Picking skills, armor, weapons, and gear Choosing spells if your character is a sorcerer or domains for a cleric Building encounter or combat strategies and using advanced tactics Maximizing your character ' s power with the acquisition of the right magic items: armor, weapons, potion, scroll, ring, wand, staff, rod, plus wondrous items D & D game etiquette Becoming a Dungeon Master There ' s even a sample play session that walks you through typical play, gets you comfortable using the battle grid and character markers, lets you test player characters against each other and against monsters, and shows you how to add story elements to create an adventure. Produced in partnership with Wizards of the Coast, written by D & D game designers, and complete with a battle grid, a sample dungeon map, and a glossary, this guide arms you with the knowledge to create and equip a character and empowers you to enter the captivating, fascinating world of D & D.

[Dungeon Master's Guide II](#)
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.
[Wizards Presents Worlds and Monsters](#)
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(R) 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(TM), 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...
[Dungeons & Dragons Player's Handbook \(Core Rulebook, D&D Roleplaying Game\)](#)
D&D players can use this reference to expand the range of options

with new classes, races (including the minotaur and the githzerai), powers, and other materials. This book also adds the new psionic power source to the fourth edition D&D game.
[Player's Option, Heroes of Shadow](#)
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.

[Dungeons & Dragons Player's Handbook](#)
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