

## 4th Edition Player Handbook

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**Special Edition Dungeon Master's Guide** Wizards of the Coast  
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.

[Dungeons & Dragons Dungeon Master's Guide \(Core Rulebook, D&D Roleplaying Game\)](#)  
National Geographic Books

We've moved to the 7th printing of the Castles & Crusades Players Handbook. A pillar of the table top RPG industry, Castles & Crusades embodies the spirit of the old-school gamer with the easy to use modern mechanics. The Players Handbook has all you need to get started in a wild ride of adventure! Its easy to learn attribute-based rules system allows players to choose among 13 archetypal character classes and 7 races to create their characters. Spells, equipment, fast-paced combat rules, and all essential information needed to play a game of Castles & Crusades is in this book. Made in the USA.  
Dungeons & Dragons Player's Handbook National Geographic Books

The complete guide to building Eberron(R) characters. The Eberron Player's Guide presents the film noir world of Eberron from the point of view of the adventurer exploring it. This product includes everything a player needs to create their character for a D&D(R) campaign in the Eberron setting, including new feats, new character powers, new paragon paths and epic destinies, and even a new 4th edition version of a classic Eberron class: the Artificer!

*Dungeon Master's Screen* John Wiley & Sons

Manage your campaign with this indispensable Dungeon Master accessory for the world's greatest roleplaying game. The outside of this screen features an epic scene illustrated by Craig Spearing, depicting the red dragon Thraxata the Flamefiend and her kobold minions confronting a party of intrepid adventurers. The group's ranger tries to finish the fight with a legendary arrow of dragon slaying meant specifically for this wyrm. This durable, four-panel Dungeon Master's Screen, lavishly adorned with illustrations inside and out, will enchant and inspire players and Dungeon Masters alike. The screen's landscape orientation allows the Dungeon Master to easily see beyond the screen and reach over it, even as it keeps die rolls and notes hidden from players. Tables on the inside provide essential support for the three pillars of play—combat, exploration, and interaction—to Dungeon Masters of all skill levels. Provides at-a-glance reference for the most relevant and often used in-game information such as conditions, a quick NPC characteristics generator, and a handy tool for setting the difficulty of skill checks. An excellent resource for new and existing Dungeons Masters to facilitate inspired adventures and an engaging play experience.

*Martial Power* Troll Lord Games

"For use with these 4th edition Dungeons & Dragons core products: Player's handbook core rulebooks, Dungeon master's guide core rulebooks, Monster manual core rulebooks, D&D miniatures, D&D dungeon tiles."--P. [4] of cover.

**Wizards Presents Races and Classes** Starbound Software

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.

*Dungeons and Dragons Core Rulebook* Wizards of the Coast

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

**Dungeons & Dragons Player's Handbook Collection**

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

*Player's Handbook*

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.

*Player's Handbook*

This tome focuses on the martial heroes: characters who rely on their combat talents and keen wits for survival. "Martial Power" is the first of a line of player-friendly supplements offering hundreds of new options for D&D characters.

[Player's Option: Heroes of the Feywild](#)

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.

*Dungeon Masters*

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

[Player's Handbook Races](#)

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

[Monster Manual 3](#)

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

[Player's Option, Heroes of Shadow](#)

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.

*Hammerfast*

This guide provides tips and tricks for optimizing D&D characters—to make them more awesome and fun to play at the game table. Entertaining sidebar essays written by celebrity gamers and a distinctive comic art style make this edition unique.

[Cthulhu Invictus](#)

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.

**Dungeon Master For Dummies**

Building upon existing materials in the "Dungeon Master's Guide," this title was specifically designed to facilitate play, especially when the Dungeon Master has a limited amount of preparation time. Chapters include discussion on running a game, designing adventures, building and using prestige classes, and creating campaign settings.

[Rules Compendium](#)

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.

*Dungeons & Dragons Player's Handbook*

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