

Dungeons And Dragons Players Handbook 4th Edition

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[Dungeons & Dragons Monster Manual \(Core Rulebook, D&D Roleplaying Game\) Wizards of the Coast](#)

Shows the reader how to be a Dungeon Master.

[Dungeons & Dragons Player's Handbook Collection The Parliament House](#)

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

[Core Rulebook II Wizards of the Coast](#)

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

[D&d Players Handbook 5th Edition Wizards of the Coast](#)

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

[Dungeons & Dragons Player's Handbook 2 Bard Power Cards](#)

[Dungeons & Dragons Player's Handbook \(Core Rulebook, D&D Roleplaying Game\)](#)

This low-level D&D adventure showcases a new format for combat encounters, designed to speed gameplay and make encounter preparation easier for the Dungeon Master.

[Advanced Dungeons & Dragons - Players Handbook Wizards of the Coast](#)

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.

[Dungeons and Dragons Core Rulebook Wizards of the Coast](#)

Play 4th Edition D&D in style with this deluxe rulebook. The Monster Manual presents more than 300 official monsters for all

levels of play, including illustrations and complete game statistics. This is a premium, foil cover version of the 4th Edition Monster Manual that every Dungeons & Dragons player and Dungeon Master can appreciate.

[Warlock Power Wizards of the Coast](#)

Offers tips, advice, and strategies for mastering the game, Dungeons and Dragons.

[Dungeons & Dragons Starter Set \(Six Dice, Five Ready-to-Play D&D Characters With Character Sheets, a Rulebook, and One Adventure\) Wizards of the Coast](#)

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 paladin, plus a few blank cards for players to use for other powers.

[Player's Handbook - Paladin Wizards of the Coast](#)

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 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

[Monster Manual Wizards of the Coast](#)

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 warlock, plus a few blank cards for players to use for other powers.

[Dungeons & Dragons Player's Handbook Wizards of the Coast](#)

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

[Player's Handbook 2 - Avenger Power](#)

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.

Advanced Dungeons & Dragons Player's Handbook

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 a spectacular panoramic vision by Tyler Jacobson on 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.

Advanced Dungeons & Dragons, Players Handbook

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.

Core Rulebook I V.3.5

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

Forgotten Realms Players Guide

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 Grabionowski, 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.

Advanced Dungeons & Dragons

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.

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

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.

Dungeon Master's Guide

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...