

Players Handbook Races Tieflings 4th Edition Dd

Forgotten Realms Players GuidePrinces of the
ApocalypseAasimar and TieflingKing of the Trollhaunt
WarrensHeroes of the Forgotten KingdomsDungeon
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UnknownMonster Manual 3DraconomiconOf Dice and
MenEberron Player's GuideDungeon Master's
GuidePlayer's OptionDark Sun Campaign
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RealmsDungeons & Dragons March Release Book
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Worlds and MonstersScepter Tower of SpellgardThe
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DragonPyramid of ShadowsPlayer's Option: Heroes of
the Feywild

Forgotten Realms Players Guide

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

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Princes of the Apocalypse

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!

Aasimar and Tiefling

A new Dungeons & Dragons® game supplement offers hundreds of new options for characters, specifically focusing on heroes who draw power from the spirits to preserve and sustain the world--including barbarians, druids, shamans, and wardens--providing new character powers, feats, paragon paths, and epic destinies.

King of the Trollhaunt Warrens

Your first look at the next D&D title comes on January 9th! Keep an eye on wherever you get your D&D news for a preview of the book.

Heroes of the Forgotten Kingdoms

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

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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

Dungeon Master For Dummies

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.

Vor Rukoth

A player's handbook for the newest edition of the role-

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playing game contains rules for character creation and advancement, backgrounds and skills, exploration, equipment, and spells.

Into the Unknown

If you're a Dungeons & Dragons fan, you've surely thought of becoming a Dungeon Master. Learning to be a DM isn't as hard as you might think, especially if you have *Dungeon Master 4th Edition For Dummies* tucked into your bag of tricks! From organizing your first D&D game to dealing with difficult players, this book covers everything a DM needs to know. Written for the newest edition of D&D by the experts at Wizards of the Coast, creators of the game, it shows you how to: Build challenging encounters, make reasonable rulings, and manage disagreements Recognize all the common codes, tables, and spells Understand the parts of a D&D adventure and how to create dungeon maps and craft monsters Shape storylines and write your own adventures Find your style as a DM and develop a game style that plays to your strengths Script an encounter, vary the terrain and challenges, and establish rewards (experience points and treasure) Decide whether to use published adventures Use and follow the official *Dungeon Master's Guide* Develop a campaign with exciting themes, memorable villains, and plots that keep players entranced If you're getting the urge to lead the charge in a D&D game of your own, *Dungeon Master 4th Edition For Dummies* will introduce you to the DM's many jobs. With the information you need to start your own game, craft exciting stories, and set up

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epic adventures, you'll be on your way!

Monster Manual 3

The Blood of Dragons Flows through Your Veins In ages past, dragons ruled supreme. Now their distant scions, the races and individuals who carry their blood, live among the great empires of the world, where they forge their own glorious legacies. You can be among them. Embrace your draconic heritage, and the spoils of the world can be yours! This supplement for the D&D® game provides detailed information on the psychology, society, culture, behavior, religion, and folklore of the dragonblooded races, including kobolds and half-dragons. This book introduces two new player character races: the dragonborn (existing characters reborn in a new draconic form to combat and destroy the spawn of Tiamat) and the spellscales (artistic, philosophical beings with a penchant for sorcery and a thirst for new experiences). It also provides new prestige classes, feats, spells, magic items, equipment, and guidelines for crafting adventures and campaigns involving dragonblooded races. For use with these Dungeons & Dragons® core books Player's Handbook™ Dungeon Master's Guide™ Monster Manual™

Draconomicon

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

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Of Dice and Men

Aimed at players and Dungeon Masters, this game supplement explores the heroes and wonders of Athas--a savage desert world abandoned by the gods and ruled by terrible sorcerer-kings.

Eberron Player's Guide

RPG supplement by Richard Baker & Robert Schwalb

Dungeon Master's Guide

"Draconomicon I" describes several varieties of dragons, including red, blue, green, black, and white dragons, as well as three completely new chromatic dragons. This sourcebook gives details of each dragon's powers, tactics, myths, lairs, servitors, and more.

Player's Option

Abolish an Ancient Evil Threatening Devastation in this Adventure for the World's Greatest Roleplaying Game Called by the Elder Elemental Eye to serve, four corrupt prophets have risen from the depths of anonymity to claim mighty weapons with direct links to the power of the elemental princes. Each of these prophets has assembled a cadre of cultists and creatures to serve them in the construction of four elemental temples of lethal design. It is up to adventurers from heroic factions such as the Emerald Enclave and the Order of the Gauntlet to discover

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where the true power of each prophet lay, and dismantle it before it comes boiling up to obliterate the Realms. * An epic adventure for characters levels 1 - 15, the Elemental Evil(tm) story arc, Princes of the Apocalypse provides everything a Dungeon Master needs to create an exciting and memorable play experience. * Includes new elemental spells and the element-touched genasi as a new playable race. * Fans of the Dungeons & Dragons® Roleplaying Game can get a sample of what this product has in store for them through the D&D Encounters(tm) in-store play program. * Adventure design and development by Sasquatch Game Studio LLC.

Dark Sun Campaign Setting

This boxed set is for Dungeon Masters interested in taking their heroes on excursions to the Shadowfell. The kit includes a 128-page book detailing the city of Gloomwrought, a 32-page book of encounters set in Gloomwrought and beyond, two card stock sheets of die-cut monster and villain tokens, a foldout battle map, and a deck of 30 cards.

Marauders of the Dune Sea

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.

Forgotten Realms

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Information on the characters of the 4th ed. of Dungeons and dragons.

Dungeons & Dragons March Release Book (Title Announced January 9th)

"Nightmares of desert horrors trouble the dreams of the innocent while raiders grow ever bolder beyond the walls of the great city-state of Tyr. Bandits and merchants chase rumors of a temple hidden in the desert, an ancient shrine to the primordial Ul-Athra said to safeguard a fragment of the artifact known as the "Crown of Dust." Can the heroes recover a caravan lost in the wastes, repel the threat of vicious raiders, and win the relic from the perilous temple?"--Cover, p. [4].

Advanced Dungeons & Dragons, Players Handbook

The ruined city of Vor Rukoth has been rediscovered and draws heroes and villains in search of treasure.

Martial Power

"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

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arcane and divine classes: the avenger, the bard, the invoker, and the sorcerer"--Back cover.

Dungeon Masters

Get everything you need to adventure in the Forgotten Realms on the exciting Sword Coast, home to the cities of Baldur's Gate, Waterdeep, and Neverwinter. Crafted by the scribes at Green Ronin in conjunction with the Dungeons & Dragons team at Wizards of the Coast, the Sword Coast Adventurer's Guide provides D&D fans with a wealth of detail on the places, cultures, and deities of northwestern Faerûn. The Sword Coast Adventurer's Guide is also a great way to catch up on recent events in the Forgotten Realms, to get background on locations featured in the Rage of Demons storyline coming in September, and to learn the lore behind video games like Neverwinter and Sword Coast Legends. Here are just a few of the features you'll find in the Sword Coast Adventurer's Guide:

- Immersive Adventuring: This campaign sourcebook provides players and Dungeon Masters material for creating vibrant fantasy stories along the Sword Coast.
- New Character Options: The book offers new subclass options, such as the Purple Dragon Knight and the Swashbuckler, for many of the classes presented in the Player's Handbook, as well as new subraces and backgrounds specific to the Forgotten Realms.
- Adventure in the Forgotten Realms: Discover the current state of the Forgotten Realms and its deities after the Spellplague and the second Sundering. You'll also get updated maps of this area of the Realms.
- Compatible with

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Rage of Demons storyline: Make characters for use with the Out of the Abyss adventure and fight back the influence of the demon lords in the Underdark below the Sword Coast. · Insider Information: Learn the background behind locations, such as Luskan and Gracklstugh, featured in the upcoming digital RPG, Sword Coast Legends, from n-Space. With new character backgrounds and class options, players will love the storytelling possibilities of playing a noble of Waterdeep, an elf bladesinger, or one of the other new options, while Dungeon Masters will relish a book full of mysterious locations and story hooks to keep players adventuring on the Sword Coast for years to come. Look for Sword Coast Adventurer's Guide to be available on November 3.

Monster Vault

Roleplaying game supplement by Logan Bonner

Sword Coast Adventurer's Guide

Psionic Power

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.

Player's Handbook Races: Tieflings

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Your Planar Adventures Begin Now! The latest book in the critically acclaimed Races of Renown series fully details aasimar and tieflings, as well as half-fiends, half-celestials, and many of their cousin races. If you've been looking for an easy way to integrate planar elements into your campaign, look no further. Aasimar & Tiefling is your one stop shop for planar adventuring, and includes: Seven new planetouched races, including the jinx, nergaz, and silvan. A complete rules system for creating your own planetouched races. Full PC write-ups for cambions and nephilim. Dozens of ancestry feats, which allow planetouched characters to gain some of the spell-like, supernatural, and extraordinary abilities of full-blooded outsiders. A bevy of planar prestige classes (such as the Astral Reaver, Planomancer, Warrior Maiden of the Valkyrie, and Xen Chi Mystic) that includes Epic-level progressions. Dozens of new spells, including adaptation, magma burst, and Shara's scornful subjugation. New magic items, like the staff of chaos, planar chronometer, and chime of dismissal. Planar perils, a collection of new monsters like the chaos horror, fundamental gel, and organ thief. Bursting with new rules and options, Aasimar & Tiefling gives you all the tools needed to build and play planetouched characters and to take your campaign to the planes.

Player's Handbook 2

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®

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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.

Dungeons and Dragons 4th Edition For Dummies

In addition to presenting various "scoundrel" archetypes for characters, this volume includes new feats and prestige classes that serve the archetypes, as well as new tricks, spells, equipment, and magic items.

Primal Power

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

Player's Handbook

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

Dungeon Master's Guide 2

This essential supplement for the 4th Edition Dungeons & Dragons Fantasy Roleplaying Game presents exciting new builds for the game's most popular classes: the cleric, the druid, the paladin, the

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ranger, and the warlock.

Player's Handbook Races - Dragonborn

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.

Wizards Presents Worlds and Monsters

Originally published in hardcover in 2013.

Scepter Tower of Spellgard

"Pyramid of Shadows" is a D&D adventure designed for heroic-tier characters of levels 7-10. This work includes an adventure booklet for the Dungeon Master, a player's booklet, and more, all contained in a handy folder.

The Shadowfell

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

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character's background and personality.

Menzoberranzan: City of Intrigue

Everything a player needs to adventure in the Forgotten Realms, the most popular setting in the D&D "RM" game can be found right here: history, maps, non-player characters, geography, economics, societies, organizations, religions, politics, monsters, magic items, spells even a start-up adventure in the Realms!

Complete Scoundrel

Awesome tools, rules, and adventure content for every Dungeon Master. If you're a Dungeons & Dragons player interested in taking on the role of the Dungeon Master, or if you're an experienced DM looking for more game advice, tools, and adventure content, the Dungeon Master's Kit™ has exactly what you need to build your own Dungeons & Dragons campaign 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 1–30. It also includes useful DM tools such as a Dungeon Master's screen (with tables and rules printed on the inside), die-cut terrain tiles and monster tokens, and fold-out battle maps. Game components:

- 96-page book of rules and advice for Dungeon Masters
- 32-page monster book
- Two 32-page adventures
- 3 sheets of die-cut monster tokens
- 2 double-sided battle maps
- Fold-out Dungeon Master's screen

The Planewalker's Handbook

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.

Races of the Dragon

A Forgotten Realms adventure for 2nd-level characters. Scepter Tower of Spellgard is the first full-length Forgotten Realms adventure published for 4th Edition D&D. When paired with the adventure that appears in the Forgotten Realms Campaign Guide, this adventure provides the Dungeon Master with all he needs to get his campaign started.

Pyramid of Shadows

A D&D Adventure for 11th-level characters. Designed to take characters from 11th to 14th level, this adventure pits the heroes against a variety of horrible monsters and fiendish foes as they seek to thwart the evil machinations of the denizens of the Trollhaunt Warrens. This adventure can be run as a stand-alone adventure or as Part One of a three-part series of adventures that spans 10 levels of gameplay.

Player's Option: Heroes of the Feywild

This product provides an in-depth exploration of

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Menzoberranzan, the greatest drow city in the Dungeons & Dragons game and Forgotten Realms campaign setting. It contains all of the information a Dungeon Master needs to run adventures or an entire campaign based in the treacherous city, including descriptions of city locations, drow houses, key organizations, and the precarious political landscape. It gives players the information they need to create characters who are members of drow houses or organizations within Menzoberranzan, as well as explains the benefits and rivalries that come with choosing a particular allegiance. Includes a full-color, fold-out poster map of Menzoberranzan, the fabled drow city.

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