

Dungeons And Dragons Monster Manual

The Rise of Tiamat
Dark Sun Campaign Setting
Dungeons and Dragons Core Rulebook
Monster Manual
Dungeon Master's Guide
Dungeon Master's Screen
Darkvision
Advanced Dungeons & Dragons Monstrous Manual
Player's Option: Heroes of the Feywild
Tomb of Annihilation
Monster Manual I
Eberron: Rising from the Last War (D&d Campaign Setting and Adventure Book)
Pathfinder Bestiary 2
P2
Dungeons & Dragons Starter Set
Volo's Guide to Waterdeep
Advanced Dungeons & Dragons, Players Handbook
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Dungeons & Dragons Monster Manual
Warriors & Weapons (Dungeons & Dragons)
Dungeon Master's Guide
Advanced Dungeons & Dragons Monster Manual
Xanathar's Guide to Everything
Advanced Dungeons & Dragons - Legends & Lore
Book of Exalted Deeds
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D&d Waterdeep Dungeon of the Mad Mage
Dungeons and Dragons Art and Arcanal Was Geeky When Geeky Wasn't Cool
Dungeons & Dragons Player's Handbook
Monster Manual
Monster Manual 3
Dungeons & Dragons Adventures Outlined
Coloring Book
Volo's Guide to Monsters
Advanced Dungeons and Dragons Monster Manual
Storm King's Thunder
Monster Manual II
Dungeons & Dragons March Release Book (Title Announced January 9th)
Monster Manual
Dungeon Master's Guide

The Rise of Tiamat

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Presents profiles for hundreds of iconic monsters to be used in conjunction with the second edition advanced Dungeons and Dragons core rulebooks.

Dark Sun Campaign Setting

Dungeons and Dragons Core Rulebook

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

Monster Manual

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.

Dungeon Master's Guide

Hundreds of old and new monsters for your 4th edition D&D(R) game! This core rulebook presents hundreds of monsters for your D&D campaign. Classic monsters

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such as centaurs and frost giants make their first 4th edition appearance here. In addition, this book includes scores of new monsters to challenge characters of heroic, paragon, and epic levels.

Dungeon Master's Screen

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

Darkvision

Describes the characteristics and attributes of a variety of monsters, zombies, demons, giants, werewolves, animals, and aliens for use in the Dungeons and Dragons game.

Advanced Dungeons & Dragons Monstrous Manual

The next mature title in the D&D line that allows players to explore the concept of truly heroic play, "Book of Exalted Deeds" is the second title in the line of products

specifically aimed at a mature audience.

Player's Option: Heroes of the Feywild

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

Tomb of Annihilation

Describes the characteristics and attributes of a variety of monsters, zombies, demons, giants, werewolves, animals, and aliens for use in the Dungeons and Dragons game.

Monster Manual IV

"For use with the fifth edition Player's handbook, Monster manual, and Dungeon master's guide"--Back cover.

Eberron: Rising from the Last War (D&d Campaign Setting and Adventure Book)

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.

Pathfinder Bestiary 2 P2

Dungeons & Dragons Starter Set

This introductory guide to DUNGEONS & DRAGONS is an illustrated primer to many of the characters you can play in D&D, along with their essential weapons and adventuring tools. In this illustrated guide, you're transported to the legendary and magical worlds of Dungeons & Dragons, where you are presented with one-of-a-kind entries for different types of warriors, as well as the weaponry these fighters need for D&D adventuring. This guide includes detailed illustrations of the weapons, armor, clothing, and other equipment that fighters use, and offers the tools young, aspiring adventurers need for learning how to build their own characters, including sample profiles, a flowchart to help you decide what type of warrior to be, and brainstorming challenges to start you thinking like an adventurer whether on your own or in the midst of an exciting quest with friends and fellow players.

Volo's Guide to Waterdeep

Advanced Dungeons & Dragons, Players Handbook

Take a stand against the giants in this adventure for the world's greatest roleplaying game. Giants have emerged from their strongholds to threaten civilization as never before. Hill giants are stealing all the grain and livestock they can while stone giants have been scouring settlements that have been around forever. Fire giants are press-ganging the smallfolk into the desert, while frost giant longships have been pillaging along the Sword Coast. Even the elusive cloud giants have been witnessed, their wondrous floating cities appearing above Waterdeep and Baldur's Gate. Where is the storm giant King Hekaton, who is tasked with keeping order among the giants? The humans, dwarves, elves, and other small folk of the Sword Coast will be crushed underfoot from the onslaught of these giant foes. The only chance at survival is for the small folk to work together to investigate this invasion and harness the power of rune magic, the giants' weapon against their ancient enemy the dragons. The only way the people of Faerun can restore order is to use the giants' own power against them. To defeat giants, you need to be giant!"

Monster Manual 2

Delve deeper than you ever thought possible in this adventure for the world's greatest roleplaying game. Hundreds of years ago, long before Waterdeep had been built, Halaster Blackcloak carved a vast dungeon beneath Mount Waterdeep and stocked it with all manner of creatures from across the planes. Over time Halaster has gone quite insane and the dungeon he carved, now dubbed Undermountain, is a labyrinthine death trap for those bold enough to venture within. Precious few have returned from Halaster's home, and frequently they're not who they were when they started out. One thing is certain however. Wealth unimaginable exists within the halls of Undermountain.

Monster Manual Special Edition

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

Dungeons & Dragons Monster Manual

Warriors & Weapons (Dungeons & Dragons)

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

Dungeon Master's Guide

Every Dungeon Master needs a screen to conceal notes and dice rolls and to have valuable charts and information close at hand. This Forgotten Realms accessory includes a 32-page booklet of tables and topography and a four-panel screen containing a wealth of information and featuring original artwork on the front.

Advanced Dungeons & Dragons Monster Manual

Revised versions of the phenomenally successful Dungeons & Dragons core rulebooks.

Xanathar's Guide to Everything

Exile of the Hidden City. Adept of forgotten mysteries. Sorceress of the Celestial Nadir. Haunted by nightmares and driven by desire, Ususi defied the will of her people and ran away, venturing alone into the outside world her people abandoned

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centuries ago. Now Ususi tracks down the relics that brought both prosperity and doom to her people. But when an old adversary finds her trail, she discovers the danger she thought past might only be beginning. From the Paperback edition.

Advanced Dungeons & Dragons - Legends & Lore

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.

Book of Exalted Deeds

A core rulebook for dungeon masters shares guidelines for weaving legendary D&D stories, providing recommendations for world creation and optional rules and incorporating hundreds of classic D&D magic items.

Monster Manual III

Get your first glimpse into the world of Dungeons & Dragons, through the masterful illustrations of Todd James. The Dungeons & Dragons-Adventures Outlined coloring book features fantastical designs and shows off classic monsters

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from the game as seen through the eyes of world renowned artist, Todd James. Color your way through each adventure with these delightful illustrations. This coloring book features unique designs including beholders, trolls, goblins, dragons, and more. Provides hours of creativity, fun, and relaxation.

D&D Waterdeep Dungeon of the Mad Mage

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.

Dungeons and Dragons Art and Arcana

I Was Geeky When Geeky Wasn't Cool

"For use with the fifth edition Player's handbook, Monster manual, and Dungeon master's guide"--Back cover.

Dungeons & Dragons Player's Handbook

Endless adventure and untold excitement await! Prepare to venture forth with your bold compaions into a world of heroic fantasy. Within these pages, you'll discover all the tools and options you need to create characters worthy of song and legend for the Dungeons & Dragons roleplaying game. The revised Player's Handbook is the definitive rulebook for the Dungeons & Dragons game. It contains complete rules for the newest edition and is an essential purchase for anyone who wants to play the game. The revised Player's Handbook received revisions to character classes to make them more balanced, including updates to the bard, druid, monk, paladin, and ranger. Spell lists for characters have been revised and some spell levels adjusted. Skills have been consolidated somewhat and clarified. A larger number of feats have been added to give even more options for character customization in this area. In addition, the new and revised content instructs players on how to take full advantage of the tie-in D&D miniatures line planned to release in the fall of 2003 from Wizards of the Coast, Inc.

Monster Manual

Tyranny of Dragons story arc by Steve Winter

Monster Manual 3

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 Adventures Outlined Coloring Book

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.

Volo's Guide to Monsters

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Being geeky isn't really geeky these days. But back in the 80s, being a geek was a death sentence for a kid's social life. Nobody knew that better than me. I was the stereotypical nerd: I was smart, wore glasses, was terrible at sports, and had my nose stuck in a book most of the time. I was different, and that meant I was made fun of. To cope with all the teasing, I would lose myself in other worlds, those with spaceships and lasers, or longswords and dragons. I devoured TV, movies, and comic books with a fervent passion. None of these obsessions made me any more popular. Inside this book are my most vivid memories of being a weird, nerdy kid. Some of these stories detail the different crazes I threw myself into, ranging from comic book heroes and form-shifting robots to Dungeons & Dragons and pop music. Some of these tales are about trying hard to fit in and be "normal". A healthy dollop of nostalgia flavors all these anecdotes of what it was like growing up geeky in the 80s.

Advanced Dungeons and Dragons Monster Manual

Whether aboard an airship or a train car, embark on thrilling adventures shrouded in intrigue! Discover secrets buried by years of devastating war, in which magic-fueled weapons threatened an entire continent. In the post-war world, magic pervades everyday life, and people of all sorts flock to Sharn, a city of wonders where skyscrapers pierce the clouds. Will you find your fortune on mean city streets or scouring the secrets of haunted battlefields? Will you throw in your lot

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with the mighty dragonmarked houses, ruthless families who control whole nations? Will you seek truth as a newspaper reporter, a university researcher, or a government spy? Or will you forge a destiny that defies the scars of war? This book provides tools that both players and Dungeon Masters need to explore the world of Eberron, including the artificer character class—a master of magical invention—and monsters birthed by ancient warmongering forces. Will Eberron enter a prosperous new age or will the shadow of war descend once again?

Storm King's Thunder

Describes the characteristics and attributes of a variety of monsters, zombies, demons, giants, werewolves, animals, and aliens for use in the Dungeons and Dragons game.

Monster Manual II

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. 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

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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 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. 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.

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

Immerse yourself in monster lore in this supplement for the world's greatest roleplaying game. This is NOT just another "Monster Manual"! "Volo's Guide to Monsters" provides something exciting for players and Dungeon Masters everywhere. . A deep dive into the lore behind some of D&D's most popular and

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iconic monsters . Dozens of monsters new to the fifth edition to include in your epic adventures . New playable races to allow you to build characters to fit nearly any type of story in your D&D game. The esteemed loremaster Volothamp Geddarm is back and he s written a fantastical dissertation, covering some of the most iconic monsters in the Forgotten Realms. Unfortunately, the Sage of Shadowdale himself, Elminster, doesn t believe Volo gets some of the important details quite right. Don t miss out as Volo and Elminster square off (academically speaking of course) to illuminate the uninitiated on creatures both common and obscure. Uncover the machinations of the mysterious Kraken Society, what is the origin of the bizarre froghemoth, or how to avoid participating in the ghastly reproductive cycle of the grotesque vargouille. Dungeon Masters and players will get some much-needed guidance as you plan your next venture, traipsing about some dusty old ruin in search of treasure, lore, and let s not forget dangerous creatures whose horns, claws, fangs, heads, or even hides might comfortably adorn the walls of your trophy room. If you survive. Research has never been so dangerous!"

Monster Manual

A boxed set introducing the newest edition of the Dungeons & Dragons role-playing game includes a 64-page adventure book with everything the Dungeon Master needs to get started; a 32-page rulebook for playing characters from Level 1 to Level 5; five pregenerated characters, each with a character sheet and

supporting reference material; and six polyhedral dice.

Dungeon Master's Guide

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.

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