

Dungeon Builders Guidebook

The New York Times best-seller is now in paperback! Now available in paperback, *Condemnation* is the third title in an epic *Forgotten Realms* series about one of the most popular races in the setting. Best-selling author R.A. Salvatore wrote the prologue to *Condemnation* and continues to consult on the series, lending his expertise as the author who brought drow society to the forefront of the *Forgotten Realms* setting. 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.

A follow-up to the *Dungeon Master's Guide*, designed to aid *Dungeon Masters* and reduce game preparation time. *The Dungeon Master's Guide II* builds upon existing materials in the *Dungeon Master's Guide*. It is 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. Ready-made game elements include instant traps, pre-generated locations, treasures, and a fully realized and rendered town. JESSE DECKER is the development manager for *Wizards of the Coast, Inc.* whose recent roleplaying game design credits include *Complete Adventurer*, *Races of Stone*, and *Unearthed Arcana*. DAVID NOONAN is an RPG designer/developer at *Wizards of the Coast, Inc.* Recent credits include authoring *Complete Divine* and co-authoring *Races of Stone* and *Unearthed Arcana*. CHRIS THOMASSON previously served as Editor-in-Chief of *Dungeon Magazine*. His design credits include *Fiend Folio* and *Monster Manual III*, as well as *Bow and Blade* for *Green Ronin Publishing*. JAMES JACOBS is the associate editor of *Dungeon Magazine* and has published numerous articles in *Dragon Magazine*. His most recent credits with *Wizards of the Coast, Inc.* include co-authoring *The Book of Aberrations*, *Races of Faerun*, and *Frostburn*. ROBIN D. LAWS, game designer and novelist, is best known for the roleplaying games *Feng Shui*, *Heroquest*, and *Dying Earth*, along with, *Robin's Laws of Good Game Mastering*. 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*.

A legendary adventure updated for the *Dungeons & Dragons* game, this all-new adventure provides hours of play as users race against an evil band of priests attempting to unleash the dark god upon the world.

Where the Undead Stay Almost every Kindred has a haven, and those who don't are a sorry lot indeed. From a prince's sprawling estate to the steam-tunnel nest of a *Nosferatu*, havens say much about their owners. This collection of unique havens looks at the specific needs of the Kindred who maintain them and gives advice for how to incorporate them into a story. *Dwellings of the Kindred* The purpose of *Havens of the Damned* is to encourage players and Storytellers to view havens as something more than simply where the Kindred rest during the daylight hours. A folio of interesting havens, this book introduces the perfect way to introduce new story hooks to any chronicle.

Worlds collide when a comet crashes into the mountain village of *Aston Point*. When the comet is revealed to be a starship, the townsfolk are dragged into a deadly battle

between the alien Rael and a sinister artificial intelligence.

Clerics and paladins are two of the Dungeons & Dragons game's most popular classes, and this handbook contains guidelines to customize both.

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.

Explore a wealth of peril and personalities in this campaign book for the world's greatest roleplaying game, Dungeons & Dragons. Acquisitions Incorporated is a different flavor of Dungeons & Dragons. A fifth edition D&D book created in partnership with Penny Arcade Inc. and inspired by the podcast and web series, this book is full of madcap heists, hilarious moments, and all the ingredients you need to include the adventurers of Acquisitions Incorporated in your own fifth edition D&D campaign. • Start up your own Acquisitions Incorporated franchise in the Forgotten Realms or anywhere in the multiverse. • Live out your fantasy of climbing the corporate ladder of the most notorious retrieval agency in the Forgotten Realms—Acquisitions Incorporated. • The 224-page book will give Dungeon Masters and players plenty of bits to play a D&D fifth edition game just as if you were on stage with the crew at PAX! New backgrounds, character options, franchise information and more. • You'll also find an adventure that will take characters from levels 1 through 6, establishing your party's claim on a world they've just begun to explore—and to strip-mine for profit. 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 easiest way to learn how to play the third edition of "Dungeons and Dragons", this book includes introductory rules, adventure material for beginning a D&D campaign, and everything needed to play--rules, dice, dice bag, miniatures, character sheets, and more.

"Stronghold & Followers explains both the practicality of owning a keep (how much it costs to build, the costs to maintain it, what sort of impact it would have on local politics) and gives a variety of benefits for those players who choose to build or take over one." -- Comicbook.com website: <https://comicbook.com/gaming/2018/12/14/stronghold-and-followers-dungeons-and-dragons/> (viewed July 16, 2019)

The Miniatures Handbook is the newest accessory for players who want to add depth and dimension to their roleplaying game or their miniatures experience. As with other D&D accessories, this title contains new feats, spells, magic items, and prestige classes, and is one of the few titles that adds new base classes to the D&D realm. In addition to these features, this handbook gives expanded rules for three-dimensional, head-to-head miniatures play for both skirmish and mass battle conflicts and is instantly usable with the new D&D miniatures product line. There are new monsters presented with both full D&D and head-to-head statistics, and the book provides competitive scenarios for engaging miniatures combat.

In a stylish, smart, new military science fiction series, Richard Baker begins the adventures of Sikander North in an era of great interstellar colonial powers. Valiant Dust combines the intrigues of interstellar colonial diplomacy with explosive military action. "New and extraordinary . . . Go read this!"—David Weber Sikander Singh North has always had it easy—until he joined the crew of the Aquilan Commonwealth starship CSS Hector. As the ship's new gunnery officer and only Kashmiri, he must constantly prove himself better than his Aquilan crewmates, even if he has to use his fists. When the Hector is called to help with a planetary uprising, he'll have to earn his unit's respect, find who's arming the rebels, and deal with the headstrong daughter of the colonial ruler—all while dodging bullets. Sikander's military career is off to an explosive start—but only if he and CSS Hector can survive his first mission.

This is the essential d20 System resource for dungeon design! The Dungeoncraft sourcebook

contains complete rules for designing new and interesting dungeons, caves, and crypts. From determining dungeon layouts and denizens, to exciting dungeon templates that can recreate everything from the tunnels beneath a volcano to the cracks beneath a glacier, *Dungeoncraft* provides players and DMs alike with everything they need to enjoy fantastic adventures in the dungeon and beyond.

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

Do you play *Dungeons and Dragons*, *Pathfinder* or some other obscure brand of fantasy tabletop role-playing game? Do you enjoy lists of magical items, fantastical weapons, dubious potions and fascinating books? Do you tire of your players asking difficult questions, like 'what is in the dead guy's pocket?' or 'what is on this tavern's menu?' or other such wearisome inquiries concerning details you had no time to prepare for? Well, then this is the book for you. *Table Fables* is filled over eighty illustrated pages of lists and generators designed to be useful to game masters, young and wizened alike.

What you don't know will kill you... Demascus awakens surrounded by corpses, at a shrine littered with traces of demonic rituals, with no memory of his past. But the Firestorm Cabal remembers him—and the demon who leads them seems to have a personal vendetta against him. Dodging knives, uncovering clues left by his past life, and dueling demons, Demascus must figure out who he is, what battles he is fighting, and who is hunting him before one of them catches up with him. *Sword of the Gods* brings the events of the universe-spanning *Pandemonium* series to the *Forgotten Realms*® world!

Delve into dungeons with this kit for the world's greatest roleplaying game *Delve into the Dungeons' Depths* This kit equips the *Dungeon Master*® with a screen and other tools that are perfect for running *D&D*® adventures through dungeons, whether ruined or thriving. The *Dungeon Master's* screen features a painting of a fantastic vista that plunges into the deep reaches of a mountain. Useful rules references cover the screen's interior, with an emphasis on dungeon-delving.

Includes spells, character classes, magic weapons, and other items used in playing *Dungeons and Dragons*.

Level up your Game Master skills with these fun, interactive prompts and activities to help your worldbuilding from RPG expert James D'Amato. Make your next campaign truly unique with the help of this interactive guide to world building! From RPG expert James D'Amato comes a fun new guide that teaches beginner and experienced gamers alike how to build and create their own game elements for customizing existing adventures or creating new stories from scratch. *The Ultimate RPG Game Master's Worldbuilding Guide* includes dozens of activities for a wide range of genres from fantasy and sci-fi to horror and x-punk. This lively and interactive book helps Game Masters create dynamic destinations, powerful items, shadowy organizations, compelling villains, and more. Make the most of your gaming experience with these unique and personalized ideas for your gaming group's next adventures!

The planes have always been a place of great mystery and danger in the *Dungeons & Dragons Roleplaying Game*, and the new array of planes debuting in this fourth edition continues that grand tradition.

This all-new sourcebook provides *D&D* players with a wide choice of variant rules for alternate roleplaying in a *D&D* campaign. Designed to expand the options available for

customizing gameplay, the rules are modular and can be imported into any campaign and in any amount desired. (Games)

The definitive reference guide of "Dungeons & Dragons]" core rules, this supplement takes all of the games most important rules and presents them in a single comprehensive, easy-to-reference volume for players and Dungeon Masters.

The second in a trilogy of novels from New York Times best-selling author Richard Baker. Farthest Reach is the second novel in a trilogy chronicling the tempestuous return of an isolated society of elves to the mainland of the Forgotten Realms world. The events in this trilogy will have a far-reaching impact across the entire setting. AUTHOR BIO: RICHARD BAKER works as a game designer and Managing Developer for the roleplaying game line at Wizards of the Coast, Inc. A New York Times bestselling author with Condemnation, his additional Forgotten Realms novels include The City of Ravens. From the Paperback edition.

A revised rulebook for the second edition of the Advanced Dungeons & Dragons game outlines rules for character improvement, mapping and combat procedures, and discusses how to determine a character's abilities.

The nine martial disciplines presented in this supplement allow a character with the proper knowledge and focus to perform special combat maneuvers and nearly magical effects. Information is also included on new magic items and spells and new monsters and organizations.

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!

The material in this supplement is appropriate for both Dungeons and Dragons players and Dungeon Masters. It features city-building rules, new options for city-based characters and encounters, and rules for urban terrain.

Explosive action and epic adventure fill the modern world when fantasy and reality collide. In Urban Arcana, heroes armed with swords, spells, shotguns, and cell phones dive headlong into trouble with monsters, mobsters, cabals, and corporations. Take a deep breath, and discover the realms of fantasy within the griffy shadows of the modern world. To use this product, you also need the d20 Modern Roleplaying Game core rulebook. For players and Gamemasters, this product is compatible with other d20 System roleplaying games. Book jacket.

In the fourth adventure in the D&D(series, an evil awaits in the forest. A ghostly horseman is terrorizing a small hamlet, and the player characters must stop him before he kills everyone. Players deal with supernatural horror as well as traditional monsters in this powerful adventure.

Taken from maps that have appeared over the years on the D&D website, these ready-to-use maps for the D&D game are now collated into one volume to facilitate use in any campaign. Contains 64 maps in a handy pocket folder.

