

## **Dungeons And Dragons 4th Edition Player39s Handbook**

Monster VaultDungeon Master's GuidePlayer's Option: Heroes of the FeywildDungeon DelveMonster ManualKingdom of the GhoulsPlayer's Handbook Races - DragonbornPrince of UndeathHalls of UndermountainMartial PowerDungeons and Dragons Fantasy Roleplaying GameDungeon Magazine 2009Dark Sun Campaign SettingPrimal PowerHeroes of the Fallen LandsDungeons & Dragons For DummiesThe ShadowfellPlayer's HandbookDungeon Master's Guide 2Rules CompendiumPlayer's OptionDungeon Master's GuideMonster Manual 2Player's Handbook 2Keep on the ShadowfellMonster Manual 3Dungeon Master's Guide IIForgotten Realms Players GuideUnderdarkThe Book of Vile DarknessMonster ManualDungeons and Dragons 4th Edition For DummiesDemon Queen's EnclaveDungeons and Dragons Player's Strategy GuideAdvanced Dungeons & Dragons, Players HandbookUnderdarkDungeon Tiles Master Set - the CityNeverwinter Campaign SettingWizards Presents Worlds and MonstersDeluxe Dungeon Master's Screen

### **Monster Vault**

A player's handbook for the newest edition of the role-playing game contains rules for character creation and advancement, backgrounds and skills, exploration, equipment, and spells.

### **Dungeon Master's Guide**

Beneath the streets of Waterdeep, a sinister dungeon awaits adventurers brave enough to face its perils. Created ages ago by the wizard Halaster, the sprawling dungeon is a lair for terrible monsters and ruthless villains. In the dark chambers, they hunger for victims and plot the downfall of those who dwell on the streets above. Who will unravel the twisting labyrinth to reveal its secrets, claim its treasures, and stop the foul machinations of the dungeon's denizens? Halls of Undermountain(tm) is a 96-page hardcover book that presents a ready-to use dungeon detailing over eighty locations. The adventure offers a way for Dungeon Masters participating in the recent D&D Encounters(tm) season, The Elder Elemental Eye(tm), to extend the adventure. In addition, this book provides all the ingredients to run a classic dungeon delve, including enticing treasures, deadly traps, a wide assortment of monsters, and two double-sided full-color poster maps.

### **Player's Option: Heroes of the Feywild**

The Dungeon Master's best friend. This accessory for the Dungeons & Dragons Fantasy Roleplaying Game is a beautiful addition to any game table and the ultimate aid for Dungeon Masters. The four-panel screen is made of durable game board-

quality card stock, with a lavish illustration on the outside and handy reference tables and charts on the inside. The landscape design allows Dungeon Masters to see and reach over the screen without difficulty. Dungeon Masters can keep their notes and die rolls hidden from the players while having all important rules information at the ready.

### **Dungeon Delve**

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

### **Monster Manual**

RPG supplement by Richard Baker & Robert Schwalb

### **Kingdom of the Ghouls**

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

### **Player's Handbook Races - Dragonborn**

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.

### **Prince of Undeath**

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 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.

### **Halls of Undermountain**

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

### **Martial Power**

The best way to start playing the 4th Edition Dungeons & Dragons Fantasy Roleplaying Game. Designed for one-to-five players, this boxed game contains everything needed to start playing.

### **Dungeons and Dragons Fantasy Roleplaying Game**

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.

### **Dungeon Magazine 2009**

In addition to character-optimization tips and player advice for Dungeons & Dragons fans, an entertaining strategy guide also includes engaging sidebar essays written by celebrity gamers and a distinctive comic-art style.

### **Dark Sun Campaign Setting**

Presents the core rules for the fourth edition of the Dungeons & Dragons roleplaying game that outline making characters, adventuring, and resolving combat.

### **Primal Power**

This supplement is designed for groups looking for an exciting night of monster-slaying without the prep time. The book contains dozens of self-contained easy-to-run mini-dungeons, or delves, each one crafted for a few hours of game play.

### **Heroes of the Fallen Lands**

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

### **Dungeons & Dragons For Dummies**

This edition provides a detailed look at the lightless world under the surface of the Forgotten Realms campaign setting. This accessory provides a wealth of highly detailed information about one of the most popular regions in the Forgotten Realms world, the world beneath the ground.

### **The Shadowfell**

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.

### **Player's Handbook**

A D&D(R) adventure for 24th-level characters. In this adventure, demonic forces plot to usurp the Raven Queen's power over death, and all paths lead to an ancient kingdom hidden in the subterranean depths of the Shadowfell. This adventure can be run as a stand-alone adventure or as Part Two of a three-part series of adventures that spans the epic tier of gameplay. E2 Kingdom of the Ghouls is a D&D adventure designed to take characters from 24th to 27th level.

### **Dungeon Master's Guide 2**

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.

## **Rules Compendium**

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

## **Player's Option**

Reduced to ruins by supernatural cataclysms, Neverwinter rises from the ashes to reclaim its title as the Jewel of the North. Yet even as its citizens return and rebuild, hidden forces pursue their own goals and vendettas, any one of which could tear the city apart. Neverwinter has long been one of the most popular locations in the Forgotten Realms® campaign world. This book presents a complete heroic-tier campaign setting that plunges players into the politics, skullduggery, and peril of a city on the brink of destruction or greatness. A wealth of information about Neverwinter and its environs is provided: maps, quests, encounters, and statistics -- everything a Dungeon Master needs for his heroic tier adventures.

## **Dungeon Master's Guide**

A guide to the role-playing game that provides information on its commands, individual campaigns, scoring, extras, tactics, and the secrets of the multi-player mode. This adventure takes characters from 1st level to 3rd level.

## **Monster Manual 2**

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

## **Player's Handbook 2**

A D&D adventure for 14th-level characters. In this adventure, the heroes must unravel the plots of the vile minions of Lolth, the infamous Demon Queen of Spiders. Along the way, they'll face off against drow, demons, and worse! This adventure can be run as a stand-alone adventure or as Part Two of a three-part series of adventures (starting with P1 King of the Trollhaunt Warrens) that spans 10 levels of gameplay. Demon Queen's Enclave is a D&D adventure designed to take

characters from 14th to 17th level.

### **Keep on the Shadowfell**

Presents guidelines for creating characters in the popular role playing game, from brave fighters to wily rogues, and includes each character class's list of feats, weapons, armor, and adventuring gear.

### **Monster Manual 3**

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 Gamemastering.

### **Dungeon Master's Guide II**

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.

### **Forgotten Realms Players Guide**

Presents a Dungeons and Dragons adventure for the 27th to the 30th level, providing adventure hooks, set up information, tactics, and features of areas.

## **Underdark**

Presents the core rules of the popular role playing game, from the basic rules to guidance on the game's more intricate systems, as well as information on powers, combat, skills, character creation, and equipment.

## **The Book of Vile Darkness**

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.

## **Monster Manual**

## **Dungeons and Dragons 4th Edition 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.

## **Demon Queen's Enclave**

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.

## **Dungeons and Dragons Player's Strategy Guide**

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.

## **Advanced Dungeons & Dragons, Players 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.

### **Underdark**

RPG supplement by Robert J. Schwalb

### **Dungeon Tiles Master Set - the City**

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.

### **Neverwinter Campaign Setting**

Illustrated urban terrain tiles for use with the Dungeons & Dragons® Fantasy Roleplaying Game. The Dungeon Tiles Master Sets are designed to give Dungeon Masters the tiles they need to build Dungeons & Dragons adventure maps, including maps appearing in published adventures. With this box of customizable terrain tiles, Dungeon Masters can add new dimension to their Dungeons & Dragons tabletop experience. Easy to set up and infinitely expandable, this Dungeon Tiles set allows DMs to create the adventures they want to play. This box contains 10 double-sided sheets of illustrated, die-cut terrain tiles printed on heavy cardstock. The tiles feature city streets, sewer tunnels, and terrain elements that Dungeon Masters can use to build exciting encounters set in urban environments.

### **Wizards Presents Worlds and Monsters**

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.

### **Deluxe Dungeon Master's Screen**

A collection of Dungeons & Dragons® adventures from the pages of Dungeon® magazine. This official D&D® supplement gathers a year's worth of adventures published in Dungeon magazine into one easy-to-reference source. The adventures contained herein provide hundreds of hours of play, and each of them fits easily into a Dungeon Master's existing D&D

campaign. In addition to the compiled adventures, this book contains never-before-seen notes from the designers, developers, and editors that take you behind the curtain, offering a firsthand glimpse into the origin and evolution of each adventure.

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