

Dungeons And Dragons Next 5th Ed Rpg Monster Manual Core Rulebook

A new Dungeons & Dragons adventure awaits! Return to Icewind Dale with a new party of adventurers! Can these five unlikely heroes stop the plot of an ancient, primordial evil? A never-ending winter night is driving an isolated northern town to the brink of madness. To save them, Runa, Saarvin, Patience, Amos, and Belvyre must traverse the blighted tundra to find a cure. On the journey, they'll encounter frozen obstacles, unimaginable monsters, and, perhaps most dangerous, dissension in their ranks and the fraying of the bonds of friendship that must sustain them through the dark. Based on the original, massively popular tabletop role-playing game and featuring a brand-new cast of characters, *Dungeons and Dragons: At the Spine of the World* is written by New York Times bestselling author AJ Mendez and writer/actor Aimee Garcia! Martin Coccolo (*Green Lantern*, *Star Trek: Year Five*) provides stunning art that will have readers feeling the crunch of snow under their boots. Whether you're a veteran dice-slinger or a new visitor to the *Forgotten Realms*, *At the Spine of the World* is a perfect gateway to new adventure.

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*.

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

The Wild Beyond the Witchlight: A Feywild Adventure (*Dungeons & Dragons Book*) Wizards of the Coast

Add a touch of horror to your AD&D game with this medieval Gothic setting! Vampires, werewolves, forbidding castles, and ghosts of all kinds inhabit the Demiplane of Dread. Features new rules for creating heroes native to the domains, adapting magic to the demiplane, and dealing with fear and horror checks when the characters experience the true terror that dominates the Ravenloft "RM" campaign.

Unravel the mysteries of Ravenloft® in this dread adventure for the world's greatest roleplaying game Under raging storm clouds, the vampire Count Strahd von Zarovich stands silhouetted against the ancient walls of Castle Ravenloft. Rumbling thunder pounds the castle spires. The wind's howling increases as he turns his gaze down toward the village of Barovia. Far below, yet not beyond his keen eyesight, a party of adventurers has just entered his domain. Strahd's face forms the barest hint of a smile as his dark plan unfolds. He knew they were coming, and he knows why they came — all according to his plan. A lightning flash rips through the darkness, but Strahd is gone. Only the howling of the wind fills the midnight air. The master of Castle Ravenloft is having guests for dinner. And you are invited.

Dare to descend into the Underdark in this adventure for the world's greatest roleplaying game The Underdark is a subterranean wonderland, a vast and twisted labyrinth where fear reigns. It is the home of horrific monsters that have never seen the light of day. It is here that the dark elf Gromph Baenre, Archmage of Menzoberranzan, casts a foul spell meant to ignite a magical energy that suffuses the Underdark and tears open portals to the demonic Abyss. What steps through surprises even him, and from that moment on, the insanity that pervades the Underdark escalates and threatens to shake the *Forgotten Realms* to its foundations. Stop the madness before it consumes you! A *Dungeons & Dragons*® adventure for characters of levels 1–15

Explore the worlds of *Dungeons & Dragons* and discover your path to adventure with these illustrated, introductory guides for new adventurers. Immerse yourself in the fantastic world of *Dungeons & Dragons*! This collection introduces young fans to some of the exciting characters, locations, creatures, and magical elements useful for creating your own epic, adventure-filled D&D tales. *Monsters & Creatures* shines its torchlight on the beasts that haunt, hunt, and horrify adventurers--from deep underground caverns to wild forests, rocky mountains, and the soaring skies above. Imagine the hero you want to be with guidance from *Warriors & Weapons*, and equip it with the weaponry, armor, clothing, and equipment that's essential for adventuring--whether you plan to embark on your own or take up a quest with friends. *Dungeons & Tombs* illuminates the dark and foreboding corners of the most infamous locations in the worlds of D&D, with tips and tricks to help you survive the dungeons, deathtraps, and dangerous situations you'll encounter in those places. Explore magic in D&D with *Wizards & Spells*, an introduction to some of the wizards, sorcerers, and enchanted beings that you may encounter on your adventures. Learn about the magic abilities that make them special and decide if you want your own D&D character to have the power to cast spells.

HOW DO YOU WANT TO DO THIS? A war brews on a continent that has withstood more than its fair share of conflict. The Dwendalian Empire and the Kryn Dynasty are carving up the lands around them, and only the greatest heroes would dare stand between them. Somewhere in the far corners of this war-torn landscape are secrets that could end this conflict and usher in a new age of peace—or burn the world to a cinder. Create a band of heroes and embark on a journey across the continent of Wildemount, the setting for Campaign 2 of the hit *Dungeons & Dragons* series *Critical Role*. Within this book, you'll find new character options, a heroic chronicle to help you craft your character's backstory, four different starting adventures, and everything a *Dungeon Master* needs to breathe life into a Wildemount-based D&D campaign... · Delve through the first *Dungeons & Dragons* book to let players experience the game as played within the world of *Critical Role*, the world's most popular livestreaming D&D show. · Uncover a trove of options usable in any D&D game, featuring subclasses, spells, magic items, monsters, and more, rooted in the adventures of Exandria—such as *Vestiges of Divergence* and the possibility manipulating magic of *Dunamancy*. · Start a *Dungeons & Dragons* campaign in any of Wildemount's regions using a variety of introductory adventures, dozens of regional plot seeds, and the heroic chronicle system—a way to create character backstories rooted in Wildemount. Explore every corner of Wildemount and discover mysteries revealed for the first time by *Critical Role* *Dungeon Master*, Matthew Mercer.

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

The perfect gift for the Dungeons & Dragons fans in your life or as a treat for yourself. Need a gift for the holidays? A birthday present, a treat for yourself? This is it. Inside the D&D Core Rulebook Gift Set are special foil cover editions of the three Dungeons & Dragons core rulebooks—the Players Handbook, Dungeon Master's Guide, and Monster Manual—plus a Dungeon Master's screen, all collected in a stylish slipcase. It's the perfect gift for any D&D fan. • Each of the three books and the Dungeon Master's screen feature reflective foil covers, available ONLY with this release. • The Player's Handbook, Dungeon Master's Guide, and Monster Manual are the foundational texts of D&D's fifth edition—for beginners and for veterans alike. • The D&D Gift Set includes the latest rules updates and errata. • 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.

Improve your RPG campaign with this comprehensive and interactive guide to making the most out of your gaming experience. Whatever RPG game you play, from D&D to Call of Cthulu to licensed games like Star Wars, every detail is important. From setting the scene to choosing the right music or even adjusting the lighting to create the right atmosphere, every choice helps maximize your gaming experience. The Ultimate RPG Gameplay Guide provides practical advice for everything from pre-game preparations and in-game improvisation to working out a plan of attack with your teammates to learning how to lean into the setting of your game. Including instructions, prompts, and activities, it offers everything you need for successful, fun role-playing with your friends every time you play. Create hours of narrative and make the most out of your storytelling skills by setting the perfect scene for your adventure. Whether you need advice on your character or working better with your gaming group, James D'Amato includes everything you'll need to take your game to the next level.

A magical mixture of rules options for the world's greatest roleplaying game. The wizard Tasha, whose great works include the spell Tasha's hideous laughter, has gathered bits and bobs of precious lore during her illustrious career as an adventurer. Her enemies wouldn't want these treasured secrets scattered across the multiverse, so in defiance, she has collected and codified these tidbits for the enrichment of all. EXPANDED SUBCLASSES. Try out subclass options for every Dungeons & Dragons class, including the artificer, which appears in the book. MORE CHARACTER OPTIONS. Tasha's Cauldron of Everything introduces a host of class features and feats, plus straightforward rules for modifying a character's racial traits and customizing their origin. INTRODUCING GROUP PATRONS. Whether you're part of the same criminal syndicate or working for an ancient dragon, each group patron option comes with its own perks and types of assignments. SPELLS, ARTIFACTS & MAGIC TATTOOS. Discover more spells, as well as magic tattoos, artifacts, and other magic items for your campaign. EXPANDED RULES OPTIONS. Try out rules for sidekicks, supernatural environments, natural hazards, and parleying with monsters, and gain guidance on running a session zero. A PLETHORA OF PUZZLES. Ready to be dropped into any D&D adventure, puzzles of varied difficulty await your adventurers, complete with traps and guidance on using the puzzles in a campaign. Full of expanded content for players and Dungeon Masters alike, this book is a great addition to the Player's Handbook. Baked in you'll find more rule options for all the character classes in the Player's Handbook, including more subclass options. Thrown in for good measure is the artificer class, a master of magical invention. And this witch's brew wouldn't be complete without a dash of added artifacts, spellbook options, spells for both player characters and monsters, magical tattoos, group patrons, and other tasty goodies.

"Critical Role has taken the roleplaying world by storm and now you can join the adventure! Until now, the wondrous and dangerous lands of Tal'Dorei have been the sole stomping grounds of the show's adventuring company, Vox Machina. But now, you can explore these realms in a tome from the pen of Game Master Matt Mercer himself! Will you find one of the revered Vestiges of Divergence or perhaps discover part of the Chroma Conclave's legacy? Can you help the Ashari in their sacred charge to prevent the elemental vortices from overwhelming the world, or will you find yourself embroiled in the machinations of the Clasp? This setting book takes an in-depth look at the history, people, and places of Tal'Dorei, and includes new backgrounds, magic items, and monsters for the Fifth Edition rules"--Amazon.com.

Diabolical dangers await in this adventure for the world's greatest roleplaying game. Welcome to Baldur's Gate, a city of ambition and corruption. You've just started your adventuring career, but already find yourself embroiled in a plot that sprawls from the shadows of Baldur's Gate to the front lines of the planes-spanning Blood War! Do you have what it takes to turn infernal war machines and nefarious contracts against the archdevil Zariel and her diabolical hordes? And can you ever hope to find your way home safely when pitted against the infinite evils of the Nine Hells? • This heroic Dungeons & Dragons adventure book takes players from levels 1 to 13 as they journey through Baldur's Gate and into Avernus, the first layer of the Nine Hells. • Baldur's Gate is among the most iconic locations in fantasy culture. A mist-cloaked metropolis on the Sword Coast, it's a place of history and a home to heroes. • The book introduces the infernal war machines to fifth edition D&D—battle-ready vehicles, which you can customize as you blast off into the Blood War. • Dungeon Masters will entice their heroes with devils' deals, designed to lure adventurers with the ultimate temptations of power and treasure. • Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming. Fifth edition D&D draws from every prior edition to create a universally compelling play experience

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.

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

Avert the Cataclysmic Return of Tiamat in this Adventure for the World's Greatest Roleplaying Game The Cult of the Dragon leads the charge in an unholy crusade to bring Tiamat back to the Realms, and the situation grows more perilous for good people with each passing moment. The battle becomes increasingly political as opportunities to gather allies and gain advantage present themselves. From Waterdeep to the Sea of Moving Ice to Thay, it is a race against Evil. Succeed or succumb to the oppression of draconic tyranny. Win or lose, things will never be the same again. • The second of two adventures in the Tyranny of Dragons™ story arc, The Rise of Tiamat provides everything a Dungeon Master needs to create an exciting and memorable adventure experience. • 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™ in-store play

program. • Adventure design and development by Kobold Press.

Explore a wealth of new rules options for both players and Dungeon Masters in this supplement for the world's greatest roleplaying game. The beholder Xanathar—Waterdeep's most infamous crime lord—is known to hoard information on friend and foe alike. The beholder catalogs lore about adventurers and ponders methods to thwart them. Its twisted mind imagines that it can eventually record everything! Xanathar's Guide to Everything is the first major expansion for fifth edition Dungeons & Dragons, offering new rules and story options: • Over twenty-five new subclasses for the character classes in the Player's Handbook, including the Cavalier for the fighter, the Circle of Dreams for the druid, the Horizon Walker for the ranger, and many more • Dozens of new spells, a collection of racial feats, and a system to give your character a randomized backstory • A variety of tools that provide Dungeon Masters fresh ways to use traps, magic items, downtime activities, and more—all designed to enhance a D&D campaign and push it in new directions Amid all this expansion material, Xanathar offers bizarre observations about whatever its eyestalks happen to glimpse. Pray they don't come to rest on you. Beauty and guile are in the eyes of the beholder!

A deluxe, leather-bound version of the essential tool every D&D Dungeon Master needs. The follow-up to the special edition Player's Handbook™ released in 2004 for the 30th anniversary of D&D, this special release of the Dungeon Master's Guide™ features an embossed, leather-bound cover and premium, gilt-edged paper.

Rollicking campus adventures for the world's greatest roleplaying game. The greatest minds in the multiverse meet at Strixhaven University. Professors convey fantastic secrets to eager students, and life on campus is frenetic. But danger lurks even here. Campus hijinks mix with mishaps and sinister plots, and it's up to you to save the day. Strixhaven: A Curriculum of Chaos introduces the fantastical setting of Strixhaven University to Dungeons & Dragons, drawn from the multiverse of Magic: The Gathering. It also provides rules for creating characters who are students in one of its five colleges. Characters can explore the setting over the course of four adventures, which can be played together or on their own. Each describes an academic year filled with scholarly pursuits, campus shenanigans, exciting friendships, hidden dangers, and perhaps even romance. • Includes four brand new D&D adventures that can be played as stand-alones or woven together as a campaign from levels 1–10 • Adds a new playable race—an owlin, one of the owlfolk who study at the university • Includes a bestiary of over forty magical creatures and NPCs • Experience D&D in new ways through the academic challenges, extracurricular activities and jobs, and relationships explored on campus • Includes a beautifully illustrated double-sided poster map that shows Strixhaven's campus on one side and important locations on the other • Attend an elite mage university, choose your college, and adventure your way to graduation • Adds new player character options including feats and new backgrounds for first-year students at Strixhaven

Within this tome are seven of the most compelling dungeons from the 40+ year history of Dungeons & Dragons. Some are classics that have hosted an untold number of adventurers, while others are some of the most popular adventures ever printed. The seeds of these stories now rest in your hands. D&D's most storied dungeons are now part of your modern repertoire of adventures. Enjoy, and remember to keep a few spare character sheets handy. DREAD TALES TOLD IN THE DEAD OF NIGHT When the shadows grow long in Waterdeep and the fireplace in the taproom of the Yawning Portal dims to a deep crimson glow, adventurers from across the Forgotten Realms, and even from other worlds, spin tales and spread rumors of dark dungeons and lost treasures. Some of the yarns overheard by Durnan, the barkeep of the Yawning Portal, are inspired by places and events in far-flung lands from across the D&D multiverse, and these tales have been collected into a single volume. For use with the fifth edition Player's Handbook®, Monster Manual®, and Dungeon Master's Guide®, this book provides fans with adventures, magic items and deadly monsters, all of which have been updated to the fifth edition rules. Explore seven deadly dungeons in this adventure supplement for the world's greatest roleplaying game. Tales from the Yawning Portal Includes the Following Adventures: Against the Giants Dead in Thay Forge of Fury Hidden Shrine of Tamoachan Sunless Citadel Tomb of Horrors White Plume Mountain

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.

A RPG module designed for a couple to play together, compatible with 5th Edition.

Fill your Dungeons & Dragons games with deadly monsters from the Monster Manual. The Monster Manual teaches you how to fill your Dungeons & Dragons games with monsters—how to populate the game with pesky goblins and mighty dragons for players to battle or beguile, outwit or outrun. Inside the Monster Manual you'll find more than 150 classic D&D creatures, with vivid illustrations and rich descriptions to help breathe life into your zombies and liches. "...What if I told you about the best book of monsters ever? The 5E Monster Manual just might be the one..."—Ed Grabianowski, io9.Gizmodo.com "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 • The Monster Manual is one of the three main Dungeons & Dragons books, along with the Player's Handbook and the Dungeon Master's Guide. It's an essential resource for Dungeon Masters to use in populating any type of challenge they might contrive for their players. • From an angel's wingspan to the vacant eyes of a zombie beholder, the Monster Manual includes more than 150 creatures illustrated in vivid color, with more than 400 quick reference tables to help you bring them to life with ease. • Rich descriptions of each monster help trigger your imagination. From the familiar ("vampires hate sunlight") to the arcane ("what color is the vapor from a gorgon's nose?"), the Monster Manual helps inspire your decisions and keep the game flowing smoothly. • 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. • 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 Wild Beyond the Witchlight is D&D's next big adventure storyline that brings the wicked whimsy of the Feywild to fifth edition for the first time. Tune into D&D Live 2021 presented by G4 on July 16 and 17 for details including new characters, monsters, mechanics, and story hooks suitable for players of all ages and experience levels. The Wild Beyond the Witchlight is D&D's next big adventure storyline that brings the wicked whimsy of the Feywild to fifth edition for the first time. Tune into D&D Live 2021 presented by G4 on July 16 and 17 for details including new characters, monsters, mechanics, and story hooks suitable for players of all ages and experience levels.

You've got to—belch!—roll for initiative, Morty! Two pop culture juggernauts are teaming up and neither multiverse is prepared for what comes next! When Morty sees a cute girl at school playing Dungeons & Dragons, he asks Rick to show him the ropes, only to discover that his grandfather is a veteran gamer. Next thing he knows, the entire family has been pulled into a campaign that escalates from virtual D&D simulations to alternate universes governed by the rules of the game. And as it turns out, Rick isn't the only one who knows his way around a d20.

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.

Discover everything there is to know about dragons—the most iconic of D&D monsters—in this quintessential reference guide. Meet Fizban the Fabulous: doddering archmage, unlikely war hero, divine avatar of a dragon-god—and your guide to the mysteries of dragonkind. What is the difference between a red dragon and a gold dragon? What is dragonsight? How does a dragon's magic impact the world around them? This comprehensive guide provides Dungeon Masters with a rich hoard of tools and information for designing dragon-themed encounters, adventures, and campaigns. Dragonslayers and dragon scholars alike will also appreciate its insight into harnessing the power of dragon magic and options for players to create unique, memorable draconic characters. • Introduces gem dragons to fifth edition! • Provides Dungeon Masters with tools to craft adventures inspired by dragons, including dragon lair maps and detailed information about 20 different types of dragons • Adds player character options, including dragon-themed subclasses for monks and rangers, unique draconic ancestries for dragonborn, additional spell options, and a feat • Presents a complete dragon bestiary and introduces a variety of dragons and dragon-related creatures—including aspects of the dragon gods, dragon minions, and more • Reveals the story of the First World and the role the dragon gods Bahamut and Tiamat played in its creation and destruction

Feel the cold touch of death in this adventure for the world's greatest roleplaying game. Beneath the unyielding night sky, you stand before a towering glacier and recite an ancient rhyme, causing a crack to form in the great wall of ice. Beyond this yawning fissure, the Caves of Hunger await. And past this icy dungeon is a secret so old and terrifying that few dare speak of it. The mad wizards of the Arcane Brotherhood long to possess that which the god of winter's wrath has so coldly preserved--as do you! What fantastic secrets and treasures are entombed in the sunless heart of the glacier, and what will their discovery mean for the denizens of Icewind Dale? Can you save Ten-Towns from the Frostmaiden's everlasting night? Brave the frozen North of Faerun in this Dungeons & Dragons adventure for characters level 1-12. Explore the frontier of Icewind Dale! Maps and guides will aid you on your journey through a land of isolation, paranoia, and deadly cold. Venture into the Ten Towns and other beloved D&D locations made famous by Drizzt Do'Urden and the Companions of the Hall. Encounter the hazards of a frozen wilderness. This book provides DMs with rules for running D&D adventures in icy tundras and wintry climes. Discover long-lost treasures, magic items, and long-forgotten spells in the icy depths of a truly unforgettable Dungeons & Dragons adventure.

An unlikely new band of heroes gets into more trouble than usual in the fabled city of Waterdeep, and a new series kicks off a deadly tale with a kidnapping that is more--and less--than it seems.

Use your Campaign Planner to plan and run your next Dungeons & Dragons 5th Edition Campaign

A wickedly whimsical adventure for the world's greatest roleplaying game. Once every eight years, the fantastic Witchlight Carnival touches down on your world, bringing joy to one settlement after the next. Its owners, Mister Witch and Mister Light, know how to put on a good show. But there's more to this magical extravaganza than meets the eye! The carnival is a gateway to a fantastic Feywild domain unlike anything found on the Material Plane. Time has not been kind to this realm, however, and dark days lie ahead unless someone can thwart the dastardly schemes of the Hourglass Coven. The Wild Beyond the Witchlight takes adventurers from the Witchlight Carnival to Prismeer, a Feywild domain of delight, and is designed for characters of levels 1–8. This book comes with a poster map that shows the carnival on one side and Prismeer on the other. • Explore the Plane of Faerie in the first official D&D adventure set primarily in the Feywild • Easily drop The Witchlight Carnival into any campaign—for passage into the Feywild or just a night of carnival games and wild entertainment • Introduces two races—play as a fairy or as a harengon, a race of humanoid rabbits • Adds two backgrounds—the Feylost who grew up in the Feywild, and a Witchlight Hand who works at the carnival • All encounters can be resolved without resorting to combat, rewarding clever ideas and creative roleplay • Classic 1980s Dungeons & Dragons characters return, including Warduke, Strongheart, and Kelek

Fight the War Against Draconic Oppression in this Adventure for the World's Greatest Roleplaying Game In an audacious bid for power the Cult of the Dragon, along with its dragon allies and the Red Wizards of Thay, seek to bring Tiamat from her prison in the Nine Hells to Faerun. To this end, they are sweeping from town to town, laying waste to all those who oppose them and gathering a hoard of riches for their dread queen. The threat of annihilation has become so dire that groups as disparate as the Harpers and Zhentarim are banding together in the fight against the cult. Never before has the need for heroes been so desperate. • The first of two adventures in the Tyranny of Dragons™ story arc, Hoard of the Dragon Queen provides everything a Dungeon Master needs to create an exciting and memorable adventure experience. • 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™ in-store play program. • Adventure design and development by Kobold Press.

The perfect tool to help Dungeon Masters manage villagers, allies, and villains during gameplay. These 182 durable, laminated cards represent any non-player characters (NPCs) your players might meet during your next D&D game. From a bandit captain's saving throws to a giant spider's stealth bonus, these cards let DMs select, organize, and access the information they need to avoid disruptions during that critical encounter. • All 182 cards have up-to-date game statistics on one side, and 66 of them include evocative art to help to bring battles to life without revealing the rules text. • An evergreen accessory useful for all fifth edition Dungeons & Dragons tabletop gameplay • An invaluable resource for EVERY Dungeon Master

Dice and miscellany for the world's greatest roleplaying game EXPLORE THE REALMS! Let Laeral Silverhand-Open Lord of Waterdeep, centuries-old archmage, and daughter of the goddess of magic-guide

you on your path to adventure. INCLUDES · Eleven Dice (two d20s, one d12, two d10s, one d8, four d6s, one d4) · Twenty illustrated, double-sided cards detailing Laeral's expert insights on key characters, locations, and lore from across the Forgotten Realms™. · A durable, felt-lined box that functions as two dice trays. · Foldout double-sided map of the Sword Coast and the city of Waterdeep (11" x 16")

This is not your standard "How to" book. This goes beyond the "How to" stage as the author shares his experience with playing so that you have a deeper and richer play experience. In order to do this the book is divided into four sections that give advice that goes beyond the rules found in the Players Handbooks and Dungeons Master's Guides. * Useful of years to come. The best thing about this book is that it is not designed for any one edition of the game. So this is just as useful for someone playing with some old AD&D books or the much awaited fifth edition, D&D Next. This means that this book will be useful for many, many years to come. * Gets you ready to play. The first section is all about getting ready to play a game and includes a list of all the supplies you will need. The author also gives you a run down about the different editions of Dungeons and Dragons. Also in this section is advice on how to find other players to join or form a gaming group to play with. * Advice on being player. Section two is a companion to the character creation process found in the Players Handbooks. This sections talks about the roles that characters play within the adventuring party. Moral outlooks of the characters and their reasoning for being adventures. Also the standard gear that any hero is going to need on a quest. * Advice on being a Dungeon Master. The third part of the book is advice on crafting adventures and being the Dungeon Master that is in charge of the game. From crafting the plot of the adventure to playing the villain, and even how to pace out the rewards you give to the plays, this section is rich in advice. * DIY Projects. Lastly the book has a few projects that will help players save some cash by showing them how to make props. These projects use a mixture of different skill sets such as sewing, cutting, and even faking paper aging. All in all, this is the perfect book for someone that wants to go beyond and really learn how to play a great game of Dungeons and Dragons. Click "Buy Now" to Get "How to Play Dungeons & Dragons Now!

A blood-soaked epic of the real-life Vlad the Impaler's transformation into the vampire Dracula. Part historical fiction, part horror fantasy, this graphic novel is brought to you by writer Mark Sable (The Dark, Graveyard of Empires, Unthinkable) and artist Salgood Sam (Dream Life, Therefore Repent, Sea of Red). Collects the original digital series Dracula: Son of the Dragon

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