

Dungeons And Dragons Character Creation

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!

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

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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. 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

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ages and experience levels.

Inside the pockets of this lavishly illustrated protective folder, you'll find a full set of fifth edition Dungeons & Dragons character sheets for use in any D&D campaign. This product includes three additional styles of double-sided character sheets giving veteran players options based on their individual play preference and spell sheets for keeping track of their magical repertoire. Each character sheet provides plenty of room to keep track of everything that makes a character unique. Also included is an introductory character sheet designed specifically to help ease new players into the game. Fans can use these character sheets to welcome new players to the world's greatest roleplaying game or choose a variant that fits their preferences.

Dare to defy death in this adventure for the world's greatest roleplaying game The talk of the streets and taverns has all been about the so-called death curse: a wasting disease afflicting everyone who's ever been raised from the dead. Victims grow thinner and weaker each day, slowly but steadily sliding toward the death they once denied. When they finally succumb, they can't be raised—and neither can anyone else, regardless of whether they've ever received that miracle in the past. Temples and scholars of divine magic are at a loss to explain a curse that has affected the entire region, and possibly the entire world. The cause is a necromantic artifact called the Soulmonger, which is located somewhere in Chult, a mysterious peninsula far to the south, ringed with mountains and choked with rain forests. • An adventure for characters of levels 1 – 11, Tomb of Annihilation provides the Dungeon Master with the core adventure needed to create an exciting and memorable play experience. • Expands on the Forgotten Realms setting of Chult, providing extensive detail on the hidden peninsula, and includes a large pull-out map of the region. • Fans of the DUNGEONS & DRAGONS®

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Roleplaying Game can expand and enhance their experience by participating in the D&D Adventurers League™ organized play program while playing this adventure. • Adventure design by Christopher Perkins, Will Doyle, and Steve Winter, with additional design by Adam Lee. • Story consulting by the award-winning creator of Adventure Time, Pendleton Ward. 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. 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

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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

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

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This volume will convince readers that the swift ascent of the tabletop role-playing game Dungeons and Dragons to worldwide popularity in the 1970s and 1980s is “the most exciting event in popular culture since the invention of the motion picture.” *Dungeons and Dragons and Philosophy* presents twenty-one chapters by different writers, all D&D aficionados but with starkly different insights and points of view. It will be appreciated by thoughtful fans of the game, including both those in their thirties, forties, and fifties who have rediscovered the pastime they loved as teenagers and the new teenage and college-student D&D players who have grown up with gaming via computer and console games and are now turning to D&D as a richer, fuller gaming experience. The book is divided into three parts. The first, “Heroic Tier: The Ethical Dungeon-Crawler,” explores what D&D has to teach us about ethics and about how results from the philosophical study of morality can enrich and transform the game itself. Authors argue that it’s okay to play evil characters, criticize the traditional and new systems of moral alignment, and (from the perspective of those who love the game) tackle head-on the recurring worries about whether the game has problems with gender and racial stereotypes. Readers of *Dungeons and Dragons and Philosophy* will become better players, better thinkers, better dungeon-masters, and better people. Part II, “Paragon Tier: Planes of Existence,” arouses a new sense of

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wonder about both the real world and the collaborative world game players create. Authors look at such metaphysical questions as what separates magic from science, how we express the inexpressible through collaborative storytelling, and what the objects that populate Dungeons and Dragons worlds can teach us about the equally fantastic objects that surround us in the real world. The third part, "Epic Tier: Leveling Up," is at the crossroads of philosophy and the exciting new field of Game Studies. The writers investigate what makes a game a game, whether D&D players are artists producing works of art, whether D&D (as one of its inventors claimed) could operate entirely without rules, how we can overcome the philosophical divide between game and story, and what types of minds take part in D&D.

The Character Creation Guide shows you step by step how to create an iconic character essential to an engaging story. It is intended for players in Role-Playing Games (RPGs) who want to develop an awesome character, or for authors with a story they yearn to tell. The guide can be used with any RPG and by any profession to raise your game to an artform. We'll gain a keen understanding of what really matters in role-playing and story-telling, so you can focus your design and play efforts more effectively. You'll spend less time and effort, and have more engrossing fun! Specifically, we'll learn about: How To Make a Character -

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in four phases: Inspiration, Concept, Mechanics, and Performance
Fractal Blueprints for Great Role-Playing - the ideals, objects, and policies that really matter
Four Cardinal Ideals - Direction, Structure, Emotion, and Synergy
Five Objects Of Development - Plot, Premise, Character, Environment, and Theme
First Design and Play Policies - Only create stuff that matters and Only do stuff that matters
Finding Inspiration - drawing from sources like Setting, Proposition, Exemplars, Archetypes, and Tropes
Four Qualities of Good Inspiration - Resonant, Specific, Original, and Promising
Imagining Concept - gives us methods to design our concept and measures to test its quality
Four Qualities of Good Concept - Clear, Distinct, Engaging, and Interactive
Designing the Character - With the concept designs that naturally develop action story structure
Thematic - Theme, Goal, Motive, Conflict, Destiny
Mutual - Appearance, Links, Connections, Hook, Backstory
Dramatic - Alias, Stakes, Persona, Instinct, Limit
Cooperative - Aspects, Mystery, Belief, Lure
Setup - Name, Gender, Occupation, Catalyst
Planning Performance - learning enough to execute a character transformation matched with your story
Structure - Phases and points of an action story
Portrayal - Managing clichés and imbuing dimensions
Presentation - Unfolding your story over key scenes
In addition, we provide specific Kim's RPG resources to help you create your character: Mad-libs and Questionnaire -

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Designed to prompt you through a useful character creation process Universal Character Concept Sheet - Usable in any RPG and easily customized to other fields Character Examples - Real characters drawn from the fantasy genre used to illuminate design Our approach for character creation is useful for far more than just role-playing games. It applies universally to any fictional character and their performance, so these same methods are of great interest to all story content creators and performers: authors from any field, actors of stage and screen, producers of movies, improv troupes, and even songwriters. Behind the scenes the Kim's RPG Master Class is actually a distillation of best practices from those various fields.

Despite the rise of computer gaming, millions of adults still play face to face role playing games, which rely in part on social interaction to create stories. This work explores tabletop role playing game (TRPG) as a genre separate from computer role playing games. The relationship of TRPGs to other games is examined, as well as the interaction among the tabletop module, computer game, and novel versions of Dungeons & Dragons. Given particular attention are the narrative and linguistic structures of the gaming session, and the ways that players and gamemasters work together to construct narratives. The text also explores wider cultural influences that surround tabletop gamers.

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"Anna Anthropy is a key personality in the ongoing paradigm shift that is slowly changing the way videogames are understood, by creators and players, and by the wider culture." —Patrick Alexander, Eegra.com "Equal parts autobiography, ethnography, and how-to manual, this book concisely makes the case for the unique power of 'zinester' games." —Adam Parrish, NYU's Interactive Telecommunication Program (Tisch School of the Arts), and author of the ZZT game "Winter" "These days, everybody can make and distribute a photograph, or a video, or a book. Rise of the Videogame Zinesters shows you that everyone can make a videogame, too. But why should they? For Anna Anthropy, it's not for fame or for profit, but for the strange, aimless beauty of personal creativity." —Ian Bogost, Director, Graduate Program in Digital Media, Georgia Institute of Technology "Rise is a great guidebook to understanding—and more importantly, participating in—this dynamically evolving culture." —Jim Munroe, co-founder of the Hand Eye Society and the Difference Engine Initiative "Here, Anna Anthropy demonstrates how people from every background and walk of life are breaking free of the commercial cowardice of major publishers, and bringing their individual visions of the game to life. . . . If game design is to be an art, as those of us who love games fervently hope, it must be rescued from its crushing commercial pressures. You can be a part of its future." —Greg Costikyan, author

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of I Have No Mouth and I Must Design "Anna gives the world of video games a crucial perspective from her seat of authority within outsider culture, and illustrates how essential it is for the space to empower voices of all kinds if it is to evolve." —Leigh Alexander, editor-at-large of Gamasutra

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

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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 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

A tactical accessory for the world's greatest roleplaying game This sturdy double-sided, grid-lined play surface is ideal for when your DUNGEONS & DRAGONS campaign gets tactical. One side features a stone floor good for dungeon and city encounters alike, while the other features terrain useable for a wide range of rural and wilderness encounters. Additionally, the D&D Adventure Grid folds up for

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easy transport and storage, and can be used with both wet-erase and dry-erase pens interchangeably. Pens and miniatures not included. 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.

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

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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

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.

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.

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Whether you've been a Dungeon Master (DM) before and want to fine-tune your skills or want to get ready and take the plunge, this is the book for you. It gives you the basics on running a great game, info for more advanced dungeon mastering, guidelines for creating adventures, and tips for building a campaign. It shows you how to: Handle all the expressions of DMing: moderator, narrator, a cast of thousands (the nonplayer characters or NPCs), player, social director, and creator Use published adventures and existing campaign worlds or create adventures and campaign worlds of your own Conjure up exciting combat encounters Handle the three types of encounters: challenge, roleplaying, and combat Create your own adventure: The Dungeon Adventure, The Wilderness Adventure. The Event-Based adventure (including how to use flowcharts and timelines), The Randomly Generated Adventure, and the High-Level adventure Create memorable master villains, with nine archetypes ranging from agent provocateur to zealot To get you off to a fast start, *Dungeon Master For Dummies* includes: A sample dungeon for practice Ten ready-to-use encounters and ten challenging traps A list of simple adventure premises Mapping tips, including common scales, symbols, and conventions, complete with tables Authors Bill Slavicsek and Richard Baker wrote the hugely popular *Dungeons and Dragons For Dummies*. Bill has been a game designer since 1986 and leads the D&D

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creative team at Wizards of the Coast. Richard is a game developer and the author of the fantasy bestseller *Condemnation*. They give you the scoop on: Using a DM binder to keep records such as an adventure log, PCs' character sheets, NPC logs/character sheets, treasure logs, and more Knowing player styles (role players and power games) and common subgroups: hack'n'slasher, wargamer, thinker, impulsive adventurer, explorer, character actor, and watcher Recognizing your style: action movie director, storyteller, worldbuilder, puzzlemaker, or connector Using miniatures, maps, and other game aids Using 21st century technology, such as a Web site or blog, to enhance your game The book includes a sample adventure, *The Necromancer's Apprentice*, that's the perfect way to foray into DMing. It includes everything you need for a great adventure—except your players. What are you waiting for? There are chambers to be explored, dragons to be slain, maidens to be rescued, gangs of gnoll warriors to be annihilated, worgs to be wiped out, treasures to be discovered, worlds to be conquered....

The first *Forgotten Realms* title ever published, now available as an eBook! *Darkwalker on Moonshae* was the very first novel ever published in the *Forgotten Realms* setting. Appearing in 1987, this title launched what has now become a robust and ever-expanding land of adventure for millions of readers.

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Fizban's Treasury of Dragons (Dungeon & Dragons Book) Wizards of the Coast
If you have a question about RPG Character Creation this is the book with the answers. RPG Character Creation: Questions and Answers takes some of the best questions and answers asked on the rpg.stackexchange.com website. You can use this book to look up commonly asked questions, browse questions on a particular topic, compare answers to common topics, check out the original source and much more. This book has been designed to be very easy to use, with many internal references set up that makes browsing in many different ways possible. Topics covered include: DnD 3.5E, DnD 4E, DnD 5E, Pathfinder, Optimization, System Agnostic, GM Techniques, Dungeons and Dragons, Spells, Races, New Players, Skills, Sorcerer, Feats, Roleplaying, Monsters, Campaign Development, Multi Classing, Fighter, House Rules, Background, Group Dynamics, Weapons, Class, Powers, Prestige Class and many more. 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

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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 prefect book for someone that wants to go beyond and really learn how to play a great game of Dungeons and

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Dragons. Click "Buy Now" to Get "How to Play Dungeons & Dragons Now!" 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.

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

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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.

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 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

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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!

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 "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)

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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)

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.

Ramp up your role-playing game (RPG) and make your character your own with this

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fun, interactive workbook—an essential addition to any player’s gaming kit. You’ve chosen your class, bought your weapons, and rolled for your stats, and you’re now the proud owner of your own RPG (role-playing game) avatar. But before you begin your adventure, there’s so much more you can do with your character to make him or her your own! Just how evil is she? What does his dating profile look like? Where did she get that scar? What does he want for his birthday? With fill-in-the-blank narratives, prompts, and fun activities to help you customize your character at the start of the game, or build out your backstory as you play, *The Ultimate RPG Character Backstory Book* will help you fully imagine your character and bring them to life for the ultimate gaming experience!

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. 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 *Wall Street Journal* #1 Best Seller in Hardcover

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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.

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

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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!

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

Diabolical dangers await in this adventure for the world's greatest roleplaying game. Welcome

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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

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,

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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.

The most detailed D&D" sourcebook on combat ever released.

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