

D D 5th Edition Player S Handbook Pdf

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DUNGEONS & DRAGONS PLAYER'S HANDBOOK COLLECTION - ROB HEINSOO 2009-11-17
2 GREAT BOOKS... 1 GREAT PRICE! THE PLAYER'S HANDBOOK AND PLAYER'S HANDBOOK 2 CONTAIN ALL OF THE RULES, CLASSES, RACES, FEATS, SKILLS, AND ITEMS ANY PLAYER OF D&D(R) WILL EVER NEED. GATHERED TOGETHER IN A HANDSOME SLIP-CASE, THIS SPECIAL HOLIDAY COLLECTION OFFERS BOTH BOOKS AT ONE GREAT PRICE! IN ADDITION TO THIS SAVINGS, PURCHASERS WILL RECEIVE A PROMOTIONAL CODE THAT WILL GARNER THEM \$12 OFF ON A YEAR-LONG SUBSCRIPTION TO D&D INSIDER(TM), THE PREMIER WEBSITE FOR THE DEDICATED D&D GAMER. D&D INSIDER PROVIDES PLAYERS WITH GREAT ADDITIONAL RULES CONTENT AS WELL AS A SUITE OF TOOLS DESIGNED TO MAKE PLAYING D&D THAT MUCH EASIER. THIS GREAT HOLIDAY OFFERING IS JUST THE THING FOR EITHER THE NEW OR THE DEDICATED GAMER IN YOUR LIFE...

XANATHAR'S GUIDE TO EVERYTHING - DUNGEONS & DRAGONS 2017-11-21
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 PONDS 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 GUILF ARE IN THE EYES OF THE BEHOLDER!

FORGOTTEN REALMS PLAYER'S GUIDE - ROB HEINSOO 2008
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.
PLAYER'S HANDBOOK - 2000

D&D CHARACTER SHEETS - WIZARDS RPG TEAM 2017-06-20

DUNGEONS & DRAGONS GUILDMASTERS' GUIDE TO RAVNICA (D&D/MAGIC: THE GATHERING ADVENTURE BOOK AND CAMPAIGN SETTING) - DUNGEONS & DRAGONS 2018-11-20
A GAME INFORMER "BEST ROLE-PLAYING GAME RELEASES OF 2018" SELECTION STAND WITH YOUR GUILD IN THE FIRST DUNGEONS & DRAGONS BOOK TO EXPLORE THE WORLD OF MAGIC: THE GATHERING. IN GUILDMASTERS' GUIDE TO RAVNICA, THE WORLD'S MOST POPULAR ROLEPLAYING GAME MEETS THE WORLD'S MOST POPULAR TRADING CARD GAME. RELEASED TO COINCIDE WITH THE MAGIC SET GUILDS OF RAVNICA, IT'S THE PERFECT BLEND OF STORY FROM THE CREATORS OF MAGIC: THE GATHERING, WRAPPED AROUND THE RULES, MONSTERS, AND MAGIC OF FIFTH EDITION DUNGEONS & DRAGONS. • EVERYTHING YOU NEED TO CREATE CHARACTERS AND RUN ADVENTURES IN RAVNICA—ONE OF THE RICHEST, MOST BELOVED SETTINGS IN MAGIC: THE GATHERING. • 5 NEW RACES, SPECIFIC TO RAVNICA, PLUS 2 NEW SUBCLASSES, 78 NEW MONSTERS, AND 17 NEW MAGIC ITEMS. • "KRENKO'S WAY:" A READY-MADE ADVENTURE FOR LEVEL 1 CHARACTERS. • 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.
PHYSICAL BOOK - ED CHANDLER 2017-08-07
"PHYSICAL BOOK" IS A PRACTICAL BOOK ABOUT THE LETTER 'P' AS IT SITS PROUDLY IN THE ALPHABET SERIES OF BOOKS WRITTEN BY MYSELF.

AUTOCAD 2018 FOR ARCHITECTURAL DESIGN - CREATSPACE INDEPENDENT PUB 2017-04-26

LEARN ARCHITECTURAL DESIGN USING AUTOCAD THIS BOOK SHOWS YOU HOW TO CREATE ARCHITECTURAL DRAWINGS AND 3D MODELS ONE STEP AT A TIME. BRIEF EXPLANATION AND STEP-BY-STEP INSTRUCTIONS MAKE THIS BOOK A PERFECT WAY TO GET STARTED WITH ARCHITECTURAL DESIGN USING AUTOCAD. IN ADDITION, YOU CAN DOWNLOAD THE WORKING FILES FOR CHAPTER FROM THE WEBSITE, AND USE THEM FOR ANY HELP. AUTHOR FIRST INTRODUCES THE AUTOCAD INTERFACE, AND THEN MOVES DIRECTLY INTO ARCHITECTURAL DRAWINGS. YOU WILL LEARN TO DRAW WALLS, DOORS AND OPENINGS, WINDOWS, STAIRS, AND ELEVATIONS. LATER, YOU WILL USE THE 2D DRAWINGS TO CREATE A 3D MODEL. SOME OF THE SKILLS YOU CAN ACQUIRE FROM THIS BOOK ARE: - IMPORT HAND-DRAWN DRAWINGS AND USE THEM TO CREATE CAD DRAWINGS - USE DYNAMIC BLOCKS TO CREATE DOORS AND WINDOWS - ADD DIMENSIONS AND ANNOTATIONS TO THE DRAWING - CREATE ELEVATIONS AND 3D MODEL TABLE OF CONTENTS PART 1: CREATING 2D ARCHITECTURAL DRAWINGS - STARTING AUTOCAD 2018 - INSERTING HAND SKETCHES - SCALING THE HAND SKETCHES - SAVING THE DOCUMENT - CREATING LAYERS - CREATING GRID LINES - CREATING WALLS - CREATING DOORS AND WINDOWS - CREATING STAIRS - CREATING THE FIRST FLOOR PLAN - CREATING THE SLIDING DOORS - CREATING THE BALCONY - CREATING KITCHEN AND BATHROOM FIXTURES - ADDING FURNITURE BLOCKS - ADDING HATCH PATTERNS AND TEXT

- ADDING TEXT LABELS - CREATING ELEVATIONS - HATCHING THE ELEVATION VIEWS - ADDING DIMENSIONS - CREATING GRID BUBBLES - LAYOUTS AND TITLE BLOCK - PRINTING PART 2: CREATING 3D ARCHITECTURAL MODEL - IMPORTING 2D DRAWINGS - CREATING 3D WALLS - CREATE THE CEILING - CREATING DOORS ON THE GROUND FLOOR - CREATING 3D WINDOWS - CREATING 3D STAIRS - MODELING THE FIRST FLOOR - CREATING THE BALCONY - CREATING RAILING - CREATING THE ROOF - CREATING THE TERRAIN SURFACE PART 3: RENDERING - ADDING MATERIALS - ADDING CAMERAS - ADDING LIGHTS - RENDERING DOWNLOAD RESOURCE FILES FROM WWW.TUTORIALBOOK.INFO IF YOU ARE AN EDUCATOR, YOU CAN REQUEST A FREE EVALUATION COPY BY SENDING US AN EMAIL TO ONLINE.BOOKS999@GMAIL.COM

DUNGEONS AND DESKTOPS - MATT BARTON 2019-04-18

COMPUTER ROLE-PLAYING GAMES (CRPGs) ARE A SPECIAL GENRE OF COMPUTER GAMES THAT BRING THE TABLETOP ROLE-PLAYING EXPERIENCE OF GAMES SUCH AS DUNGEONS & DRAGONS TO THE COMPUTER SCREEN. THIS NEW EDITION INCLUDES TWO NEW CHAPTERS: THE MODERN AGE, AND A CHAPTER ON INDIES AND MOBILE CRPGs. THE NEW MODERN AGE CHAPTER WILL COVER, AMONG OTHER TOPICS, KICKSTARTER/FIG CROWDFUNDED PROJECTS SUCH AS TORMENT: TIDES OF NUMENERA AND PILLARS OF ETERNITY. IT'LL ALSO BRING THE BOOK UP TO DATE WITH MAJOR GAMES SUCH AS DRAGON AGE, WITCHER, SKYRIM. EXPANDED INFO IN FIRST CHAPTER ABOUT EDUCATIONAL POTENTIAL OF CRPGs. COLOR FIGURES WILL BE INTRODUCED FOR THE FIRST TIME. KEY FEATURES GIVES REVIEWS OF HUNDREDS OF GAMES ACROSS MANY PLATFORMS. COMPREHENSIVE BOOK COVERING THE HISTORY OF COMPUTER RPGs. COMPREHENSIVE INDEX AT THE BACK, LETTING YOU QUICKLY LOOK UP YOUR FAVOURITE TITLES

DUNGEON MASTER'S SCREEN - WIZARDS OF THE COAST 2002-02

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.

CASTLES & CRUSADES PLAYER'S HANDBOOK - LORD GAMES TROLL 2017-07

WE'VE MOVED TO THE 7TH PRINTING OF THE CASTLES & CRUSADES PLAYERS HANDBOOK. A PILLAR OF THE TABLE TOP RPG INDUSTRY, CASTLES & CRUSADES EMBODIES THE SPIRIT OF THE OLD-SCHOOL GAMER WITH THE EASY TO USE MODERN MECHANICS. THE PLAYERS HANDBOOK HAS ALL YOU NEED TO GET STARTED IN A WILD RIDE OF ADVENTURE! ITS EASY TO LEARN ATTRIBUTE-BASED RULES SYSTEM ALLOWS PLAYERS TO CHOOSE AMONG 13 ARCHETYPAL CHARACTER CLASSES AND 7 RACES TO CREATE THEIR CHARACTERS. SPELLS, EQUIPMENT, FAST-PACED COMBAT RULES, AND ALL ESSENTIAL INFORMATION NEEDED TO PLAY A GAME OF CASTLES & CRUSADES IS IN THIS BOOK. MADE IN THE USA.

CHRIST INCOGNITO - DOUG STEVENS 2019-12-06

MIDGARD HEROES HANDBOOK -

VAN RICHTEN'S GUIDE TO RAVENLOFT (ALTERNATE COVER) - 2021

ADVANCED PLAYER'S MANUAL - SKIP WILLIAMS 2005-09

FANTASIROLLESPIEL.

SOUTHLANDS HEROES - RICH HOWARD 2016-06-28

WHEN EVIL STIRS IN THE SOUTHLANDS, MIGHTY HEROES WILL ARISE! NEW OPTIONS FOR 5TH EDITION HEROES DEMONIC VOICES MUTTER AND HOWL IN THE DESERT. STRANGE LIGHTS APPEAR AMONG THE TREES IN THE JUNGLE'S DEPTHS; AND PACKS OF TWISTED CREATURES EMERGE AT NIGHT TO HUNT THE GRASSLANDS. BUT YOU DO NOT FEAR THESE THINGS. YOU ARE A HERO OF THE SOUTHLANDS—AND BY YOUR SKILL, STRENGTH, LUCK, OR THE FAVOR OF THE GODS, YOU WILL BECOME A LEGEND. SOUTHLAND HEROES GIVES YOU EVERYTHING YOU NEED TO PLAY IN A 5TH EDITION CAMPAIGN SET IN THE SOUTHLANDS. SOUTHLANDS HEROES INCLUDES: RULES FOR PLAYING SOUTHLANDS AASIMAR, GNOLLS, LIZARDFOLK, MINOTAURS, TOSCUli WASPFOLK, AND WERELIONS NEW AMBUSH PREDATOR ROGUE ARCHETYPE, HIVEMASTER VARIANT RANGER, AND CIRCLE OF THE HIVE AND CIRCLE OF THE SWARM VARIANT DRUIDS NEW BACKGROUNDS: CHILD OF THE DIVINE, TEMPLE SLAVE, DESERT RUNNER, AND MORE! MATCH WITS WITH DJINN, PIT YOUR STRENGTH AGAINST MIGHTY WHITE APES, AND PLUNDER THE LOST TEMPLES OF DEMON GODS. THE SOUTHLANDS AWAIT!

THE RISE OF TIAMAT - WIZARDS RPG TEAM 2014-11-04

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.

MAGIC OF INCARNUM - JAMES WYATT 2005

A NEW SOURCE OF POWER FOR THE DUNGEONS & DRAGONS(R) ROLEPLAYING GAME! THIS SUPPLEMENT INTRODUCES A MAGICAL SUBSTANCE CALLED INCARNUM INTO THE D&D GAME. WITH THIS BOOK, THE PLAYERS CHARACTERS CAN MELD INCARNUM--THE POWER OF SOULS LIVING, DEAD, AND UNBORN--INTO MAGICAL ITEMS AND EVEN THEIR OWN BODIES, GRANTING THEM SPECIAL ATTACKS, DEFENSES, AND OTHER ABILITIES (MUCH AS MAGIC ITEMS AND SPELLS DO). INCARNUM CAN BE SHAPED AND RESHAPED INTO NEW FORMS, GIVING CHARACTERS TREMENDOUS VERSATILITY IN THE DUNGEON AND ON ANY BATTLEFIELD. THIS BOOK ALSO FEATURES NEW CLASSES, PRESTIGE CLASSES, FEATS, AND OTHER OPTIONS FOR CHARACTERS WISHING TO EXPLORE THE SECRETS OF INCARNUM, AS WELL AS RULES AND ADVICE FOR INCLUDING INCARNUM IN A D&D CAMPAIGN.

THE NEW PLAYER'S HANDBOOK - ZEB COOK 1995

OUTLINES HOW TO DETERMINE A CHARACTER'S ABILITIES, RULES FOR CHARACTER IMPROVEMENT, AND MAPPING AND COMBAT PROCEDURES

DUNGEON MASTER'S GUIDE - JAMES WYATT 2008

OFFERS TIPS, ADVICE, AND STRATEGIES FOR CREATING WORLDS AND ADVENTURES THAT PLAYERS CAN ENJOY WHILE PARTICIPATING IN THE ROLEPLAYING GAME.

DUNGEONS & DRAGONS CORE RULEBOOKS GIFT SET (SPECIAL FOIL COVERS EDITION WITH SLIPCASE, PLAYER'S HANDBOOK, DUNGEON MASTER'S GUIDE, MONSTER MANUAL, DM SCREEN) - DUNGEONS & DRAGONS 2018-11-20

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.

PLAYER'S HANDBOOK - JEREMY CRAWFORD 2009

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 ARCANES AND DIVINE CLASSES: THE AVENGER, THE BARD, THE INVOKER, AND THE SORCERER.

DUNGEONS & DRAGONS MYTHIC ODYSSEYS OF THEROS (D&D CAMPAIGN SETTING AND ADVENTURE BOOK) - DUNGEONS & DRAGONS 2020-07-21

CLASH WITH THE GODS OF THEROS IN THIS CAMPAIGN SOURCEBOOK FOR THE WORLD'S GREAT ROLEPLAYING GAME. PLAY DUNGEONS & DRAGONS IN THE MAGIC: THE GATHERING WORLD OF THEROS--A REALM SHAPED BY THE WRATH OF GODS AND THE DEEDS OF HEROES, WHERE CHAMPIONS VIE FOR IMMORTAL FAVOR AND A PLACE AMONG LEGENDS. * RISE ABOVE THE COMMON THRONG WITH SUPERNATURAL GIFTS, ABILITIES THAT GIVE YOU REMARKABLE POWERS THAT SET YOU ON THE PATH TO LEGEND. * EXPLORE THEROS AS A SATYR OR LEONIN--MYTHIC CAT-LIKE HEROES FROM MAGIC: THE GATHERING. MYTHIC ODYSSEYS OF THEROS INTRODUCES THESE RACES TO FIFTH EDITION D&D FOR THE FIRST TIME. * MASTER NEW POWERS WITH MAGIC: THE GATHERING-INSPIRED SUBCLASSES LIKE THE BARD'S COLLEGE OF ELOQUENCE AND THE PALADIN'S OATH OF HEROISM. * ENCOUNTER MYTHIC MONSTERS, CREATURES WHOSE POWER AND RENOWN ARE SUCH THAT THEIR NAMES ARE TRULY LIVING MYTHS. * WIELD THE WEAPONS OF THE GODS--FIVE SIGNATURE ARTIFACTS USED BY THEROS'S DEITIES. * 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.

GHOSTS OF DRAGONSPEAR CASTLE - 2013

SPECIAL EDITION DUNGEON MASTER'S GUIDE - MONTE COOK 2005-10

A DELUXE VERSION OF THE ESSENTIAL CORE RULEBOOK EVERY D&D DUNGEON MASTER NEEDS, THIS SPECIAL RELEASE FEATURES AN EMBOSSED, LEATHER-BOUND COVER AND PREMIUM, GILT-EDGED PAPER.

TODAY A WOMAN WENT MAD IN THE SUPERMARKET - HILMA WOLITZER 2021-11-11

A TIME 'NEW BOOKS YOU SHOULD READ' A PEOPLE MAGAZINE 'BOOK OF THE WEEK' A NEW YORK TIMES EDITORS' CHOICE WITH A FOREWORD BY ELIZABETH STROUT 'ELECTRIC: WITH WIT, WITH RAGE, WITH GRIEF, WITH THE KIND OF PROSE THAT MAKES YOU BOTH LAUGH AND THRILL TO THE DARKER, SPIKIER EMOTIONS JUST BARELY VISIBLE UNDER THE BRIGHT SURFACE. WHAT A WONDERFUL COLLECTION OF STORIES' LAUREN GROFF ANOTHER DAY! AND THEN ANOTHER AND ANOTHER AND ANOTHER. IT SEEMED AS IF IT WOULD ALL GO ON FOREVER IN THAT EXQUISITELY BORING AND BEAUTIFUL WAY. BUT OF COURSE IT WOULDN'T; EVERYONE KNOWS THAT. IN THIS COLLECTION, HILMA WOLITZER INVITES US INSIDE THE PRIVATE WORLD OF DOMESTIC BLISS, SEEN MOSTLY THROUGH THE LENS OF PAULIE AND HOWARD'S GLORIOUSLY ORDINARY MARRIAGE. FROM HASTY WEDDINGS TO MEDDLESOME NEIGHBOURS, EX-WIVES WHO JUST WON'T LEAVE, TO SLEEPLESS NIGHTS SPENT WORRYING ABOUT UNANSWERED CHAINMAIL, WOLITZER CAPTURES THE TENSIONS, CONTRADICTIONS AND UNEXPECTED DETOURS OF DAILY LIFE WITH WIT, CANDOUR AND AN ACUTELY OBSERVANT EYE. INCLUDING STORIES FIRST PUBLISHED IN MAGAZINES IN THE 1960S AND 1970S - ALONGSIDE NEW WRITING FROM WOLITZER, NOW IN HER NINETIES - TODAY A WOMAN WENT MAD IN THE SUPERMARKET REINTRODUCES A BELOVED WRITER TO BE EMBRACED BY A NEW GENERATION OF READERS. 'A FASCINATING TIME CAPSULE OF WOMANHOOD, MARRIAGE AND MOTHERHOOD OVER THE LAST CENTURY ... A FABULOUS BOOK' EMMA STRAUB 'IMMENSELY GRATIFYING, POIGNANT, FUNNY ... BREATHTAKING' ELIZABETH STROUT, FROM THE FOREWORD

SURVIVALIST'S GUIDE TO SPELUNKING - THILO GRAF 2021-07-15

THE DEFINITIVE GUIDE TO UNDERWORLD SURVIVAL! THE SURVIVALIST'S GUIDE TO SPELUNKING CONTAINS AN ARRAY OF MODULAR TOOLS, TABLES, AND RULES TO ENHANCE AND CUSTOMIZE YOUR D&D GAME.

D & D - ED GREENWOOD 2013

BALDUR'S GATE IS A FANTASTIC MEDIEVAL CITY WITH A LONG AND STORIED HISTORY -- A CITY ON THE VERGE OF TEARING ITSELF ASUNDER. MURDER IN BALDUR'S GATE PRESENTS THE CITY IN THE TIME OF THE SUNDERING, A PERIOD THAT WILL DEFINE THE FUTURE OF THE FORGOTTEN REALMS. IN ADDITION TO PROVIDING 64 PAGES OF IN-DEPTH INFORMATION ON THE CITY AND ITS INHABITANTS, THIS PRODUCT INCLUDES A HARROWING 32-PAGE ADVENTURE IN WHICH THE PLAYER CHARACTERS DEFEND BALDUR'S GATE AGAINST AN ANCIENT EVIL LONG THOUGHT SLAIN.

PLAYER'S HANDBOOK II - DAVID NOONAN 2006-05

THIS FOLLOW-UP TO THE "PLAYER'S HANDBOOK" IS DESIGNED TO AID PLAYERS AND PROVIDE MORE CHARACTER OPTIONS.

HOARD OF THE DRAGON QUEEN - DUNGEONS & DRAGONS 2014-08-19

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.

9 MINUTES AND 38 SECONDS - TARCACE BOSTIC 2019-12-30

THIS POWERFUL BOOK IS TO STRENGTHEN YOUR FAITH, AND TO SHARE MY FAMILY'S SUPERNATURAL TESTIMONY ABOUT THE BIRTH OF MY SON. THE TRAUMA THAT WE EXPERIENCED, THAT LED TO A SUPERNATURAL VICTORY. IT ALSO WILL REVEAL THE POWER OF OUR HEAVENLY FATHER IN CHRIST JESUS, SO THAT YOU MAY BELIEVE ON A HIGHER LEVEL, AND RECEIVE ALL THAT GOD HAS DESTINED FOR YOU TO HAVE. THIS BOOK WILL IGNITE THE SLEEPING GIANT IN YOU, AND YOU WILL BE ABLE TO EXPERIENCE FOR YOURSELF, THAT GOD IS THE SAME TODAY, YESTERDAY, AND FOREVER MORE. YOU WILL SEE THAT GOD IS A KEEPER OF HIS WORD, NO MATTER THE SITUATION OR CIRCUMSTANCE'S YOU MAYBE FACING, FAITH ALWAYS OVERCOMES OBSTACLES. YES! FAITH ALWAYS WINS!

D&D PLAYERS HANDBOOK 5TH EDITION - FEARDORCHA 2018-04-23

EVERYTHING A PLAYER NEEDS TO CREATE HEROIC CHARACTERS FOR THE WORLD'S GREATEST ROLEPLAYING GAME THE PLAYER'S HANDBOOK(R) IS THE ESSENTIAL REFERENCE FOR EVERY DUNGEONS & DRAGONS(R) 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 EXCITING CHARACTERS FROM AMONG THE MOST ICONIC D&D(R) RACES AND CLASSES. DUNGEONS & DRAGONS IMMERSSES YOU IN A WORLD OF ADVENTURE. EXPLORE ANCIENT RUINS AND DEADLY DUNGEONS. BATTLE MONSTERS WHILE SEARCHING FOR LEGENDARY TREASURES. GAIN EXPERIENCE AND POWER AS YOU TREK ACROSS UNCHARTED LANDS WITH YOUR COMPANIONS. THE WORLD NEEDS HEROES. WILL YOU ANSWER THE CALL?

HOW TO PLAY DUNGEONS AND DRAGONS - JEFFREY CARMICHAEL 2015-12-31

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 SECTION TALKS ABOUT THE ROLES THAT CHARACTERS PLAY WITHIN THE ADVENTURING PARTY. MORAL OUTLOOKS OF THE CHARACTERS AND THEIR REASONING FOR BEING ADVENTURERS. 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!"

D&D DUNGEON MASTERS SCREEN: DUNGEON KIT (DUNGEONS & DRAGONS DM ACCESSORIES) - DUNGEONS & DRAGONS 2021-09-21

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-DELIVING.

WIZARDS PRESENTS RACES AND CLASSES - MICHELE CARTER 2007

THROUGH WORDS AND ILLUSTRATIONS, THIS BOOK PREVIEWES SOME OF THE ICONIC RACES AND CLASSES OF THE NEW EDITION. FEATURES ESSAYS AND INSIGHTS FROM THE GAME'S DESIGNERS, DEVELOPERS, AND EDITORS.

SPECIAL EDITION PLAYER'S HANDBOOK - DUNGEONS & DRAGONS 2004-10

THIS CORE RULEBOOK IS A DELUXE, LEATHER-BOUND EDITION OF THE ESSENTIAL TOOL EVERY D&D PLAYER NEEDS.

DUNGEONS & DRAGONS PLAYER'S HANDBOOK (CORE RULEBOOK, D&D ROLEPLAYING GAME)

- DUNGEONS & DRAGONS 2014-08-19

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 • 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.

SOUTHLANDS CITY OF CATS FOR 5TH EDITION - RICHARD PETT 2021-09-28

IN THIS COMPANION VOLUME TO THE SOUTHLANDS WORLDBOOK FOR 5E, PLAYERS WILL FIND TWO ADVENTURES SET IN THIS CONTINENT'S STORIED CITY OF CATS, WHERE A MERCURIAL FELINE GODDESS WALKS AMONG HER CHOSEN PEOPLE. INCLUDED IN THIS VOLUME ARE FAN-FAVORITE ADVENTURES CAT AND MOUSE AND GRIMALKIN, BOTH BY CELEBRATED AUTHOR RICHARD PETT AND FULLY COMPATIBLE WITH THE 5TH EDITION OF THE WORLD'S OLDEST ROLEPLAYING GAME.

DUNGEONS & DRAGONS CORE RULEBOOKS GIFT SET (SPECIAL FOIL COVERS EDITION WITH SLIPCASE, PLAYER'S HANDBOOK, DUNGEON MASTER'S GUIDE, MONSTER MANUAL, DM SCREEN)

- DUNGEONS & DRAGONS 2018-11-20

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.

- DUNGEONS & DRAGONS

2014-07-15

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, 109.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.

DUNGEONS & DRAGONS STARTER SET (SIX DICE, FIVE READY-TO-PLAY D&D CHARACTERS WITH CHARACTER SHEETS, A RULEBOOK, AND ONE ADVENTURE)