

Dungeon Tiles Master Set The Dungeon

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Game Wizards - Jon Peterson 2021

"A detailed history about the early years and drama of TSR, Inc., the company that founded Dungeons and Dragons"--

The Book of Holding - Official Dungeons & Dragons Licensed 2020-08-04

This officially licensed keepsake journal, lavishly designed with magnetic enclosure and a back pocket, is a must-have for Dungeons & Dragons fans of all levels and ages. Trust this multipurpose journal to stow all your ideas, notes, and to-dos. Highly customizable with five pieces of stunning full-color artwork, The Book of Holding is ideal for capturing character sketches, formulating campaigns, or organizing your everyday thoughts. Whether you're a die-hard dungeon master preparing for your next game session or a part-time player wanting to represent your favorite RPG, this journal is the ultimate companion to your quest. **Dungeons & Dragons Tactical Maps Reincarnated (D&D Accessory)** - Dungeons & Dragons 2019-02-19

Bring your Dungeons & Dragons game to life with this collection of twenty beautifully rendered, full-color, tactical poster maps. Maps are a key element of every Dungeons & Dragons campaign. A map's importance in bringing your world to life can't be overstated. The same can be said for your encounter maps. Sometimes you need a visual representation of the area your adventurers are in, or perhaps tactical combat is simply the way your group rolls. However you play, we've got you covered. Twenty beautifully rendered, tactical poster maps are contained herein, perfect for bringing any D&D game to life. - 20 full color poster maps. Each is adorned with a 1-inch grid, perfect for use with D&D miniatures. - A wide assortment of terrain, environments, and locations are represented. - This "Best of" collection is carefully chosen from some of our most exciting adventures: - Tomb of Horrors (4th edition) - Vor Rukoth (4th edition) - Demon Queen's Enclave (4th edition) - Death's Reach (4th edition) - The Book of Vile Darkness (4th edition) - Kingdom of the Ghouls (4th edition) - Dungeon Master's Kit (4th edition) - Orcs of Stonefang Pass (4th edition) - Fields of Ruin (3rd edition) - Gargantuan Blue Dragon (3rd edition) - Vaults of the Underdark (4th edition) - Legend of Drizzt Scenario Pack (3rd edition) - Colossal Red Dragon (3rd edition) - Red Hand of Doom (3rd edition)

Dungeon Master's Guide II - Jesse Decker 2005

Building upon existing materials in the "Dungeon Master's Guide," this title was specifically designed to facilitate play, especially when the Dungeon Master has a limited amount of preparation time. Chapters include discussion on running a game, designing adventures, building and using prestige classes, and creating campaign

settings.

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-delving.

Castle Grimstead - Dungeon Tiles - Wizards RPG Team 2012-09-18

This roleplaying game accessory gives Dungeon Masters an easy and inexpensive way to include great-looking terrain in their games. This set provides ready-to-use, configurable tiles with which to build exciting encounter locations. This particular set emphasizes castles and fortifications. This accessory contains six double-sided sheets of illustrated, die-cut terrain tiles printed on heavy card stock. These tiles are appropriate for any D&D setting and usable with any edition of the DUNGEONS & DRAGONS Roleplaying Game.

Dungeons & Dragons Starter Set (Six Dice, Five Ready-to-Play D&D Characters With Character Sheets, a Rulebook, and One Adventure) - 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, 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.

Dungeon Master For Dummies - James Wyatt 2008-11-17

Design your own fantasy D&D epic filled with adventurous exploits, cloaked characters, and mysterious monsters If you're a Dungeons & Dragons fan, you've

surely thought of becoming a Dungeon Master. Learning to be a DM isn't as hard as you might think, especially if you have *Dungeon Master For Dummies* tucked into your bag of tricks! Whether you've assumed the role of Dungeon Master before or not, this illustrated reference can help you run a D&D game, either online or in person. From organizing your first D&D game to dealing with difficult players, this book covers everything a DM needs to know. Written for the newest edition of D&D by the experts at Wizards of the Coast, the game's creators, it shows you how to: Run your very first campaign, from shaping storylines and writing your own adventures to dealing with unruly players and characters Build challenging encounters, make reasonable rulings, and manage disagreements Recognize all the common codes, tables, and spells Understand the parts of a D&D adventure and how to create dungeon maps and craft monsters Shape storylines and write your own adventures Find your style as a DM and develop a game style that plays to your strengths Script an encounter, vary the terrain and challenges, and establish rewards (experience points and treasure) Decide whether to use published adventures Use and follow the official Dungeon Master's Guide Develop a campaign with exciting themes, memorable villains, and plots to entrance players If you're getting the urge to lead the charge in a D&D game of your own, *Dungeon Master For Dummies* provides the information you need to start your own game, craft exciting stories, and set up epic adventures. Grab your copy today, and you'll be on your way!

Monster Vault - Rodney Thompson 2010-11-16

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

Dungeons and Dragons Fantasy Roleplaying Game - Wizards RPG Team 2010-09-07

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

Sly Flourish's Dungeon Master Tips - Michael Shea 2010-08-17

This Dungeons and Dragons 4th Edition compatible book was written to give you solid usable tips to help you build your story, design exciting encounters, and run a great game when you're at the table. It's a short book, designed to be read quickly and referenced often. Oh yeah, and it's got some awesome original artwork by Jared Von Hindman of Head Injury Theater.

Curse of Strahd - Dungeons & Dragons 2016-03-15

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.

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.

Dungeon Tile Set II - 2017-05-01

D&D DUNGEON TILES REINCARNATED: CITY - 2018-01-23

Breathe life into your tabletop Dungeons & Dragons® game with these full color dungeon tiles. Infinitely expandable and easy to set up, these dungeon tiles allow you to create the adventures you want to play. This box contains 16 durable, double-sided, fully illustrated tile sheets, featuring city streets, buildings, sewers, and other terrain elements that Dungeon Masters can use to build exciting encounters. Use these tiles to make fantastic city maps to enhance your tabletop roleplaying game experience. For use with the Dungeons & Dragons Fantasy Roleplaying Game.

D and D Basic Game - Wizards of the Coast 2004-09

A new boxed set containing all the basics for those new to the Dungeons & Dragons roleplaying game. This brand-new boxed set is designed to give those new to roleplaying an introduction to, and a good understanding of, the D&D game experience. It contains everything needed to play exciting adventures, including a complete set of roleplaying dice, streamlined rules drawn straight from the Dungeons & Dragons v3.5 core rulebooks, and 16 miniatures from the D&D Miniatures line. In celebration of the 30th anniversary of Dungeons & Dragons, this box was named for a classic boxed set from the first years of the game's history and is a great way for current players to introduce the game to a whole new generation. Components: - 16 non-random miniatures - rulebooks - character sheets - 4 double-sided map boards - complete set of D&D dice

D&D DUNGEON TILES REINCARNATED: WILDERNESS - 2018-01-23

Breathe life into your tabletop Dungeons & Dragons® game with these full color dungeon tiles. Infinitely expandable and easy to set up, these dungeon tiles allow you to create the adventures you want to play. This box contains 16 durable, double-sided, fully illustrated tile sheets, featuring grasslands, ruins, sandy beaches, and other terrain elements that Dungeon Masters can use to build exciting encounters. Use these tiles to make fantastic wilderness maps to enhance your tabletop roleplaying game experience. For use with the Dungeons & Dragons Fantasy Roleplaying Game.

Dungeon Tiles Master Set - Wizards of the Coast 2010-07-20

A basic set of illustrated terrain tiles for use with the Dungeons & Dragons® Fantasy Roleplaying Game. This Dungeons & Dragons Fantasy Roleplaying Game accessory gives Dungeon Masters all of the basic dungeon tiles they need to create great-looking terrain in their games. This set provides ready-to-use, configurable tiles with which to build exciting encounter locations. This accessory contains 10 double-sided sheets of illustrated, die-cut terrain tiles printed on heavy cardstock, allowing you to create dungeon rooms, corridors, and outdoor locales. The product box is designed for tile storage and can be used as a terrain element in the game!

Dungeon Craft: Cursed Lands - 2020-09

Dungeon Tiles Master Set - the Wilderness - 2010

The Worldbuilder's Journal of Legendary Adventures - Official Dungeons & Dragons Licensed 2020-05-12

An official Dungeons & Dragons journal featuring 365 writing prompts to help roleplayers of all levels get their creative juices flowing. Building something from scratch is exciting, but it can also be a challenge. Within this journal lie 365 prompts to help you start your journey. Every page will steer you to strengthening the details of your world, whether you're playing within the vast Dungeons &

Dragons cosmos or creating a landscape of your own design. You'll encounter insightful questions that encourage you to delve deep into the backstories of your characters and their enemies, and what drives them to a life of adventure. You'll also see prompts that reference D&D myths and legends, some familiar and others more obscure. Answer them as best you can or let them be the spark that starts your journey into the endless realms of D&D lore. Above all, this guided journal, like D&D itself, is driven by your imagination. There are no wrong answers, paths, or rolls here (though once the game begins there are no guarantees). Nor do you need to be a master storyteller, writer, or artist. You just need to aspire to create and have the courage to build something you may have never before imagined.

Shadowghast Manor - Dungeon Tiles - 2011-06-30

This roleplaying game accessory gives Dungeon Masters an easy and inexpensive way to include great-looking terrain in their games. This set provides ready-to-use, configurable tiles with which to build exciting encounter locations. This particular set emphasizes haunted houses and crypts as an extension to the Dungeon Tiles Master Sets. This accessory contains six double-sided sheets of illustrated, die-cut terrain tiles printed on heavy card stock. These tiles are appropriate for any D&D setting and usable with any edition of the Dungeons & Dragons Roleplaying Game.

Dungeons and Dragons Roleplaying Game Starter Set - Wizards RPG Team 2008-10-21

The best way for new players to learn 4th Edition Dungeons & Dragons! This new product makes it easier than ever to start playing Dungeons & Dragons immediately. The D&D Roleplaying Game Starter Set introduces the complex world of D&D play to new fans in simple, easy-to-understand ways while retaining the fantastic inspiration of the full game experience. This product includes an introductory version of the 4th Edition rules, dice, map tiles, and an adventure to get starting playing right away!

Cathedral of Chaos - Dungeon Tiles - Wizards RPG Team 2012-03-20

This set of dungeon tiles is unusual in that it includes 4 sheets of dungeon terrain tiles and 2 sheets of tokens to represent spell effects, magical traps, and elemental hazards. Dungeon Masters can use these tiles and tokens to quickly and easily create locations within elemental and settlements, including drow cities. These tiles and tokens are suitable for any Dungeons & Dragons campaign and are compatible with past and future Dungeon Tiles sets. This set gives Dungeon Masters additional location-building options.

Dungeons & Dragons Waterdeep: Dungeon of the Mad Mage (Adventure Book, D&D Roleplaying Game) - Dungeons & Dragons 2018-11-20

Explore the mega-dungeon of Undermountain in this adventure for the world's greatest roleplaying game. In the city of Waterdeep rests a tavern called the Yawning Portal, named after the gaping pit in its common room. At the bottom of this crumbling shaft is a labyrinthine dungeon shunned by all but the most daring adventurers. Known as Undermountain, this dungeon is the domain of the mad wizard Halaster Blackcloak. Long has the Mad Mage dwelt in these forlorn depths, seeding his lair with monsters, traps, and mysteries—to what end is a constant source of speculation and concern. • The follow up to Waterdeep: Dragon Heist, Dungeon of the Mad Mage takes adventurers deep into one of D&D's biggest dungeons. Each of Undermountain's twenty-three levels is an adventure setting unto itself, and the book includes a map for each one. • Waterdeep, known as the City of Splendors, is one of D&D's most iconic locations. Also the setting for the board game Lords of Waterdeep, it's the jewel of the Sword Coast—a sprawling melting pot held together by firm laws and swift justice. • Dungeon of the Mad Mage is the second

of two Dungeons & Dragons books set in Waterdeep. It picks up where the first, Dragon Heist, leaves off, taking characters of 5th level or higher all the way to 20th level. • In D&D, 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.

Caves of Carnage - 2009-02

Illustrated cardstock terrain tiles for use with the Dungeons & Dragons(R) Roleplaying Game. This accessory for the Dungeons & Dragons Roleplaying Game contains six double-sided sheets of illustrated, die-cut terrain tiles printed on heavy cardstock. These tiles feature twisting caverns that include underground rivers, chasms, treacherous rope bridges, and the aftermath of bloody battles. *The Game Master's Book of Traps, Puzzles and Dungeons* - Jeff Ashworth 2022-06-21 All the information Game Master's needs to create compelling dungeon crawls, deadly fortress traps and clever riddles or puzzles to activate players' critical thinking skills alongside their critical rolls during tabletop RPG play.

Dungeon Masters - Wizards RPG Team Staff 2010-10-19

Awesome tools, rules, and adventure content for every Dungeon Master. If yours're a Dungeons & Dragons player interested in taking on the role of the Dungeon Master, or if yours're an experienced DM looking for more game advice, tools, and adventure content, the Dungeon Masters Kit has exactly what you need to build your own Dungeons & Dragons campaign and excite the imaginations of you and your players. This deluxe box contains rules and advice to help Dungeon Masters run games for adventurers of levels 1-30. It also includes useful DM tools such as a Dungeon Masters screen (with tables and rules printed on the inside), die-cut terrain tiles and monster tokens, and fold-out battle maps. Game components: 196-page book of rules and advice for Dungeon Masters; 32-page monster book; Two 32-page adventures; 2 sheets of die-cut dungeon terrain tiles; 2 sheets of die-cut monster tokens; 2 double-sided battle maps; Fold-out Dungeon Masters screen

The Legend of Zelda: Hyrule Historia - Eiji Aonuma 2020-04-14

Make sure to check out the other installments in this unparalleled collection of historical information on The Legend of Zelda franchise with the New York Times best selling *The Legend of Zelda: Art & Artifacts* and *The Legend of Zelda: Encyclopedia*. Also look for *The Legend of Zelda: Breath of the Wild – Creating a Champion* for an in-depth look at the art, lore, and making of the best selling video game! Dark Horse Books and Nintendo team up to bring you *The Legend of Zelda: Hyrule Historia*, containing an unparalleled collection of historical information on The Legend of Zelda franchise. This handsome digital book contains never-before-seen concept art, the full history of Hyrule, the official chronology of the games, and much more! Starting with an insightful introduction by the legendary producer and video-game designer of Donkey Kong, Mario, and The Legend of Zelda, Shigeru Miyamoto, this book is crammed full of information about the storied history of Link's adventures from the creators themselves! As a bonus, *The Legend of Zelda: Hyrule Historia* includes an exclusive comic by the foremost creator of The Legend of Zelda manga – Akira Himekawa!

The Witchlight Fens - Dungeon Tiles - 2011-06-21

This roleplaying game accessory gives Dungeon Masters an easy and inexpensive way to include great-looking terrain in their games. This set provides ready-to-use,

configurable tiles with which to build exciting encounter locations. This particular set emphasizes swamp terrain and serves as an extension to the Dungeon Tiles Master Set: The Wilderness boxed set. This accessory contains six double-sided sheets of illustrated, die-cut terrain tiles printed on heavy card stock, allowing you to create tactically challenging wilderness terrain. These tiles are appropriate for any D&D® setting and usable with any edition of the Dungeons & Dragons Roleplaying Game.

Dungeon Master For Dummies - Bill Slavicsek 2006-07-24

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 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....

Arcane Towers - Wizards RPG Team 2009-06

Configurable dungeon tiles for your D&D(R) game. These quality, card-stock tiles are quick and easy to use and a great value. *Arcane Towers* features floors and items found in wizards towers as well as more generic tiles.

Ruins of War - Dungeon Tiles - Wizards RPG Team 2012-11-20

This roleplaying game accessory gives Dungeon Masters an easy and inexpensive way to include great-looking terrain in their games. This set provides ready-to-use, configurable tiles with which to build exciting encounter locations. This particular set emphasizes battlefields and fortifications. This accessory contains six double-sided sheets of illustrated, die-cut terrain tiles printed on heavy card stock. These tiles are appropriate for any D&D setting and usable with any

edition of the DUNGEONS & DRAGONS Roleplaying Game.

Dungeon Tiles Master Set - the City - 2010-10-19

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

Dungeons and Dragons Basic Game - Matthew Sernett 2006-09

This new version of the *Dungeons & Dragons Basic Game* makes it easier than ever to start playing D&D immediately. It contains everything you need to have exciting D&D adventures, including a complete set of dice, four double-sided map tiles, a rulebook for each player, a rulebook for the Dungeon Master, and 12 pre-painted plastic miniatures (4 characters and 8 monsters) from the popular *Dungeons & Dragons Miniatures Game* line.

D&D DUNGEON TILES REINCARNATED: DUNGEON - 2018-01-23

Breathe life into your tabletop *Dungeons & Dragons®* game with these full color dungeon tiles. Infinitely expandable and easy to set up, these dungeon tiles allow you to create the adventures you want to play. This box contains 16 durable, double-sided, fully illustrated tile sheets, featuring dungeon rooms, corridors, caverns, tunnels, and other terrain elements that Dungeon Masters can use to build exciting encounters. Use these tiles to make fantastic dungeon maps to enhance your tabletop roleplaying game experience. For use with the *Dungeons & Dragons Fantasy Roleplaying Game*.

Harrowing Halls - Dungeon Tiles - 2010-03-16

Illustrated terrain tiles and 3D terrain for use with the D&D® Roleplaying Game This D&D Roleplaying Game accessory gives Dungeon Masters an easy and inexpensive way to include great-looking terrain in their games. This set provides ready-to-use, configurable tiles and three-dimensional enhancements with which to build exciting encounter locations. This accessory contains four double-sided sheets of illustrated, die-cut terrain tiles printed on heavy cardstock, plus two sheets of three-dimensional terrain elements, allowing you to create platforms, staircases, and other dungeon fixtures.

Dungeon Craft: Castles & Keeps - 2020-09

Castles & Keeps is perfect for anyone looking to lay siege to a castle or start a brawl with the royal guard in the middle of the King's court. This book has everything you want to make a kingdom fit for your favorite TTRPG. Just cut out the pieces you need and get playing!

Dungeons & Dragons Dungeon Master's Screen Wilderness Kit (D&D Accessories) - Dungeons & Dragons 2020-11-17

Whether you're exploring the jungles of Chult, sailing through Saltmarsh, or navigating the frozen frontier of Icewind Dale, this D&D Wilderness Kit will help you through it. DM screen specially-designed for adventuring in harsh wilderness. Includes tables for weather, foraging, navigation, food and water needs, ship speeds, and more. Dry-erase hex map of 100 blank hexes, numbered for easy reference. A dry erase Journey Tracker is also included for tracking progress,

encounters, supplies, and more. Laminated "Actions in Combat" sheet for new players to reference and keep up with key D&D rules with handy reference sheets for Wilderness Rules and Chases. Illustrated punch-out cards of all 14 conditions, 9 cards to help track initiative, and 4 cards featuring the rules for exhaustion and extreme weather conditions. Contents: A wilderness adventure DM Screen, dry erase hex map, journey tracker, 3 reference sheets, condition and initiative cards, and a card storage box !--DESCRIPTION-- This kit includes a DM screen specially designed for running D&D adventures in wilderness, a dry-erase hex map

(with 100 numbered hexes), a dry-erase journey tracker, 3 perforated sheets with punch-out cards for tracking initiative and referencing conditions, a card storage box, two laminated reference sheets for Actions in Combat and Wilderness Chases, and 1 Wilderness Rules sheet.

PRINTABLE 3D Dungeon Tiles - 2012

The High Resolution and Complete set can be found on the official QuickQuests website.