

Dampd 5th Edition Monster Manual

Dungeons & Dragons Starter Set
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King of the Trollhaunt Warrens
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Martial Power 2
Halls of Undermountain
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Hc
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People Movements in the Punjab
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Scepter Tower of Spellgard
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Shadowslayers
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Advanced Dungeons & Dragons, Players Handbook
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Fantastic Adventures: Ruins of the Grendleroot
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Monster Manual
Kagonesti
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The Crystal Shard
Draconomicon

Dungeons & Dragons Starter Set

Awesome archvillains for any Dungeons & Dragons(R) campaign. The Exemplars of Evil supplement shows Dungeon Masters how to construct memorable campaign villains and presents nine ready-to-play

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villains of various levels that can be easily incorporated into any D&D campaign. Each villainous entry provides complete statistics for the villain (or villains), as well as adventure seeds, campaign hooks, pregenerated minions, and a fully detailed lair.

Arms & Armor V3.5

King of the Trollhaunt Warrens

What began as a hopeful reunion of friends has turned into a nightmare. The companions viced to protect a beautiful barbarian princess and the mystical staff she bears. But they never dreamed the price would be so high.

Moments of Grace

The complete guide to building Eberron(R) characters. The Eberron Player's Guide presents the film noir world of Eberron from the point of view of the adventurer exploring it. This product includes everything a player needs to create their character for a D&D(R) campaign in the Eberron setting, including new feats, new character powers, new paragon paths and epic destinies, and even a new 4th edition version of a classic Eberron class: the Artificer!

Martial Power 2

Describes the characteristics and attributes of a variety of monsters, zombies, demons, giants,

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werewolves, animals, and aliens for use in the Dungeons and Dragons game.

Halls of Undermountain

Dungeons of Dread is a hardcover collection of four classic, stand-alone Advanced Dungeons & Dragons(tm) adventure modules -- S1 Tomb of Horrors, S2 White Plume Mountain, S3 Expedition to the Barrier Peaks, and S4 The Lost Caverns of Tsojcanth -- complete with original black-and-white interior art.

Dungeons of Dread: S Series Classic Adventure Compilation

Tore Up

The Advanced Tactics Series continues apace, having successfully expanded upon the best-selling Quintessential line. The latest release, the Quintessential Paladin II, is written by Gareth Hanrahan, (OGL Horror, Book of the Planes, Quintessential Monk II) and featuring rules for Paladin characters throughout their careers, The Quintessential Paladin II is an invaluable resource from First to Twentieth level. With epic expansion rules, multiclassing, career paths and a multitude of alternatives for enhancing and improving your paladin's potential through legendary classes, survival tactics, new equipment options as well as prestige classes and feats designed for the experienced

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paladin, this is an essential resource for players and Games Masters alike. Continuing the best-selling follow up to the Quintessential line, this new 128 page book continues the exciting Advanced Tactics range. Players and Games Masters alike will be eager to read a thorough sourcebook dedicated to one of the most popular classes of d20 gaming, while the well-respected name of Mongoose Publishing, together with full colour, full page advertising in the gaming press (including Dragon magazine) will ensure heavy demand and corresponding sales.

Pathfinder Campaign Setting: Inner Sea Faiths

Experience the ultimate urban treasure hunt in this adventure for the world's greatest roleplaying game. Welcome to Waterdeep, City of Splendors! You're summoned by Volothamp Geddarm, famous explorer and raconteur, to complete a simple quest. Is anything ever really simple though? Experience a grand caper, pitting your skills and bravado against two nefarious organizations as you go on a hunt for the greatest prize of all.

Magnus Chase and the Gods of Asgard, Book 2 The Hammer of Thor (The Special Limited Edition)

Learn all the secrets of 15 powerful yet mysterious deities in Pathfinder Campaign Setting: Inner Sea Faiths! This extra-large 96-page softcover sourcebook details gods and goddesses that are just as mighty as

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Golarion's core deities, but not as widely worshiped in the Inner Sea. From Achaek, god of divine punishment and patron of the deadly Red Mantis assassins, to Milani, vehement enemy of tyranny and slavery, to Naderi, goddess of romantic tragedy and forbidden love, this book details all the histories, dogmas, and rituals needed to enrich campaigns with divine lore. Further, obediences and boons for each deity allow characters of all stripes to become champions of their religion. Harness the power of the divine and bring these hidden religions of Golarion to life with Pathfinder Campaign Setting: Inner Sea Faiths!"

Manual of the Planes

Ten underground adventures for the fifth edition of the world's most popular fantasy roleplaying game, set within a ruin-filled mountain torn apart by the mysterious Grendleroot. Ruins of the Grendleroot is a book of ten short easy-to-run adventures for the fifth edition of the world's most popular fantasy roleplaying game. Designed for characters of 1st to 5th level, these adventures take place in the caverns, chambers, tunnels, and ruins of the mountain known as Blackclaw, within which lurks the Grendleroot--a strange and otherworldly sentience. Across these ten adventures, your characters will- cure the corruption of an old tower destined to bring daylight to the cavern of Shadowreach;- rescue a lost child who answers the call of a dying god;- seek out the source of a plague of gnome zombies;- travel to the Forest of Iron to stop the priest who would destroy the

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Grendleroot-and the entire mountain surrounding it;- protect Deepdelver's Enclave from marauding warbands of orcs and hobgoblins;- find the beast lurking in abolethic ruins that promises salvation in return for fresh meat;- seal up a damaged cell in a forgotten monastery, which contains a being so dangerous that even its thoughts can kill;- save a war hero from the elven assassins who hunt her down;- discover the secret to quieting the restless Grendleroot from a slumbering vampire archmage; and- travel to the Black Cathedral, discover the origin of the mysterious Caretakers, and stop a mage attempting to capture the power of the Grendleroot for herself. Ruins of the Grendleroot focuses on the sense of mystery and wonder that comes from exploring ancient ruins. The central hub of these adventures, Deepdelver's Enclave, is a frontier outpost overlooking the ruined city of Shadowreach, set deep within the mountain. In Deepdelver's Enclave, adventurers and explorers recount tales of their explorations, trade treasure and artifacts, and enjoy their shared love of uncovering the mysteries of the mountain. These ten adventures can be run independently as single-session games of roughly two to four hours each, or they can be tied together as part of a larger campaign. Five of the adventures can be combined together into a five-session mini campaign that focuses on the strange consciousness lying at the center of the mysterious mountain. Each of these ten adventures is designed to get you up and running quickly and to help you integrate them into your own campaign. If you're familiar with the format of the book Sly Flourish's Fantastic Adventures and the concepts in the book Return of the Lazy Dungeon

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Master, the setup of these adventures will be familiar to you. Even if you aren't, you'll find the design of these adventures intuitive and straightforward. In this book, you'll find inspirational artwork, beautiful maps, fantastic locations, short readable summaries of places and events, evocative keywords to spark your own imagination, flexible read-aloud text, and piles of ideas to fuel your own stories.

Magdar

The planes have always been a place of great mystery and danger in the Dungeons & Dragons Roleplaying Game, and the new array of planes debuting in this fourth edition continues that grand tradition.

Martial Power

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(r) adventure for characters of levels 1 15""

Death's Reach

Legends tell of the coming of the dragon-god Derrezen, a monster powerful enough to crush all of humanity beneath his claws. The forgotten child of Niiran's goddess Ameterra, he has spent centuries in an arcane prison. But now he has awakened, driven by hatred and intent on recreating the world in his image. Only the combined efforts of two powerful wizards have protected the human empire of Blackwood until now. But when one of them finally falls in battle, the realm is more vulnerable than ever before. Kajeel Shadowslayer awakens in the realm of the afterlife, the wounds from her final fatal battle with Derrezen still fresh. She must journey into her own past to seek a weapon stronger than magic that can finally stop the Dragon's rampage. But can even Blackwood's greatest sorceress breach the boundaries of death itself? Kajeel's husband Garyl stands as the empire's last chance against its oldest foe. Cursed long ago for unspeakable crimes, Garyl's decades-long search for redemption may be reaching its end. But first he must set aside his grief and meet the Dragon head on - a battle that he knows he will ultimately lose. The two Shadowslayers must reach beyond the borders of life and death, past and present, and ultimately must sacrifice that which is most dear to them in order to succeed. The final emotional struggle will determine not only the fate of Blackwood, but of the entire world of Niiran.

Darkvision

"Magnus and friends help the god of thunder find his missing weapon before all Muspellheim breaks loose"--

Forest Kingdom Campaign Compendium

The Lazy DM's Workbook contains a wide range of tools, maps, and reference sheets to help you run your fifth edition fantasy roleplaying game--and is designed to be useful right at the table. This book contains numerous fifth edition rules references, guides, and random generators to help fire up your imagination as you prepare and run your games. The workbook also contains ten lazy lairs: full-color maps and quick descriptions of locations common to most fantasy roleplaying games. When the characters take a game session in a direction you didn't expect, you can use any of these lairs with minimal prep time, running it straight out of the book. The Lazy DM's Workbook is an indispensable reference, designed to be kept at your side as tales of high adventure unfold at your gaming table.

Night of the Dragons

A Forgotten Realms adventure for 2nd-level characters. Scepter Tower of Spellgard is the first full-length Forgotten Realms adventure published for 4th Edition D&D. When paired with the adventure that appears in the Forgotten Realms Campaign Guide, this adventure provides the Dungeon Master with all

he needs to get his campaign started.

D&d Waterdeep Dragon Heist Hc

A D&D Adventure for 11th-level characters. Designed to take characters from 11th to 14th level, this adventure pits the heroes against a variety of horrible monsters and fiendish foes as they seek to thwart the evil machinations of the denizens of the Trollhaunt Warrens. This adventure can be run as a stand-alone adventure or as Part One of a three-part series of adventures that spans 10 levels of gameplay.

Chasing Utopia

An anniversary edition of the classic story follows the adventure, romance, and off-kilter foibles of the faithful Westley, beautiful farm girl-turned-princess Buttercup, and their intrepid companions.

Beyond the Veil

Explore a worldwide cityscape filled to the brim with adventure and intrigue in this campaign setting for the world's greatest roleplaying game. A perpetual haze of dreary rain hangs over the spires of Ravnica. Bundled against the weather, the cosmopolitan citizens in all their fantastic diversity go about their daily business in bustling markets and shadowy back alleys. Through it all, ten guilds--crime syndicates, scientific institutions, church hierarchies, military forces, judicial courts, buzzing swarms, and rampaging gangs--vie for power, wealth, and

influence. These guilds are the foundation of power on Ravnica. They have existed for millennia, and each one has its own identity and civic function, its own diverse collection of races and creatures, and its own distinct subculture. Their history is a web of wars, intrigue, and political machinations as they have vied for control of the plane.

Eberron Player's Guide

Akar Kessel, a weak-willed apprentice mage sets in motion events leading to the rediscovery of the magical device, the crystal shard. But is it merely an inanimate device . . . or is it capable of directing the defeat of Ten-Towns? Or have the barbarians already arranged for that themselves? Their brutal attack on the villages of Ten-Towns seals their fate, and that of the young barbarian Wulfgar. Left for dead, Wulfgar is rescued by the dwarf, Bruenor, in exchange for five years of service . . . and friendship. With the help of the dark elf, Drizzt, Bruenor reshapes Wulfgar into a warrior with both brawn and brains. But is Wulfgar strong enough to reunite the barbarian tribes? Can an unorthodox dwarf and renegade dark elf persuade the people of Ten-Towns to put aside their petty differences in time to stave off the forces of the crystal shard? Akar Kessel, a weak-willed apprentice mage sets in motion events leading to the rediscovery of the magical device, the crystal shard. But is it merely an inanimate device . . . or is it capable of directing the defeat of Ten-Towns? Or have the barbarians already arranged for that themselves? Their brutal attack on the villages of Ten-Towns seals

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D&d Guildmasters' Guide to Ravnica Hc

Personalized notebooks. Are you searching for another name with this design? Type "name + MyNameBooks" in your amazon search bar. Is your name not there? No problem. Send an e-mail to MyPersonalNameBooks@gmail.com with your desired name and we will create your personalized paperback book within days. On request also in blanko, dot grid, in any size. This paperback is ideal for taking notes, as a travel journal, Ideabook, recipes, as a coloring book or sketchbook. A great gift idea!

Dungeons and Dragons Fantasy Role Playing Game Set 2

Exile of the Hidden City. Adept of forgotten mysteries. Sorceress of the Celestial Nadir. Haunted by nightmares and driven by desire, Ususi defied the will of her people and ran away, venturing alone into the outside world her people abandoned centuries ago. Now Ususi tracks down the relics that brought both

prosperity and doom to her people. But when an old adversary finds her trail, she discovers the danger she thought past might only be beginning. From the Paperback edition.

People Movements in the Punjab

This is a tale of seventies era, last of south Florida's Beat-Hippie' Enclave, the village of Jacks Bight. The primary characters are: An abstract-expressionist, p'town, Greenwich village painter and his poet, scrumdown' romantic nihilist alter ego pal, confront life's reality at forty, the painter schemes they will sell dope' to friends in the artistic community pocket half a million each within six months. The interplay of angst, genetic Keltic rebellion, patriotic outrage, absorbs the reader in a vicarious interplay in this eccentric romp! Enter: The magnificent Cynthia' the poet's gal. This is a marvelous, wacky' love story. Should poet, painter escape this mid-life passage where maturity takes on the dimension of another adolescent trial? Backdrops are: Jacks Bight, the Everglades, Greenwich Village, Santa Barbara, Sequoia country interspersed with (background story line) Sea Sagas' Bahamas to Columbia. Ultimately, a retelling of Damon and Pythias, Don Quixote, Sancho Panza friendships rip/twists this tale into modern context where daily life style is defined by philosophical sedition' vs. what is perceived as a sinister, mad, state, federal government's power tightens coils, sealing the fate of Bohemianism. A female middle aged' university librarian's comment: "My hand sizzled on every page. Time-Life editor,

former Beat': "I laughed my ass off!"

The Quintessential Paladin II

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

The Dream of X

New options for fighters, rangers, rogues, and warlords Sharpen your sword and tighten your bow! This must-have book is the latest in a line of player-friendly game supplements offering hundreds of new options for D&D® characters, specifically focusing on martial heroes. It provides new archetypal builds for fighters, rangers, rogues, and warlords, as well as

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new character powers, feats, paragon paths, and epic destinies.

Scepter Tower of Spellgard

A boxed set introducing the newest edition of the Dungeons & Dragons role-playing game includes a 64-page adventure book with everything the Dungeon Master needs to get started; a 32-page rulebook for playing characters from Level 1 to Level 5; five pregenerated characters, each with a character sheet and supporting reference material; and six polyhedral dice.

The Princess Bride

This tome focuses on the martial heroes: characters who rely on their combat talents and keen wits for survival. "Martial Power" is the first of a line of player-friendly supplements offering hundreds of new options for D&D characters.

Dungeon Master's Guide

Shadowslayers

The Lazy DM's Workbook

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

Advanced Dungeons & Dragons, Players Handbook

Sharing our stories, who we are, what we love, how we feel, why we fear, connects us to one another. Weaving moments of grace with spiritual practices that have grounded her through life's challenges, Laurie Blefeld invites the reader into her sacramental stories. You will find yourself in Laurie's stories and reclaim bits and pieces of your own. "Our days are a stream of moments - some devastating, some down to earth and some filled with ineffable meaning. Laurie Blefeld has written a book full of tender moments that warm the heart and remind us to be grateful for and conscious of how laced with grace our lives really are. This is a book to enjoy and treasure."-Gunilla Norris, author of *Sheltered in the Heart and Companions on the Way: A Little Book of Heart-full Practices* "Laurie's transformational stories, told in her authentic and lyrical voice, are evocative of the highs and lows in everyone's life. Laurie's generous prose connects us to her family's living history - and through it to our own. She is a natural spiritual teacher. Moments of Grace is luminous, warm, comforting and filled with such good practices."- Dr. Joan Borysenko, from the Foreword

Out of the Abyss

Fantastic Adventures: Ruins of the Grendleroot

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Dwarven miners attempt to bring the most riches to their clan by harvesting mithril and gems unearthed by a lava flow before the magma demon Magdar destroys them. A game of prospecting, claim-jumping, and greed.

Exemplars of Evil

From one of America's most celebrated poets, Nikki Giovanni, comes this poignant collection of poetry that celebrates the simple pleasures of everyday life and the bonds we share with those closest to us. "This slim volume delights on every page. There are stories, imaginings, whimsy, and startling images which prove the poet's power and her command of language . . . Anyone with a love of language will be delighted with this book and the continuing publication of America's treasured poet."—San Francisco Book Review The poetry of Nikki Giovanni has spurred movements and inspired songs, turned hearts and informed generations. She's been hailed as a healer and as a national treasure. But Giovanni's heart resides in the everyday, where family and lovers gather, friends commune, and those no longer with us are remembered. And at every gathering there is food—food as sustenance, food as aphrodisiac, food as memory. A pot of beans is flavored with her mother's sighs—this sigh part cardamom, that one the essence of clove; a lover requests a banquet as an affirmation of ongoing passion; homage is paid to the most time-honored appetizer: soup. With *Chasing Utopia*, Giovanni demands that the prosaic—flowers, birdsong, winter—be seen as poetic, and reaffirms

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once again why she is as energetic, "remarkable" (Gwendolyn Brooks), "wonderful" (Marian Wright Edelman), "outspoken, prolific, energetic" (New York Times), and relevant as ever.

Monster Manual

"Draconomicon I" describes several varieties of dragons, including red, blue, green, black, and white dragons, as well as three completely new chromatic dragons. This sourcebook gives details of each dragon's powers, tactics, myths, lairs, servitors, and more.

Kagonesti

Presents a "Dungeons and Dragons" adventure for the 21st to 23rd level, providing adventure hooks, setup information, tactics, and features of areas.

Tamala

A core rulebook for dungeon masters shares guidelines for weaving legendary D&D stories, providing recommendations for world creation and optional rules and incorporating hundreds of classic D&D magic items.

The Crystal Shard

Complete and unabridged paperback edition. The Dream of X is a novella by English writer William Hope Hodgson, an abridged version of his 1912 science

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fiction novel The Night Land. Description from Wikipedia, the free encyclopedia.

Draconomicon

The Age of Light Forests cover Ansalon. Under the legendary Silvanos, the elves of Krynn begin to tame the wilds and raise their crystal cities. But as the Elderwild Kaganos journeys toward a mystical encounter high in the mountains, he knows that, for his tribe, the woodlands must remain their eternal home. As centuries pass and Dragonwars rage, the tribe of Kaganos battles encroaching humans and the minions of the Dark Queen, aided by a potent legacy guided by revered pathfinders . . . Until the wild elves stand upon the brink of the deadliest challenge of all -- a challenge that marks a choice between annihilation and survival. The Lost Histories Series probes the historical roots and epic struggles of the heretofore little-known peoples of Krynn.

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