

# Dungeons And Dragons Handbook 4th Edition

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## Wizards Presents Worlds and Monsters

Presents the core rules of the popular role playing game, from the basic rules to guidance on the game's more intricate systems, as well as information on powers, combat, skills, character creation, and

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equipment.

## **Monster Manual 2**

All three 4th Edition core rulebooks in one handsome slipcase. The Dungeons & Dragons Roleplaying Game has defined the medieval fantasy genre and the tabletop RPG industry for more than 30 years. In the D&D game, players create characters that band together to explore dungeons, slay monsters, and find treasure. The 4th Edition D&D rules offer the best possible play experience by presenting exciting character options, an elegant and robust rules system, and handy storytelling tools for the Dungeon Master. This gift set provides all three 4th Edition Dungeons & Dragons core rulebooks (Player's Handbook, Dungeon Master's Guide, and Monster Manual) in a handsome slipcase that looks great on any bookshelf.

## **Dungeons & Dragons Player's Handbook 2**

This edition provides a detailed look at the lightless world under the surface of the Forgotten Realms campaign setting. This accessory provides a wealth of highly detailed information about one of the most popular regions in the Forgotten Realms world, the world beneath the ground.

## **Monster Manual**

The planes have always been a place of great

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mystery and danger in the Dungeons & Dragons Roleplaying Game, and the new array of planes debuting in this fourth edition continues that grand tradition.

## **Monster Manual**

This book enables players to weave elements of the Feywild into their existing and future characters. It contains exciting new character builds and options that are thematically rooted to the Feywild, a wild and verdant plane of arcane splendor, full of dangerous and whimsical creatures.

## **Player's Guide to Eberron**

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.

## **Monster Manual 3**

Presents guidelines for creating characters in the popular role playing game, from brave fighters to wily rogues, and includes each character class's list of feats, weapons, armor, and adventuring gear.

## **Dungeon Master's Guide**

Explore the fantasy world of D&D and delve into dungeons, slay monsters, and gain treasure! If you've

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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

### **Rules Compendium**

"Player's Handbook 2 is the most significant expansion to the 4th edition Dungeons & Dragons game. 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

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shaman, and the warden. It also presents four new arcane and divine classes: the avenger, the bard, the invoker, and the sorcerer"--Back cover.

### **Martial Power 2**

RPG supplement by Robert J. Schwalb

### **Player's Option: Heroes of the Feywild**

"Player's Handbook 2 is the most significant expansion to the 4th edition Dungeons & Dragons game. 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 arcane and divine classes: the avenger, the bard, the invoker, and the sorcerer"--Back cover.

### **Dungeons and Dragons Core Rulebook**

In addition to character-optimization tips and player advice for Dungeons & Dragons fans, an entertaining strategy guide also includes engaging sidebar essays written by celebrity gamers and a distinctive comic-art style.

### **Dungeons & Dragons For Dummies**

This tome focuses on the martial heroes: characters who rely on their combat talents and keen wits for

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survival. "Martial Power" is the first of a line of player-friendly supplements offering hundreds of new options for D&D characters.

### **Pyramid of Shadows**

Describes important locations, events, organizations, races, and features of the Eberron campaign setting, organized in an accessible and easily digestible format so that players can use the book as a handy reference guide. In addition, the book provides new feats, prestige classes, spells, and magic items.

### **Monster Manual IV**

Roleplaying game supplement by Logan Bonner

### **Player's Handbook - Paladin**

Provides detailed information on magical paraphernalia and spells for players of Dungeons and Dragons

### **Primal Power**

Presents the core rules for the fourth edition of the Dungeons & Dragons roleplaying game that outline making characters, adventuring, and resolving combat.

### **Player's Handbook 2**

Offers tips, advice, and strategies for creating worlds

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and adventures that players can enjoy while participating in the roleplaying game.

### **Player's Handbook**

Hundreds of old and new monsters for your 4th edition D&D(R) game! This core rulebook presents hundreds of monsters for your D&D campaign. Classic monsters such as centaurs and frost giants make their first 4th edition appearance here. In addition, this book includes scores of new monsters to challenge characters of heroic, paragon, and epic levels.

### **Forgotten Realms Players Guide**

A follow-up to the Dungeon Master's Guide, designed to aid Dungeon Masters and reduce game preparation time. TheDungeon Master's Guide II builds upon existing materials in the Dungeon Master's Guide. It is 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. Ready-made game elements include instant traps, pre-generated locations, treasures, and a fully realized and rendered town. JESSE DECKER is the development manager for Wizards of the Coast, Inc. whose recent roleplaying game design credits include Complete Adventurer, Races of Stone, and Unearthed Arcana. DAVID NOONAN is an RPG designer/developer at Wizards of the Coast, Inc.

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Recent credits include authoring Complete Divine and co-authoring Races of Stone and Unearthed Arcana. CHRIS THOMASSON previously served as Editor-in-Chief of Dungeon Magazine. His design credits include Fiend Folio and Monster Manual III, as well as Bow and Blade for Green Ronin Publishing. JAMES JACOBS is the associate editor of Dungeon Magazine and has published numerous articles in Dragon Magazine. His most recent credits with Wizards of the Coast, Inc. include co-authoring The Book of Aberrations, Races of Faerun, and Frostburn. ROBIN D. LAWS, game designer and novelist, is best known for the roleplaying games Feng Shui, Heroquest, and Dying Earth, along with Robin's Laws of Good Gamemastering.

### **Monster Vault**

Speed up your game with official D&D® power cards. Players using Player's Handbook(R) Power Cards don't need to crack open a rulebook every time they cast a spell--all the crucial information is right in front of their eyes. Each and every class power appearing in the Player's Handbook has its own card. Simply select the cards for your character's powers and you're ready to play! This deck of 100 cards includes all the powers from Player's Handbook for the fighter, plus a few blank cards for players to use for other powers.

### **The Book of Vile Darkness**

Play 4th Edition D&D in style with this deluxe rulebook. The Monster Manual presents more than

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300 official monsters for all levels of play, including illustrations and complete game statistics. This is a premium, foil cover version of the 4th Edition Monster Manual that every Dungeons & Dragons player and Dungeon Master can appreciate.

### **Advanced Dungeons & Dragons, Players Handbook**

Play 4th Edition D&D in style with this deluxe rulebook. The Player's Handbook presents the official Dungeons & Dragons Roleplaying Game rules as well as everything a player needs to create his D&D character. This is a premium, foil cover version of the 4th Edition Player's Handbook that every Dungeons & Dragons player and Dungeon Master can appreciate.

### **Player's Handbook Races - Dragonborn**

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

### **Dungeon Master's Guide II**

Speed up your game with official D&D® power cards. Players using Player's Handbook(R) Power Cards don't need to crack open a rulebook every time they cast a spell--all the crucial information is right in front of their eyes. Each and every class power appearing in the Player's Handbook has its own card. Simply select the cards for your character's powers and you're ready to play! This deck of 100 cards includes all the powers from Player's Handbook for the paladin, plus a

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few blank cards for players to use for other powers.

## **Player's Handbook**

"Pyramid of Shadows" is a D&D adventure designed for heroic-tier characters of levels 7-10. This work includes an adventure booklet for the Dungeon Master, a player's booklet, and more, all contained in a handy folder.

## **Dungeons and Dragons Player's Strategy Guide**

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

## **Dungeon Master's Guide 2**

## **Encyclopedia Magica**

A player's handbook for the newest edition of the role-playing game contains rules for character creation and advancement, backgrounds and skills, exploration, equipment, and spells.

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## **Underdark**

Provides guidance and fresh angles to the Dungeons & dragons game Eberron.

## **Player's Handbook Races: Tieflings**

"Roleplaying game supplement."--P. [1] of cover.

## **Into the Unknown**

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.

## **Eberron**

New options and character hooks for dragonborn characters. If you want to play the ultimate dragonborn hero, this book is for you! This expansion of the Player's Handbook® core rulebook explores the mysteries of the dragonborn. It presents D&D® players with exciting new options for their dragonborn characters, including unique racial feats, powers, paragon paths, and epic destinies. This book also includes ways to flesh out your dragonborn character's background and personality.

## **Player's Handbook**

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A new Dungeons & Dragons® game supplement offers hundreds of new options for characters, specifically focusing on heroes who draw power from the spirits to preserve and sustain the world--including barbarians, druids, shamans, and wardens--providing new character powers, feats, paragon paths, and epic destinies.

### **Manual of the Planes**

Offers tips, advice, and strategies for creating worlds and adventures that players can enjoy while participating in the roleplaying game.

### **Heroes of the Fallen Lands**

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

### **Dungeon Master's Guide**

This core rulebook introduces an innovative monster stat block format, that makes running monsters easier for the Dungeon Master, and presents a horde of iconic monsters that fit into any campaign.

### **Player's Handbook Fighter Power Cards**

Suitable for any Dungeons & Dragons( game, this indispensable resource contains information about new monsters, each one illustrated and accompanied by a new stat block.

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### **Dungeons and Dragons 4th Edition For Dummies**

Describes the characteristics and attributes of a variety of monsters, zombies, demons, giants, werewolves, animals, and aliens for use in the Dungeons and Dragons game.

### **Martial Power**

This lavishly illustrated book gives role-playing game fans a unique, behind-the-screen glimpse into the making of the Dungeons & Dragons] role-playing game.

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