

Dungeons And Dragons 2nd Edition Players Manual

Lists and describes over one thousand spells in the Dungeons & Dragons game, including spell lists and additional cleric domains.

Augments and expands on the rules of play for the Dungeons & Dragons role-playing game, explaining the role of the Dungeon Master and reconciling previously discovered inaccuracies, inconsistencies, and other problems.

Legacy of the Crystal Shard

1991 Trading Cards Factory Set/Premier Edition

Special Reference Work : a Compiled Volume of Information for Players of Advanced Dungeons & Dragons, Including, Character Races, Classes, and Level Abilities; Spell Tables and Descriptions; Equipment Costs; Weapons Data; and Information on Adventuring

Introduction to Advanced Dungeons and Dragon

Spell Compendium

Dungeon Master's Guide

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.

Outlines how to determine a character's abilities, rules for character improvement, and mapping and combat procedures

The Great Glacier

The Complete Fighter's Handbook

Arcane Shadows

750 Card Complete Set

The Underdark Campaign Setting

Advanced Dungeons & Dragons - Legends & Lore

Vejledning til fantasi-rollespil.

The ultimate dungeon adventure is back in print again because the fans demanded it! Set in the Underdark and designed to be used in any AD&D"RM" campaign, Night Below presents an epic adventure that takes player characters from 1st level to 10th level and beyond. Available again for a limited time, this huge adventure is packed with plots, subplots, sinister conspiracies, and action on a grand scale.

Van Richten's Guide to the Lich

The New Player's Handbook

Charlemagne's Paladins

Premium 2nd Edition Advanced Dungeons and Dragons Dungeon Master's

Guide

Campaign Sourcebook

Monstrous Compendium

Add a touch of horror to your AD&D game with this medieval Gothic setting! Vampires, werewolves, forbidding castles, and ghosts of all kinds inhabit the Demiplane of Dread. Features new rules for creating heroes native to the domains, adapting magic to the demiplane, and dealing with fear and horror checks when the characters experience the true terror that dominates the Ravenloft "RM" campaign. New York Times bestselling creator Tony DiTerlizzi is known for his distinctive style depicting fantastical creatures, horrific monsters and courageous heroes. Collected here for the first time, this book features never-before-seen artwork and photographs, in addition to showcasing DiTerlizzi's most iconic roleplaying work with commentary by the artist. Introduction by Christopher Paolini (Eragon; Corgi, 2002-) and featuring appreciations by Guillermo del Toro, Brom, Jane Yolen, Holly Black, Zeb Cook, Jeff Easley, and Donato Giancola among others!

Planescape

Valley of Dust and Fire

Encyclopedia Magica

Planes of Chaos

Night Below

New, expanded rules are included in this handbook which highlights arms, equipment, and other elements for players and Dungeon Masters to use in any D&D campaign.

A familiar and dynamic historical period for game campaigns is detailed in this sourcebook. Charlemagne was the last of the barbarian kings of Europe, and his leadership unified much of the continent into the Holy Roman Empire. This sourcebook provides a lively and heroic background for game players. Map.

An Adventure for Characters of 1st - 3rd Level

Ready Player One

Domains of Dread

Time of the Dragon

1992 Trading Cards Factory Set

City of Splendor

The first in-depth look at events in the Kingdom of Cormyr over the past ten years. Cormyr and its ruler King Azoun--made famous in the Empires Trilogy--the aftermath of the Godswar, and the Tuigan invasion set the stage for powerful adventure for new and experienced players. Illustrations; map.

Dune meets The Poppy War in Aparna Verma's The Boy with Fire, a glorious yet brutal de-force debut that grapples with the power and manipulation of myth in an Indian-inspired epic fantasy. Yassen Knight was the Arohassin's most notorious assassin until a horrible accident. Now, he's on the run from the authorities and his former employer. But when Yassen seeks refuge with an old friend, he's offered an irresistible deal: defend the heiress Ravence from the Arohassin, and earn his freedom. Elena Ravence prepares to ascend the throne. Trained since birth in statecraft, warfare, and the desert ways, Elena knows she's ready. She only lacks one thing: the ability to hold Fire. With the coronation only weeks away, she must learn quickly or lose her kingdom. Leo Ravence is not ready to give up the crown. There's still too much work to be done, too many battles to be won. But when an ancient prophecy threatens to undo his lifetime of work, Leo wages war on the heavens themselves to protect his legacy. The first of The Ravence Trilogy, The Boy with Fire is the tale of a v

teetering on the edge of war and prophecy, of fate and betrayal, of man's irrevocable power - and the sacrifices that must come with it.

Appendix II

Advanced Dungeons and Dragons

Deck of Priest Spells

Treasure Maps

Monstrous Compendium - Planescape

Slayers of Lankhmar

Fantasirollespil.

For many gamers, the 2nd Edition Advanced Dungeons & Dragons core rulebooks were their introduction to the roleplaying game hobby. The AD&D Dungeon Master's Guide presents all of the information a DM needs to run adventures, challenge players, and advance his or her campaign. This reprint of the classic rulebook features a new cover design.

Player's Handbook/Rules Supplement

Treasures of Greyhawk

Rogues in Lankhmar

The Dancing Hut of Baba Yaga

Cormyr

Kingdom of Adventure

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

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

Karameikos

Arms and Equipment Guide

City of Skulls

The Boy with Fire

Advanced Dungeons & Dragons, Players Handbook

Thief's Challenge

Advanced Dungeons & Dragons Player's Handbook

#1 NEW YORK TIMES BESTSELLER • Now a major motion picture directed by Steven Spielberg. "Enchanting . . . Willy Wonka meets The Matrix."—USA

Today • "As one adventure leads expertly to the next, time simply evaporates."—Entertainment Weekly A world at stake. A quest for the

ultimate prize. Are you ready? In the year 2045, reality is an ugly place. The only time Wade Watts really feels alive is when he's jacked

into the OASIS, a vast virtual world where most of humanity spends their days. When the eccentric creator of the OASIS dies, he leaves

behind a series of fiendish puzzles, based on his obsession with the pop culture of decades past. Whoever is first to solve them will

inherit his vast fortune—and control of the OASIS itself. Then Wade cracks the first clue. Suddenly he's beset by rivals who'll kill to

take this prize. The race is on—and the only way to survive is to win.

NAMED ONE OF THE BEST BOOKS OF THE YEAR BY Entertainment Weekly • San

Francisco Chronicle • Village Voice • Chicago Sun-Times • iO9 • The AV Club "Delightful . . . the grown-up's Harry Potter."—HuffPost "An addictive read . . . part intergalactic scavenger hunt, part romance, and all heart."—CNN "A most excellent ride . . . Cline stuffs his novel with a cornucopia of pop culture, as if to wink to the reader."—Boston Globe "Ridiculously fun and large-hearted . . . Cline is that rare writer who can translate his own dorky enthusiasms into prose that's both hilarious and compassionate."—NPR "[A] fantastic page-turner . . . starts out like a simple bit of fun and winds up feeling like a rich and plausible picture of future friendships in a world not too distant from our own."—iO9

Advanced Dungeons & Dragons Player's Handbook

Realms

Dungeons and Dragons Core Rulebook

For many gamers, the 2nd Edition Advanced Dungeons & Dragons core rulebooks were their introduction to the roleplaying game hobby. The AD&D Player's Handbook presents all of the information a player needs to create an AD&D character from scratch and advance the character in level. This reprint of the classic rulebook features a new cover design.