

Dungeons And Dragons Dungeon Master39s Guide

Explore the waves above and the fathoms below in these watery adventures for the world’s greatest roleplaying game. “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 Ghosts of Saltmarsh brings classic adventures into fifth edition Dungeons & Dragons. This adventure book combines some of the most popular classic adventures from the first edition of Dungeons & Dragons including the classic “U” series, plus some of the best nautical adventures from the history of Dungeon Magazine: Sinister Secret of Saltmarsh, Danger at Dunwater, Salvage Operation, Isle of the Abbey, The Final Enemy, Tammeraut’s Fate, The Styes. •Ghosts of Salt Marsh includes a variety of seafaring adventures, enough to take characters from level 1 to level 12. •This supplement introduces the port town of Saltmarsh, the perfect starting point for a nautical campaign. •Each adventure can be played individually, inserted into your ongoing game or combined into a single epic nautical campaign. •Dungeon Masters will find rules for ships and sea travel, deck plans for various vessels, an appendix with rules for new and classic monsters, and much more. •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.

From the #1 Best-Selling author, Jeff Ashworth, comes the latest addition to The Game Master series, with more than 500 NPCs ready to populate your campaign whenever you need them! As is often the case in tabletop roleplaying games, players often venture into locales or look for answers in places and among people busy Game Masters simply didn’t anticipate. Or, just as often, an adventure won’t have fully fleshed out characters in place for the locations and encounters outlined for gameplay. The Game Master’s Book of Non-Player Characters solves these issues and more by providing Game Masters with the information they need to “fill in the holes” in their campaign play. It will enable GMs to instantly add depth, color, motivation and unique physical characteristics at a moment’s notice to unexpected or underwritten characters as they pop up during gameplay, ensuring every session is a memorable one for players and GMs alike. This edition also includes more than 50 hand-drawn illustrations of select NPCs detailed in the book, 3 bonus one-shot adventures, and a foreword by online influencer Jasmine Bhullar.

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

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, io9Gizmodo.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)

Grimtooth’s Traps

The Game Master’s Book of Non-Player Characters

Core Rulebook II V.3.5

Create Mythical Characters, Storied Worlds, and Unique Campaigns

The Game Master’s Book of Random Encounters

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: fun 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.

The perfect tool to help Dungeon Masters manage villagers, allies, and villains during gameplay. These 182 durable, laminated cards represent any non-player characters (NPCs) your players might meet during your next D&D game. From a bandit captain’s saving throws to a giant spider’s stealth bonus, these cards let DMs select, organize, and access the information they need to avoid disruption.

Statistics on one side, and 66 of them include evocative art to help to bring battles to life without revealing the rules text. • An evergreen accessory useful for all fifth edition Dungeons & Dragons tabletop gameplay • An invaluable resource for EVERY Dungeon Master

The Dungeon Master’s best friend. This accessory for the Dungeons & Dragons Fantasy Roleplaying Game is a beautiful addition to any game table and the ultimate aid for Dungeon Masters. The four-panel screen is made of durable game board-quality card stock, with a lavish illustration on the outside and handy reference tables and charts on the inside. The landscape design allows Dungeon Ma

can keep their notes and die rolls hidden from the players while having all important rules information at the ready.

From adamantine armor to wings of flying, every magic item in the Dungeon Master’s Guide is on a card of its own in this easy-to-use deck of cards. Keep your game moving along when the adventurers find that crucial magical treasure, by providing your players with a card that is quick and easy to reference in and out of the game. - Contains 294 durable, laminated cards for a hoard of magical items

Guide. - Official game statistics provided on one side, and evocative art of the item on the other. - The perfect tool to help Dungeon Masters equip their villains or dole out rewards to their players’ heroes.

500+ unique bartenders, brawlers, mages, merchants, royals, rogues, sages, sailors, warriors, weirdos and more for 5th edition RPG adventures

Dungeons and Tombs

The Worldbuilder’s Journal of Legendary Adventures

Deluxe Dungeon Master’s Screen

Dungeon Maps for Game Master

Weave legendary stories in the world’s greatest roleplaying game. All you need to run a Dungeons & Dragons game is your imagination, some dice, and this book. The Dungeon Master’s Guide teaches you how to how to run D&D adventures for your players– how to invent monsters for them to fight, mysteries for them to solve, and fantasy worlds for them to explore. “[The Dungeon Master’s Guide is] the one book to rule them all, the most comprehensive and powerful set of resources needed to run a game of D&D. . .” –Charlie Hall, Polygon.com “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 • The Dungeon Master’s Guide is one of the three

main Dungeons & Dragons books, along with the Player’s Handbook and Monster Manual. It’s a reference used by the Dungeon Master (the game’s narrator) to create adventures—to run Dungeons & Dragons games and fill them with characters and stories. • The Dungeon Master’s Guide (DMG) is full of tools to help you immerse players in the game. What’s the demon lord’s secret weakness? Are the orcish invaders a criminal enterprise, or traitorous allies? Dozens of tables throughout the book help inspire your decisions and keep the game flowing smoothly. • In the Dungeon Master’s Guide (DMG), even the tables tell tales. A legendary sword takes five decades to craft. Who created it, and why? A tavern-crawling gnome has an eye twitch. How did she get it, and when? In every detail is an architecture for narrative—and the Dungeon Master’s Guide has all the tools you need to flesh it out with ease. • 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. • 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.

One of the greatest memes in tabletop fantasy role playing games like Dungeons and Dragons, Pathfinder and many, many others that are played by millions every year is the tavern. No matter the game or group of players, the Game Master will soon be faced with bringing the adventurers to town and inevitably to the tavern in that town. Tavern Tables: The Game Master’s Tavern Builder Handbook is the definitive guide to creating and running taverns in your role playing game. Combine bits and pieces from its 30+ tables and you will soon have a fully fleshed out tavern for your players to explore. From food to drink to song to atmosphere, this guide has everything you could ever look for. It even has fully fleshed out taverns for an even quicker start. Take this as your opportunity to turn a blah tavern encounter to an exciting adventure for your players and game. Make your tavern encounter be all it was meant to be. Tavern table offers all these tools to help you design your ultimate tavern encounter quickly and easily: Over 100 pages of tables to help you design fascinating taverns, complete with its workers, visitors and rumors. Compatible with all tabletop role playing games 10 ready made taverns complete with history, neighborhood description and an adventure seed. Dozens of NPCs from owners to wait staff to patrons Hundreds of colorful food and drink options to offer your guests Drinking songs that you and your players can sing if the mood strikes you Dozens of tavern building quick roll tables And much more... What are you waiting for? Start designing your greatest tavern encounter right now with Tavern Tables. May all your adventures be grand!

Teleport yourself to the Forgotten Realms of Dungeons & Dragons with these licensed art posters! HIGH QUALITY POSTERS: Gorgeous 8x10-inch full-color posters featuring 12 cityscapes from the Forgotten Realms READY TO HANG: Easy removable sheets come ready to hang in your home, office, or anywhere PERFECT GIFT FOR THE D&D FAN: Share and show-off your love for Dungeons & Dragons with these unique posters OFFICIALLY LICENSED: An authentic Dungeons & Dragons product

We RPG game masters have a lot of tools to help us run our roleplaying games. Our monster books and bestiaries give us piles of foes to throw at our adventurers. The various guides for game masters often give us non-player characters, treasures, and story-building tips.

One of the hardest parts of game mastering, however, is coming up with interesting adventure locations for our characters to explore. These locations need to be fantastic, detailed places that capture the minds of our players every session we run. Good locations are hard to improvise and often hard to strip out of a fully-fleshed-out adventure. Sly Flourish's Fantastic Locations is a book, available in PDF and print-on-demand, that gives you twenty system-agnostic locations to drop into your favorite fantasy roleplaying game. Each location builds on a fantastic theme, such as a mysterious ancient structure under the ice, a cursed castle of a mad king, a fallen celestial fortress, and a dwarven mine that cracked into the tomb of a dead god. Each location includes artwork by Brian Patterson of D20Monkey.

Sometimes this artwork takes the form of maps. Sometimes it's an overlook of a specific location. These sites and structures aren't full adventures. Instead, you and your players build your own stories in these fantastic locations, then you populate them with the monsters that fit your story. Thanks to the support of 779 backers on Kickstarter this book was expanded to include a total of twenty locations each with full color artwork. This book is system agnostic. You can use it in just about any fantasy roleplaying game.

The New Player's Handbook

Düngeonmeister

Dungeon Master's Screen

300+ Riddles, Challenges, Deadly Illusions, Bottomless Pits, Falling Blades, Death Traps, Escape Rooms and More for 5th Edition RPG Adventures

An Adventurer's Guide

D&d DM Screen – French Language

This introductory guide to the worlds of the leading fantasy role-playing game provides an immersive illustrated primer to the prisons, castles, traps, and labyrinths where players find adventure in D&D. In this illustrated guide for new players, you’ll be transported to the mystical and magical worlds of Dungeons & Dragons and given a one-of-a-kind course on the dungeons and deathtraps for which the game (and all its iterations) is known. Featuring maps, cutaway illustrations, and fun insights that show would-be adventurers how to travel and survive in these fantastical settings, along with original illustrations and archival images, the book shines a spotlight down the dark, foreboding corners of the most infamous locations in the worlds of D&D. The perfect jumping-on point for young fans of fantasy looking to give D&D a try, the book also features prompts to encourage creative problem-solving skills in the dangerous situations you may find yourself in when on D&D adventures.

TSR games and rules editor, preface by author, credits and acknowledgements, 16 appendices, glossary, afterword, a list of tables and charts, and index.

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.

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

Dungeon Master’s Screen Reincarnated

Dungeon Master’s Guide

Sly Flourish’s Fantastic Locations

50 Unique and Customizable Dungeon Maps for DnD Tabletop Role-Playing Games

Dungeons & Dragons 100 Postcards

Dungeons & Dragons Dungeon Master’s Screen Wilderness Kit (D&D Accessories)

For many tabletop RPG players, the joy of an in-depth game is that anything can happen. Typical adventure modules include a map of the adventure’s primary location, but every other location?whether it’s a woodland clearing, a random apothecary or the depths of a temple players elect to explore?has to be improvised on the fly by the Game Master. As every GM knows, no matter how many storylines you want to create, you’re going to have to improvise. So how do you ensure that every session is a memorable one? The Game Master’s Book of Random Encounters provides an unbeatable solution. The book is divided into location categories, each of which can stand alone as a small stop as part of a larger campaign. As an example, the “Taverns, Inns, Shops & Guild Halls” section includes maps for 19 unique spaces, as well as multiple encounter tables designed to help GMs fill in the sights, sounds, smells and proprietors of a given location, allowing for each location in the book to be augmented and personalized. The book also includes a variety of prompts to help you create memorable moments for all your players. Each map is presented at scale on grid, enabling GMs to determine exactly where all of the characters are in relation to one another and anyone (or anything) else in the space, critical information should any combat or other movement-based action occur. Perhaps more useful than its nearly 100 maps, the book’s one-shot generator features all the tools you need to use these maps as part of an interconnected and contained adventure. Featuring eight unique campaign drivers that lead players through several of the book’s provided maps, the random tables associated with each stage in the adventure allow for nearly three million different outcomes, making The Game Master’s Book of Random Encounters an incredible investment for any would-be GM. The book also includes a variety of prompts to help you create intriguing characters your players will love (or love to hate), as well as a Party Makeup Maker for establishing connections among your PCs so you can weave together a disparate group of adventurers with just a few dice rolls. Locations include taverns, temples, inns, animal/creature lairs, gatehouses, courts, ships, laboratories and more, with adventure hooks and prompts to help you create memorable moments for all your players. 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fellow players.

Awesome tools, rules, and adventure content for every Dungeon Master. If you're a Dungeons & Dragons player interested in taking on the role of the Dungeon Master, or if you're an experienced DM looking for more game advice, tools, and adventure content, the Dungeon Master's 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 Master's screen (with tables and rules printed on the inside), die-cut terrain tiles and monster tokens, and fold-out battle maps. Game components:

- 96-page book of rules and advice for Dungeon Masters
- 32-page monster book
- Two 32-page adventures
- 3 sheets of die-cut monster tokens
- 2 double-sided battle maps
- Fold-out Dungeon Master's screen

Offers tips, advice, and strategies for mastering the game, Dungeons and Dragons.

The Game Master's Book of Traps, Puzzles and Dungeons provides GMs with endless options for populating their adventures with challenging riddles, puzzles, spiked pits, Rube Goldberg-style deathtraps and much more - eveything they need to push player character to their limit and bring new levels of excitement (and anxiety) to their game play. Whether part of a pre-planned adventure or a random encounter, these brain teasers, puzzles and traps will make every dungeon crawl, fortress break-in, or temple sacking that much more fun. GMs will find more than 100 challenging puzzles, 150 unique traps and 50 modular dungeon chambers, each with its own set of possible encoounters, meaning GMs can generate a fully-functional (or completely dilapidated) dungeon in a few rolls of a dice. With intricate technical illustrations, beautifully rendered top-down location maps and three one-shot adventures, written by RPG inflencers including Jasmine Bhullar and the creators of the Three Black Halflings podcast, The Game Master's Book of Traps, Puzzles and Dungeons is the ideal tool for any GM hoping to put the fun back in fun-geon*. *not a word.

Dungeon Master's Guide 2

Fantasy Roleplaying Game Starter Set

Advanced Dungeons & Dragons, Dungeon Masters Guide

Tavern Tables

D&D Dungeon Masters Screen: Dungeon Kit (Dungeons & Dragons DM Accessories)

Dungeons and Dragons Forgotten Realms Poster Book

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.

Endless adventure and untold excitement await! Prepare to venture forth with your bold compaions into a world of heroic fantasy. Within these pages, you'll discover all the tools and options you need to create characters worthy of song and legend for the Dungeons & Dragons roleplaying game. The revised Player's Handbook is the definitive rulebook for the Dungeons & Dragons game. It contains complete rules for the newest edition and is an essential purchase for anyone who wants to play the game. The revised Player's Handbook received revisions to character classes to make them more balanced, including updates to the bard, druid, monk, paladin, and ranger. Spell lists for characters have been revised and some spell levels adjusted. Skills have been consolidated somewhat and clarified. A larger number of feats have been added to give even more options for character customization in this area. In addition, the new and revised content instructs players on how to take full advantage of the tie-in D&D miniatures line planned to release in the fall of 2003 from Wizards of the Coast, Inc.

Looking for inspiration for your next tabletop RPG campaign? Discover 50 premade dungeon maps and start the adventure! Dungeon Maps for Game Master book contains 50 unique and customizable dungeon maps. It's a perfect asset for tabletop role-playing game players and Game Masters. Maps can be filled with additional objects, loot, monster and location features. Each map has an additional dot grid notebook-style page for story description, encounter details or extra space for mapping. The index page helps with navigating to the desired map quickly. About This Book 50 unique maps additional dot grid pages index page convenient size: 8.5 in x 11 in (A4) premium matte-finish cover design high-quality white paper

Explore a wealth of peril and personalities in this campaign book for the world's greatest roleplaying game, Dungeons & Dragons. Acquisitions Incorporated is a different flavor of Dungeons & Dragons. A fifth edition D&D book created in partnership with Penny Arcade Inc. and inspired by the podcast and web series, this book is full of madcap heists, hilarious moments, and all the ingredients you need to include the adventurers of Acquisitions Incorporated in your own fifth edition D&D campaign. • Start up your own Acquisitions Incorporated franchise in the Forgotten Realms or anywhere in the multiverse. • Live out your fantasy of climbing the corporate ladder of the most notorious retrieval agency in the Forgotten Realms—Acquisitions Incorporated. • The 224-page book will give Dungeon Masters and players plenty of bits to play a D&D fifth edition game just as if you were on stage with the crew at PAX! New backgrounds, character options, franchise information and more. • You'll also find an adventure that will take characters from levels 1 through 6, establishing your party's claim on a world they've just begun to explore—and to strip-mine for profit. 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.

Strixhaven: Curriculum of Chaos (D&D/MTG Adventure Book)

Dungeons & Dragons Player's Handbook (Core Rulebook, D&D Roleplaying Game)

Dungeons & Dragons Dungeon Master's Guide (Core Rulebook, D&D Roleplaying Game)

The Game Master's Tavern Builder Handbook

Dungeons & Dragons Monster Manual (Core Rulebook, D&D Roleplaying Game)

Dungeons & Dragons Player's Handbook

A Dungeons & Dragons children's book that captures the wonder and whimsy that made you fall in love with the game. “An adorable book for geeks big and little.”—Felicia Day, author of New York Times bestseller You're Never Weird on the Internet (Almost) A is for Adventure. Our journey has begun. B is for Book, the source of all the fun! Start your little gamer on an adventure to last a lifetime with this alphabetical children's book and introduction to the greatest roleplaying game of all time, Dungeons & Dragons. Written in the rhyming style of classic children's books and filled with adorable owlbears and darling beholders, it's the perfect book to share the joy of Dungeons & Dragons with a new generation as they learn the alphabet—a precursor to every new path in reading. • Perfect birthday gift or holiday gift for gamers of all ages; great thank you gift for Dungeon Masters • Must-have for all gaming parents; a great baby shower gift! • Part of a series with The 123s of D&D, a children's counting book and companion to The ABCs of D&D.

Fill your Dungeons & Dragons games with deadly monsters from the Monster Manual. The Monster Manual teaches you how to how to fill your Dungeons & Dragons games with monsters—how to populate the game with pesky goblins and mighty dragons for players to battle or beguile, outwit or outrun. Inside the Monster Manual you'll find more than 150 classic D&D creatures, with vivid illustrations and rich descriptions to help breathe life into your zombies and lichs. “...What if I told you about the best book of monsters ever? The 5E Monster Manual just might be the one...”—Ed Grabianowski, io9.Gizmodo.com “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 • The Monster Manual is one of the three main Dungeons & Dragons books, along with the Player's Handbook and the Dungeon Master's Guide. It's an essential resource for Dungeon Masters to use in populating any type of challenge they might contrive for their players. • From an angel's wingspan to the vacant eyes of a zombie beholder, the Monster Manual includes more than 150 creatures illustrated in vivid color, with more than 400 quick reference tables to help you bring them to life with ease. • Rich descriptions of each monster help trigger your imagination. From the familiar (“vampires hate sunlight”) to the arcane (“what color is the vapor from a gorgon's nose?”), the Monster Manual helps inspire your decisions and keep the game flowing smoothly. • 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. • 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.

Rollicking campus adventures for the world's greatest roleplaying game. The greatest minds in the multiverse meet at Strixhaven University. Professors convey fantastic secrets to eager students, and life on campus is frenetic. But danger lurks even here. Campus hijinks mix with mishaps and sinister plots, and it's up to you to save the day. Strixhaven: A Curriculum of Chaos introduces the fantastical setting of Strixhaven University to Dungeons & Dragons, drawn from the multiverse of Magic: The Gathering. It also provides rules for creating characters who are students in one of its five colleges. Characters can explore the setting over the course of four adventures, which can be played together or on their own. Each describes an academic year filled with scholarly pursuits, campus shenanigans, exciting friendships, hidden dangers, and perhaps even romance. • Includes four brand new D&D adventures that can be played as stand-alones or woven together as a campaign from levels 1–10 • Adds a new playable race—an owlin, one of the owlfolk who study at the university • Includes a bestiary of over forty magical creatures and NPCs • Experience D&D in new ways through the academic challenges, extracurricular activities and jobs, and relationships explored on campus • Includes a beautifully illustrated double-sided poster map that shows Strixhaven's campus on one side and important locations on the other • Attend an elite mage university, choose your college, and adventure your way to graduation • Adds new player character options including feats and new backgrounds for first-year students at Strixhaven

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.

Hoard of the Dragon Queen

Twenty Fantastic Locations for Your Fantasy Roleplaying Games.

75 Epic RPG Cocktail Recipes to Shake Up Your Campaign

500+ customizable maps, tables and story hooks to create 5th edition adventures on demand

Dungeon Masters

Dungeons & Dragons Ghosts of Saltmarsh Hardcover Book (D&D Adventure)

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 1--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.

Dungeon Master's Guide

The Game Master's Book of Traps, Puzzles and Dungeons

A Game-Master's Aid for All Role-Playing Systems

Dungeons & Dragons Spellbook Cards: Magic Items (D&D Accessory)

Special Reference Work : Players Handbook

Advanced Dungeons & Dragons

Special Reference Work : a Compiled Volume of Information Primarily Used by Advanced Dungeons & Dragons Game Referees, Including Combat Tables, Monster Lists and Encounters, Treasure and Magic Tables and Descriptions, Random Dungeon Generation, Random Wilderness Terrain Generation, Suggestions on Gamemastering, and More