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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. 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. Provides information on the origins, tactics, myths, and lairs of a variety of undead creatures and threats encountered in the game of Dungeons and Dragons. 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. A standalone Dungeons & Dragons(r) adventure for 4th-level characters. Stonefang Pass wends its way through the mountains of the Stonemarch, home to brutal tribes of orcs. The time has come to clear the pass and gain a foothold, so that it can be used for trade between the town of Winterhaven and the lands beyond the mountains. Brave adventurers are needed to rid the pass of monsters and liberate Stonefang Keep from the orcs. Who s up for the challenge? This standalone D&D(r) adventure is designed for 4th-level characters and can be easily inserted into any D&D campaign. Combine it with HS1 "The Slaying Stone" for a great start to a new compaign " Explore the fantasy world of D&D and delve into dungeons,

slay monsters, and gain treasure! If you've 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 Dark Motives and Darker Alliances Citizens of Zobeck are going missing. Catacombs beneath the urban abodes may have answers, but what lurks in them may not enjoy company... Rumors swirl of an unholy marriage between blood thirsty factions. As haunting dreams and prophetic utterances swell, the danger becomes clear. Such a union would be catastrophic... Who will uncover and stop these foul and ghoulish workings? Will your adventurers have the fortitude and ambition--or the greed and cunning--it takes to put a stop to them? Empire of the Ghouls is a complete adventure for characters level 1-13 for the 5th edition of the world's first RPG. You'll also find a gazetteer detailing the Ghoulish Imperium in the depths of the Underworld--complete with map! --and appendices filled with new cults, creatures, magic items, and NPCs. Sharpen your blade and conjure magical light, and root out the foulness below the earth! Presents a Dungeons and Dragons adventure for the 27th to the 30th level, providing adventure hooks, set up information, tactics, and features of areas. 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 Dungeons Masters's Kit trade; 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 Dungeons Masters'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; 2 sheets of die-cut dungeon terrain tiles; 2 sheets of die-cut monster tokens; 2 double-sided battle maps; Fold-out Dungeons Masters's screen 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. A guide to the role-playing game that provides information on its commands, individual campaigns, scoring, extras, tactics, and the secrets of the multi-player mode. This adventure takes characters from 1st level to 3rd level. 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 heroes who draw power from the spirits that preserve and sustain the world. This book collects the best "Dragon" magazine content from the past year into one easy-to-reference source. 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. Presents a "Dungeons and Dragons" adventure for the 21st to 23rd level, providing adventure hooks, setup information, tactics, and features of areas.

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. 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 Masters to see and reach over the screen without difficulty. Dungeon Masters can keep their notes and die rolls hidden from the players while having all important rules information at the ready. This guide provides tips and tricks for optimizing D&D characters--to make them more awesome and fun to play at the game table. Entertaining sidebar essays written by celebrity gamers and a distinctive comic art style make this edition unique.

Reduced to ruins by supernatural cataclysms, Neverwinter rises from the ashes to reclaim its title as the Jewel of the North. Yet even as its citizens return and rebuild, hidden forces pursue their own goals and vendettas, any one of which could tear the city apart. Neverwinter has long been one of the most popular locations in the Forgotten Realms® campaign world. This book presents a complete heroic-tier campaign setting that plunges players into the politics, skullduggery, and peril of a city on the brink of destruction or greatness. A wealth of information about Neverwinter and its environs is provided: maps, quests, encounters, and statistics -- everything a Dungeon Master needs for his heroic tier adventures. Offers tips, advice, and strategies for creating worlds and adventures that players can enjoy while participating in the roleplaying game. 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. Play 4th Edition D&D in style with this deluxe rulebook. The Dungeon Master's Guide provides the Dungeon Master helpful tools and advice to build exciting encounters, adventures, and campaigns for his D&D game. This is a premium, foil cover version of the 4th Edition Dungeon Master's Guide that every Dungeons & Dragons player and Dungeon Master can appreciate. The Eberron(R) world moves into 4th edition D&D(R)! This book contains all the information any DM would need about the world of Eberron. This exciting world is complete with soaring cities, vicious wars, and a gritty mean-streets style that harkens back to the traditions of film noir. The Eberron campaign setting is updated into the 4th edition D&D family with the Eberron Campaign Guide. Featuring all of the character elements from the core rulebooks, this updated version of the Eberron world is a must for any gamer that likes the magic-as-technology, film noir, high-adventure campaign setting that was chosen from over 15,000 game submissions. This supplement builds on the overview of the Astral Sea presented in the "Manual of the Planes" game and explores the heavenly plane in greater detail. The work also presents a multitude of new monsters. The tiefling empire of Bael Turath crumbled long ago, but the ruins of its ancient cities remain. Lost within one such ruin is a powerful relic called the Slaying Stone, and brave heroes must retrieve it before it falls into the hands of their enemies! This standalone D&D® adventure is designed for 1st-level characters and can be easily inserted into any D&D campaign. Fee-Fie-Foe-FUN! The first 4th edition D&D(R) super-adventure! Evil giants seek to avenge past defeats by ravaging the civilized lands, and the only thing standing in their way is a renowned band of heroes. The first 4th edition super-adventure, this product is designed to take characters from 12th to 17th level. Complete within itself, this product contains 160 pages of exciting paragon tier adventure and a beautiful 2-sided map featuring key locations within the adventure. A hotbed of adventure opportunities awaits gamers in the roiling maelstrom of the Elemental Chaos. This game supplement builds on the overview of the Elemental Chaos presented in the "Manual of the Planes" supplement. Offers tips,

advice, and strategies for creating worlds and adventures that players can enjoy while participating in the roleplaying game. A quick and handy rules reference and guide for the Dungeons & Dragons® Fantasy Roleplaying Game. This handy and comprehensive Dungeons & Dragons book is intended as a quick rules reference. It contains the complete core rules for the 4th Edition Dungeons & Dragons Fantasy Roleplaying Game. In addition to providing an overview of the game and how it's played, this book presents the core rules in a format that is easily referenced during a game. It includes information on level advancement, combat, experience points, treasure, skills, equipment, and more. 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. 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. 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. A D&D(R) adventure for 24th-level characters. In this adventure, demonic forces plot to usurp the Raven Queen's power over death, and all paths lead to an ancient kingdom hidden in the subterranean depths of the Shadowfell. This adventure can be run as a stand-alone adventure or as Part Two of a three-part series of adventures that spans the epic tier of gameplay. E2 Kingdom of the Ghouls is a D&D adventure designed to take characters from 24th to 27th level. This tome focuses on the divine heroes: characters whose powers rely on their faith as much as their sword. This first of three books for the 4th Edition Dungeons & Dragons Roleplaying Game presents the official rules as well as everything a player needs to create D&D characters worthy of song and legend. (Games/Gamebooks/Crosswords) Aimed at players and Dungeon Masters, this game supplement explores the heroes and wonders of Athas--a savage desert world abandoned by the gods and ruled by terrible sorcerer-kings. No realm in the D&D world stirs the imagination like the Underdark. This work contains everything a Dungeon Master needs to run adventures set in the vast underworld of his or her D&D campaign. 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. Provides information on the nature of the power source, races, classes, feats, powers, and options in the game of Dungeons and Dragons. Information on the characters of the 4th ed. of Dungeons and dragons.

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