



# [EPUB] Fizban's Treasury Of Dragons (Dungeon & Dragons Book)

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**Fizban's Treasury of Dragons (Dungeon & Dragons Book)**-Wizards RPG Team 2021-10-19 Discover everything there is to know about dragons--the most iconic of D&D monsters--in this quintessential reference guide. Meet Fizban the Fabulous: doddering archmage, unlikely war hero, divine avatar of a dragon-god--and your guide to the mysteries of dragonkind. What is the difference between a red dragon and a gold dragon? What is dragonsight? How does a dragon's magic impact the world around them? This comprehensive guide provides Dungeon Masters with a rich hoard of tools and information for designing dragon-themed encounters, adventures, and campaigns. Dragonslayers and dragon scholars alike will also appreciate its insight into harnessing the power of dragon magic and options for players to create unique, memorable draconic characters. - Introduces gem dragons to fifth edition! - Provides Dungeon Masters with tools to craft adventures inspired by dragons, including dragon lair maps and detailed information about 20 different types of dragons - Adds player character options, including dragon-themed subclasses for monks and rangers, unique draconic ancestries for dragonborn, additional spell options, and a feat - Presents a complete dragon bestiary and introduces a variety of dragons and dragon-related creatures--including aspects of the dragon gods, dragon minions, and more - Reveals the story of the First World and the role the dragon gods Bahamut and Tiamat played in its creation and destruction

**Monster Compendium**-James Wyatt 2001-02-01 Mighty heroes deserve wicked foes Demons and half-demons, dragons and dragonkin, animated corpses and restless spirits, wielders of magic and eaters of spells: These are the creatures of Faerûn, the monsters of the Forgotten Realms campaign setting. Monster Compendium: Monsters of Faerûn contains scores of new monsters for use in Dungeons & Dragons adventures. From the aarakocra to the Tyrantfog zombie, these monsters present a whole new range of challenges. Although usable in any campaign, these monsters are especially suited for the Forgotten Realms setting -- a world of great magic, terrible villains, and high adventure.

**Draconomicon**-Wizards of the Coast, Inc 2008 "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.

**Heroes' Feast (Dungeons & Dragons)**-Kyle Newman 2020-10-27 NEW YORK TIMES BESTSELLER • 80 recipes inspired by the magical world of Dungeons & Dragons "Ready a tall tankard of mead and brace yourself for a culinary journey to match any quest!"—Tom Morello, Rage Against the Machine From the D&D experts behind Dungeons & Dragons Art & Arcana comes a cookbook that invites fantasy lovers to celebrate the unique culinary creations and traditions of their favorite fictional cultures. With this book, you can prepare dishes delicate enough to dine like elves and their drow cousins or hearty enough to feast like a dwarven clan or an orcish horde. All eighty dishes—developed by a professional chef—are delicious, easy to prepare, and composed of wholesome ingredients readily found in our world. Heroes' Feast includes recipes for snacking, such as Elven Bread, Iron Rations, savory Hand Pies, and Orc Bacon, as well as hearty vegetarian, meaty, and fish mains, such as Amphail Braised Beef, Hommllet Golden Brown Roasted Turkey, Drow Mushroom Steaks, and Pan-Fried Knucklehead Trout—all which pair perfectly with a side of Otik's famous fried spiced potatoes. There are also featured desserts and cocktails—such as Heartlands Rose Apple and Blackberry Pie, Trolltide Candied Apples, Evermead, Potion of Restoration, and Goodberry Blend—and everything in between, to satisfy a craving for any adventure.

**The Bone Shard Daughter**-Andrea Stewart 2020-09-08 An emperor fights to reclaim her power and her place on the throne in this "utterly absorbing" fantasy tale of magic, mystery, and revolution (Emily Duncan). The emperor's reign has lasted for decades, his mastery of bone shard magic powering the animal-like constructs that maintain law and order. But now his rule is failing, and revolution is sweeping across the Empire's many islands. Lin is the emperor's daughter and spends her days trapped in a palace of locked doors and dark secrets. When her father refuses to recognise her as heir to the throne, she vows to prove her worth by mastering the forbidden art of bone shard magic. Yet such power carries a great cost, and when the revolution reaches the gates of the palace, Lin must decide how far she is willing to go to claim her birthright - and save her people. "One of the best debut fantasy novels of the year." —BuzzFeed News "An amazing start to a new trilogy." —Culturess "It grabs you by the heart and the throat from the first pages and doesn't let go." —Sarah J. Maas "Epic fantasy at its most human and heartfelt . . . inventive, adventurous and wonderfully written." —Alix E. Harrow "Utterly absorbing. I adored it." —Emily Duncan "A thoroughly fantastic read." —Kevin Hearne "Stewart's debut is sharp and compelling. It will hook readers in and make them fiercely anticipate the rest of the series." —Booklist "Groundbreaking epic fantasy for a new age." —Tasha Suri "Begins with a spark of intrigue that ignites into a thrilling adventure." —Hafsah Faizal

**Dungeons & Dragons: A Darkened Wish**-B. Dave Walters 2020-04-22 An all-new adventure of epic scope and flair that combines the elements of storytelling and action that make every campaign so fun! When war threatens the Moonshae Isles, legendary heroes return to defeat the forces of an unthinkable foe. The Forgotten Realms are changed forever as young wizard Helene and her friends grow from raw recruits on the streets of Mintarn into powerful warriors.

**Beasts and Behemoths (Dungeons and Dragons)**-Jim Zub 2020 Study this guide and keep it close at hand--this manual of monsters might save your life! This immersive illustrated bestiary introduces you to memorable monsters in Dungeons & Dragons, from the smallest beasts to the most dangerous behemoths. This illustrated guide transports new players to the magical world of Dungeons & Dragons and presents a one-of-a-kind course on the unusual creatures, from the minuscule to the massive, that fill the fantastic world of the game. This guide features easy-to-follow and entertaining explanations of where to find each beast, their strange abilities and magical powers, and how to defeat them, along with amazing illustrations that will ignite your imagination. Organized by size from small to large, bigger and more dangerous monsters are introduced with every turn of the page. Beasts & Behemoths is a perfect way for new players and young fantasy fans to learn about the monsters an adventuring party can meet, with profiles full of example encounters and storytelling tips that encourage creative problem-solving skills when battling beastly foes.

**The Book of Holding**- 2019

**Dungeons and Dragons Art and Arcana**-Kyle Newman 2018-10 An illustrated guide to the history and evolution of the beloved role-playing game told through the paintings, sketches, illustrations, and visual ephemera behind its creation, growth, and continued popularity. From one of the most iconic game brands in the world, this official DUNGEONS & DRAGONS illustrated history provides an unprecedented look at the visual evolution of the brand, showing its continued influence on the worlds of pop culture and fantasy. Inside the book, you'll find more than seven hundred pieces of artwork--from each edition of the core role-playing books, supplements, and adventures; as well as Forgotten Realms and Dragonlance novels; decades of Dragon and Dungeon magazines; and classic advertisements and merchandise; plus never-before-seen sketches, large-format canvases, rare photographs, one-of-a-kind drafts, and more from the now-famous designers and artists associated with DUNGEONS & DRAGONS. The superstar author team gained unparalleled access to the archives of Wizards of the Coast and the personal collections of top collectors, as well as the designers and illustrators who created the distinctive characters, concepts, and visuals that have defined fantasy art and gameplay for generations. This is the most comprehensive collection of D&D imagery ever assembled, making this the ultimate collectible for the game's millions of fans around the world.

**Dungeons & Dragons Acquisitions Incorporated Hc (D&d Campaign Accessory Hardcover Book)**-Wizards RPG Team 2019-06-18 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. - Inside you'll find everything you need to live out your fantasy of climbing the corporate ladder of the most notorious retrieval agency in the Forgotten Realms--Acquisitions Incorporated. - The 256-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.

**Eberron: Rising from the Last War (D&d Campaign Setting and Adventure Book)**-Wizards RPG Team 2019-11-19 Whether aboard an airship or a train car, embark on thrilling adventures shrouded in intrigue! Discover secrets buried by years of devastating war, in which magic-fueled weapons threatened an entire continent. In the post-war world, magic pervades everyday life, and people of all sorts flock to Sharn, a city of wonders where skyscrapers pierce the clouds. Will you find your fortune on mean city streets or scouring the secrets of haunted battlefields? Will you throw in your lot with the mighty dragonmarked houses, ruthless families who control whole nations? Will you seek truth as a newspaper reporter, a university researcher, or a government spy? Or will you forge a destiny that defies the scars of war? This book provides tools that both players and Dungeon Masters need to explore the world of Eberron, including the artificer character class—a master of magical invention—and monsters birthed by ancient warmongering forces. Will Eberron enter a prosperous new age or will the shadow of war descend once again?

**Warriors & Weapons (Dungeons & Dragons)**-Jim Zub 2019-07-16 This introductory guide to DUNGEONS & DRAGONS is an illustrated primer to many of the characters you can play in D&D, along with their essential weapons and adventuring tools. In this illustrated guide, you're transported to the legendary and magical worlds of Dungeons & Dragons, where you are presented with one-of-a-kind entries for different types of warriors, as well as the weaponry these fighters need for D&D adventuring. This guide includes detailed illustrations of the weapons, armor, clothing, and other equipment that fighters use, and offers the tools young, aspiring adventurers need for learning how to build their own characters, including sample profiles, a flowchart to help you decide what type of warrior to be, and brainstorming challenges to start you thinking like an adventurer whether on your own or in the midst of an exciting quest with friends and fellow players.

**Dungeons & Dragons March Release Book (Title Announced January 9th)**-Wizards RPG Team 2020-03-17 Your first look at the next D&D title comes on January 9th! Keep an eye on wherever you get your D&D news for a preview of the book.

**Shakespeare for Squirrels**-Christopher Moore 2020-05-12 Shakespeare meets Dashiell Hammett in this wildly entertaining murder mystery from New York Times bestselling author Christopher Moore—an uproarious, hardboiled take on the Bard’s most performed play, A Midsummer Night’s Dream, featuring Pocket, the hero of Fool and The Serpent of Venice, along with his sidekick, Drool, and pet monkey, Jeff. Set adrift by his pirate crew, Pocket of Dog Snogging—last seen in The Serpent of Venice—washes up on the sun-bleached shores of Greece, where he hopes to dazzle the Duke with his comedic brilliance and become his trusted fool. But the island is in turmoil. Egeus, the Duke’s minister, is furious that his daughter Hermia is determined to marry Demetrius, instead of Lysander, the man he has chosen for her. The Duke decrees that if, by the time of the wedding, Hermia still refuses to marry Lysander, she shall be executed . . . or consigned to a nunnery. Pocket, being Pocket, cannot help but point out that this decree is complete bollocks, and that the Duke is an egregious weasel for having even suggested it. Irritated by the fool’s impudence, the Duke orders his death. With the Duke’s guards in pursuit, Pocket makes a daring escape. He soon stumbles into the wooded realm of the fairy king Oberon, who, as luck would have it, IS short a fool. His jester Robin Goodfellow—the mischievous sprite better known as Puck—was found dead. Murdered. Oberon makes Pocket an offer he can’t refuse: he will make Pocket his fool and have his death sentence lifted if Pocket finds out who killed Robin Goodfellow. But as anyone who is even vaguely aware of the Bard’s most performed play ever will know, nearly every character has a motive for wanting the mischievous sprite dead. With too many suspects and too little time, Pocket must work his own kind of magic to find the truth, save his neck, and ensure that all ends well. A rollicking tale of love, magic, madness, and murder, Shakespeare for Squirrels is a Midsummer Night’s noir—a wicked and brilliantly funny good time conjured by the singular imagination of Christopher Moore.

**Critical Role: the Chronicles of Exandria the Mighty Nein**-Critical Critical Role 2020 "From the team that brought you the smash-hit web series Critical Role!"--

**That Time I Got Reincarnated as a Slime, Vol. 3 (light novel)**-Fuse, 2018-08-21 TIMES ARE CHANGING FOR THE WORLD! After a furious battle with the orc lord, peace has once again returned to the Forest of Jura. Rimuru may be heading up the Great Forest of Jura Alliance, but he's most worried about finishing his town...until a visit from King Gazel Dwargo of the dwarves turns everything upside down! Not only that, but Rimuru is about to have a run-in with Milim Nava, an exceptionally dangerous demon lord known as the "Destroyer." What's a slime to do?!

**Dungeons & Dragons Mad Libs**-Christina Dacanay 2020-03-24 Play as a gnome, half-orc, or... TOASTER OVEN? Dungeons & Dragons is now officially a Mad Lib. The world's greatest role-playing game meets The World's Greatest Word Game. Embark on a JIGGLY quest, ride PEACOCKS into battle, and enjoy 21 fill-in-the-blank stories based on Dungeons & Dragons.

**Ikorla: Lair of Behemoths - Sundered Bond**-Django Wexler 2020-04-07 Discover the monstrous realm of Ikorla in this thrilling story, inspired by Magic: The Gathering's card set Ikorla: Lair of Behemoths! Lukka is a proud captain of the Coppercoats, the elite military force that defends Drannith from the savage monsters lurking outside its city walls. For the Coppercoats, the only good monster is a dead monster. Lukka's world is forever altered when he unexpectedly forms a mystical connection with a ferocious, winged cat. But such bonds are high crimes in Drannith, punishable by death. Running for his life, Lukka flees the very home he was sworn to protect. Now an outcast monster "bonder," Lukka must survive the wilds of Ikorla while being ruthlessly hunted by his former brothers-in-arms, including the sadistic General Kudro. With help from planeswalker Vivien Reid, can Lukka learn to tame his newfound powers before he wields vengeance--and an army of nightmarish monsters--against his beloved Drannith?

**Wizards and Spells**-Jim Zub 2020-03-10 An immersive illustrated primer to the enchanted beings, magic users, and spells of Dungeons & Dragons, the leading fantasy role-playing game. This illustrated guide transports new players to the magical world of Dungeons & Dragons and presents a one-of-a-kind course on the wizards, sorcerers, and other magic-makers for which the game is known. Featuring easy-to-follow and entertaining explanations of how spells are created and used in the game, along with original illustrations of the game's essential magical characters, this book shines a spotlight on the mystical side of D&D. The perfect jumping-on point for young fans of fantasy looking to give D&D a try, Wizards and Spells also features prompts to encourage creative problem-solving skills in the dangerous situations that may be encountered in a Dungeons & Dragons adventure.

**Critical Role: Vox Machina Origins Volume II**-Matt Mercer 2020 "Collects issues #1 through #6 of the Dark Horse comic-book series Critical role: Vox machina origins series II"--Copyright page.

**Dungeons & Dragons 2019 Annual Storyline (d&d HC Adventure Book / to Be Announced at D&d Live on May 17-19)**-Wizards RPG Team 2019-09-17 Witness the unveiling of the next D&D annual storyline at D&D

Live 2019: The Descent! Get a peek inside the book on the Twitch dnd channel at 4pm Pacific Time on Friday, May 17. D&D Live 2019: The Descent celebrates the Dungeons & Dragons community as they gather both online and at a studio in Los Angeles to learn about D&D's latest storyline through an immersive entertainment experience.

**Monster Manual**-Wizards RPG Team 2014 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.

**Loner Life in Another World (Light Novel) Vol. 1**-Shoji Goji 2021-07-01 When sarcastic loner Haruka gets transported with his class to another world, he's not wild about adventuring, but he wouldn't mind having some cool powers. Unfortunately, he's last in line when the magic cheat skills get divvied up, so by the time it's Haruka's turn, there are no good choices left. Now Haruka will have to take on this fantasy world the hard way--on his own, with a hodgepodge of bizarre skills! When infighting and chaos break out among his classmates, can this loner come to the rescue?

**Fantasy Gaming**-Martin Hackett 2007 For the first time, renowned gaming expert Martin Hackett brings together fantasy role-playing and fantasy wargaming. The result is a complete gaming system, allowing experienced or novice players to explore a fictional world in character by taking part in adventures and going on to lead armies into battle, conquer territory and found empires. Fantasy role playing took off in the late 1970s with the rise of TSR's Dungeons and Dragons. Fantasy wargaming, by contrast, is the clash of two or more mythical armies, played out with miniatures and scenery on a tabletop battlefield.

**Dungeons & Dragons Adventures Outlined Coloring Book**- 2018-08-21 Get your first glimpse into the world of Dungeons & Dragons, through the masterful illustrations of Todd James. The Dungeons & Dragons-Adventures Outlined coloring book features fantastical designs and shows off classic monsters from the game as seen through the eyes of world renowned artist, Todd James. Color your way through each adventure with these delightful illustrations. This coloring book features unique designs including beholders, trolls, goblins, dragons, and more. Provides hours of creativity, fun, and relaxation.

**The Masked City**-Genevieve Cogman 2016 "The written word is mightier than the sword--most of the time... Working in an alternate version of Victorian London, Librarian-spy Irene has settled into a routine, collecting important fiction for the mysterious Library and blending in nicely with the local culture. But when her apprentice, Kai--a dragon of royal descent--is kidnapped by the Fae, her carefully crafted undercover operation begins to crumble. Kai's abduction could incite a conflict between the forces of chaos and order that would devastate all worlds and all dimensions..."--

**Magic: The Gathering: Legends**-Wizards of the Coast 2020-10-27 An official guide to the most iconic legends and legendary creatures from the world of Magic: The Gathering The world of Magic: The Gathering is home to many fantastical characters and creatures, but perhaps none so intriguing as its legends. Legendary dragons, demons, angels, goblins, vampires, merfolk, wizards, and more roam the multiverse. These characters harken back to Magic's early history, having been introduced in one of the first Magic card sets (1994's Legends); new legends continue to tell epic stories in lore and on the battlefield through the present day. Magic: The Gathering: Legends showcases high-quality reproductions of the legendary card art from across the game's history—in many instances for the first time outside of the card frame—along with accompanying histories written by Jay Anelli. This collection also offers exclusive insight into the art and mythology behind some of Magic: The Gathering's most powerful, popular, and enduring legends, including Niv-Mizzet, Emmara Tandris, Marit Lage, Sisay, Atraxa, the Eldrazi titans, Edgar Markov, Queen Marchesa, Zurgo, Pia Nalaar, Zacama, King Algenus Kenrith, Snapdax, and many, many more.

**Rick and Morty vs. Dungeons & Dragons**-Patrick Rothfuss 2019-03-13 You've got to--belch!--roll for initiative, Morty! Two pop culture juggernauts are teaming up and neither multiverse is prepared for what comes next! When Morty sees a cute girl at school playing Dungeons & Dragons, he asks Rick to show him the ropes, only to discover that his grandfather is a veteran gamer. Next thing he knows, the entire family has been pulled into a campaign that escalates from virtual D&D simulations to alternate universes governed by the rules of the game. And as it turns out, Rick isn't the only one who knows his way around a d20.

**Critical Role**-Matthew Mercer 2017 "Critical Role has taken the roleplaying world by storm and now you can join the adventure! Until now, the wondrous and dangerous lands of Tal'Dorei have been the sole stomping grounds of the show's adventuring company, Vox Machina. But now, you can explore these realms in a tome from the pen of Game Master Matt Mercer himself! Will you find one of the revered Vestiges of Divergence or perhaps discover part of the Chroma Conclave's legacy? Can you help the Ashari in their sacred charge to prevent the elemental vortices from overwhelming the world, or will you find yourself embroiled in the machinations of the Clasp? This setting book takes an in-depth look at the history, people, and places of Tal'Dorei, and includes new backgrounds, magic items, and monsters for the Fifth Edition rules"--Amazon.com.

**Sword Coast Adventurer's Guide**-Wizards RPG Team 2015-11-03 Get everything you need to adventure in the Forgotten Realms on the exciting Sword Coast, home to the cities of Baldur's Gate, Waterdeep, and Neverwinter. Crafted by the scribes at Green Ronin in conjunction with the Dungeons & Dragons team at Wizards of the Coast, the Sword Coast Adventurer's Guide provides D&D fans with a wealth of detail on the places, cultures, and deities of northwestern Faerûn. The Sword Coast Adventurer's Guide is also a great way to catch up on recent events in the Forgotten Realms, to get background on locations featured in the Rage of Demons storyline coming in September, and to learn the lore behind video games like Neverwinter and Sword Coast Legends. Here are just a few of the features you'll find in the Sword Coast Adventurer's Guide: · Immersive Adventuring: This campaign sourcebook provides players and Dungeon Masters material for creating vibrant fantasy stories along the Sword Coast. · New Character Options: The book offers new subclass options, such as the Purple Dragon Knight and the Swashbuckler, for many of the classes presented in the Player's Handbook, as well as new subraces and backgrounds specific to the Forgotten Realms. · Adventure in the Forgotten Realms: Discover the current state of the Forgotten Realms and its deities after the Spellplague and the second Sundering. You'll also get updated maps of this area of the Realms. · Compatible with Rage of Demons storyline: Make characters for use with the Out of the Abyss adventure and fight back the influence of the demon lords in the Underdark below the Sword Coast. · Insider Information: Learn the background behind locations, such as Luskan and Gracklstugh, featured in the upcoming digital RPG, Sword Coast Legends, from n-Space. With new character backgrounds and class options, players will love the storytelling possibilities of playing a noble of Waterdeep, an elf bladesinger, or one of the other new options, while Dungeon Masters will relish a book full of mysterious locations and story hooks to keep players adventuring on the Sword Coast for years to come. Look for Sword Coast Adventurer's Guide to be available on November 3.

**Dungeon Master's Screen**-Wizards of the Coast 2002-02-01 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.

**D&d Waterdeep Dungeon of the Mad Mage**-Wizards RPG Team 2018-11-20 Delve deeper than you ever thought possible in this adventure for the world's greatest roleplaying game. Hundreds of years ago, long before Waterdeep had been built, Halaster Blackcloak carved a vast dungeon beneath Mount Waterdeep and stocked it with all manner of creatures from across the planes. Over time Halaster has gone quite insane and the dungeon he carved, now dubbed Undermountain, is a labyrinthine death trap for those bold enough to venture within.

Precious few have returned from Halaster's home, and frequently they're not who they were when they started out. One thing is certain however. Wealth unimaginable exists within the halls of Undermountain.

**The Game Master's Book of Random Encounters**-Jeff Ashworth 2020-09-15 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 story hooks, maps or NPCs you painstakingly create during session prep, your best-laid plans are often foiled by your players' whims, extreme skill check successes (or critical fails) or their playful refusal to stay on task. In a game packed with infinite possibilities, what are GMs supposed to do when their players choose those for which they're not prepared? The Game Master's Book of Random Encounters provides an unbeatable solution. This massive tome 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 populated on the fly while still ensuring 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 story hooks necessary for GMs 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 Random NPC Generator 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 that run the gamut from frantic rooftop chases to deep cellar dungeon-crawls, with a total of 97 maps, more than 150 tables and millions of possible adventures. No matter where your players end up, they'll have someone or something to persuade or deceive, impress or destroy. As always, the choice is theirs. But no matter what they choose, with The Game Master's Book of Random Encounters, you'll be ready.

**Dungeons & Dragons Starter Set**-Wizards Rpg 2014-07-15 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.

**Volo's Guide to Monsters**-Wizards RPG Team 2016-11-15 Immerse yourself in monster lore in this supplement for the world s greatest roleplaying game This is NOT just another "Monster Manual"! "Volo s Guide to Monsters" provides something exciting for players and Dungeon Masters everywhere. . A deep dive into the lore behind some of D&D s most popular and iconic monsters . Dozens of monsters new to the fifth edition to include in your epic adventures . New playable races to allow you to build characters to fit nearly any type of story in your D&D game. The esteemed loremaster Volothamp Geddarm is back and he s written a fantastical dissertation, covering some of the most iconic monsters in the Forgotten Realms. Unfortunately, the Sage of Shadowdale himself, Elminster, doesn t believe Volo gets some of the important details quite right. Don t miss out as Volo and Elminster square off (academically speaking of course) to illuminate the uninitiated on creatures both common and obscure. Uncover the machinations of the mysterious Kraken Society, what is the origin of the bizarre froghemoth, or how to avoid participating in the ghastly reproductive cycle of the grotesque vargouille. Dungeon Masters and players will get some much-needed guidance as you plan your next venture, traipsing about some dusty old ruin in search of treasure, lore, and let s not forget ... dangerous creatures whose horns, claws, fangs, heads, or even hides might comfortably adorn the walls of your trophy room. If you survive. Research has never been so dangerous!"

**D&D Character Sheets**-Wizards RPG Team 2017-06-20 Inside the pockets of this lavishly illustrated protective folder, you'll find a full set of fifth edition Dungeons & Dragons character sheets for use in any D&D campaign. This product includes three additional styles of double-sided character sheets giving veteran players options based on their individual play preference and spell sheets for keeping track of their magical repertoire. Each character sheet provides plenty of room to keep track of everything that makes a character unique. Also included is an introductory character sheet designed specifically to help ease new players into the game. Fans can use these character sheets to welcome new players to the world's greatest roleplaying game or choose a variant that fits their preferences.

**The Authoritarian Moment**-Ben Shapiro 2021-07-27 How far are Americans willing to go to force each other to fall in line? According to the establishment media, the intelligentsia, and our political chattering class, the greatest threat to American freedom lies in right-wing authoritarianism. We've heard that some 75 million Americans who voted for Donald Trump represent the rise of American fascism; that conservatives have allowed authoritarianism to bloom in their midst, creating a grave danger for the republic. But what if the true authoritarian threat to America doesn't come from the political right, but from the supposedly anti-fascist left? There are certainly totalitarians on the political Right. But statistically, they represent a fringe movement with little institutional clout. The authoritarian left, meanwhile, is ascendant in nearly every area of American life. A small number of leftists—college-educated, coastal, and uncompromising—have not just taken over the Democratic Party but our corporations, our universities, our scientific establishment, our cultural institutions. And they have used their newfound power to silence their opposition. The authoritarian Left is aggressively insistent that everyone must conform to its values, demanding submission and conformity. The dogmatic Left is obsessed with putting people in categories and changing human nature. Everyone who opposes it must be destroyed. Ben Shapiro looks at everything from pop culture to the Frankfurt school, social media to the Founding Fathers, to explain the origins of our turn to tyranny, and why so many seem blind to it. More than a catalog of bad actors and intemperate acts, The Authoritarian Moment lays bare the intolerance and rigidity creeping into all American ideology - and prescribes the solution to ending the authoritarianism that threatens our future.

**The Broken God**-Gareth Hanrahan 2021-05-18 ENTER A CITY OF DRAGONS AND DARKNESS The Godswar has come to Guerdon, dividing the city between three occupying powers. A fragile armistice holds back the gods, but other dangerous forces seek to exert their influence. Spar Idgeson, once heir to the brotherhood of thieves has been transformed into the living stone of the new city. But his powers are failing and the criminal dragons of the Ghierdana are circling. Meanwhile, far across the sea, Carillon Thay - once a thief, a saint, a god killer; now alone and powerless - seeks the mysterious land of Khebes, desperate to find a cure for Spar. But what hope does she have when even the gods seek vengeance against her? Reviews for The Black Iron Legacy: 'Hanrahan is now one of my favourite authors. I flat out adore this series' Booknest 'I will buy any novel that Gareth Hanrahan ever writes . . . I want [this series] to go on forever' The Fantasy Inn 'Hanrahan has an astonishing imagination' Peter McLean, author of Priest of Bones 'Mind-blowingly stellar in every respect . . . Fantasy readers, be wise and buy this book, because there's simply nothing like it' Novel Notions on The Gutter Prayer The Black Iron Legacy The Gutter Prayer The Shadow Saint The Broken God

**Towers of High Sorcery**-Jamie Chambers 2004-09-01

**Arcane Artifacts and Curious Curios**-Madeline Hale 2019-09-20