

Curse Of Strahd Dm Screen

Diabolical dangers await in this adventure for the world's greatest roleplaying game. Welcome to Baldur's Gate, a city of ambition and corruption. You've just started your adventuring career, but already find yourself embroiled in a plot that sprawls from the shadows of Baldur's Gate to the front lines of the planes-spanning Blood War! Do you have what it takes to turn infernal war machines and nefarious contracts against the archdevil Zariel and her diabolical hordes? And can you ever hope to find your way home safely when pitted against the infinite evils of the Nine Hells? • This heroic Dungeons & Dragons adventure book takes players from levels 1 to 13 as they journey through Baldur's Gate and into Avernus, the first layer of the Nine Hells. • Baldur's Gate is among the most iconic locations in fantasy culture. A mist-cloaked metropolis on the Sword Coast, it's a place of history and a home to heroes. • The book introduces the infernal war machines to fifth edition D&D—battle-ready vehicles, which you can customize as you blast off into the Blood War. • Dungeon Masters will entice their heroes with devils' deals, designed to lure adventurers with the ultimate temptations of power and treasure. • Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming. Fifth edition D&D draws from every prior edition to create a universally compelling play experience

A night of eternal terror. A world ruled by fear and horror. Vampires who command the night. Shapeshifters who prowl the forests. Eldritch ghouls and undead skeletons who prey upon a fearful populace. If ever a world needed heroes, it is the world of Ravenloft.

Explore the mega-dungeon of Undermountain in this adventure for the world's greatest roleplaying game. In the city of Waterdeep rests a tavern called the Yawning Portal, named after the gaping pit in its common room. At the bottom of this crumbling shaft is a labyrinthine dungeon shunned by all but the most daring adventurers. Known as Undermountain, this dungeon is the domain of the mad wizard Halaster Blackcloak. Long has the Mad Mage dwelt in these forlorn depths, seeding his lair with monsters, traps, and mysteries—to what end is a constant source of speculation and concern. • The follow up to Waterdeep: Dragon Heist, Dungeon of the Mad Mage takes adventurers deep into one of D&D's biggest dungeons. Each of Undermountain's twenty-three levels is an adventure setting unto itself, and the book includes a map for each one. • Waterdeep, known as the City of Splendors, is one of D&D's most iconic locations. Also the setting for the board game Lords of Waterdeep, it's the jewel of the Sword Coast—a sprawling melting pot held together by firm laws and swift justice. • Dungeon of the Mad Mage is the second of two Dungeons & Dragons books set in Waterdeep. It picks up where the first, Dragon Heist, leaves off, taking characters of 5th level or higher all the way to 20th level. • In D&D, 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.

Create heroic characters for the world's greatest roleplaying game. The Player's Handbook is the essential reference for every Dungeons & Dragons roleplayer. It contains rules for character creation and advancement, backgrounds and skills, exploration and combat, equipment, spells, and much more. Use this book to create characters from among the most iconic D&D races and classes. Publisher's Weekly #1 Best Seller in Hardcover Nonfiction Wall Street Journal #1 Best Seller in Hardcover Nonfiction • 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. • The Player's Handbook is the first of three D&D core rulebooks, along with the Monster Manual and the Dungeon Master's Guide. The Player's Handbook is the cornerstone. It's the foundational text of D&D's fifth edition—for beginners and for veterans alike. • The Player's Handbook walks you through how to create a Dungeons & Dragons character—the role you'll play in the D&D world. • 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.

MASTER THE GAME with this indispensable tool for the world's greatest roleplaying game Lost is the poor soul borne aloft in the grip of the ancient red dragon featured in a spectacular panoramic vision by Tyler Jacobson on this durable, four-panel Dungeon Master's Screen. The interior rules content on this new screen has been revisited and refreshed as a direct result of feedback received from D&D fans everywhere. • The screen's landscape orientation allows the Dungeon Master to easily see beyond the screen and reach over, even as it keeps die rolls and notes hidden from players. • Provides an at-a-glance reference for the most relevant and often used in-game information, equipping Dungeon Masters of all skill levels with essential support. • An excellent resource for new and existing Dungeons Masters to facilitate inspired adventures and an engaging play experience. The leader in providing contemporary fantasy entertainment, Dungeons & Dragons is the wellspring for the entire modern game industry, digital as well as analog. This newest edition draws from every prior edition to create a universally compelling play experience, and exemplifies the true spirit of a game that holds captive the hearts and minds of millions of players worldwide.

Take a stand against the giants in this adventure for the world's greatest roleplaying game Giants have emerged from their strongholds to threaten civilization as never before. Hill giants are stealing all the grain and livestock they can while stone giants have been scouring settlements that have been around forever. Fire giants are press-ganging the smallfolk into the desert, while frost giant longships have been pillaging along the Sword Coast. Even the elusive cloud giants have been witnessed, their wondrous floating cities appearing above Waterdeep and Baldur's Gate. Where is the storm giant King Hekaton, who is tasked with keeping order among the giants? The humans, dwarves, elves, and

other small folk of the Sword Coast will be crushed underfoot from the onslaught of these giant foes. The only chance at survival is for the small folk to work together to investigate this invasion and harness the power of rune magic, the giants' weapon against their ancient enemy the dragons. The only way the people of Faerun can restore order is to use the giants' own power against them. To defeat giants, you need to be giant!

Official Dungeon Master's screen for the 4th Edition Dungeons & Dragons® Roleplaying Game This four-panel cardstock screen features new full-color artwork and allows Dungeon Masters to keep their campaign notes and die rolls private, without blocking their view of the game table. Easy-to-reference rules and tables appear on the inside panels of the screen; these are designed for the Dungeon Master's eyes only and comply with the rules in the 4th Edition Dungeons & Dragons core rulebooks.

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.

Explore the horrors of Ravenloft in this campaign sourcebook for the world's greatest roleplaying game. Terror stalks the nightmare realms of Ravenloft. No one knows this better than monster scholar Rudolph Van Richten. To arm a new generation against the creatures of the night, Van Richten has compiled his correspondence and case files into this tome of eerie tales and chilling truths.

- Travel (perhaps even by choice) to Ravenloft's expanded Domains of Dread—each domain with its own unique flavor of horror, thrilling story hooks, and grisly cast of characters
- Craft your own D&D horror settings, add tension with optional rules, and get advice for running a game that's ghastly in all the right ways
- Create characters with lineages tied to vampires, undead, and hags, horror-themed subclasses, the Investigator background, and "Dark Gifts" that may be a double-edged sword
- Unleash nightmarish monsters from an expanded bestiary, and browse a collection of mysterious trinkets
- Explore Ravenloft in the included Dungeons & Dragons adventure—play as a stand-alone adventure or drop it into your current game for a bit of sinister fun

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

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.

Dice and miscellany for the world's greatest roleplaying game **EXPLORE THE REALMS!** Let Laeral Silverhand-Open Lord of Waterdeep, centuries-old archmage, and daughter of the goddess of magic-guide you on your path to adventure. **INCLUDES** · Eleven Dice (two d20s, one d12, two d10s, one d8, four d6s, one d4) · Twenty illustrated, double-sided cards detailing Laeral's expert insights on key characters, locations, and lore from across the Forgotten Realms™. · A durable, felt-lined box that functions as two dice trays. · Foldout double-sided map of the Sword Coast and the city of Waterdeep (11" x 16")

The perfect gift for the Dungeons & Dragons fans in your life or as a treat for yourself. Need a gift for the holidays? A birthday present, a treat for yourself? This is it. Inside the D&D Core Rulebook Gift Set are special foil cover editions of the three Dungeons & Dragons core rulebooks—the Players Handbook, Dungeon Master's Guide, and Monster Manual—plus a Dungeon Master's screen, all collected in a stylish slipcase. It's the perfect gift for any D&D fan.

- Each of the three books and the Dungeon Master's screen feature reflective foil covers, available ONLY with this release.
- The Player's Handbook, Dungeon Master's Guide, and Monster Manual are the foundational texts of D&D's fifth edition—for beginners and for veterans alike.
- The D&D Gift Set includes the latest rules updates and errata.
- 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 Perfect Firewall! Protect your important notes and die rolls from players' prying eyes with the Starfinder GM Screen! This beautiful, four-panel screen features stunning artwork from Ignacio Bazn Lazcano on the players' side and a huge number of tools and tables on the GM's side to speed up play and keep key figures at your fingertips. With helpful rules and reminders about tactical and starship combat, skill Difficulty Classes, common conditions, environmental radiation, zero gravity, and more, this GM screen gives you the information you need to keep the game fast and fun. Constructed of ultra-high-grade hardcover-book stock, this durable screen is perfect for convention play or use in your regular home game.

Designed especially for the Eberron campaign setting and including a bonus poster map of Khorvaire, this includes all the tables from the D&D Deluxe Dungeon Master's Screen. Also included is a poster map of Khorvaire, the primary setting of the Eberron campaign, with borders, trade routes, and other details not printed on any previous full-sized map. Abolish an Ancient Evil Threatening Devastation in this Adventure for the World's Greatest Roleplaying Game Called by the Elder Elemental Eye to serve, four corrupt prophets have risen from the depths of anonymity to claim mighty weapons with direct links to the power of the elemental princes. Each of these prophets has assembled a cadre of cultists and creatures to serve them in the construction of four elemental temples of lethal design. It is up to adventurers from heroic factions such as the Emerald Enclave and the Order of the Gauntlet to discover where the true power of each prophet lay, and dismantle it before it comes boiling up to obliterate the Realms. • An epic adventure for characters levels 1 – 15, the Elemental Evil™ story arc, Princes of the Apocalypse provides everything a Dungeon Master needs to create an exciting and memorable play experience. • Includes new elemental spells and the element-touched genasi as a new playable race. • 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 Sasquatch Game Studio LLC.

Unravel the mysteries of Ravenloft® in this dread adventure for the world's greatest roleplaying game Under raging storm clouds, the vampire Count Strahd von Zarovich stands silhouetted against the ancient walls of Castle Ravenloft. Rumbling thunder pounds the castle spires. The wind's howling increases as he turns his gaze down toward the village of Barovia. Far below, yet not beyond his keen eyesight, a party of adventurers has just entered his domain. Strahd's face forms the barest hint of a smile as his dark plan unfolds. He knew they were coming, and he knows why they came — all according to his plan. A lightning flash rips through the darkness, but Strahd is gone. Only the howling of the wind fills the midnight air. The master of Castle Ravenloft is having guests for dinner. And you are invited.

First released in 1975 and revised throughout the 1980s and early 1990s, the Dungeon! boardgame lets you explore a multi-level dungeon in search of treasure guarded by terrible monsters. The deeper into the dungeon you go, the deadlier the monsters and the greater the treasure. The player who returns to the beginning chamber with the most treasure wins!

Dare to descend into the Underdark in this adventure for the world's greatest roleplaying game The Underdark is a subterranean wonderland, a vast and twisted labyrinth where fear reigns. It is the home of horrific monsters that have never seen the light of day. It is here that the dark elf Gromph Baenre, Archmage of Menzoberranzan, casts a foul spell meant to ignite a magical energy that suffuses the Underdark and tears open portals to the demonic Abyss. What steps through surprises even him, and from that moment on, the insanity that pervades the Underdark escalates and threatens to shake the Forgotten Realms to its foundations. Stop the madness before it consumes you! A Dungeons & Dragons® adventure for characters of levels 1–15

You love Dungeons and Dragons. As an experienced dungeon master you've run dozens, if not hundreds of games. You put a lot of work into making your games great. What if there's another way to look at how you prepare your game? What if it turned out you could spend less time, less energy, and have a better game as a result? It's time to unleash the Lazy Dungeon Master. Written in the style of Sly Flourish's Dungeon Master Tips and Running Epic Tier D&D Games, The Lazy Dungeon Master shows a new approach to game preparation, one that takes less time and gives your game the freedom to grow at the table. This book will help dungeon master prepare awesome games for any version of D&D. Based on the real-world experiences of hundreds of dungeon masters and dozens of professional game designers, the Lazy Dungeon Master includes interviews with veteran D&D DMs and a complete toolkit to help you improvise an entire game. Whether you play 1st, 2nd, 3rd, 4th, Pathfinder, or the D&D Next playtest; The Lazy Dungeon Master has tips, techniques, and advice to make preparation easier and help you run a flexible and entertaining game.

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.

This text is a Dungeons and Dragons adventure that harkens back to classic first-edition adventure, Ravenloft. It expands on the original adventure, introduces some never-before-seen threats, and features a new encounter format designed to make running the adventure easier for the Dungeon Master.

Clash with the gods of Theros in this campaign sourcebook for the world's great roleplaying game. Play DUNGEONS & DRAGONS in the MAGIC: THE GATHERING world of Theros—a realm shaped by the wrath of gods and the deeds of heroes, where champions vie for immortal favor and a place among legends. • Rise above the common throng with SUPERNATURAL GIFTS, abilities that give you remarkable powers that set you on the path to legend. • Explore Theros as a SATYR or LEONIN—mythic cat-like heroes from Magic: The Gathering. Mythic Odysseys of Theros introduces these races to fifth edition D&D for the first time. • Master new powers with Magic: The Gathering-inspired SUBCLASSES like the Bard's College of Eloquence and the Paladin's Oath of Heroism. • Encounter MYTHIC MONSTERS, creatures whose power and renown are such that their names are truly living myths. • Wield the weapons of the gods—five signature artifacts used by Theros's deities. • Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming. Fifth edition D&D draws from every prior edition to create a universally compelling play experience.

Where To Download Curse Of Strahd Dm Screen

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 weapons, armor, and other wondrous items from the D&D Dungeon Masters 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.

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.

Hurl Spells Faster than Ever Before with this Invaluable Accessory from Wizards of the Coast and GaleForce 9 The Spellbook cards are an invaluable resource for both players and Dungeon Masters. With these spell details at their fingertips, they can save time, keep the action up, and avoid stalling the game by flipping through books. Each deck contains laminated cards that players and Dungeon Masters can use as a quick reference resource during Dungeon & Dragons tabletop play. There are currently eight decks (each sold separately): Arcane Spell Deck (For any class that utilizes arcane cantrips and spells like wizards and sorcerers), Bard Spell Deck, Cleric Spell Deck, Druid Spell Deck, Paladin Spell Deck, Martial Powers & Races Deck (Includes spell-like racial abilities, Monk and Barbarian spell-like abilities, and fighter maneuvers), Ranger Spell Deck, Xanathar's Guide to Everything Spell Deck (Contains spells found in the D&D supplement, Xanathar's Guide to Everything)

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

An exciting D&D™ boardgame for 1–5 players. The master of Ravenloft® is having guests for dinner—and you are invited! Evil lurks in the towers and dungeons of Castle Ravenloft™, and only heroes of exceptional bravery can survive the horrors within. Designed for 1–5 players, this boardgame features multiple scenarios, challenging quests, and cooperative game play. Castle Ravenloft includes the following components: • 40 plastic heroes and monsters • 13 sheets of interlocking cardstock dungeon tiles • 200 encounter and treasure cards • Rulebook • Scenario book • 20-sided die

Explore the past of Critical Role's daring half-elf twins, Vex'ahlia and Vax'ildan, in this original prequel novel to their adventures with Vox Machina. Vex and Vax have always been outsiders. A harsh childhood in the elite elven city of Syngorn quickly taught them not to rely on others. Now, freed from the expectations of their exacting father and the scornful eyes of Syngorn's elves, the cunning hunter and the conning thief have made their own way in the world of Exandria. The twins have traveled far and experienced great hardship. But with the help of Vex's quick wit and Vax's quicker dagger, they've always kept ahead of trouble. Now, unknown perils await them in the bustling city of Westruun, where the twins become entangled in a web spun by the thieves' guild known to many as the Clasp. Trapped by a hasty deal, Vex and Vax (along with Vex's faithful bear companion, Trinket) set out into the wilds to fulfill their debt to the infamous crime syndicate. As the situation grows more complicated than they ever could have imagined, for the first time Vex and Vax find themselves on opposite sides of a conflict that threatens the home they have carried with each other for years. Written by #1 New York Times bestselling author Marieke Nijkamp, Critical Role: Vox Machina—Kith & Kin follows a brand-new adventure that delves into the twin's unexplored history, and returns to some of the iconic moments that forged Vox Machina's most unbreakable bond.

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.

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, io9.Gizmodo.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.

Fill your Dungeons & Dragons games with deadly monsters from the Monster Manual. The Monster Manual teaches you 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 liches. "...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.

A wickedly whimsical adventure for the world's greatest roleplaying game. Once every eight years, the fantastic Witchlight Carnival touches down on your world, bringing joy to one settlement after the next. Its owners, Mister Witch and Mister Light, know how to put on a good show. But there's more to this magical extravaganza than meets the eye! The carnival is a gateway to a fantastic Feywild domain unlike anything found on the Material Plane. Time has not been kind to this realm, however, and dark days lie ahead unless someone can thwart the dastardly schemes of the Hourglass Coven. The Wild Beyond the Witchlight takes adventurers from the Witchlight Carnival to Prismeer, a Feywild domain of delight, and is designed for characters of levels 1–8. This book comes with a poster map that shows the carnival on one side and Prismeer on the other. • Explore the Plane of Faerie in the first official D&D adventure set primarily in the Feywild • Easily drop The Witchlight Carnival into any campaign—for passage into the Feywild or just a night of carnival games and wild entertainment • Introduces two races—play as a fairy or as a harengon, a race of humanoid rabbits • Adds two backgrounds—the Feylost who grew up in the Feywild, and a Witchlight Hand who works at the carnival • All encounters can be resolved without resorting to combat, rewarding clever ideas and creative roleplay • Classic 1980s Dungeons & Dragons characters return, including Warduke, Strongheart, and Kelek

Drizzt Do'Urden, a dark elf, and his allies--Wulfgar, a barbarian warrior, and Bruenor, a dwarf--try to unite the people of Ten-Towns to face the dangerous magic of the crystal shard.

[Copyright: dda0c08b1e8d6c75d5e68949f547a2eb](#)