

D D 3 5 Dragon Compendium Pbworks

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LAILA BANKS

Magic Item Compendium Wizards of the Coast

After battling the Martian forces on Earth and on Mars, Dragon becomes the victim of a sneak attack by Vicious Circle agents Chaos and Control, who manage to beat him senseless, leaving him lying at the feet of Cyberface and the rest of the Vicious Circle.

[List of Logbooks of U.S. Navy Ships, Stations, and Miscellaneous Units, 1801-1947](#) Lulu.com

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.

Spell Compendium WestBow Press

A complete guide to playing D&D in arid wastelands, this beautifully illustrated supplement contains rules on how to adapt to hazardous hot and arid weather conditions, such as navigating desert terrain and surviving in fierce heat or harsh weather.

[Savage Dragon #37](#) Simon and Schuster

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

A Journal Wizards of the Coast

This follow-up to the "Player's Handbook" is designed to aid players and provide more character options.

Dungeons and Dragons Core Rulebook Image Comics

The Blood of Dragons Flows through Your Veins In ages past, dragons ruled supreme. Now their distant scions, the races and individuals who carry their blood, live among the great empires of the world, where they forge their own glorious legacies. You can be among them. Embrace your draconic heritage, and the spoils of the world can be yours! This supplement for the D&D® game provides detailed information on the psychology, society, culture, behavior, religion, and folklore of

the dragonblooded races, including kobolds and half-dragons. This book introduces two new player character races: the dragonborn (existing characters reborn in a new draconic form to combat and destroy the spawn of Tiamat) and the spellscales (artistic, philosophical beings with a penchant for sorcery and a thirst for new experiences). It also provides new prestige classes, feats, spells, magic items, equipment, and guidelines for crafting adventures and campaigns involving dragonblooded races. For use with these Dungeons & Dragons® core books Player's Handbook™ Dungeon Master's Guide™ Monster Manual™

Monster Manual Wizards of the Coast

This supplement for the D & D game presents more than 500 new magic items that no adventurer should be without.

The Wild Beyond the Witchlight: A Feywild Adventure (Dungeons & Dragons Book) Alfred Music Shows the reader how to be a Dungeon Master.

Advanced Dungeons & Dragons, Players Handbook Advanced Dungeons & Dragons, Players HandbookSpecial Reference Work : a Compiled Volume of Information for Players of Advanced Dungeons & Dragons, Including, Character Races, Classes, and Level Abilities; Spell Tables and Descriptions; Equipment Costs; Weapons Data; and Information on AdventuringPresents an introduction to Dungeons and Dragons with information on the rules, characters, weapons and gear, and game etiquette.Dragon Emblem RPG Core Book

This indispensable supplement contains information on nearly 200 new monstersfor any D&D game. It provides descriptions for a vast array of new creatures, with an emphasis on higher-level creatures to provide experienced gamers withtougher foes to overcome. (Gamebooks)

Mastering the Perils of Fire and Sand Wizards of the Coast

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.

The Monsters Know What They're Doing Sylvan Learning Publishing

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.

Savage Dragon #39 Wizards of the Coast

The most detailed D&D™ sourcebook on combat ever released.

Mastering the Perils of Ice and Snow Simon and Schuster

Designed for students in Levels 3 and 4, this delightful book includes 10 arrangements of popular music. The student parts are written on the staff and include a duet accompaniment part for a parent or teacher. An engaging story documenting the music friend's visit to Hollywood adds to the fun. Titles: * The Chicken Dance * The Imperial March (Darth Vader's Theme) * Itsy Bitsy Teenie Weenie Yellow Polka Dot Bikini * Over the Rainbow * The Pink Panther * Puff the Magic Dragon * Star Wars (Main Theme) * Theme from Superman * Supercalifragilisticexpialidocious * Yo Ho (A Pirate's Life for Me).

ADA. Wizards of the Coast

A Dungeons & Dragons children's book that captures the wonder and whimsy that made you fall in love with the game. "It's never too early to jump into the world of Dungeons & Dragons and now it's even easier for children to let their inner elf shine through."—ComicBook.com We begin with ONE Dungeon Master telling a story of daring deeds, the adventure of TWO heroes and their brave and noble steeds. Start your little gamer on an adventure to last a lifetime with this numerical 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, adorable bugbears and darling drow, it's the perfect book to share the joy of Dungeons & Dragons with a new generation as they learn their numbers—a precursor to every new path in counting. • 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 ABCs of D&D, a children's alphabet book and companion to The 123s of D&D

Cyclopadia Bibliographica: A Library Manual Of Theological And General Literature, and guide to books for Autors,preachers,students,and literary men. Image Comics

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.

The Book of Holding IDW Publishing

An anthology of seventeen mystery-themed adventures for the world's greatest roleplaying game. *Candlekeep* attracts scholars like a flame attracts moths. Historians, sages, and others who crave knowledge flock to this library fortress to peruse its vast collection of books, scribbled into which are the answers to the mysteries that bedevil them. Many of these books contain their own mysteries—each one a doorway to adventure. Dare you cross that threshold? • 17 mystery-themed D&D adventures, each tied to a book discovered in the famed library fortress of Candlekeep • Easy to run as stand-alone mini adventures or to drop into your home campaign • Adventures span play from levels 1 to 16 • Includes a full poster map of Candlekeep, plus detailed descriptions of the various locations, characters, and creatures that reside within it • Introduces a variety of Dungeons & Dragons monsters, items, and non-player characters (NPCs) *Candlekeep Mysteries* is a collection of seventeen short, stand-alone D&D adventures designed for characters of levels 1-16. Each adventure begins with the discovery of a book, and each book is the key to a door behind which danger and glory await. These adventures can be run as one-shot games, plugged into an existing Forgotten Realms campaign, or adapted for other campaign settings. This book also includes a poster map of the library fortress and detailed descriptions of Candlekeep and its inhabitants.

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

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

Frostburn Wizards of the Coast

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

Dungeon Master's Guide

Play 4th Edition D&D in style with this deluxe rulebook. The Monster Manual presents more than 300 official monsters for all levels of play, including illustrations and complete game statistics. This is a

premium, foil cover version of the 4th Edition Monster Manual that every Dungeons & Dragons player and Dungeon Master can appreciate.

Dungeons and Dragons Art and Arcana

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