
Rise Tiamat Adventure Wizards Team

An Exclusive DandD Next Preview
 Curse of Strahd Tarokka
 D&D Waterdeep Dragon Heist HC
 Dungeons & Dragons Baldur's Gate: Descent Into Avernus Hardcover Book (D&D Adventure)
 Monsters & Creatures (Dungeons & Dragons)
 Campaign Setting
 Strixhaven: Curriculum of Chaos (D&D/MTG Adventure Book)
 Princes of the Apocalypse
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 Dungeon! Board Game
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 Van Richten's Guide to Ravenloft (Dungeons & Dragons)
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 The Art of Fallout 4
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 1000-Piece Jigsaw Puzzle Featuring the Queen of Evil Dragons: Jigsaw Puzzles for Adults
 Ed Greenwood Presents Elminster's Forgotten Realms
 The Wild Beyond the Witchlight: A Feywild Adventure (Dungeons & Dragons Book)
 D&D MORDENKAINEN'S TOME OF FOES
 Eberron: Rising from the Last War (D&D Campaign Setting and Adventure Book)
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 Empire of Imagination
 D&D Wild Beyond the Witchlight: A Feywild Adventure Accessory Kit
 Forgotten Realms
 Tome of Battle
 The Art of Overwatch
 Gary Gygax and the Birth of Dungeons & Dragons
 An Adventurer's Guide
 Lords of Waterdeep Expansion: Scoundrels of Skullport
 Storm King's Thunder
 The Rise of Tiamat Dragon Puzzle (Dungeons and Dragons)

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TIMOTHY SHANNON

An Exclusive DandD Next Preview Clarkson Potter
 An adventure for levels 3-7. Goodman Games expands its partnership with Wizards of the Coast with the second release in the Original Adventures Reincarnated line! The first installment, Into the Borderlands, is already a best-seller, and this second release will transform a hit title into a hit product line. OAR 2: The Isle of Dread brings back the very first wilderness adventure ever published by Wizards of the Coast. This tutorial adventure by legendary designers Zeb Cook and Tom Moldvay was included in the D&D Expert Set and has been seen by millions of gamers. Now the 1E edition is released in hardcover form, accompanied by a 5E conversion and expansion. This is your chance to revisit an iconic adventure from your youth and play it in the newest rules set with the next generation!
Curse of Strahd Tarokka Wizards of the Coast
 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!
D&D Waterdeep Dragon Heist HC Wizards of the Coast
 You receive your reading at the shadow-choked table of Madam Eva whose predictions regarding your interactions with the Count Strahd Von Zarovich are laced with dread indeed. The Tarokka Deck is a must have accessory when you seek adventure within Castle Ravenloft in the dark lands of Barovia. Play out your fortune using these beautifully crafted cards, created specifically for use with any adventure you might have in Ravenloft campaign setting, but most specifically useful in the fifth edition D&D adventure, Curse of Strahd.
Dungeons & Dragons Baldur's Gate: Descent Into Avernus Hardcover Book (D&D Adventure) Wizards of the Coast
 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.

Monsters & Creatures (Dungeons & Dragons) Wizards of the Coast

Explore a wealth of peril and personalities in this campaign book for the world’s greatest roleplaying game, Dungeons & Dragons. Acquisitions Incorporated is a different flavor of Dungeons & Dragons. A fifth edition D&D book created in partnership with Penny Arcade Inc. and inspired by the podcast and web series, this book is full of madcap heists, hilarious moments, and all the ingredients you need to include the adventurers of Acquisitions Incorporated in your own fifth edition D&D campaign. • Start up your own Acquisitions Incorporated franchise in the Forgotten Realms or anywhere in the multiverse. • Live out your fantasy of climbing the corporate ladder of the most notorious retrieval agency in the Forgotten Realms—Acquisitions Incorporated. • The 224-page book will give Dungeon Masters and players plenty of bits to play a D&D fifth edition game just as if you were on stage with the crew at PAX! New backgrounds, character options, franchise information and more. • You’ll also find an adventure that will take characters from levels 1 through 6, establishing your party’s claim on a world they’ve just begun to explore—and to strip-mine for profit. Dungeons & Dragons is the world’s greatest roleplaying game. Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming.

Campaign Setting Wizards of the Coast

Feel the cold touch of death in this adventure for the world’s greatest roleplaying game. Beneath the unyielding night sky, you stand before a towering glacier and recite an ancient rhyme, causing a crack to form in the great wall of ice. Beyond this yawning fissure, the Caves of Hunger await. And past this icy dungeon is a secret so old and terrifying that few dare speak of it. The mad wizards of the Arcane Brotherhood long to possess that which the god of winter’s wrath has so coldly preserved—as do you! What fantastic secrets and treasures are entombed in the sunless heart of the glacier, and what will their discovery mean for the denizens of Icewind Dale? Can you save Ten-Towns from the Frostmaiden’s everlasting night? Brave the frozen North of Faerun in this Dungeons & Dragons adventure for characters level 1-12. Explore the frontier of Icewind Dale! Maps and guides will aid you on your journey through a land of isolation, paranoia, and deadly cold. Venture into the Ten Towns and other beloved D&D locations made famous by Drizzt Do’Urden and the Companions of the Hall. Encounter the hazards of a frozen wilderness. This book provides DMs with rules for running D&D adventures in icy tundras and wintery climes. Discover long-lost treasures, magic items, and long-forgotten spells in the icy depths of a truly unforgettable Dungeons & Dragons adventure. *Strixhaven: Curriculum of Chaos (D&D/MTG Adventure Book)*

Bloomsbury Publishing USA

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

Princes of the Apocalypse Wizards of the Coast

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.

Ghosts of Dragonspear Castle Wizards of the Coast

A starter box for the Cyberpunk RPG line. Everything you need to play the game.

Dungeon! Board Game Wizards of the Coast

Within this tome are seven of the most compelling dungeons from the 40+ year history of Dungeons & Dragons. Some are classics that have hosted an untold number of adventurers, while others are some of the most popular adventures ever printed. The seeds of these stories now rest in your hands. D&D’s most storied dungeons are now part of your modern repertoire of adventures. Enjoy, and remember to keep a few spare character sheets handy. **DREAD TALES TOLD IN THE DEAD OF NIGHT** When the shadows grow long in Waterdeep and the fireplace in the taproom of the Yawning Portal dims to a deep crimson glow, adventurers from across the Forgotten Realms, and even from

other worlds, spin tales and spread rumors of dark dungeons and lost treasures. Some of the yarns overheard by Durnan, the barkeep of the Yawning Portal, are inspired by places and events in far-flung lands from across the D&D multiverse, and these tales have been collected into a single volume. For use with the fifth edition Player's Handbook®, Monster Manual®, and Dungeon Master's Guide®, this book provides fans with adventures, magic items and deadly monsters, all of which have been updated to the fifth edition rules. Explore seven deadly dungeons in this adventure supplement for the world's greatest roleplaying game. Tales from the Yawning Portal Includes the Following Adventures: Against the Giants Dead in Thay Forge of Fury Hidden Shrine of Tamoachan Sunless Citadel Tomb of Horrors White Plume Mountain

Curse of Strahd Wizards of the Coast

Offers a comprehensive description of the Forgotten Realms, one of the most well known Dungeons & Dragons campaign settings.

Tomb of Annihilation Wizards of the Coast

Dare to defy death in this adventure for the world's greatest roleplaying game The talk of the streets and taverns has all been about the so-called death curse: a wasting disease afflicting everyone who's ever been raised from the dead. Victims grow thinner and weaker each day, slowly but steadily sliding toward the death they once denied. When they finally succumb, they can't be raised—and neither can anyone else, regardless of whether they've ever received that miracle in the past. Temples and scholars of divine magic are at a loss to explain a curse that has affected the entire region, and possibly the entire world. The cause is a necromantic artifact called the Soulmonger, which is located somewhere in Chult, a mysterious peninsula far to the south, ringed with mountains and choked with rain forests. • An adventure for characters of levels 1 – 11, Tomb of Annihilation provides the Dungeon Master with the core adventure needed to create an exciting and memorable play experience. • Expands on the Forgotten Realms setting of Chult, providing extensive detail on the hidden peninsula, and includes a large pull-out map of the region. • Fans of the DUNGEONS & DRAGONS® Roleplaying Game can expand and enhance their experience by participating in the D&D Adventurers League™ organized play program while playing this adventure. • Adventure design by Christopher Perkins, Will Doyle, and Steve Winter, with additional design by Adam Lee. • Story consulting by the award-winning creator of Adventure Time, Pendleton Ward. 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.

The Book of Holding The Rise of Tiamat

The nine martial disciplines presented in this supplement allow a character with the proper knowledge and focus to perform special combat maneuvers and nearly magical effects. Information is also included on new magic items and spells and new monsters and organizations.

Hoard of the Dragon Queen Wizards of the Coast

Fill your Dungeons & Dragons games with deadly monsters from the Monster Manual. The Monster Manual teaches you how to how to fill your Dungeons & Dragons games with monsters—how to populate the game with pesky goblins and mighty dragons for players to battle or beguile, outwit or outrun. Inside the Monster Manual you'll find more than 150 classic D&D creatures, with vivid illustrations and rich descriptions to help breathe life into your zombies and 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.

Van Richten's Guide to Ravenloft (Dungeons & Dragons)

Wizards of the Coast

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.

A Journal Wizards of the Coast

This introductory guide to DUNGEONS & DRAGONS provides a fun and immersive primer to its beasts and monsters. In this illustrated guide, you're transported to the legendary and magical

worlds of Dungeons & Dragons and presented with one-of-a-kind entries for some of its most sinister, foul, and memorable monsters. Featuring amazing illustrations and expert insights on some of D&D's most dangerous monsters, the guide shines a spotlight on the beasts that scare, excite, and cause trouble for adventurers, from creatures that live underground, to those that dwell in the wilderness and boneyards or soar in the sky. In these profiles you will find information on the size of each monster, its danger level, and tips for how to survive an encounter. The perfect entry point for young fans of fantasy eager to become D&D adventurers, this book also features introductory "Encounter" stories so readers can practice the problem-solving skills they'll need to fight these monsters when they play a D&D adventure of their own.

Tales From the Yawning Portal Wizards of the Coast

Explore the lands of Eberron in this campaign sourcebook for the world's greatest roleplaying game. This book provides everything players and Dungeon Masters need to play Dungeons & Dragons in Eberron—a war-torn world filled with magic-fueled technology, airships and lightning trains, where noir-inspired mystery meets swashbuckling adventure. Will Eberron enter a prosperous new age or will the shadow of war descend once again? • Dive straight into your pulp adventures with easy-to-use locations, complete with maps of floating castles, skyscrapers, and more. • Explore Sharn, a city of skyscrapers, airships, and noirish intrigue and a crossroads for the world's war-ravaged peoples. • Include a campaign for characters venturing into the Mournland, a mist-cloaked, corpse-littered land twisted by magic. • Meld magic and invention to craft objects of wonder as an artificer—the first official class to be released for fifth edition D&D since the Player's Handbook. • Flesh out your characters with a new D&D game element called a group patron—a background for your whole party. • Explore 16 new race/subrace options including dragonmarks, which magically transform certain members of the races in the Player's Handbook. • Confront horrific monsters born from the world's devastating wars.

A Young Adventurer's Guide Wizards of the Coast

Scoundrels of Skullport adds TWO new expansions to the Lords of Waterdeep board game -- Undermountain and Skullport -- inspired by the vast dungeon and criminal haven under Waterdeep. Players can choose to include one or both expansions in a Lords of Waterdeep game. The expansions also allow the

addition of a sixth player. The Skullport expansion adds a new resource to the game: Corruption. The Undermountain expansion features bigger quests and more ways to get adventures. Scoundrels of Skullport also includes new Lords, new Buildings, and set-up materials for a sixth player.

Fantasy Roleplaying Game Starter Set Wizards of the Coast

The first comprehensive biography of geek and gaming culture's mythic icon, Gary Gygax, and the complete story behind his invention of Dungeons & Dragons. The life story of Gary Gygax, godfather of all fantasy adventure games, has been told only in bits and pieces. Michael Witwer has written a dynamic, dramatized biography of Gygax from his childhood in Lake Geneva, Wisconsin to his untimely death in 2008. Gygax's magnum opus, Dungeons & Dragons, would explode in popularity throughout the 1970s and '80s and irreversibly alter the world of gaming. D&D is the best-known, best-selling role-playing game of all time, and it boasts an elite class of alumni--Stephen Colbert, Robin Williams, and Vin Diesel all have spoken openly about their experience with the game as teenagers, and some credit it as the workshop where their nascent imaginations were fostered. Gygax's involvement in the industry lasted long after his dramatic and involuntary departure from D&D's parent company, TSR, and his footprint can be seen in the role-playing genre he is largely responsible for creating. Through his unwavering commitment to the power of creativity, Gygax gave generations of gamers the tools to invent characters and entire worlds in their minds. Witwer has written an engaging chronicle of the life and legacy of this emperor of the imagination.

Out of the Abyss Wizards of the Coast

Overwatch has taken the world by storm, boasting millions of players and gaining critical acclaim. Now, in this beautiful hardcover, Blizzard Entertainment reveals the creative process behind one of the most popular FPS games of all time! Filled with never-before-seen art as well as commentary provided by the game's development team, this book is sure to please any Overwatch fan. • Never-before-seen artwork! • Essential companion to the international best-selling game Overwatch! • Introduction and commentary provided by the game's development team! • Overwatch is a global phenomenon with 30 million players! • Produced in close partnership with Blizzard Entertainment! • Behind-the-scenes look at your favorite characters! • Overwatch creation revealed!