

Dungeon Builders Guidebook

Oriental AdventuresDungeon Master's GuideDefenders of the FaithThe DalelandsCityscapeDungeonscapeUnearthed ArcanaDungeon Master's GuideMiniatures HandbookHero Builder's GuidebookA Magical Medieval SocietyBook of Exalted DeedsBook of DrakesMagic EncyclopediaStars Without Number (Perfect Bound)D&d Waterdeep Dungeon of the Mad MageUnapproachable EastBooks in Print SupplementAdvanced Dungeons & Dragons, Players HandbookReturn to the Keep on the BorderlandsDungeon Master's Guide IIRoleplaying GameThe Standing StoneCentral Casting OneDefenders of the FaithInto the UnknownDraconomiconGary Gygax's Nation BuilderBubblegumshoeVor RukothUnderdarkSword of the GodsUnearthed ArcanaThe Canting CrewDungeons & Dragons Hardcover Publications: Complete warrior : a player's guide to combat for all classesForthcoming BooksEncyclopedia MagicaForgotten RealmsGary Gygax's World BuilderDungeon Survival Guide

Oriental Adventures

Clerics and paladins are two of the Dungeons & Dragons game's most popular classes, and this handbook contains guidelines to customize both.

Dungeon Master's Guide

A core rulebook for dungeon masters shares guidelines for weaving legendary D&D stories, providing recommendations for world creation and optional rules and incorporating hundreds of classic D&D magic items.

Defenders of the Faith

Stars Without Number is a science fiction role-playing game inspired by the Old School Renaissance and the great fantasy and science-fiction games of the seventies and eighties. * Compatible with most retroclone RPGs * Helps a GM build a sandbox sci-fi game that lets the players leave the plot rails to explore freely * World building resources for creating system-neutral planets and star sectors * 100 adventure seeds and guidelines for integrating them with the worlds you've made * Old-school compatible rules for guns, cyberware, starships, and psionics * Domain rules for experienced characters who want to set up their own colony, psychic academy, mercenary band, or other institution

The Dalelands

Cityscape

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

Dungeonscape

What you don't know will kill you Demascus awakens surrounded by corpses, at a shrine littered with traces of demonic rituals, with no memory of his past. But the Firestorm Cabal remembers him—and the demon who leads them seems to have a personal vendetta against him. Dodging knives, uncovering clues left by his past life, and dueling demons, Demascus must figure out who he is, what battles he is fighting, and who is hunting him before one of them catches up with him. Sword of the Gods brings the events of the universe-spanning Pandemonium series to the Forgotten Realms® world!

Unearthed Arcana

The material in this supplement is appropriate for both Dungeons and Dragons players and Dungeon Masters. It features city-building rules, new options for city-based characters and encounters, and rules for urban terrain.

Dungeon Master's Guide

Explore and build fantastic dungeons with this latest in the Environment series of player- and Dungeon Master-friendly supplements. "Dungeonscape" presents new character options as well as tools for Dungeon Masters to create exciting and memorable dungeon environments.

Miniatures Handbook

Aimed at the novice dungeoneer, this lavishly illustrated book provides tips and tricks for surviving deadly dungeons of all sorts, enticing would-be dungeon explorers with stories of fabulous treasures guarded by fierce monsters and terrible traps.

Hero Builder's Guidebook

Roleplaying game supplement by Logan Bonner

A Magical Medieval Society

"Unapproachable East" provides a detailed look at the eastern region of the Forgotten Realms world. In addition to new spells, magic items, feats, character races, prestige classes, and a wealth of new monsters, this title includes descriptions of people, places, and unique cultural elements from throughout the region. Full color.

Book of Exalted Deeds

Explore new and uncharted depths of roleplaying with the Pathfinder RPG Advanced Player's Guide! Empower your existing characters with expanded rules for all 11 Pathfinder Roleplaying Game core classes and seven core races, or build a new one from the ground up with one of six brand-new, 20-level base classes. Whether you're designing your own monstrous helpers as an enigmatic summoner, brewing up trouble with a grimy urban alchemist, or simply teaching an old rogue a new trick, this book has everything you need to make your heroes more heroic. The Pathfinder RPG Advanced Player's Guide is a must-have companion volume to the Pathfinder RPG Core Rulebook. This imaginative tabletop game builds upon more than 10 years of system development and an Open Playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into the new millennium. The 336-page Pathfinder RPG Advanced Player's Guide includes: * Six new base classes: the monster-hunting inquisitor, the explosive alchemist, the noble cavalier, the prophecy-haunted oracle, the monster-crafting summoner, and the hex-weaving witch * More than a hundred innovative new feats and combat abilities for characters of all classes, including Steal, Point-Blank Master, and Bouncing Spell * Variant class abilities, rules subsystems, and thematic archetypes for all 11 core classes, such as the antipaladin, the hungry ghost monk, and the urban ranger * Hundreds of new spells and magic items, from phantasmal revenge to the Storm King's Cloud Castle * A wealth of fantastic equipment, such as fireblast rods and fortune-tellers' cards * New prestige classes like the Master Chymist and the Battle Herald * and much, much more!

Book of Drakes

Charts, tables, and other tools give players of the Third Edition Dungeons & Dragons(game all the help they need to create truly unique characters and explore the widest possible range of play options available.

Magic Encyclopedia

A follow-up to the Dungeon Master's Guide, designed to aid Dungeon Masters and reduce game preparation time. The Dungeon Master's Guide II builds upon existing materials in the Dungeon Master's Guide. It is specifically designed to facilitate play, especially when the Dungeon Master has a limited amount of preparation time. Chapters include discussion on running a game, designing adventures, building and using prestige classes, and creating campaign settings. Ready-made game elements include instant traps, pre-generated locations, treasures, and a fully realized and rendered town. JESSE DECKER is the development manager for Wizards of the Coast, Inc. whose recent roleplaying game design credits include Complete Adventurer, Races of Stone, and Unearthed Arcana. DAVID NOONAN is an RPG designer/developer at Wizards of the Coast, Inc. Recent credits include authoring Complete Divine and co-authoring Races of Stone and Unearthed Arcana. CHRIS THOMASSON previously served as Editor-in-Chief of Dungeon Magazine. His design credits include Fiend Folio and Monster Manual III, as well as Bow and Blade for Green Ronin Publishing. JAMES JACOBS is the associate editor of Dungeon Magazine and has published numerous articles in Dragon Magazine. His most recent credits with Wizards of the Coast, Inc. include co-authoring The Book of Aberrations, Races of Faerun, and Frostburn. ROBIN D. LAWS, game designer and novelist, is best known for the roleplaying games Feng Shui, Heroquest, and Dying Earth, along with Robin's Laws of Good Gamemastering.

Stars Without Number (Perfect Bound)

The Dalelands is home for many unique and interesting characters, including Elminster the Mage. This sourcebook describes the inhabitants, cities, and hidden dangers of the Dalelands. All levels. Illus. Shrink-wrapped.

D&d Waterdeep Dungeon of the Mad Mage

In the fourth adventure in the D&D(series, an evil awaits in the forest. A ghostly horseman is terrorizing a small hamlet, and the player characters must stop him before he kills everyone. Players deal with supernatural horror as well as traditional monsters in this powerful adventure.

Unapproachable East

D20 role-playing game supplement. Allows role-playing in a pseudo-medieval environment.

Books in Print Supplement

Small and Mighty (and sometimes mighty small)! There are no such things as "lesser" draconic kin, but lurking among the

further branches of the dragon's family tree are many strange and wondrous creatures perhaps less powerful than their cousins but no less crafty or formidable. Shaped by their environment and powerful shapers of it, drakes interact with humans and other races a great deal, and from such relationships and rivalries are great adventures born! The Book of Drakes takes you on a guided tour of the workings and habits of these enigmatic and oft-overlooked creatures. Herein you'll discover More than 20 drakes ready for play, including the crag drake, moon drake, and alehouse drake Beautiful full-color illustrations by Hugo Solis Drake spells, feats, familiars, and abilities A system for building your own drakes for any party of any level, in any environment! From Midgard to your home setting, drakes provide unique adversaries, unusual companions, and compelling NPCs. Don't miss this chance to push your game to the next level.

Advanced Dungeons & Dragons, Players Handbook

Someone stole my kid brother's bike Someone sabotaged the pep rally Someone destroyed the Homecoming queen's reputation The world is full of mysteries. It's up to your group of intrepid teen sleuths to solve them. In Bubblegumshoe, players step into the shoes of high-schoolers solving mysteries in a modern American small town. Discover clues, solve problems, and throw down with enemies in this streamlined RPG based on the GUMSHOE system. In this stand-alone game, you'll find: Rules to create your Sleuth's web of relationships and make the most of GUMSHOE's resource-management A simple setting system designed for large scale town creation all the way down to scene locations, plus extensive information on Drewsbury, a ready-to-go setting A variety of short mystery starters, including a full introductory mystery: Hey! That's My Bike! Extensive support to help GMs create their own mysteries using pre-established characters and settings Rules for social Throwdowns as well as physical altercations to reflect the drama of high school noir A slimmed-down list of investigative abilities vs GUMSHOE's default to make for faster decision making Bubblegumshoe. The secrets will out.

Return to the Keep on the Borderlands

Everything a player needs to adventure in the Forgotten Realms, the most popular setting in the D&D "RM" game can be found right here: history, maps, non-player characters, geography, economics, societies, organizations, religions, politics, monsters, magic items, spells even a start-up adventure in the Realms!

Dungeon Master's Guide II

Provides detailed information on magical paraphernalia and spells for players of Dungeons and Dragons

Roleplaying Game

For the vigilant writer, driven publisher or game designer, Volume 3 of the Gygaxian Fantasy World series drives forward the gathering host of information brought to you by the Gygaxian Fantasy World series. From the encampments of common folk and wanderers to the teeming streets of walled towns, this work brings the fantastic world of magic to life. Game designers captain their own creations when they master knowledge of the high and low, the hamlets and towns, cities and castles and all that accompanies life in a world of our own imagining. More than that, Everyday Life breathes strength into the arms of your imaginings with pirates and palace life, eating and entertainment, villains and vagabonds, communications and commerce. Whatever is found in the daily "life" of a typical fantasy world is covered herein. Sound the note of world creation with Gary Gygax's Everyday Life.

The Standing Stone

Includes authors, titles, subjects.

Central Casting One

The first of a two-part release detailing the multitude of magical items that have been printed over the years in AD&D game products and game magazines. Hundreds of magical items have appeared in TSR products throughout the years, and this encyclopedia brings them together, complete with descriptions, point value, and "gold piece" sale value.

Defenders of the Faith

This edition provides a detailed look at the lightless world under the surface of the Forgotten Realms campaign setting. This accessory provides a wealth of highly detailed information about one of the most popular regions in the Forgotten Realms world, the world beneath the ground.

Into the Unknown

Includes spells, character classes, magic weapons, and other items used in playing Dungeons and Dragons.

Draconomicon

The Miniatures Handbook is the newest accessory for players who want to add depth and dimension to their roleplaying

game or their miniatures experience. As with other D&D accessories, this title contains new feats, spells, magic items, and prestige classes, and is one of the few titles that adds new base classes to the D&D realm. In addition to these features, this handbook gives expanded rules for three-dimensional, head-to-head miniatures play for both skirmish and mass battle conflicts and is instantly usable with the new D&D miniatures product line. There are new monsters presented with both full D&D and head-to-head statistics, and the book provides competitive scenarios for engaging miniatures combat.

Gary Gygax's Nation Builder

Offers tips, advice, and strategies for mastering the game, Dungeons and Dragons.

Bubblegumshoe

An art-filled sourcebook for all things draconic in the Dungeons & Dragons world, this title includes information on playing dragons and dragon-like creatures, how to run a dragon in a fight, and how to both fight dragons and work with them as allies. The book itself is designed in a prestige format, with heavy use of art throughout and constructed of premium materials. (Games/Gamebooks/Crosswords)

Vor Rukoth

Return to the Keep on the Borderlands and the Caves of Chaos, where fell creatures lurk and wait for unwary adventurers. This presentation of the famous E. Gary Gygax D&D(r) adventure allows characters to re-explore the best-selling adventure of all time! Updated for use with the AD&D game, this adventure expands upon the details of the original, providing even more thrills for beginning-level player characters. This re-telling and sequel to the classic adventure is part of the year-long Silver Anniversary celebration. Players and Dungeon Masters will want to see how their new AD&D characters fare against the original proving ground for D&D heroes. Includes an updated map of the original adventuring region, as well as an expanded storyline in the tradition of the early days of D&D. Whether a DM's players once braved the Keep with their player characters or have only heard stories of this dangerous and wondrous place, Return to the Keep on the Borderlands provides plenty of adventuring action in this 25th year of the greatest roleplaying game of all time!

Underdark

The next mature title in the D&D line that allows players to explore the concept of truly heroic play, "Book of Exalted Deeds" is the second title in the line of products specifically aimed at a mature audience.

Sword of the Gods

The ruined city of Vor Rukoth has been rediscovered and draws heroes and villains in search of treasure.

Unearthed Arcana

Nation Builder fleshes out themes first presented in World Builder (GFW II) and Living Fantasy (GFW III), but with its primary focus on the political, social, and economic entities that comprise states in both modern realistic and fantastic settings. Game designers, professional or amateur, will find a wealth of information on the characteristics of the state, the land, the myriad forms of government and the communities and societies that comprise them. Careful attention is given to the ceremonies of the state, their customs, and habits. The discussion of the state is rounded off by a careful look at both religion and economy. Each subject is supported with an ongoing series of detailed examples and miniature case studies, so that the book can serve as both a guide to creating campaign settings and a ready-made sourcebook and sample milieu.

The Canting Crew

In The Canting Crew, volume I of the Gygaxian Fantasy Worlds, Gygax explores the underworld of city life. Theives, their guilds, organization, a complete dictionary of the language they speak, the signs they use, everything a player or DM may want or need to know about the underclasses, new weapons and more this book is a must have.

Dungeons & Dragons Hardcover Publications: Complete warrior : a player's guide to combat for all classes

Clerics and paladins are two of the Dungeons & Dragons game's most popular classes, and this handbook contains guidelines to customize both.

Forthcoming Books

This all-new sourcebook provides D&D players with a wide choice of variant rules for alternate roleplaying in a D&D campaign. Designed to expand the options available for customizing gameplay, the rules are modular and can be imported into any campaign and in any amount desired. (Games)

Encyclopedia Magica

Forgotten Realms

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.

Gary Gygax's World Builder

Gathers information about character classes, money, equipment, weapons, fighting proficiencies, magic spells, monsters, and treasures used in an Oriental-style role playing game

Dungeon Survival Guide

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

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