

# Wizards Rpg Team

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**Manual of the Planes** - Richard Baker 2008  
The planes have always been a place of great mystery and danger in the Dungeons & Dragons Roleplaying Game, and the new array of planes debuting in this fourth edition continues that grand tradition.

**Player's Handbook** - Wizards of the Coast, Inc 2008

Play 4th Edition D&D in style with this deluxe rulebook. The Player's Handbook presents the official Dungeons & Dragons Roleplaying Game rules as well as everything a player needs to create his D&D character. This is a premium, foil cover version of the 4th Edition Player's Handbook that every Dungeons & Dragons player and Dungeon Master can appreciate.

*Player's Handbook - Ranger Power Cards: A 4th Edition D&d Accessory* - Wizards Rpg Team (ART) 2009-02-26

Speed up your game with official D&D® power cards. Players using Player's Handbook(R) Power Cards don't need to crack open a rulebook every time they cast a spell--all the crucial information is right in front of their eyes. Each and every class power appearing in the Player's Handbook has its own card. Simply select the cards for your character's powers and you're ready to play! This deck of 100 cards includes all the powers from Player's Handbook for the ranger, plus a few blank cards for players to use for other powers.

**Player's Handbook - Wizard Power** - Wizards Rpg Team (ART) 2009-02-26

Speed up your game with official D&D® power cards. Players using Player's Handbook(R) Power Cards don't need to crack open a

rulebook every time they cast a spell--all the crucial information is right in front of their eyes. Each and every class power appearing in the Player's Handbook has its own card. Simply select the cards for your character's powers and you're ready to play! This deck of 100 cards includes all the powers from Player's Handbook for the wizard, plus a few blank cards for players to use for other powers.

*D&D Character Sheets* - Wizards Rpg Team 2017-06-20

**Dungeons & Dragons Spellbook Cards: Mordenkainen's Tome of Foes (Monster Cards, D&D Accessory)** - Wizards RPG Team 2019-10-08

The perfect tool to help Dungeon Masters manage their monsters during play. These 109 durable, laminated cards represent a range of deadly beasts from the Dungeons & Dragons supplemental book, Mordenkainen's Tome of Foes, complete with stats and illustrations. From the allip's armor class to the yagnoloth's damage immunities, monster cards let DMs select, organize, and access the information they need to help keep encounters running smoothly, without flipping through the books. • Color illustrations bring battles to life without revealing the monster's rules text • An evergreen accessory useful for all fifth edition Dungeons & Dragons tabletop gameplay • An invaluable resource for EVERY Dungeon Master  
**Dungeon Masters** - Wizards Rpg Team 2010-10-19

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

**Shattered Keeps Map Pack** - Wizards RPG Team 2012-12-18

This accessory includes three double-sided 21" x 30" tactical battle maps -- a total of six beautifully rendered encounter locations, each one suitable for any D&D game. Each map is laid out on a one-inch-scale square grid, allowing it to be used with D&D miniatures and/or card stock tokens. Two of the mapped locations are new, depicting a ruined keep and a besieged cliffside fortress built by dwarves. The remaining four map locations are picked up from out-of-print D&D products and present adventure locations tied to the "shattered keeps" theme.

*Ruins of War - Dungeon Tiles* - Wizards RPG Team 2012-11-20

This roleplaying game accessory gives Dungeon Masters an easy and inexpensive way to include great-looking terrain in their games. This set provides ready-to-use, configurable tiles with which to build exciting encounter locations. This particular set emphasizes battlefields and fortifications. This accessory contains six double-sided sheets of illustrated, die-cut terrain tiles printed on heavy card stock. These tiles are appropriate for any D&D setting and usable with any edition of the DUNGEONS & DRAGONS Roleplaying Game.

**Dungeons and Dragons Fantasy Roleplaying Game** - Wizards of the Coast LLC 2010-09-07  
The best way to start playing the 4th Edition Dungeons & Dragons Fantasy Roleplaying

Game. Designed for one-to-five players, this boxed game contains everything needed to start playing.

**Streets of Shadow** - Wizards of the Coast RPG Team 2008-10-01

Illustrated cardstock terrain tiles for use with the Dungeons & Dragons Roleplaying Game. This product gives Dungeon Masters an easy and inexpensive way to include great-looking terrain for their games. This set provides ready-to-use, configurable tiles with which to build exciting city-based encounter scenes. This accessory for the Dungeons & Dragons Roleplaying Game contains six double-sided sheets of illustrated, die-cut terrain tiles printed on heavy cardstock.

**Legend of Drizzt** - Wizards Rpg Team 2011-10-18

The adventures of Drizzt Do'Urden, as told in the New York Times best-selling *Forgotten Realms®* novels by R.A. Salvatore, come to life in this thrilling board game. Take on the role of the legendary drow ranger or one of his famous adventuring companions, battle fearsome foes, and win treasure and glory. Designed for 1-5 players, this board game features multiple scenarios, challenging quests, and cooperative game play. The contents of this game can also be combined with other D&D® Adventure System Cooperative Play board games, including *Castle Ravenloft™* and *Wrath of Ashardalon™*, to create an even more exciting experience. Components: 42 plastic heroes and monsters 13 sheets of interlocking cardstock dungeon tiles 200 encounter and treasure cards Rulebook Scenario book 20-sided die

**Tyranny of Dragons (D&D Adventure Book combines Hoard of the Dragon Queen + The Rise of Tiamat)** - Wizards RPG Team 2023-01-17

Defy the Queen of Evil Dragons in this adventure for the world's greatest roleplaying game. *Tyranny of Dragons* combines and refines two action-packed Dungeons & Dragons adventures—*Hoard of the Dragon Queen* and *The Rise of Tiamat*—into a single sweeping campaign. It also includes a gallery of concept art providing a behind-the-scenes look at the creation of an epic adventure spotlighting Tiamat, one of the most legendary foes in D&D. A wonderful re-introduction to 5th edition's first published adventures for new fans Begins as a

low-level adventure suitable for new players and evolves into an epic, sprawling campaign bringing players all the way from level 1 to level 15 Adventure has been rebalanced to be easier for a new Dungeon Master to run and a better play experience. Book includes gallery of concept art spotlighting Tiamat, one of the most legendary foes in D&D

**VAN RICHTEN'S GUIDE TO RAVENLOFT (ALTERNATE COVER) - 2021**

**Dungeon! Board Game** - Wizards of the Coast LLC 2014-06-24

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 MORDENKAINEN'S TOME OF FOES** - Wizards RPG Team 2018-05-29

Discover the truth about the great conflicts of the D&D multiverse in this supplement for the world's greatest roleplaying game. This tome is built on the writings of the renowned wizard from the world of Greyhawk, gathered over a lifetime of research and scholarship. In his travels to other realms and other planes of existence, he has made many friends, and has risked his life an equal number of times, to amass the knowledge contained herein. In addition to Mordenkainen's musings on the endless wars of the multiverse, the book contains game statistics for dozens of monsters: new demons and devils, several varieties of elves and duergar, and a vast array of other creatures from throughout the planes of existence.

[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. • 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.

[DUNGEONS & DRAGONS](#) - 2020

[Ed Greenwood Presents Elminster's Forgotten Realms](#) - Wizards RPG Team 2012-10-16

Offers a comprehensive description of the Forgotten Realms, one of the most well known Dungeons & Dragons campaign settings. *Dungeons & Dragons Player's Handbook* - Wizards RPG Team 2012

Discusses how to create and play characters of various races, classes, and abilities, covering topics including skills, feats, equipment, adventuring, and magic.

**Arcane Power - Wizard** - Wizards Rpg Team (ART) 2009-11-24

**Deluxe Dungeon Master's Screen** - Wizards RPG Team 2011-02-15

The Dungeon Master's best friend. This accessory for the Dungeons & Dragons Fantasy Roleplaying Game is a beautiful addition to any game table and the ultimate aid for Dungeon Masters. The four-panel screen is made of durable game board-quality card stock, with a lavish illustration on the outside and handy reference tables and charts on the inside. The landscape design allows Dungeon Masters to see and reach over the screen without difficulty. Dungeon Masters can keep their notes and die

rolls hidden from the players while having all important rules information at the ready.

### **Player's Handbook 2 - Sorcerer Power Cards**

- Wizards Rpg Team (ART) 2009-08-18

Speed up your game with official D&D® power cards. Players using Player's Handbook(R) 2 Power Cards don't need to crack open a rulebook every time they cast a spell--all the crucial information is right in front of their eyes. Each and every class power appearing in Player's Handbook 2 has its own card. Simply select the cards for your character's powers and you're ready to play! Each deck contains 100 cards with all the powers from Player's Handbook 2 for each of the eight classes featured in the book, plus a few blank cards for players to use for other powers.

*Monster Manual* - Wizards of the Coast  
2012-09-18

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.

Player's Handbook - Rob Heinsoo 2008

Presents the core rules for the fourth edition of the Dungeons & Dragons roleplaying game that outline making characters, adventuring, and resolving combat.

Dungeons and Dragons Roleplaying Game Starter Set - Wizards of the Coast, Inc.

2008-10-21

The best way for new players to learn 4th Edition Dungeons & Dragons! This new product makes it easier than ever to start playing Dungeons & Dragons immediately. The D&D Roleplaying Game Starter Set introduces the complex world of D&D play to new fans in simple, easy-to-understand ways while retaining the fantastic inspiration of the full game experience. This product includes an introductory version of the 4th Edition rules, dice, map tiles, and an adventure to get starting playing right away!

D&d Wild Beyond the Witchlight: A Feywild Adventure Accessory Kit - Wizards RPG Team  
2021-09-21

The Wild Beyond the Witchlight is D&D's next big adventure storyline that brings the wicked whimsy of the Feywild to fifth edition for the first time. Tune into D&D Live 2021 presented by G4 on July 16 and 17 for details including

new characters, monsters, mechanics, and story hooks suitable for players of all ages and experience levels. The Wild Beyond the Witchlight is D&D's next big adventure storyline that brings the wicked whimsy of the Feywild to fifth edition for the first time. Tune into D&D Live 2021 presented by G4 on July 16 and 17 for details including new characters, monsters, mechanics, and story hooks suitable for players of all ages and experience levels.

**Monster Manual 3** - Mike Mearls 2010

This core rulebook introduces an innovative monster stat block format, that makes running monsters easier for the Dungeon Master, and presents a horde of iconic monsters that fit into any campaign.

**D&D Dungeons Masters Screen: Dungeon Kit (Dungeons & Dragons DM Accessories)** -

Dungeons & Dragons 2021-09-21

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.

**D&D Character Sheets** - Wizards Rpg Team  
2017-06-20

*Dungeons and Dragons Core Rulebook* - Wizards RPG Team 2008-06-06

All three 4th Edition core rulebooks in one handsome slipcase. The Dungeons & Dragons Roleplaying Game has defined the medieval fantasy genre and the tabletop RPG industry for more than 30 years. In the D&D game, players create characters that band together to explore dungeons, slay monsters, and find treasure. The 4th Edition D&D rules offer the best possible play experience by presenting exciting character options, an elegant and robust rules system, and handy storytelling tools for the Dungeon Master. This gift set provides all three 4th Edition Dungeons & Dragons core rulebooks (Player's Handbook, Dungeon Master's Guide, and Monster Manual) in a handsome slipcase that looks great on any bookshelf.

*Dungeon Master's Guide* - Wizards of the Coast 2012

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

**Against the Slave Lords: a Series Classic Adventure Compilation** - David Cook 2013

4 classic Advanced D&D adventure modules

*Dungeons & Dragons Spellbook Cards: Volo's Guide to Monsters (Monster Cards, D&D Accessory)* - Wizards RPG Team 2019-10-08

The perfect tool to help Dungeon Masters manage their monsters during play. These 81 durable, laminated cards represent a range of deadly beasts from the Dungeons & Dragons supplemental book, Volo's Guide to Monsters, complete with stats and illustrations. From the Banderhobb's stealth bonus to the Yuan-ti pit master's cantrips, monster cards let DMs select, organize, and access the information they need to help keep encounters running smoothly, without flipping through the books. • Color illustrations bring battles to life without revealing the monster's rules text • An evergreen accessory useful for all fifth edition Dungeons & Dragons tabletop gameplay • An invaluable resource for EVERY Dungeon Master

**Spellbook Cards: Ranger** - Dungeons & Dragons 2018-10-30

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)

*123s of D&D (Dungeons & Dragons Children's*

*Book)* - Dungeons & Dragons 2018-11-13

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

**Dungeons & Dragons Baldur's Gate:**

**Descent Into Avernus Hardcover Book (D&D Adventure)** - Wizards RPG Team 2019-09-17

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

### **The Rise of Tiamat** - Wizards RPG Team

2014-11-04

Avert the Cataclysmic Return of Tiamat in this Adventure for the World's Greatest Roleplaying Game The Cult of the Dragon leads the charge in an unholy crusade to bring Tiamat back to the Realms, and the situation grows more perilous for good people with each passing moment. The battle becomes increasingly political as opportunities to gather allies and gain advantage present themselves. From Waterdeep to the Sea of Moving Ice to Thay, it is a race against Evil. Succeed or succumb to the oppression of draconic tyranny. Win or lose, things will never be the same again. • The second of two adventures in the Tyranny of Dragons™ story arc, The Rise of Tiamat 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.

### Dragonlance: Shadow of the Dragon Queen

(Dungeons & Dragons Adventure Book) -

Wizards RPG Team 2022-12-06

In a world ravaged by war, the actions of heroes can have world-altering stakes. Defend the

people of Kalamman against seemingly insurmountable odds as Krynn prepares for war. The Dragon Armies are on the march, their ranks swelled by ogres, minotaurs, and humans who seek a share of the spoils, while rumors of the return of the Dark Queen's dragons swirl among the people. Experience the Dragon Army's initial invasion of the land of Solamnia, witness the creation of the infamous flying citadels, and face off against the death knight, Lord Soth. Dragonlance: Shadow of the Dragon Queen adventure for characters levels 1-11 Introduces the Dragonlance setting to 5th edition D&D with a focus on the legendary War of the Lance Experience mass battlefield play with the option to enhance 6 encounters by playing connected scenarios in the Warriors of Krynn board game that alter the course of your adventure (board game sold in the Deluxe Edition) Face off against the infamous death knight Lord Soth and his army of draconians Includes character options at home in the Dragonlance setting, including the kender race, feats, backgrounds, and a subclass focused on Tower of High Sorcery magic-users Book comes with a poster map of the continent of Ansalon and the Kalamman theater of war

### **Dungeons & Dragons** - Wizards Rpg Team

(ART) 2009-11-24

Speed up your game with official D&D® power cards. Players using Arcane Power Cards don't need to crack open a rulebook every time they sling a spell--all the crucial information is right in front of their eyes. Simply select the cards for your character's powers and you're ready to play! Each deck of 100 cards includes all the powers from Arcane Power™ for one of the five classes featured in the book--swordmage, bard, wizard, warlock, and sorcerer, --plus a few blank cards for players to use for other powers.