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xanathers guide to everything: Spellbook Cards: Xanathar's 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)

xanathers guide to everything: Tome of Beasts Wolfgang Baur, 2016-11-08 Whether you need dungeon vermin or a world-shaking personification of evil, the Tome of beasts has it. Here are more than 400 new foes for your 5th edition game--everything from tiny drakes and peculiar spiders, to demon lords and ancient dragons.--Back cover.

xanathers guide to everything: *Dungeon Masters* Wizards RPG Team Staff, James Wyatt, 2010-10-19 Awesome tools, rules, and adventure content for every Dungeon Master. If yoursre aDungeons & Dragonsplayer interested in taking on the role of the Dungeon Master, or if yoursre an experienced DM looking for more game advice, tools, and adventure content, theDungeon Masterrss Kittrade;has exactly what you need to build your ownDungeons & Dragonscampaign 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 Masterrss screen (with tables and rules printed on the inside), die-cut terrain tiles and monster tokens, and fold-out battle maps. Game components: bull; 96-page book of rules and advice for Dungeon Masters bull; 32-page monster book bull; Two 32-page adventures bull; 2 sheets of die-cut dungeon terrain tiles bull; 2 sheets of die-cut monster tokens bull; 2 double-sided battle maps bull; Fold-out Dungeon Masterrss screen

xanathers guide to everything: Dungeons & Dragons Art & Arcana Michael Witwer, Kyle Newman, Jon Peterson, Sam Witwer, Official Dungeons & Dragons Licensed, 2018-10-23 An illustrated guide to the history and evolution of the beloved role-playing game told through the paintings, sketches, illustrations, and visual ephemera behind its creation, growth, and continued popularity. FINALIST FOR THE HUGO AWARD • FINALIST FOR THE LOCUS AWARD • NOMINATED FOR THE DIANA JONES AWARD From one of the most iconic game brands in the world, this official DUNGEONS & DRAGONS illustrated history provides an unprecedented look at the visual evolution of the brand, showing its continued influence on the worlds of pop culture and fantasy. Inside the book, you'll find more than seven hundred pieces of artwork—from each edition of the core role-playing books, supplements, and adventures; as well as Forgotten Realms and Dragonlance novels; decades of Dragon and Dungeon magazines; and classic advertisements and merchandise; plus never-before-seen sketches, large-format canvases, rare photographs, one-of-a-kind drafts, and more from the now-famous designers and artists associated with DUNGEONS & DRAGONS. The superstar author team gained unparalleled access to the archives of Wizards of the Coast and the personal collections of top collectors, as well as the designers and illustrators who created the distinctive characters, concepts, and visuals that have defined fantasy art and gameplay for generations. This is the most comprehensive collection of D&D imagery ever assembled, making this the ultimate collectible for the game's millions of fans around the world.

xanathers guide to everything: Dungeons & Dragons Spellbook Cards: Creature & NPC Cards (D&D Accessory) Wizards RPG Team, 2019-11-19 The perfect tool to help Dungeon Masters manage villagers, allies, and villains during gameplay. These 182 durable, laminated cards represent any non-player characters (NPCs) your players might meet during your next D&D game. From a bandit captain's saving throws to a giant spider's stealth bonus, these cards let DMs select, organize, and access the information they need to avoid disruptions during that critical encounter. • All 182 cards have up-to-date game statistics on one side, and 66 of them include evocative art to help to bring battles to life without revealing the rules text. • An evergreen accessory useful for all fifth edition Dungeons & Dragons tabletop gameplay • An invaluable resource for EVERY Dungeon Master

xanathers guide to everything: DUNGEONS & DRAGONS , 2020

xanathers guide to everything: Wardlings RPG Elisa Teague, 2020-04-29 The Wardlings Campaign Guide brings an enchanted new campaign setting to life, where the minds of the youth, un-corrupted by the vices and responsibilities of their elders, are able to perceive magical creatures and events in the world around them, where adults cannot. Here, children are the saviors of the land who venture on epic quests to protect their realm, and holding on to the virtues of youth has never been more imperative! This book contains character creation rules for your new Wardlings character, new core class options, a whole new magic system for your Wardling's familiar, an overview of the lands of Or'Mya and its inhabitants, new backgrounds, powerful spells, whimsical monsters, and more -all fully compatible and customizable with the 5th Edition of the world's greatest roleplaying game. The world of Or'Mya awaits its mighty champions. What kind of hero will you be?

xanathers guide to everything: Xanathar's Guide to Everything Dungeons & Dragons, 2017-11-21 Explore a wealth of new rules options for both players and Dungeon Masters in this supplement for the world's greatest roleplaying game. The beholder Xanathar—Waterdeep's most infamous crime lord—is known to hoard information on friend and foe alike. The beholder catalogs lore about adventurers and ponders methods to thwart them. Its twisted mind imagines that it can eventually record everything! Xanathar's Guide to Everything is the first major expansion for fifth edition Dungeons & Dragons, offering new rules and story options: • Over twenty-five new subclasses for the character classes in the Player's Handbook, including the Cavalier for the fighter, the Circle of Dreams for the druid, the Horizon Walker for the ranger, and many more • Dozens of new spells, a collection of racial feats, and a system to give your character a randomized backstory • A variety of tools that provide Dungeon Masters fresh ways to use traps, magic items, downtime activities, and more—all designed to enhance a D&D campaign and push it in new directions Amid all this expansion material, Xanathar offers bizarre observations about whatever its eyestalks happen to glimpse. Pray they don't come to rest on you. Beauty and guile are in the eyes of the beholder!

xanathers guide to everything: Live to Tell the Tale Keith Ammann, 2020-07-07 From the author of The Monsters Know What They're Doing comes an introduction to combat tactics for Dungeons & Dragons players. In his first book, The Monsters Know What They're Doing (based on his popular blog), Keith Ammann unleashed upon the D&D world a wave of clever, highly evolved monster tactics. Now it's only fair that he gives players the tools they need to fight back...and prevail! An introduction to combat tactics for fifth-edition Dungeons & Dragons players, Live to Tell the Tale evens the score. It examines the fundamentals of D&D battles: combat roles, party composition, attacking combos, advantage and disadvantage, Stealth and Perception, and more...including the ever-important consideration of how to run away! Don't worry about creating a mathematically perfect character from square one. Survival isn't about stats—it's about behavior! With four turn-by-turn, roll-by-roll, blow-by-blow sample battles, Live to Tell the Tale breaks down how to make the best choices for your cherished characters so that they can survive their adventures, retire upon their accumulated riches, and tell stories about the old days that nobody will ever believe.

xanathers guide to everything: 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

xanathers guide to everything: The Adversary Erin M. Evans, 2013-12-03 Farideh is plunged into a maelstrom of devilish politics and magical intrigue that will have far-reaching implications for the Forgotten Realms As the chaos of the Sundering rages around her, young warlock Farideh faces a more personal turmoil wrought by a deal she made with a devil years ago. Hoping to protect her twin sister, she leaves everything she holds dear to assist a wizard in a scheme that pits the devils of the Nine Hells against the gods above. But when Farideh casts the spell to enter the wizard's remote mountaintop fortress, she picks up a stowaway—a Harper agent named Dahl who isn't so inclined to follow devilish demands. Dahl attempts to escape but merely runs into a village of odd people, lurking behind an impenetrable wall. Forced to gaze into the villagers' souls, Farideh points out the ones who seem different, only to watch as the wizard's guard carts them off to fates unknown. Are these villagers or prisoners? Are they blessed or doomed by the gods? As the wizard's guessing game proves more and more diabolical, Farideh resolves to unravel his secrets—even if it means she'll lose her own soul to the Nine Hells. The Adversary is the third book in The Sundering and the third book in the Brimstone Angels series.

xanathers guide to everything: Special Edition Dungeon Master's Guide Monte Cook, Wizards Team, 2005-10 A deluxe version of the essential core rulebook every D&D Dungeon Master needs, this special release features an embossed, leather-bound cover and premium, gilt-edged paper.

xanathers guide to everything: 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.

xanathers guide to everything: Dungeons & Dragons Player's Handbook (Core Rulebook, D&D Roleplaying Game) Dungeons & Dragons, 2014-08-19 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.

xanathers guide to everything: The Game Master's Book of Random Encounters Jeff Ashworth, 2020-09-15 For many tabletop RPG players, the joy of an in-depth game is that anything can happen. Typical adventure modules include a map of the adventure's primary location, but every other location?whether it's a woodland clearing, a random apothecary or the depths of a temple players elect to explore?has to be improvised on the fly by the Game Master. As every GM knows, no matter how many story hooks, maps or NPCs you painstakingly create during session prep, your best-laid plans are often foiled by your players' whims, extreme skill check successes (or critical fails) or their playful refusal to stay on task. In a game packed with infinite possibilities, what are GMs supposed to do when their players choose those for which they're not prepared? The Game Master's Book of Random Encounters provides an unbeatable solution. This massive tome is divided into location categories, each of which can stand alone as a small stop as part of a larger campaign. As an example, the "Taverns, Inns, Shops & Guild Halls" section includes maps for 19 unique spaces, as well as multiple encounter tables designed to help GMs fill in the sights, sounds, smells and proprietors of a given location, allowing for each location in the book to be augmented and populated on the fly while still ensuring memorable moments for all your players. Each map is presented at scale on grid, enabling GMs to determine exactly where all of the characters are in relation to one another and anyone (or anything) else in the space, critical information should any combat or other movement-based action occur. Perhaps more useful than its nearly 100 maps, the book's one-shot generator features all the story hooks necessary for GMs to use these maps as part of an interconnected and contained adventure. Featuring eight unique campaign drivers that lead players through several of the book's provided maps, the random tables associated with each stage in the adventure allow for nearly three million different outcomes, making The Game Master's Book of Random Encounters an incredible investment for any would-be GM. The book also includes a Random NPC Generator to help you create intriguing characters your players will love (or love to hate), as well as a Party Makeup Maker for establishing connections among your PCs so you can weave together a disparate group of adventurers with just a few dice rolls. Locations include taverns, temples, inns, animal/creature lairs, gatehouses, courts, ships, laboratories and more, with adventure hooks that run the gamut from frantic rooftop chases to deep cellar dungeon-crawls, with a total of 97 maps, more than 150 tables and millions of possible adventures. No matter where your players end up, they'll have someone or something to persuade or deceive, impress or destroy. As always, the choice is theirs. But no matter what they choose, with The Game Master's Book of Random Encounters, you'll be ready.

xanathers guide to everything: 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!

xanathers guide to everything: Fifth Edition Options Brian Berg, 2016 Fifth Edition Options is a GM and player resource for the Dungeons & Dragons (TM) 5th edition game. Within these 78 pages are hundreds of optional rules to customize your game. Improve your game with any of the myriad options presented! Options Include: *A Robust New Alignment System *Skills: Defined, Complex Skill Checks and Training *Equipment Rules: Including Masterwork and Exotic Gear *Tons of Combat Options and Variants *Magic Variant Rules *Better Inspiration Rules *Campaign Templates: So you know which options suit different themed games *New Feats *and a ton more!

xanathers guide to everything: Critical Role: Tal'Dorei Campaign Setting Matthew Mercer, James Haeck, Joseph D. Carriker, Stephen Kenson, 2017 Critical Role has taken the roleplaying world by storm and now you can join the adventure! Until now, the wondrous and dangerous lands of Tal'Dorei have been the sole stomping grounds of the show's adventuring company, Vox Machina. But now, you can explore these realms in a tome from the pen of Game Master Matt Mercer himself! Will you find one of the revered Vestiges of Divergence or perhaps

discover part of the Chroma Conclave's legacy? Can you help the Ashari in their sacred charge to prevent the elemental vortices from overwhelming the world, or will you find yourself embroiled in the machinations of the Clasp? This setting book takes an in-depth look at the history, people, and places of Tal'Dorei, and includes new backgrounds, magic items, and monsters for the Fifth Edition rules--Provided by publisher.

xanathers guide to everything: Prince of Undeath Bruce R. Cordell, Scott Fitzgerald Gray, 2009 Presents a Dungeons and Dragons adventure for the 27th to the 30th level, providing adventure hooks, set up information, tactics, and features of areas.

xanathers guide to everything: Player's Handbook Jeremy Crawford, Mike Mearls, James Wyatt, 2009 This companion to the 'Player's handbook' core rulebook introduces the primal power source, which draws on the spirits that preserve and sustain the world. This book includes four classes tied to the primal power source: the barbarian, the druid, the shaman, and the warden. It also presents four new arcane and divine classes: the avenger, the bard, the invoker, and the sorcerer.

xanathers guide to everything: The Lazy DM's Workbook Michael Shea, 2018-11-09 The Lazy DM's Workbook contains a wide range of tools, maps, and reference sheets to help you run your fifth edition fantasy roleplaying game--and is designed to be useful right at the table. This book contains numerous fifth edition rules references, guides, and random generators to help fire up your imagination as you prepare and run your games. The workbook also contains ten lazy lairs: full-color maps and quick descriptions of locations common to most fantasy roleplaying games. When the characters take a game session in a direction you didn't expect, you can use any of these lairs with minimal prep time, running it straight out of the book. The Lazy DM's Workbook is an indispensable reference, designed to be kept at your side as tales of high adventure unfold at your gaming table.

xanathers guide to everything: Dungeons & Dragons Player's Handbook Collection Rob Heinsoo, Andy Collins, Gam, Jeremy Crawford, Mike Mearls, James Wyatt, 2009-11-17 2 great books... 1 great price! The Player's Handbook and Player's Handbook 2 contain all of the rules, classes, races, feats, skills, and items any player of D&D(R) will ever need. Gathered together in a handsome slip-case, this special holiday collection offers both books at one great price! In addition to this savings, purchasers will receive a promotional code that will garner them \$12 off on a year-long subscription to D&D Insider(TM), the premier website for the dedicated D&D gamer. D&D Insider provides players with great additional rules content as well as a suite of tools designed to make playing D&D that much easier. This great holiday offering is just the thing for either the new or the dedicated gamer in your life...

xanathers guide to everything: A Players' Handbook Samuel Selden, 1934

xanathers guide to everything: Fantasy Craft, 2008-09-24 Your Dungeon, Your Dragon, Your Way The ultimate fantasy toolkit is here! At last, you can run a full-blown fantasy campaign of any scale using the award-winning Spycraft engine, or introduce some unexpected adventure into any Crafty setting! More than just another retread, Fantasy Craft gets back to why we love gaming in the first place. It's about the stakes, and raising them. It's about the odds, and beating them. It's about legends, and making them. It's about you. Roll your dice like a hero again.

xanathers guide to everything: The Lazy Dungeon Master Michael Shea, 2019-06-14 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.

xanathers guide to everything: Lore & Legends Michael Witwer, Kyle Newman, Jon Peterson, Sam Witwer, Official Dungeons & Dragons Licensed, 2023-10-03 An illustrated guide to Dungeons & Dragons' beloved fifth edition told through interviews, artwork, and visual ephemera from the designers, storytellers, and artists who bring it to life. When the reimaged fifth edition of Dungeons & Dragons debuted in the summer of 2014, the game was on the brink of obsolescence. But within a few short years, D&D found greater success than it had ever enjoyed before, even surpassing its 1980s golden age. How did an analog game nearly a half century old become a star in a digital world? For the first time, Lore & Legends reveals the incredible ongoing story of Dungeons & Dragons fifth edition from the perspective of the designers, artists, and players who bring it to life. This comprehensive visual guide illuminates contemporary D&D—its development, evolution, cultural relevance, and popularity—through exclusive interviews and more than 900 pieces of artwork, photography, and advertising curated and analyzed by the authors of the bestselling and Hugo Award-nominated Dungeons & Dragons Art & Arcana.

xanathers guide to everything: Dungeons & Dragons Worlds & Realms Adam Lee, Official Dungeons & Dragons Licensed, 2024-10-29 Celebrate fifty years of the spellbinding settings and planes of Dungeons & Dragons with this beautifully illustrated exploration of the multiverse. "A wonderful collection. This incredible journey through the fantastical realms that inspired countless tables to roll dice together is both an educational and a visual treat!"—Matt Mercer Worlds & Realms is an illustrated, story-driven retrospective celebrating the immersive worldbuilding of D&D since the iconic game's inception in 1974. Legendary mage Mordenkainen takes adventurers on a fantastical journey through the multiverse, delving into memorable and fascinating lore and locations across all five editions of the game. With Mordenkainen's guidance, readers will revisit worlds that have come to define D&D over the decades, from the familiar realms of the Material Plane to lands beyond the Astral Sea. Mordenkainen's philosophical musings provide a mage's-eye view of the worlds' unique features, creatures, and characters, captivating readers' imaginations as they learn more about the history and mysteries of the multiverse. Additionally, readers will join adventuring parties with inhabitants of each realm through exclusive short stories by award-winning contributors Jaleigh Johnson, Jody Houser and Eric Campbell, Jasmine Bhullar, and Geoffrey Golden. Full of exciting and enchanting artwork showing fifty years of gameplay evolution from vintage D&D through the present, with original cover and chapter-opener illustrations, Worlds & Realms is a spellbinding tour of the strange and wonderful worlds of the multiverse, appealing to both new and long-standing fans alike.

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assembled, making this the ultimate collectible for the game's millions of fans around the world.

xanathers guide to everything: The Monsters Know What They're Doing Keith Ammann, 2019-10-29 From the creator of the popular blog *The Monsters Know What They're Doing* comes a compilation of villainous battle plans for *Dungeon Masters*. In the course of a *Dungeons & Dragons* game, a *Dungeon Master* has to make one decision after another in response to player behavior—and the better the players, the more unpredictable their behavior! It's easy for even an experienced DM to get bogged down in on-the-spot decision-making or to let combat devolve into a boring slugfest, with enemies running directly at the player characters and biting, bashing, and slashing away. In *The Monsters Know What They're Doing*, Keith Ammann lightens the DM's burden by helping you understand your monsters' abilities and develop battle plans before your fifth edition D&D game session begins. Just as soldiers don't whip out their field manuals for the first time when they're already under fire, a DM shouldn't wait until the PCs have just encountered a dozen bullywugs to figure out how they advance, fight, and retreat. Easy to read and apply, *The Monsters Know What They're Doing* is essential reading for every DM.

xanathers guide to everything: The Legend of the Sunken Temple; 2nd Edition Kristyn Start, 2019-10-04 A 5e compatible high seas adventure filled with mystery, magic and mayhem. Featuring stats for vessels, crew, weapons, creatures and races. Revealing new locations to explore as you travel far and wide through the realm of fantasy. To ultimately unearth the secrets of the deep, known as *The Legend of the Sunken Temple*. 2nd Edition Paperback Expanded Version; includes excerpts from the upcoming campaign setting *The Realm of Inyoka Yamanzi*.

xanathers guide to everything: How to Defend Your Lair Keith Ammann, 2022-11-29 Defend yourself and protect your assets in a lair that feels as real and alive as your monsters with advice from Keith Ammann, author of *The Monsters Know What They're Doing: Combat Tactics for Dungeon Masters*. The world is a dangerous place—especially when you're up to no good. Whether you're a rampaging monster, a calculating mastermind, or the current possessor of the Golden MacGuffin, someone's going to come at you. Probably more than one someone. You can't know when, but you can choose where. You need to be ready. You need a lair. In *How to Defend Your Lair*, gamemaster Keith Ammann pulls back the curtain on an underrated but crucial part of any tabletop roleplaying game: the theater of battle. Say goodbye to encounters in randomly generated dungeons and hello to a game in which where the fight takes place is just as important as who is doing the fighting. This book teaches you how to use real-world principles of building security and area defense to create strongholds infused with flavor, informed by narrative, and complex enough to force your players to think strategically. You'll look at the strengths and weaknesses of both defenders and potential attackers, creating spaces that are strong enough to keep out ordinary intruders...and to provide thrilling challenges to extraordinary ones. Including more than a dozen fleshed-out sample strongholds, *How to Defend Your Lair* is a crucial resource for any RPG gamemaster who wants to push players to think about how to solve problems before running at them head-on.

xanathers guide to everything: Dungeons and Drama Kristy Boyce, 2024-01-09 When it comes to romance, sometimes it doesn't hurt to play games. A fun YA romcom full of fake dating hijinks! Musical lover Riley has big aspirations to become a director on Broadway. Crucial to this plan is to bring back her high school's spring musical, but when Riley takes her mom's car without permission, she's grounded and stuck with the worst punishment: spending her after-school hours working at her dad's game shop. Riley can't waste her time working when she has a musical to save, so she convinces Nathan—a nerdy teen employee—to cover her shifts and, in exchange, she'll flirt with him to make his gamer-girl crush jealous. But Riley didn't realize that meant joining Nathan's *Dungeons & Dragons* game...or that role playing would be so fun. Soon, Riley starts to think that flirting with Nathan doesn't require as much acting as she would've thought...

xanathers guide to everything: The Black Ballad Storytellers Forge, 2024-05-15 Where do the dead go when they rest? The poetic mystery of death has long been a fascination for the living. The images of warm hearths and a familial embrace are conjured for some, while others picture

screaming in eternal torment at the hands of a demon. And yet, clerics have the power to pluck the dead back from that plane, thrusting them back into their mortal coils or even raising them into a state of eternal Undeath. Surely the gods would grow weary of their clerics pinching souls that rightfully belonged in their afterlife. Wouldn't they? A partnership forged in fire and blood between musicians, artists, writers, editors, and more currently rests in your hands. The Black Ballad is a 10-chapter roleplaying campaign made alongside DiAmorte's second album, a savage metal opera of cosmic proportions. This saga will let players decide the fate of the afterlife itself while immersing themselves in musical works focusing on loss, acceptance, and determination in the face of one's own death. Will your campaign have the gall to challenge the will of divinity?

xanathers guide to everything: Dungeons & Dragons How Not To Get Eaten by Owlbears

Anne Toole, 2024-09-17 The Forgotten Realms are dangerous. Well, that's an understatement. The Forgotten Realms are a death trap... But they're also very exciting, packed with amazing sights, and fun to explore. And that's where this book comes in. An in-world guide written from the point of view of a famous character from D&D's lore, this book will answer your burning questions via chapters covering deadly fauna, magical mishaps, urban perils, merciless monsters and much more. Whether you want to know which is the best tavern in Baldur's Gate or have a pressing need for tips on how to escape an ogre's lair, with this handy, humorous guide at your fingertips, your adventures will end in fame and fortune, rather than somebody else's stomach. © and TM 2023 Wizards of the Coast

xanathers guide to everything: MOAR! Monsters Know What They're Doing

Keith Ammann, 2022-01-04 From the author of *The Monsters Know What They're Doing* comes a follow-up strategy guide with *MOAR! monster tactics for Dungeon Masters* playing fifth edition *Dungeons & Dragons*. Keith Ammann's first book based on his popular blog, *The Monsters Know What They're Doing*, unpacks strategies, tactics, and motivations for creatures found in the *Dungeons & Dragons Monster Manual*. Now, in *MOAR! Monsters Know What They're Doing*, he analyzes the likely combat behaviors of more than 100 new enemies found in *Volo's Guide to Monsters* and *Mordenkainen's Tome of Foes*. Your campaign will never be the same!

xanathers guide to everything: Welcome to Dragon Talk

Shelly Mazzanoble, Greg Tito, 2022-12-05 In this collection, the hosts of *Dragon Talk*, the official D and D podcast, recount some of the most inspiring stories from their guests. All use the core tenants of the game in their everyday life--

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C. A. Logan, Strange things happen in Ballybeg when three distant cousins come together as the summer solstice approaches. In the spring of 2016, newly retired Kara leaves her home in Canada on a genealogical quest to rediscover her grandfather's ancestral village on the north coast of Ireland. She is quickly captivated by Ballybeg's rural beauty; the idiosyncratic locals; the Giant's Causeway and the traditional myths and legends. David arrives in the village with his eyes fixed on a huge development deal, which would wipe out the area's charm - if only his streak of bad luck would stop. Imogen is a conservationist who keeps herself apart from the villagers because of an old family scandal, but new circumstances may draw her back. The three clash over a reputedly enchanted grove on the townland of Lisnasidhe that generations have left untouched out of respect for the fairy inhabitants. In Ballybeg, everyone has their opinion and no trouble in sharing it. Even the land has her own perspective of history. Then there's the greedy speculators, the unsuspecting lovers, yarnbombers, and a quirky local storyteller who may hold all the answers. And Irish fairies? Well, that depends...

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