

---

# Races Of The Wild Dungeons Dragons Supplement D D

---

Dragon Magic

Dungeons & Dragons Starter Set (Six Dice, Five Ready-to-Play D&D Characters With Character Sheets, a Rulebook, and One Adventure)

Fiendish Codex II

Races of the Wild

Dungeons & Dragons Player's Handbook (Core Rulebook, D&D Roleplaying Game)

Player's Handbook

Eyes of the Lich Queen

Races of Stone

VAN RICHTEN'S GUIDE TO RAVENLOFT (ALTERNATE COVER)

Dungeon Master For Dummies

Dungeons and Dragons Race Series Gift Set

Dungeonscape

Delicious in Dungeon World Guide: The Adventurer's Bible

Dragon Compendium

Heroes of Horror

Player's Handbook Races: Tieflings

Mists of Akuma

Ruins of the Wild

Dungeons & Dragons Acquisitions Incorporated HC (D&D Campaign Accessory Hardcover Book)

Shadows of the Last War

Races of Faerûn

Fiendish Codex I

Player's Option: Heroes of the Feywild

DUNGEONS & DRAGONS

Dungeons & Dragons For Dummies

The Wild Beyond the Witchlight: A Feywild Adventure (Dungeons & Dragons Book)

Wardens of the Wild: an Elven Lorebook (PF/5e)

Wizards Presents Races and Classes

Races of Eberron

Miniatures Handbook

Drow of the Underdark

Expedition to the Ruins of Greyhawk

Champions of Ruin

D&d Wild Beyond the Witchlight: A Feywild Adventure Accessory Kit

Races of Destiny

Odyssey of the Dragonlords RPG

City of Hawks

Complete Adventurer

Races of the Dragon  
Draconomicon

*Races Of The Wild Dungeons Dragons Supplement D D*

Downloaded from <ftp.bonide.com> by guest

---

## STEIN RIVERA

---

*Dragon Magic* Paizo Publishing

This essential sourcebook serves primarily as a player resource focused on adventuring skills for characters of any class. It also provides new information on several organizations and guilds. *Dungeons & Dragons Starter Set (Six Dice, Five Ready-to-Play D&D Characters With Character Sheets, a Rulebook, and One Adventure)* John Wiley & Sons

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.

*Fiendish Codex II* Modiphius

Through words and illustrations, this book previews some of the iconic races and classes of the new edition. Features essays and insights from the game's designers, developers, and editors.

*Races of the Wild* Yen Press LLC

This new D&D sourcebook details the major races of the Eberron world, with an in-depth look at the new races of the Eberron Campaign Setting, including changelings, the kalashtar, shifters, and the warforged.

*Dungeons & Dragons Player's Handbook (Core Rulebook, D&D Roleplaying Game)* Ace Books

This super-adventure supplement, designed for characters of level 8-13, revisits Castle Greyhawk and the classic dungeon beneath. It is usable as a mini-campaign on its own, a story arc in a Dungeon Masters regular campaign, or as a series of small side adventures with a big payoff.

**Player's Handbook** National Geographic Books

Mists of Akuma is an eastern fantasy noir steampunk campaign setting for use with the newest edition of the world's most popular tabletop roleplaying game. Using new mechanics steeped in eastern lore, the book focuses on providing in-depth urban settings and a diverse array of character options to make truly unique parties of adventurers perfectly suited to survive the decay and desperation in Soburin. Bengoshi (governmental agents) empowered to deputize individuals in service of the Masuto Dynasty are attempting to hold the apocalypse at bay but intrigue and graft are as common and deadly as the corrupting fog, and the ancient threat's influence is spread all the further by the despair of Emperor Hitoshi's subjects. In the 340-page deluxe version of the Mists of Akuma rulebook, you'll find... An overview of the recent history of Soburin and basic information about the world including the dangerous Mists of Akuma, rules for traveling the prefectures, and what rigors maddened explorers must overcome to visit the apocalypse that has become of the other continents. Over 100 NPCs and monsters ranging from foreign generals to eastern dragons, powerful bengoshi and underlings from each of the 24 unique clans, and more than two dozen kami, oni, and tsukumogami! Cultural practices and traditions for Soburin inspired by and drawn from eastern lore. Gorgeous cover artwork by Claudio Pozas, interior scene illustrations by Indi Martin and

Sara Shijo, and character illustrations by Jacob Blackmon and Nathanael Batchelor! A chapter each detailing three different cities: the capital of the Imperial Prefecture, Sanbaoshi, the advanced mechanical metropolis of Kyofu, and the traditionalist magic-steeped settlement of Nagabuki. Short stories with gorgeous half page illustrations at the start of each chapter to firmly posit the desperation and diversity inherent to adventuring in Soburin! Details on each of the two dozen clans of the prefectures, including the bengoshi that negotiate on the behalf of each ruling family's lady or lord and how the Kengen Occupation affected each region of Soburin. 7 new character backgrounds and guidelines for adapting existing character backgrounds when playing in Soburin as well as new conditions, the Culture skill, and 6 maps for the continent and its settlements by cartographers Michael McCarthy, Mike Myler, and Tommi Salama! 19 different archetypes that provide exciting theme-appropriate character options for every class! 14 new races to breathe life into Soburin, making it an exotic and unique world that is eager to shrug off the shackles of western imperialism. 32 new character feats, over 10 pages of equipment that ranges from new armor and weapons to steampunk prostheses and vehicles, and 22 new Eastern-themed spells! And more. This anniversary edition includes *Revenge of the Pale Master*, a 25-page mystery adventure set in Soburin.

**Eyes of the Lich Queen** Wizards of the Coast

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)

**Races of Stone** Wizards of the Coast

What begins as a simple expedition to explore an ancient jungle temple sends adventurers headlong into a search for the Dragon's Eye, an artifact created ages ago by demons in order to gain power over dragons. But where exactly is this mysterious artifact, and why do the Cloudreavers and the Emerald Claw think the adventurers already have it? Only Lady Vol knows the truth. Her deadly cat-and-mouse game leads the characters from the wilderness of Q'barra to the wild coasts of the Lhazaar Principalities and the soaring peaks of Argonnessen. There, at last, they can learn the secret of the Dragon's Eye and foil the lich queen's plans ... if they survive!

**VAN RICHTEN'S GUIDE TO RAVENLOFT (ALTERNATE COVER)** John Wiley & Sons

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.

Dungeon Master For Dummies National Geographic Books

From gnomes to dwarves, this new Dungeons & Dragons( sourcebook details various mountain-dwelling races.

*Dungeon and Dragons Race Series Gift Set* National Geographic Books

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.

*Dungeonscape*

The story of Gord's early years - his growth from a helpless infant to a formidable enemy of Evil.

*Delicious in Dungeon World Guide: The Adventurer's Bible*

This slip-covered gift set contains three supplements that expand the core race options for the D&D role-playing game. Choosing a race is one of the most fundamental steps in creating a character, and for the first time the supplements that focus on this important area have been collected in one set.

Dragon Compendium

The essential handbook integrating fear and horror into D&D play, this guide provides everything Dungeon Masters need to run a horror-oriented campaign or integrate elements of creepiness and tension into their existing campaigns.

**Heroes of Horror**

For three decades, *Dragon* magazine has been the official monthly resource for Dungeons & Dragons players. Many monster, classes and even campaign settings that have gone on to define the modern game first appeared in *Dragon's* pages, and a history of the magazine is a history of the game itself. The *Dragon Compendium* collects the most popular classic articles from throughout *Dragon* magazine's proud history, all updated to the current edition of the D&D rules. Selected with the input of current and former editors and D&D fans across the world, the articles in this 256-page volume are proven favorites—material you will want to reference again and again. From new DBD publisher Paizo Publishing!

*Player's Handbook Races: Tieflings*

This new D&D sourcebook details various races that dwell in the wilderness, offering Dungeons &

Dragons( players extensive information on the classic races of elves and halflings, new rules, information for interaction, new spells, and new magic items attuned to each race.

Mists of Akuma

Caught in traffic. Trapped in a cubicle. Stuck in a rut. Tangled up in red tape. In the real world, sometimes you feel powerless—but not in Dungeons & Dragons (D & D). In this fantasy-adventure, you have all kinds of special powers. You can slay the evil dragon, overcome the orc or the ogre, haunt the werewolf, and triumph over sinister trolls. You venture into strange realms, encounter strange creatures, and use magical powers. Your character grows and develops with every adventure. With this guide, you can learn the ins and outs of D & D and start playing right away. *Dungeons & Dragons For Dummies* gives beginners the basics of the complex game and helps experienced players fine-tune their roleplaying. It guides you through: Creating your character (a powerful fighter, a sneaky rogue, a crafty sorcerer, or a charismatic cleric), and character advancement The races: humans, dwarves, elves, and halflings The types of character actions: attack rolls, skill check, and ability checks The 6 abilities: strength, dexterity, constitution, intelligence, wisdom, charisma Feat requirements and types Playing the game, including moving in combat, attacking with a weapon (melee attacks or ranged attacks), and damage and dying Picking skills, armor, weapons, and gear Choosing spells if your character is a sorcerer or domains for a cleric Building encounter or combat strategies and using advanced tactics Maximizing your character's power with the acquisition of the right magic items: armor, weapons, potion, scroll, ring, wand, staff, rod, plus wondrous items D & D game etiquette Becoming a Dungeon Master There's even a sample play session that walks you through typical play, gets you comfortable using the battle grid and character markers, lets you test player characters against each other and against monsters, and shows you how to add story elements to create an adventure. Produced in partnership with Wizards of the Coast, written by D & D game designers, and complete with a battle grid, a sample dungeon map, and a glossary, this guide arms you with the knowledge to create and equip a character and empowers you to enter the captivating, fascinating world of D & D.

Ruins of the Wild

This supplement provides the definitive treatise on the drow, arguably the games most evocative evil race. Everything readers want to know about drow and their subterranean homeland can be found in this tome.

**Dungeons & Dragons Acquisitions Incorporated HC (D&D Campaign Accessory Hardcover Book)**

Prepare for adventure! Delve into the depths of *Delicious in Dungeon* with a smorgasbord of illustrations, secret tales that couldn't be told before, and detailed information about all the characters! Whether it's their age, BMI, or the first time they died, this guide has everything there is to know. Get the scoop on all the various races and dungeons found throughout the world. There's even an encyclopedia of monsters!

Shadows of the Last War

"Roleplaying game supplement."--P. [1] of cover.