

Advanced Dungeons And Dragons 2nd Edition Monster Manual

For many gamers, the 2nd Edition Advanced Dungeons & Dragons core rulebooks were their introduction to the roleplaying game hobby. The AD&D Dungeon Master's Guide presents all of the information a DM needs to run adventures, challenge players, and advance his or her campaign. This reprint of the classic rulebook features a new cover design.

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.

Advanced Dungeons & Dragons, Players Handbook

Advanced Dungeons & Dragons Player's Handbook

1992 Trading Cards Factory Set

An Adventure for Characters of 1st - 3rd Level

Player's Secrets of Tuornen

Magic Encyclopedia

Fantasirollespil.

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.

Lords of Darkness

Treasure Maps

Domains of Dread

Arcane Shadows

Spell Compendium

The New Player's Handbook

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

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

Night Below

Van Richten's Guide to the Lich

Advanced Dungeons and Dragons

Legacy of the Crystal Shard

750 Card Complete Set

Augments and expands on the rules of play for the Dungeons & Dragons role-playing game, explaining the role of the Dungeon Master and reconciling previously discovered inaccuracies, inconsistencies, and other problems.

Add a touch of horror to your AD&D game with this medieval Gothic setting! Vampires, werewolves, forbidding castles, and ghosts of all kinds inhabit the Demiplane of Dread. Features new rules for creating heroes native to the domains, adapting magic to the demiplane, and dealing with fear and horror checks when the characters experience the true terror that dominates the Ravenloft "RM" campaign.

Arms and Equipment Guide

Treasures of Greyhawk

Oriental Adventures

Dungeon Master's Guide

Premium 2nd Edition Advanced Dungeons and Dragons Dungeon Master's Guide

City of Splendor

For many gamers, the 2nd Edition Advanced Dungeons & Dragons core rulebooks were their introduction to the roleplaying game hobby. The AD&D Player's Handbook presents all of the information a player needs to create an AD&D character from scratch and advance the character in level. This reprint of the classic rulebook features a new cover design.

New, expanded rules are included in this handbook which highlights arms, equipment, and other elements for players and Dungeon Masters to use in any D&D campaign.

Ravenloft

Dungeons and Dragons Core Rulebook

Planescape

Slayers of Lankhmar

Valley of Dust and Fire

1991 Trading Cards Factory Set/Premier Edition

The ultimate dungeon adventure is back in print again because the fans demanded it! Set in the Underdark and designed to be used in any AD&D "RM" campaign, Night Below presents an epic adventure that takes player characters from 1st level to 10th level and beyond. Available again for a limited time, this huge adventure is packed with plots, subplots,

sinister conspiracies, and action on a grand scale.

Lists and describes over one thousand spells in the Dungeons & Dragons game, including spell lists and additional cleric domains.

Castles

Monstrous Compendium

Thief's Challenge

Realm of Terror

Karameikos

Fantasy Collector Cards

A definitive sourcebook reveals the villains and evil organizations from the Forgotten Realms world. Maps & illustrations.

Vejledning til fantasi-rollespil.

City of Skulls

Introduction to Advanced Dungeons and Dragon

Islands of Terror

Encyclopedia Magica

Earth, Air, Fire and Water

The Dancing Hut of Baba Yaga

Outlines how to determine a character's abilities, rules for character improvement, and mapping and combat procedures

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.

Special Reference Work : a Compiled Volume of Information for Players of Advanced Dungeons & Dragons, Including, Character Races, Classes, and Level Abilities; Spell Tables and Descriptions; Equipment Costs; Weapons Data; and Information on Adventuring

The Complete Fighter's Handbook

The Dalelands

Player's Handbook/Rules Supplement

1992 Series

Kingdom of Adventure

Advanced Dungeons & Dragons Player's Handbook

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

Deck of Priest Spells

The Underdark Campaign Setting

Time of the Dragon