

Dd Cleric Handbook 4e

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

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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 &

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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.

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

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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.

Presents guidelines for creating characters in the popular role playing game, from brave fighters to wily rogues, and includes each character class's list of feats, weapons, armor, and adventuring gear.

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Explore the horrors of Ravenloft in this campaign sourcebook for the world's greatest roleplaying game. Terror stalks the nightmare realms of Ravenloft. No one knows this better than monster scholar Rudolph Van Richten. To arm a new generation against the creatures of the night, Van Richten has compiled his correspondence and case files into this tome of eerie tales and chilling truths. • Travel (perhaps even by choice) to Ravenloft's expanded Domains of Dread—each domain with its own unique flavor of horror, thrilling story hooks, and grisly cast of characters • Craft your own D&D horror settings, add

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tension with optional rules, and get advice for running a game that's ghastly in all the right ways • Create characters with lineages tied to vampires, undead, and hags, horror-themed subclasses, the Investigator background, and "Dark Gifts" that may be a double-edged sword • Unleash nightmarish monsters from an expanded bestiary, and browse a collection of mysterious trinkets • Explore Ravenloft in the included Dungeons & Dragons adventure—play as a stand-alone adventure or drop it into your current game for a bit of sinister fun

Wizards and Spells

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Book of Vile Darkness

Defenders of the Faith

Dungeons and Dragons 4th Edition For Dummies

Heroes of the Fallen Lands

Complete Adventurer

Provides information on the origins, tactics, myths, and lairs of a variety of undead creatures and threats encountered in the game of Dungeons and Dragons.

Explore the fantasy world of D&D and delve into dungeons, slay monsters, and gain treasure! If you've been thinking of playing D&D or you've played before and you want to get up to speed on the all-new 4th Edition, this is the book for you. Here's what you need to know to join the fantasy fun. D&D

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terminology — understand what ability check, modifier, saving throw, AC, gp, hp, and XP mean Roll the dice — add modifiers and see if you rolled the d20 high enough to beat the challenge Minding your manners — know D&D etiquette so you'll be welcome in any adventure Character building — select your character's race and class, and choose the best powers, skills, feats, and gear Roleplaying — give your character a background and personality quirks Combat — use combat rules, a battle grid, and miniatures to play out furious battles Open the book and find: Everything a new player needs to get started playing D&D Details on four fantasy races and four iconic classes Explanations of every number and statistic on the character sheet The best magic items and equipment for

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characters of all classes Advice on roleplaying and teamwork A ready-to-use adventure to get you started as a Dungeon Master A ready-to-use battle grid with character and monster markers Welcome to Tal'Dorei, a fantasy-filled continent brimming with grand tales of heroes and adventure - and eagerly awaiting your own epic stories. Soar on a skyship from the metropolis of Emon to the distant haven of Whitestone, venture into wilderness rife with terrifying monsters and wayward mages, and uncover magic items that range from simple trinkets to the legendary Vestiges of Divergence. The hit series Critical Role first explored this continent through the epic adventures of Vox Machina. Now the world moves on in their wake. This campaign setting is newly revised and expanded to cover the exciting conclusion of the Vox

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Machina campaign and the characters lives in the years following. Let your footsteps, too, shape the fate of Tal'Dorei and perhaps the wider world of Exandria. This definitive, art-filled tomb is revised and expanded, containing everything you need to unlock the rich campaign setting of Tal'Dorei and make it your own:- A guide to each major region, with story hooks to fuel your campaign- Expanded character options, including 9 subclasses and 5 backgrounds- Magic items such as the Vestiges of Divergence, legendary artifacts that grow in power with their wielders- Dozens of creatures, including many featured in the Critical Role campaigns- New lore and updated stat blocks for each member of Vox Machina

This essential sourcebook serves primarily as a player resource

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focused on adventuring skills for characters of any class. It also provides new information on several organizations and guilds.

Eberron: Rising from the Last War (D&D Campaign Setting and Adventure Book)

Player's Option, Heroes of Shadow

Dungeons and Dragons Core Rulebook

A Guidebook to Clerics and Paladins

An Adventurer's Guide

Spellbook Cards: Cleric

Experience the ultimate urban treasure hunt in this adventure for the world's greatest roleplaying game. "A perfect starter campaign."—Andrew Whalen, Newsweek
"D&D acolytes are everywhere... Tech workers from

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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 “Want to be part of something big?”—A parchment tied to a flying snake, page 38 of Dragon Heist Welcome to Waterdeep. You're summoned by Volothamp Geddarm, famous explorer and raconteur, to complete a simple quest. Is anything ever really simple though? • Waterdeep, known as the City of Splendors, is one of D&D's most iconic locations. Also the setting for the board game Lords of Waterdeeeep, it's the jewel of the Sword Coast—a sprawling melting pot held together by firm laws and swift

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justice. • Take players through levels one to five in this Dungeons & Dragons adventure. Five story arcs guide players through each level for a multi-session campaign experience inspired by classic heist films. • In D&D, you and your friends coauthor you 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. • 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. "[Waterdeep: Dragon Heist] is state of the art tabletop design. . .one of the best introductions to

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D&D that I've ever come across.”—Charlie Hall, Polygon.com “Waterdeep: Dragon Heist is a shining example of what Dungeons & Dragons can be and should be: fun and unpredictable.”—Gavin Sheehan, BleedingCool.com

"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

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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"--Amazon.com.

The most evil and complex elements of the Dungeons & Dragons world are presented for the first time--such as moral dilemma, slavery, human sacrifice, prostitution, and other sensitive issues--to allow players to add a level of complexity to their campaigns.

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An art-filled sourcebook for the Dungeons & Dragons world, this title takes a comprehensive look at the game's undead creatures and characters.

Arcane Power

Combat Tactics for Player Characters

Spellbook Cards: Arcane

Tome of Battle

Live to Tell the Tale

Roleplaying Game Supplement

From the beloved creator of the Legend of Drizzt comes the thrilling first adventure in the Cleric Quintet—the story of a young cleric who is destined for greatness High

in the Snowflake Mountains sits the Edificant Library, a place of scholarly study for priests, bards, and anyone who seeks knowledge for the sake of the greater good. This mystical place is home to Cadderly, a young cleric who lives a peaceful life of scholarship and invention. When a vicious curse is unleashed on the library, Cadderly must set aside his pursuit of knowledge to lead a motley team of monks, dwarves, and druids—and one alluring young warrior monk named Danica—into the catacombs of the

library and a perilous fight against evil. There, the friends must join together as a group of unlikely heroes to save their home from the destruction already pulsing through its walls.

The complete guide for building Forgotten Realms characters. This guide presents this changed world from the point of view of the adventurers exploring it. This product includes everything a player needs to create his character for a D&D campaign in the Forgotten Realms setting. Weave legendary stories in the world's

greatest roleplaying game. All you need to run a Dungeons & Dragons game is your imagination, some dice, and this book. The Dungeon Master's Guide teaches you how to how to run D&D adventures for your players— how to invent monsters for them to fight, mysteries for them to solve, and fantasy worlds for them to explore. “[The Dungeon Master's Guide is] the one book to rule them all, the most comprehensive and powerful set of resources needed to run a game of D&D. . .” –Charlie Hall, Polygon.com “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 • The Dungeon Master's Guide is one of the three main Dungeons & Dragons books, along with the Player's Handbook and Monster Manual. It's a reference used by the Dungeon Master (the game's narrator) to create adventures—to run Dungeons & Dragons games and fill them with characters and stories. • The Dungeon

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Master's Guide (DMG) is full of tools to help you immerse players in the game. What's the demon lord's secret weakness? Are the orcish invaders a criminal enterprise, or traitorous allies? Dozens of tables throughout the book help inspire your decisions and keep the game flowing smoothly. • In the Dungeon Master's Guide (DMG), even the tables tell tales. A legendary sword takes five decades to craft. Who created it, and why? A tavern-crawling gnome has an eye twitch. How did she get it, and when? In every detail is

an architecture for narrative—and the Dungeon Master's Guide has all the tools you need to flesh it out with ease. • 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. • Dungeons & Dragons is the world's greatest roleplaying game. Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and

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wargaming.

Provides information on the nature of the power source, races, classes, feats, powers, and options in the game of Dungeons and Dragons.

The Book of the Undead

Libris Mortis

Book of Exalted Deeds

Into the Jungle

A Hero Series Supplement

Spell Compendium

Clerics and paladins are two of the Dungeons & Dragons game's most popular

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classes, and this handbook contains guidelines to customize both.

Offers tips, advice, and strategies for creating worlds and adventures that players can enjoy while participating in the roleplaying game.

The five popular novels featuring Cadderly, the heroic scholar priest, come together in a giant omnibus edition that includes Canticle, In Sylvan Shadows, Night Masks, The Fallen Fortress, and The Chaos Curse. Reprint.

The Harpers have lost one of their own, a

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legendary adventurer named Artus Cimber, keeper of the artifact known as the Ring of Winter. They've hired you to travel to the jungle-clad land of Chult to find him. If only you can manage to find Cimber bef Healing and the Healer

Tome of Magic

Tal'dorei Campaign Setting

Advanced Dungeons & Dragons, Players Handbook

Create and Play Clerics, Fighters, Rogues, and Wizards

Canticle

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An immersive illustrated primer to the enchanted beings, magic users, and spells of Dungeons & Dragons, the leading fantasy role-playing game. This illustrated guide transports new players to the magical world of Dungeons & Dragons and presents a one-of-a-kind course on the wizards, sorcerers, and other magic-makers for which the game is known. Featuring easy-to-follow and entertaining explanations of how spells are created and used in

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the game, along with original illustrations of the game's essential magical characters, this book shines a spotlight on the mystical side of D&D. The perfect jumping-on point for young fans of fantasy looking to give D&D a try, Wizards and Spells also features prompts to encourage creative problem-solving skills in the dangerous situations that may be encountered in a Dungeons & Dragons adventure. Presents an introduction to Dungeons

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and Dragons with information on the rules, characters, weapons and gear, and game etiquette.

The strength of the gods flows through the cleric's arms and his or her divine powers. The cleric is a divine agent who acts on behalf of the supreme powers he serves and The Quintessential Cleric gives you new ideas to make your cleric really unique and different from his or her brothers in faith. In this book you will find new origins for your

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cleric, new powers, new feats, and new paragon paths; you will be able to equip new items created with the cleric in mind and to perform rituals never revealed before. This book also offers many hints on how to role-play your cleric outside of combat, churches and temples for your faith, rules for creating your own organization, and many useful tactics to optimize each choice your character has to make!

Dungeons and Dragons 4th Edition For

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Dummies John Wiley & Sons

Strixhaven: Curriculum of Chaos

(D&D/MTG Adventure Book)

Dungeons & Dragons Spellbook Cards:

Magic Items (D&D Accessory)

Spellbook Cards: Xanathar's

The Quintessential Cleric

The Book of Nine Swords

Van Richten's Guide to Ravenloft

(Dungeons & Dragons)

A Game Informer "Best Role-Playing Game Releases Of
2018" Selection Stand with your guild in the first

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Dungeons & Dragons book to explore the world of Magic: The Gathering. In Guildmasters' Guide to Ravnica, the world's most popular roleplaying game meets the world's most popular trading card game. Released to coincide with the Magic set Guilds of Ravnica, it's the perfect blend of story from the creators of Magic: The Gathering, wrapped around the rules, monsters, and magic of fifth edition Dungeons & Dragons. Everything you need to create characters and run adventures in Ravnica—one of the richest, most beloved settings in Magic: The Gathering. 5 new races, specific to Ravnica, plus 2 new subclasses, 78 new monsters, and 17 new magic items. Krenko's

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Way: a ready-made adventure for level 1 characters. 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.

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

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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)

Speed up your game with official D&D® power cards.

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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 fighter, plus a few blank cards for players to use for other powers.

The Tome of Magic supplement presents three new kinds of magic that you can integrate easily into any Dungeons & Dragons campaign. These magic "subsystems" function

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alongside the existing D&D magic system and offer new game mechanics, character options, a
Critical Role

The Cleric Quintet

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

Player's Handbook Fighter Power Cards

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

Dungeons and Dragons Accessory

A wickedly whimsical adventure for the world's greatest roleplaying game. Once every eight years, the fantastic Witchlight Carnival touches down on your world, bringing joy to one settlement after the next. Its owners, Mister Witch and Mister Light, know how to put on a good show. But there's more to this magical extravaganza than meets the eye! The carnival is a gateway to a fantastic Feywild domain unlike anything found on the Material Plane. Time has not been kind to this realm,

however, and dark days lie ahead unless someone can thwart the dastardly schemes of the Hourglass Coven. The Wild Beyond the Witchlight takes adventurers from the Witchlight Carnival to Prismeer, a Feywild domain of delight, and is designed for characters of levels 1-8. This book comes with a poster map that shows the carnival on one side and Prismeer on the other. Explore the Plane of Faerie in the first official D&D adventure set primarily in the Feywild Easily drop The Witchlight Carnival into any

campaign—for passage into the Feywild or just a night of carnival games and wild entertainment Introduces two races—play as a fairy or as a harengon, a race of humanoid rabbits Adds two backgrounds—the Feylost who grew up in the Feywild, and a Witchlight Hand who works at the carnival All encounters can be resolved without resorting to combat, rewarding clever ideas and creative roleplay Classic 1980s Dungeons & Dragons characters return, including Warduke, Strongheart, and Kelek

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.

The nine martial disciplines presented in this supplement allow a character with the proper knowledge and focus to perform special combat maneuvers and nearly magical effects. Information is also included on new magic items and spells and new monsters and organizations.

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.

Weapons of Legacy

D&D Waterdeep Dragon Heist HC

Dungeons & Dragons Dungeon Master's Guide (Core Rulebook, D&D Roleplaying Game)

Dungeons & Dragons Guildmasters' Guide to Ravnica (D&D/Magic: The Gathering Adventure Book and Campaign Setting)

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

Explore the lands of Eberron in this campaign sourcebook for the world's greatest roleplaying game. This book provides everything players and Dungeon Masters need to play Dungeons & Dragons in Eberron—a war-torn world filled with magic-fueled technology, airships and lightning trains, where noir-inspired mystery meets swashbuckling adventure. Will Eberron enter a prosperous new age

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or will the shadow of war descend once again? • Dive straight into your pulp adventures with easy-to-use locations, complete with maps of floating castles, skyscrapers, and more. • Explore Sharn, a city of skyscrapers, airships, and noirish intrigue and a crossroads for the world's war-ravaged peoples. • Include a campaign for characters venturing into the Mournland, a mist-cloaked, corpse-littered land twisted by magic. • Meld magic and invention to

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craft objects of wonder as an artificer—the first official class to be released for fifth edition D&D since the Player's Handbook. • Flesh out your characters with a new D&D game element called a group patron—a background for your whole party. • Explore 16 new race/subrace options including dragonmarks, which magically transform certain members of the races in the Player's Handbook. • Confront horrific monsters born from the world's

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devastating wars.

Rollicking campus adventures for the world's greatest roleplaying game. The greatest minds in the multiverse meet at Strixhaven University. Professors convey fantastic secrets to eager students, and life on campus is frenetic. But danger lurks even here. Campus hijinks mix with mishaps and sinister plots, and it's up to you to save the day. Strixhaven: A Curriculum of Chaos introduces the fantastical

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setting of Strixhaven University to Dungeons & Dragons, drawn from the multiverse of Magic: The Gathering. It also provides rules for creating characters who are students in one of its five colleges. Characters can explore the setting over the course of four adventures, which can be played together or on their own. Each describes an academic year filled with scholarly pursuits, campus shenanigans, exciting friendships, hidden dangers,

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and perhaps even romance. • Includes four brand new D&D adventures that can be played as stand-alones or woven together as a campaign from levels 1-10

- Adds a new playable race—an owlin, one of the owlfolk who study at the university
- Includes a bestiary of over forty magical creatures and NPCs
- Experience D&D in new ways through the academic challenges, extracurricular activities and jobs, and relationships explored on campus
- Includes a

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beautifully illustrated double-sided poster map that shows Strixhaven's campus on one side and important locations on the other • Attend an elite mage university, choose your college, and adventure your way to graduation • Adds new player character options including feats and new backgrounds for first-year students at Strixhaven

From adamantine armor to wings of flying, every magic item in the Dungeon

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Master's Guide is on a card of its own in this easy-to-use deck of cards. Keep your game moving along when the adventurers find that crucial magical treasure, by providing your players with a card that is quick and easy to reference in and out of the game. - Contains 294 durable, laminated cards for a hoard of magical weapons, armor, and other wondrous items from the D&D Dungeon Masters Guide. - Official game statistics provided on one side, and

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evocative art of the item on the other.
- The perfect tool to help Dungeon Masters equip their villains or dole out rewards to their players' heroes. The ultimate guide to magic items especially weapons of rich heritage. Weapons of Legacy provides a wealth of information on magical weapons with rich histories. The book includes many pre-defined weapons, outlining their names, history, powers, stats, necessary rituals for unlocking

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their powers, and adventure hooks. How the weapons can gain power is discussed, as well as the feats with which they might be used. Also included are discussions of other magic items such as magic armor, rings, and staves.

AUTHOR BIO: BRUCE R. CORDELL, an Originsaward-winning author, has designed over 30 game titles, including theExpanded Psionics Handbook. He also co-authoredSandstorm, Libris Mortis: The Book of Undead, Planar Handbook, Epic

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Level Handbook, and Underdark. KOLJA RAVEN LIQUETTE is best known for authoring The Waking Lands web site. He has also published articles in Dragon Magazine. TRAVIS STOUT is a freelance designer who has written several articles for Dragon Magazine and whose previous design credits include Lost Empires of Faerun and the Player's Guide to Faerun.

Tal'Dorei Campaign Setting Reborn
Player's Handbook 2

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Pact, Shadow, and Truename Magic
Forgotten Realms Players Guide
Dungeon Master's Guide

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

"Player's Handbook 2 is the most significant expansion to the 4th edition Dungeons & Dragons game. 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

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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"--Back cover.