

## Dungeons Dragons Scatola Base

Come join the adventure in Symbaroum, the acclaimed Swedish roleplaying game! Explore the vast Forest of Davokar in the hunt for treasure, lost wisdom and eternal fame. Visit the barbarian clans to trade or to plunder their treasures. Establish a base of power among princes, guilds or rebellious refugees in the capital city of Yndaros. Or survive encounters with Arch Trolls, dark-minded Blight Beasts and undead warlords. But whatever you do, never ignore the warnings spoken by the wardens of the forest: tread carefully and do not disturb the ruins of old, for the dark deep of Davokar is about to awaken. Made in Sweden

Feel the cold touch of death in this adventure for the world's greatest roleplaying game. Beneath the unyielding night sky, you stand before a towering glacier and recite an ancient rhyme, causing a crack to form in the great wall of ice. Beyond this yawning fissure, the Caves of Hunger await. And past this icy dungeon is a secret so old and terrifying that few dare speak of it. The mad wizards of the Arcane Brotherhood long to possess that which the god of winter's wrath has so coldly preserved—as do you! What fantastic secrets and treasures are entombed in the sunless heart of the glacier, and what will their discovery mean for the denizens of Icwind Dale? Can you save Ten-Towns from the Frostmaiden's everlasting night? Brave the frozen North of Faerun in this Dungeons & Dragons adventure for characters level 1-12. Explore the frontier of Icwind Dale! Maps and guides will aid you on your journey through a land of isolation, paranoia, and deadly cold. Venture into the Ten Towns and other beloved D&D locations made famous by Drizzt Do'Urden and the Companions of the Hall. Encounter the hazards of a frozen wilderness. This book provides DMs with rules for running D&D adventures in icy tundras and wintry climes. Discover long-lost treasures, magic items, and long-forgotten spells in the icy depths of a truly unforgettable Dungeons & Dragons adventure.

A cooperative game of adventure for 1–5 players set in the world of Dungeons & Dragons®. A heavy shadow falls across the land, cast by a dark spire that belches smoke and oozes fiery lava. A cave mouth leads to a maze of tunnels and chambers, and deep within this monster-infested labyrinth lurks the most terrifying creature of all: a red dragon. Who will survive the perils of Wrath of Ashardalon™? Designed for 1–5 players, this boardgame features multiple scenarios, challenging quests, and cooperative game play. This game includes the following components:
• 42 plastic heroes and monsters
• 13 sheets of interlocking cardstock dungeon tiles
• 200 encounter and treasure cards
• Rulebook
• Scenario book
• 20-sided die

Fantasy Roleplaying Game Starter Set

Dungeons & Dragons. Scatola base

Ghosts of Dragonspear Castle

8 Mini Notebooks

D&D DM Screen - Italian Language

Bestiary Notebook Set

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.

An unlikely new band of heroes gets into more trouble than usual in the fabled city of Waterdeep, and a new series kicks off a deadly tale with a kidnapping that is more—and less—than it seems.

The reader's choices determine the outcome of Galen's struggle to escape from the brutal army of the dwarves.

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

Dungeons and Dragons

L'Europeo

The Age of Darkness

Dungeons & Dragons: At the Spine of the World

The Book of Holding

A new boxed set containing all the basics for those new to the Dungeons & Dragons roleplaying game. This brand-new boxed set is designed to give those new to roleplaying an introduction to, and a good understanding of, the D&D game experience. It contains everything needed to play exciting adventures, including a complete set of roleplaying dice, streamlined rules drawn straight from the Dungeons & Dragons v3.5 core rulebooks, and 16 miniatures from the D&D Miniatures line. In celebration of the 30th anniversary of Dungeons & Dragons, this box was named for the first years of the game's history and is a great way for current players to introduce the game to a whole new generation.

Components: - 16 non-random miniatures - rulebooks - character sheets - 4 double-sided map boards - complete set of D&D dice

Bring the world of the Pathfinder Campaign Setting to your game table with the Inner Sea Pawn Box. With more than a hundred characters straight from the Inner Sea region, Game Masters and Pathfinder RPG players alike will find the perfect pawns to represent their player characters and noteworthy NPCs. Including both major characters from the Pathfinder world and members of iconic organizations - like the merciless Hellknights and daring members of the Pathfinder Society - this set provides all the Pathfinder Pawns you need to truly bring the Pathfinder Campaign Setting to life. Price includes VAT. The colorful characters of the Pathfinder Roleplaying Game's Inner Sea setting come alive on your tabletop with this box-busting collection of more than 200 character pawns for use with the Pathfinder Roleplaying Game or any tabletop fantasy RPG! Printed on sturdy cardstock, each pawn contains a beautiful full-color image of a specialized character from one of the diverse nations and cultures of the Inner Sea region. Each cardboard pawn slots into a size-appropriate plastic base, making it easy to mix with traditional metal or plastic miniatures. With multiple pawns for common character types and over 200 distinct character images, the Inner Sea Pawn Box is the best way to ensure you've got the perfect foes to make your Pathfinder campaign deadlier than ever!

READY PLAYER ONE 2045: crisi ambientale e disuguaglianze sociali hanno reso la realtà un brutto posto in cui vivere. L'unico luogo in cui il giovane Wade Watts si sente davvero vivo è OASIS, l'universo virtuale in cui la maggior parte dell'umanità trascorre le giornate. Quando però il suo eccentrico creatore muore, lascia una serie di diabolici enigmi, distillato della sua ossessione per la cultura Pop anni Ottanta. Il primo che riuscirà a risolverli tutti erediterà la sua immensa fortuna e il controllo di OASIS. Wade scopre il primo indizio e subito ha addosso i rivali disposti a tutto per rubarglielo. La corsa è iniziata e l'unico modo per sopravvivere è vincere.

dai fondamenti dell'antropologia multimediale all'azione educativa

Four Against Darkness

Dungeons and Dragons Fantasy Roleplaying Game

Icwind Dale: Rime of the Frostmaiden (D&D Adventure Book) (Dungeons & Dragons)

Dungeon! Board Game

Tecnologie per la didattica

Deep beneath the ground, in those regions where the echoes of mankind's feet are seldom heard, where even firelight is a bizarre intruder from a long-forgotten place, the foes of mankind breed and multiply. It is a realm of dark chaos - for these creatures of the echoing deeps count each other as rivals and enemies. It is a place without peace, a place without virtues, a place where every countenance of evil is to be found in sluggish torpor, stirring restlessly in dreams of cruelty and hatred. These dark and deadly provinces are known as the Under Realms. Most named regions in the Under Realms are quite distinct from each other, whether by geological formation or by the types of inhabitants that have established themselves in strategically important areas. Characters who enter this area expecting to find drowie elves, deep gnomes, and other "normal" features of the Under Realms will swiftly discover the error of their thinking. The Vaults of the Sunless Sea, located to the north of the Cyclopean Deeps, might fit that description, but the Cyclopean Deeps are a different and decidedly more unpleasant area into which the denizens of the Vaults seldom venture. This series of adventures forms a mini-campaign in the depths of the earth, suitable for a party of 4+ characters with an average level of 10-12, or 8+ characters with an average level around 7. For Swords & Wizardry.

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 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 Dungeons 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.

Dungeons & Dragons. Scatola base
Dungeons & Dragons Starter Set (Six Dice, Five Ready-to-Play D&D Characters With Character Sheets, a Rulebook, and One Adventure)Fantasy Roleplaying Game Starter SetWizards of the Coast

Ready Player One (Uranis Jumbo)

Dungeons & Dragons Tactical Maps Reincarnated (D&D Accessory)

Lords of Waterdeep Expansion: Scoundrels of Skullport

A Light in the Belly

Revolt of the Dwarves

A new Dungeons & Dragons adventure awaits! Return to Icwind Dale with a new party of adventurers! Can these five unlikely heroes stop the plot of an ancient, primordial evil? A never-ending winter night is driving an isolated northern town to the brink of madness. To save them, Runa, Saarvin, Patience, Amos, and Belyre must traverse the blighted tundra to find a cure. On the journey, they'll encounter frozen obstacles, unimaginable monsters, and dissension in their ranks. Can the fraying bonds of friendship sustain them through the dark? Based on the original, massively popular tabletop role-playing game and featuring a brand-new cast of characters, Dungeons and Dragons: At the Spine of the World is written by New York Times bestselling author AJ Mendez and writer/actor Aimee Garcia! Martin Cocolo (Green Lantern, Star Trek: Year Five) provides stunning art that will have readers feeling the crunch of snow under their boots. Whether you're a veteran dice-slinger or a new visitor to the Forgotten Realms, At the Spine of the World is a perfect gateway to new adventure.

A tactical accessory for the world ' s greatest roleplaying game This sturdy double-sided, grid-lined play surface is ideal for when your DUNGEONS & DRAGONS campaign gets tactical. One side features a stone floor good for dungeon and city encounters alike, while the other features terrain useable for a wide range of rural and wilderness encounters. Additionally, the D&D Adventure Grid folds up for easy transport and storage. Can be used with both wet-erase and dry-erase pens interchangeably. Pens and miniatures not included. The leader in providing contemporary fantasy entertainment, Dungeons & Dragons is the wellspring for the entire modern game industry, digital as well as analog. This newest edition draws from every prior edition to create a universally compelling play experience, and exemplifies the true spirit of a game that holds captive the hearts and minds of millions of players worldwide.

Scoundrels of Skullport adds TWO new expansions to the Lords of Waterdeep board game -- Undermountain and Skullport -- inspired by the vast dungeon and criminal haven under Waterdeep. Players can choose to include one or both expansions in a Lords of Waterdeep game. The expansions also allow the addition of a sixth player. The Skullport expansion adds a new resource to the game: Corruption. The Undermountain expansion features bigger quests and more ways to get adventures. Scoundrels of Skullport also includes new Lords, new Buildings, and set-up materials for a sixth player.

An Essential Dungeons and Dragons Kit

An Exclusive DandD Next Preview

Cyclopean Deeps Volume 1 - Swords & Wizardry

Dungeons for the Master

A Journal

Forgotten Realms

Information on the characters of the 4th ed. of Dungeons and dragons.

*Never Get Caught without a Dungeon Map Your players now want to explore the ruins you mentioned in an offhand remark. Don't worry. With this book of maps, you'll have an exciting dungeon ready to go before your players can open the Doritos bag or check Facebook. D&D Dungeon Masters and Pathfinder Game Masters never get caught without a dungeon map ever again. Never worry about your players straying from the main adventure. Always have a dungeon ready to go. This book includes: 100 hand-drawn original dungeon maps. These maps will only be available in this book. Unique dungeon names to get your creativity flowing. A comprehensive 1D100 table of dungeon encounters. Have characters fall into fiery pits, not cliches. Plus, all the maps I have ever posted on my blog or included in free products. The total number of dungeon maps is 177!*

*As players explore Morgoroth's manor, they can hear lamentations of tortured spirits, clash of swords and the thunderous roar of magic with the accompanying sound disc.*

*Blue Rose: the AGE RPG of Romantic Fantasy*

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

*13th Age RPG*

*Expert Rules*

*Curse of Strahd Tarokka*

*Dungeons and Dragons Fantasy Role Playing Game Set 2*

Bring your Dungeons & Dragons game to life with this collection of twenty beautifully rendered, full-color, tactical poster maps. Maps are a key element of every Dungeons & Dragons campaign. A map's importance in bringing your world to life can't be overstated. The same can be said for your encounter maps. Sometimes you need a visual representation of the area your adventurers are in, or perhaps tactical combat is simply the way your group rolls. However you play, we've got you covered. Twenty beautifully rendered, tactical poster maps are contained herein, perfect for bringing any D&D game to life. - 20 full color poster maps. Each is adorned with a 1-inch grid, perfect for use with D&D miniatures. - A wide assortment of terrain, environments, and locations are represented. - This "Best of" collection is carefully chosen from some of our most exciting adventures: - Tomb of Horrors (4th edition) - Vor Rukoth (4th edition) - Demon Queen's Enclave (4th edition) - Death's Reach (4th edition) - The Book of Vile Darkness (4th edition) - Kingdom of the Ghouls (4th edition) - Dungeon Master's Kit (4th edition) - Fields of Ruin (3rd edition) - Gargantuan Blue Dragon (3rd edition) - Vaults of the Underdark (4th edition) - Legend of Drizzt Scenario Pack (3rd edition) - Colossal Red Dragon (3rd edition) - Red Hand of Doom (3rd edition)

The noble Castellan Crowe of the Grey Knights Chapter must wield the cursed Blade of Antwyr, an indestructible weapon imbued with evil daemonic power. Castellan Crowe, Brotherhood Champion of the Purifier order of the Grey Knights, bears a heavy burden - to be the warden of the dread Blade of Antwyr. Its malevolent voice is forever in his head, trying to crack his resolve, urging him to unleash a power he must never use. The toll is terrible - how long before the incorruptible Crowe is at last defeated? Under the command of Castellan Gavallon, Crowe and his brother Purifiers bring purging flame to a daemonic incursion that threatens to consume the world of Sandava I. However, what awaits them there is more insidious and more powerful than they imagine, and they must reckon too with the machinations of the Blade, as it seeks to destroy its guardian and drown the galaxy in blood.

Four Against Darkness is a solitaire dungeon-delving game that may also be played cooperatively. No miniatures are needed. All you need is this book, a pencil, two dice, and grid paper. Choose four characters from a list of classic types (warrior, wizard, rogue, halfling, dwarf, barbarian, cleric, elf), equip them, and venture into dungeons created by dice rolls and your own choices. You will fight monsters, manage resources, grab treasure, dodge traps, find clues, and even accept quests from the monsters themselves. Your characters will level up, becoming more powerful with each game... IF THEY SURVIVE.

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

Wrath of Ashardalon

Warden of the Blade

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

Brancaonia, Macaronicon

D and D Basic Game

Aldis, the Kingdom of the Blue Rose, shines as a new light following the dark age of the Sorcerer Kings. Now, envoys of the Sovereign's Finest strive to protect Aldis. Aided by the rhydan - their psychic animal allies - the champions of the Blue Rose guard the Light against the power of the Shadow. This book gives your everything you need to play.

13th Age is the highly-anticipated new rules-light fantasy RPG from two legendary game designers - Jonathan Tweet and Rob Heinso of Dungeons & Dragons fame, combining an old-school approach with indie story game design. Players take the roles of fortune-seeking adventurers in a world where powerful individuals called Icons pursue goals that may preserve an ancient empire, or destroy it... By defining each characters relationship to the Icons, along with a rich background and a trait that makes him or her unique in the world, 13th Age lays the groundwork for epic stories that emerge through play.

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.

A D&D Boardgame

Middle-Earth Strategy Battle Game

Cypher System Rulebook

D&D Adventure Grid

Monster Vault

Gunfighter's Ball

You receive your reading at the shadow-choked table of Madam Eva whose predictions regarding your interactions with the Count Strahd Von Zarovich are laced with dread indeed. The Tarokka Deck is a must have accessory when you seek adventure within Castle Ravenloft in the dark lands of Barovia. Play out your fortune using these beautiful cards created specifically for use with any adventure you might have in Ravenloft campaign setting, but most specifically useful in the fifth edition D&D adventure, Curse of Strahd.

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. 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 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 two races—play as a fairy or as a harenagon, 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

Strongheart, and Kelek

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 Symbaroum

177 Dungeon Maps and 1d100 Encounter Table

Inner Sea Pawn Box

A Solitaire Dungeon-delving Pen-and-paper Game

Rules Manual

A new anthology of short stories delving into the secret history of the Horus Heresy. After the betrayal at Istvtan, Horus begins his campaign against the Emperor, a galaxy-wide war that can lead only to Terra. But the road to the final confrontation between father and son is a long one – seven years filled with secrecy and silence, plans and foundations being formed across distant stars. An unknown history is about to be unveiled as light is shed on the darkest years of the Horus Heresy, and revelations will surface that will shake the Imperium to its very foundation...

Gunfighter's Ball is a set of tabletop miniatures rules for recreating Wild West gunfights with miniature figures and terrain.

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.