

The Sword Coast Adventurer S Guide And You

The most comprehensive pantheon in roleplaying games is back in a new edition for 5E. This massive tomes provides more than 20 pick-up-and-play churches, whose organization and beliefs are described in lavish detail. These churches can be used in any campaign setting to bring a whole new level of detail to the religious characters. Plus, for those who don't have a complete cosmology in their game, The Book of the Righteous provides a comprehensive mythology that unifies all of the gods in the book. The original edition of Book of the Righteous was one of the most critically acclaimed books of the d20 era. Now Dungeons & Dragons Fifth Edition designers Robert J. Schwalb and Rodney Thompson have brought the new edition up to date with the 5E rules. Describes the characteristics and attributes of a variety of monsters, zombies, demons, giants, werewolves, animals, and aliens for use in the Dungeons and Dragons game.

"For use with the fifth edition Player's handbook, Monster manual, and Dungeon master's guide"--Back cover. Offers a comprehensive description of the Forgotten Realms, one of the most well known Dungeons & Dragons campaign settings.

Everything a player needs to adventure in the Forgotten Realms, the most popular setting in the D&D "RM" game can be found right here: history, maps, non-player characters, geography, economics, societies, organizations, religions, politics, monsters, magic items, spells ... even a start-up adventure in the Realms! Explore a worldwide cityscape filled to the brim with adventure and intrigue in this campaign setting for the world's greatest roleplaying game A perpetual haze of dreary rain hangs over the spires of Ravnica. Bundled against the weather, the cosmopolitan citizens in all their fantastic diversity go about their daily business in bustling markets and shadowy back alleys. Through it all, ten guilds--crime syndicates, scientific institutions, church hierarchies, military forces, judicial courts, buzzing swarms, and rampaging gangs--vie for power, wealth, and influence. These guilds are the foundation of power on Ravnica. They have existed for millennia, and each one has its own identity and civic function, its own diverse collection of races and creatures, and its own distinct subculture. Their history is a web of wars, intrigue, and political machinations as they have vied for control of the plane.

Create authentic-looking maps of fantasy cities, hamlets, fortifications and more in a popular tabletop, RPG style. • 30+ step-by-step demonstrations show you how to create your own unique RPG maps • Learn how to draw fantasy cities, medieval settlements and more from a professional gaming illustrator • Tips and techniques for drawing fences, stone walls, forests, fields, bridges, footpaths, mountains, harbors, shields, coats of arms and other cartography elements Put your design and drawing skills on the map!

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.

[An Adventure for Characters of 1st - 3rd Level](#)

[Warriors & Weapons \(Dungeons & Dragons\)](#)

[Dungeons and Dragons Supplement](#)

[Archmage](#)

[Tomb of Annihilation](#)

[Curse of Strahd](#)

[Dungeons & Dragons 2019 Annual Storyline \(d&d HC Adventure Book / to Be Announced at D&d Live on May 17-19\)](#)

[Forgotten Realms](#)

[Dungeons & Dragons March Release Book \(Title Announced January 9th\)](#)

[Book of the Righteous 5E](#)

[Power of Faerun](#)

288 page hardcover by Bruce R. Cordell

Witness the unveiling of the next D&D annual storyline at D&D Live 2019: The Descent! Get a peek inside the book on the Twitch dnd channel at 4pm Pacific Time on Friday, May 17. D&D Live 2019: The Descent celebrates the Dungeons & Dragons community as they gather both online and at a studio in Los Angeles to learn about D&D's latest storyline through an immersive entertainment experience.

A deluxe, leather-bound version of the essential tool every D&D Dungeon Master needs. The follow-up to the special edition Player's Handbook™ released in 2004 for the 30th anniversary of D&D, this special release of the Dungeon Master's Guide™ features an embossed, leather-bound cover and premium, gilt-edged paper.

Drizzt Do'Urden, a dark elf, and his allies--Wulfgar, a barbarian warrior, and Bruenor, a dwarf--try to unite the people of Ten-Towns to face the dangerous magic of the crystal shard. Originally in paperback. 75,000 first printing.

Discover Series Books for Babies & Toddlers Do your children constantly pretend to be pirates? Knights? Are the foam and plastic swords starting to wear out and the kids are begging for fencing lessons? This (significantly safer) Discover Series title features 24-full color images of weapons from around the world. Used as a jumpstart for interaction, Discover Series Picture Books are a great way to introduce new images, words and concepts to kids

Take a stand against the giants in this adventure for the world s greatest roleplaying game Giants have emerged from their strongholds to threaten civilization as never before. Hill giants are stealing all the grain and livestock they can while stone giants have been scouring settlements that have been around forever. Fire giants are press-ganging the smallfolk into the desert, while frost giant longships have been pillaging along the Sword Coast. Even the elusive cloud giants have been witnessed, their wondrous floating cities appearing above

Waterdeep and Baldur's Gate. Where is the storm giant King Hekaton, who is tasked with keeping order among the giants? The humans, dwarves, elves, and other small folk of the Sword Coast will be crushed underfoot from the onslaught of these giant foes. The only chance at survival is for the small folk to work together to investigate this invasion and harness the power of rune magic, the giants weapon against their ancient enemy the dragons. The only way the people of Faerun can restore order is to use the giants own power against them. To defeat giants, you need to be giant!"

A new comprehensive guidebook to playing high-level heroes and running high-level campaigns in the Forgotten Realms, this supplement introduces new options to players and Dungeon Masters as well as guidelines to starting a temple, running a guild, and more.

Explore a wealth of peril and personalities in this campaign book for the world's greatest roleplaying game, Dungeons & Dragons.

Acquisitions Incorporated is a different flavor of Dungeons & Dragons. A fifth edition D&D book created in partnership with Penny Arcade Inc. and inspired by the podcast and web series, this book is full of madcap heists, hilarious moments, and all the ingredients you need to include the adventurers of Acquisitions Incorporated in your own fifth edition D&D campaign. - Inside you'll find everything you need to live out your fantasy of climbing the corporate ladder of the most notorious retrieval agency in the Forgotten Realms--Acquisitions Incorporated. - The 256-page book will give Dungeon Masters and players plenty of bits to play a D&D fifth edition game just as if you were on stage with the crew at PAX! New backgrounds, character options, franchise information and more. - You'll also find an adventure that will take characters from levels 1 through 6, establishing your party's claim on a world they've just begun to explore--and to strip-mine for profit. 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.

[Fantasy Mapmaker](#)

[A Dungeons & Dragons Sourcebook](#)

[Spell Compendium](#)

[Princes of the Apocalypse](#)

[D&d Waterdeep Dungeon of the Mad Mage](#)

[The Crystal Shard](#)

[Special Edition Dungeon Master's Guide](#)

[Dungeons & Dragons Starter Set](#)

[Campaign Setting](#)

[Swords](#)

Experience the ultimate urban treasure hunt in this adventure for the world's greatest roleplaying game. Welcome to Waterdeep, City of Splendors! You're summoned by Volothamp Geddarm, famous explorer and raconteur, to complete a simple quest. Is anything ever really simple though? Experience a grand caper, pitting your skills and bravado against two nefarious organizations as you go on a hunt for the greatest prize of all.

Whether aboard an airship or a train car, embark on thrilling adventures shrouded in intrigue! Discover secrets buried by years of devastating war, in which magic-fueled weapons threatened an entire continent. In the post-war world, magic pervades everyday life, and people of all sorts flock to Sharn, a city of wonders where skyscrapers pierce the clouds. Will you find your fortune on mean city streets or scouring the secrets of haunted battlefields? Will you throw in your lot with the mighty dragonmarked houses, ruthless families who control whole nations? Will you seek truth as a newspaper reporter, a university researcher, or a government spy? Or will you forge a destiny that defies the scars of war? This book provides tools that both players and Dungeon Masters need to explore the world of Eberron, including the artificer character class—a master of magical invention—and monsters birthed by ancient warmongering forces. Will Eberron enter a prosperous new age or will the shadow of war descend once again?

Lists and describes over one thousand spells in the Dungeons & Dragons game, including spell lists and additional cleric domains. Your first look at the next D&D title comes on January 9th! Keep an eye on wherever you get your D&D news for a preview of the book.

Baldur's Gate is a fantastic medieval city with a long and storied history -- a city on the verge of tearing itself asunder. Murder in Baldur's Gate presents the city in the time of the Sundering, a period that will define the future of the Forgotten Realms. In addition to providing 64 pages of in-depth information on the city and its inhabitants, this product includes a harrowing 32-page adventure in which the player characters defend Baldur's Gate against an ancient evil long thought slain.

Abolish an Ancient Evil Threatening Devastation in this Adventure for the World's Greatest Roleplaying Game Called by the Elder Elemental Eye to serve, four corrupt prophets have risen from the depths of anonymity to claim mighty weapons with direct links to the power of the elemental princes. Each of these prophets has assembled a cadre of cultists and creatures to serve them in the construction of four elemental temples of lethal design. It is up to adventurers from heroic factions such as the Emerald Enclave and the Order of the Gauntlet to discover where the true power of each prophet lay, and dismantle it before it comes boiling up to obliterate the Realms. * An epic adventure for characters levels 1 - 15, the Elemental Evil(tm) story arc, Princes of the Apocalypse provides everything a Dungeon Master needs to create an exciting and memorable play experience. * Includes new elemental spells and the element-touched genasi as a new playable race. * Fans of the Dungeons & Dragons® Roleplaying Game can get a sample of what this product has in store for them through the D&D Encounters(tm) in-store play program. * Adventure design and development by Sasquatch Game Studio LLC.

This introductory guide to DUNGEONS & DRAGONS is an illustrated primer to many of the characters you can play in D&D, along with their essential weapons and adventuring tools. In this illustrated guide, you're transported to the legendary and magical worlds of Dungeons & Dragons, where you are presented with one-of-a-kind entries for different types of warriors, as well as the weaponry these fighters need for D&D adventuring. This guide includes detailed illustrations of the weapons, armor, clothing, and other equipment that fighters use, and offers the tools young, aspiring adventurers need for learning how to build their own characters, including sample profiles, a flowchart to help you decide what type of warrior to be, and brainstorming challenges to start you

thinking like an adventurer whether on your own or in the midst of an exciting quest with friends and fellow players.

[Sword Coast Adventurer's Guide](#)

[Xanathar's Guide to Everything](#)

[The Sundering](#)

[Dungeons & Dragons Acquisitions Incorporated Hc \(D&D Campaign Accessory Hardcover Book\)](#)

[Ed Greenwood Presents Elminster's Forgotten Realms](#)

[D&D Guildmasters' Guide to Ravnic Hc](#)

[Ghosts of Dragonspear Castle](#)

[The Builders](#)

[D&D Waterdeep Dragon Heist Hc](#)

[Legacy of the Crystal Shard](#)

[A Dungeons and Dragons Supplement](#)

[Storm King's Thunder](#)

DRIZZT RETURNS TO THE UNDERDARK! "After a quarter of a century, R.A. Salvatore just keeps getting better and better, and *The Companions* is another masterful leap forward for one of the greatest fantasy epics of all time." —Philip Athans, best-selling author of *Annihilation* and *Writing Monsters* R.A. Salvatore Archmage The pall that had descended over the North is gone, and a new day has dawned on a victorious Mithral Hall, but no matter how bright things seem on the surface, Drizzt and his companions know that what lurks just under their feet remains steeped in evil and charged with unimaginable power. The dark elves of Menzoberranzan, including the powerful Archmage Gromph, aren't done with Drizzt yet. And consumed by their own power struggles, feeling backed into a corner, the drow may just be desperate enough to call on demonic forces from the deepest reaches of the Abyss, and unleash a disaster even the Underdark could never have prepared for. Archmage has everything Drizzt's fans crave: action, adventure, characters that resonate with equal measures of warrior spirit and deep compassion, and no shortage of wicked dark elves!

In the 6th and final book of the multi-author *Sundering* series launched by New York Times best-selling author R.A. Salvatore, Ed Greenwood, the creator of the *Forgotten Realms*®, further chronicles the exploits of Elminster as he fights for the future of Faerûn. Chaos grips Faerûn as vainglory, prophecy, and ancient forces coningle in the shadows cast by war. Agents of the Shadovar lurk in the corners of Candlekeep in search of the arcane secrets that will power their war machine toward Myth Drannor. Gods and their Chosen run amok, all in a gambit to seize power. And a threat foretold by an ancient seer stirs. At the heart of it all, Mystra, the great Goddess of Magic, has withdrawn from the world. Without her protection, Elminster, her greatest champion, fears for the nascent Weave, the fabric of magic Mystra wields to bind Faerûn. Will the Nightseer Shar, mistress of the great and fearsome Shadovar, seize the opportunity to blanket the world with her Shadow Weave? With the help of Storm Silverhand and his protégé Amarune, Elminster works frantically to strengthen the Weave's tethers and forestall what seems an inevitable reckoning. But other interests machinate for their own sinister ends. As the *Sundering* draws nigh, Elminster and his heroic cohort must see the signs for what they are. The choice of worlds lies in the balance.

A missing eye. A broken wing. A stolen country. The last job didn't end well. Years go by, and scars fade, but memories only fester. For the animals of the Captain's company, survival has meant keeping a low profile, building a new life, and trying to forget the war they lost. But now the Captain's whiskers are twitching at the idea of evening the score. *PRAISE FOR THE BUILDERS* "A living, breathing world of vivid, winsome characters hellbent on their blaze of glory and as unforgiving as a runaway train carrying all your friends over a cliff. I haven't cared about animals this much since *Watership Down*." —Delilah S. Dawson, author of *Hit and Wicked as They Come* "Nobody does dark like Polansky. *The Builders* is *Redwall* meets *Unforgiven*, combining the endearing wit of Disney's Robin Hood with all the grit and violence of a spaghetti western." —Myke Cole, author of the *Shadow Ops* series "If Sam Peckinpah and Brian Jacques had a strange peyote ritual and shared a collective dream, it might look something liek this. Brutish, nasty, short — much like life — Polansky's *The Builders* is also funny, exciting, and extremely original. *The Wild Bunch* meets *Watership Down*." —John Hornor Jacobs, author of *The Incorruptibles* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Get everything you need to adventure in the *Forgotten Realms* on the exciting *Sword Coast*, home to the cities of Baldur's Gate, Waterdeep, and Neverwinter. Crafted by the scribes at Green Ronin in conjunction with the *Dungeons & Dragons* team at Wizards of the Coast, the *Sword Coast Adventurer's Guide* provides D&D fans with a wealth of detail on the places, cultures, and deities of northwestern Faerûn. The *Sword Coast Adventurer's Guide* is also a great way to catch up on recent events in the *Forgotten Realms*, to get background on locations featured in the *Rage of Demons* storyline coming in September, and to learn the lore behind video games like *Neverwinter* and *Sword Coast Legends*. Here are just a few of the features you'll find in the *Sword Coast Adventurer's Guide*: · *Immersive Adventuring*: This campaign sourcebook provides players and Dungeon Masters material for creating vibrant fantasy stories along the *Sword Coast*. · *New Character Options*: The book offers new subclass options, such as the Purple Dragon Knight and the Swashbuckler, for many of the classes presented in the *Player's Handbook*, as well as new subraces and backgrounds specific to the *Forgotten Realms*. · *Adventure in the Forgotten Realms*: Discover the current state of the *Forgotten Realms* and its deities after the *Spellplague* and the second *Sundering*. You'll also get updated maps of this area of the *Realms*. · *Compatible with Rage of Demons* storyline: Make characters for use with the *Out of the Abyss* adventure and fight back the influence of the demon lords in the Underdark below the *Sword Coast*. · *Insider Information*: Learn the background behind locations, such as Luskan and Gracklstugh, featured in the upcoming digital RPG, *Sword Coast Legends*, from n-Space. With new character backgrounds and class options, players will love the

storytelling possibilities of playing a noble of Waterdeep, an elf bladesinger, or one of the other new options, while Dungeon Masters will relish a book full of mysterious locations and story hooks to keep players adventuring on the Sword Coast for years to come. Look for *Sword Coast Adventurer's Guide* to be available on November 3.

Dare to descend into the Underdark in this adventure for the world's greatest roleplaying game. The Underdark is a subterranean wonderland, a vast and twisted labyrinth where fear reigns. It is the home of horrific monsters that have never seen the light of day. It is here that the dark elf Gromph Baenre, Archmage of Menzoberranzan, casts a foul spell meant to ignite a magical energy that suffuses the Underdark and tears open portals to the demonic Abyss. What steps through surprises even him, and from that moment on, the insanity that pervades the Underdark escalates and threatens to shake the Forgotten Realms to its foundations. Stop the madness before it consumes you! "A Dungeons & Dragons(r) adventure for characters of levels 1-15"

A boxed set introducing the newest edition of the Dungeons & Dragons role-playing game includes a 64-page adventure book with everything the Dungeon Master needs to get started; a 32-page rulebook for playing characters from Level 1 to Level 5; five pregenerated characters, each with a character sheet and supporting reference material; and six polyhedral dice.

Tyranny of Dragons story arc by Steve Winter

Reduced to ruins by supernatural cataclysms, Neverwinter rises from the ashes to reclaim its title as the Jewel of the North. Yet even as its citizens return and rebuild, hidden forces pursue their own goals and vendettas, any one of which could tear the city apart. Neverwinter has long been one of the most popular locations in the Forgotten Realms® campaign world. This book presents a complete heroic-tier campaign setting that plunges players into the politics, skullduggery, and peril of a city on the brink of destruction or greatness. A wealth of information about Neverwinter and its environs is provided: maps, quests, encounters, and statistics -- everything a Dungeon Master needs for his heroic tier adventures.

[Dungeon Master's Guide](#)

[Volo's Guide to Waterdeep](#)

[Forgotten Realms Campaign Guide](#)

[The Rise of Tiamat](#)

[Out of the Abyss](#)

[Fantasy Roleplaying Fundamentals](#)

[Noir](#)

[Murder in Baldur's Gate](#)

[Thunder Rift](#)

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

[Dungeons and Dragons Core Rulebook](#)

This is the first entry-level accessory for use with the new D&D game. It provides a mini-campaign world where the Dungeon Masters can set their various adventure modules. The product also describes the player characters' village and the key people they meet, and the setting can be transferred to any world players choose. Map.

Offers tips, advice, and strategies for mastering the game, *Dungeons and Dragons*.

INSTANT NEW YORK TIMES BESTSELLER! The absurdly outrageous, sarcastically satiric, and always entertaining New York Times bestselling author Christopher Moore returns in finest madcap form with this zany noir set on the mean streets of post-World War II San Francisco, and featuring a diverse cast of characters, including a hapless bartender; his Chinese sidekick; a doll with sharp angles and dangerous curves; a tight-lipped Air Force general; a wisecracking waif; Petey, a black mamba; and many more. *San Francisco, Summer, 1947.* A dame walks into a saloon . . . It's not every afternoon that an enigmatic, comely blonde named Stilton (like the cheese) walks into the scruffy gin joint where Sammy "Two Toes" Tiffin tends bar. It's love at first sight, but before Sammy can make his move, an Air Force general named Remy arrives with some urgent business. 'Cause when you need something done, Sammy is the guy to go to; he's got the connections on the street. Meanwhile, a suspicious flying object has been spotted up the Pacific coast in Washington State near Mount Rainier, followed by a mysterious plane crash in a distant patch of desert in New Mexico that goes by the name Roswell. But the real weirdness is happening on the streets of the City by the Bay. When one of Sammy's schemes goes south and the Cheese mysteriously vanishes, Sammy is forced to contend with his own dark secrets—and more than a few strange goings on—if he wants to find his girl. Think Raymond Chandler meets Damon Runyon with more than a dash of Bugs Bunny and the Looney Tunes All Stars. It's all very, very Noir. It's all very, very Christopher Moore.

Delve deeper than you ever thought possible in this adventure for the world's greatest roleplaying game. Hundreds of years ago, long before Waterdeep had been built, Halaster Blackcloak carved a vast dungeon beneath Mount Waterdeep and stocked it with all manner of creatures from across the planes. Over time Halaster has gone quite insane and the dungeon he carved, now dubbed Undermountain, is a labyrinthine death trap for those bold enough to venture within. Precious few have returned from Halaster's home, and frequently they're not who they were when they started out. One thing is certain however. Wealth unimaginable exists within the halls of Undermountain.

[An Exclusive D&D Next Preview](#)

[Roleplaying Game Supplement](#)

[Forgotten Realms Players Guide](#)

[A Young Adventurer's Guide](#)

[Sword Coast Adventurer's Guide](#)

[A Novel](#)

[Neverwinter Campaign Setting](#)

[Monster Manual](#)

[Core Rulebook II V.3.5](#)

[The Herald](#)

[Dungeons & Dragons](#)