

Read Book 1st
Edition Dungeons
And Dragons
1st Edition
Fiend Folio

*Dungeons And
Dragons Fiend
Folio*

An exciting poster map product! "The Fantastic Locations" series of map accessories features the winning combination of short adventure and two

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large, double-sided, full-color maps scaled for D&D miniatures. A 16-page adventure accompanies the maps. Explore the conceptual origins of wargames and role-playing games in this unprecedented history of simulating the real and the impossible. From a vast survey of primary

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sources ranging from eighteenth-century strategists to modern hobbyists, *Playing at the World* distills the story of how gamers first decided fictional battles with boards and dice, and how they moved from simulating wars to simulating people. The invention of role-playing games

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serves as a touchstone for exploring the ways that the literary concept of character, the lure of fantastic adventure and the principles of gaming combined into the signature cultural innovation of the late twentieth century.

Presents an
introduction to
Dungeons and

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

Oriental Adventures
Dungeon Master For
Dummies

Races of the Wild
An Adventure Module
for Character Levels
2-5

The Island of Juralsy

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Dragon Magazine
Annual
Fiend Folio

This collector's list is incredibly complete. It includes not only the books published by TSR and Wizards of the Coast, but those before TSR and those officially licensed by WotC. It also includes

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licensed miniatures,
magazines, and other
RPG-related
products. This third
volume includes all
rulebooks,
accessories, and
adventures for
AD&D 1st Edition.

Emerging
technologies are
becoming more

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prevalent in global
classrooms.

Traditional literacy
pedagogies are
shifting toward game-
based pedagogy,
addressing 21st
century learners.

Therefore, within
this context there
remains a need to
study strategies to

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engage learners in
meaning-making
with some element
of virtual design.
Technology supports
the universal design
learning framework
because it can
increase the access to
meaningful
engagement in
learning and reduce

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And Dragons

barriers. The
Handbook of

Research on

Acquiring 21st

Century Literacy

Skills Through Game-

Based Learning

provides theoretical

frameworks and

empirical research

findings in digital

technology and

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multimodal ways of
acquiring literacy
skills in the 21st
century. This book
gains a better
understanding of
how technology can
support learner
frameworks and
highlights research
on discovering new
pedagogical

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boundaries by
focusing on ways
that the youth learn
from digital sources
such as video games.
Covering topics such
as elementary
literacy learning,
indigenous games,
and student-worker
training, this book is
an essential resource

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for educators in
K-12 and higher
education, school
administrators,
academicians, pre-
service teachers,
game developers,
researchers, and
libraries.

The essential film
companion for Newt
Scamander! Relive

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Fiend Folio

the magic of Newt's
world with this
hardback guidebook
featuring your
favourite scenes and
quotes from
Fantastic Beasts and
Where to Find
Them.

Against the Giants
Tome of Creatures
Malevolent and

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And Dragons
Benign : an

Alphabetical Listing
of Monsters for Use
with Advanced
Dungeons &
Dragons Adventures

...

Handbook of
Research on
Acquiring 21st
Century Literacy
Skills Through Game-

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And Dragons
Based Learning
Fiend Folio

In Search of the
Unknown

Playing at the World
Advanced Dungeons
and Dragons

Monster Manual

288 page

hardcover by

Bruce R. Cordell

MASTER THE

GAME with this

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**indispensable
tool for the
world's greatest
roleplaying game
Lost is the poor
soul borne aloft
in the grip of the
ancient red
dragon featured
in a spectacular
panoramic vision
by Tyler Jacobson
on this durable,**

Read Book 1st
Edition Dungeons
And Dragons
**four-panel
Dungeon**

**Master's Screen.
The interior rules
content on this
new screen has
been revisited
and refreshed as
a direct result of
feedback
received from
D&D fans
everywhere. •**

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**The screen's
landscape
orientation
allows the
Dungeon Master
to easily see
beyond the
screen and reach
over, even as it
keeps die rolls
and notes hidden
from players. •
Provides an at-a-**

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**glance reference
for the most
relevant and
often used in-
game
information,
equipping
Dungeon Masters
of all skill levels
with essential
support. • An
excellent
resource for new**

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And Dragons
and existing
Dungeons

Masters to
facilitate inspired
adventures and
an engaging play
experience. The
leader in
providing
contemporary
fantasy
entertainment,
Dungeons &

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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

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**exemplifies the
true spirit of a
game that holds
captive the
hearts and minds
of millions of
players
worldwide.**

**Gathers
information
about character
classes, money,
equipment,**

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And Dragons
Fiend Folio
**weapons, fighting
proficiencies,
magic spells,
monsters, and
treasures used in
an Oriental-style
role playing game**

**Advanced
Dungeons &
Dragons -
Legends & Lore
Dungeons and
Dragons 4th**

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**Edition For
Dummies**

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

**A Journal
Unearthed
Arcana**

**Advanced
Dungeons and**

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And Dragons
**Dragons Monster
Manual II**

**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,**

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**information for
interaction, new
spells, and new
magic items attuned
to each race.**

**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**

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**characters,
geography,
economics,
societies,
organizations,
religions, politics,
monsters, magic
items, spells ... even
a start-up adventure
in the Realms!
Whether you've
been a Dungeon
Master (DM) before
and want to fine-**

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**tune your skills or
want to get ready
and take the plunge,
this is the book for
you. It gives you the
basics on running a
great game, info for
more advanced
dungeon mastering,
guidelines for
creating adventures,
and tips for building
a campaign. It
shows you how to:**

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Handle all the expressions of DMing: moderator, narrator, a cast of thousands (the nonplayer characters or NPCs), player, social director, and creator Use published adventures and existing campaign worlds or create adventures and

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**campaign worlds of
your own Conjure
up exciting combat
encounters Handle
the three types of
encounters:**

**challenge,
roleplaying, and
combat Create your
own adventure: The
Dungeon Adventure,
The Wilderness
Adventure. The
Event-Based**

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**adventure (including
how to use
flowcharts and
timelines), The
Randomly
Generated
Adventure, and the
High-Level
adventure Create
memorable master
villains, with nine
archetypes ranging
from agent
provocateur to**

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And Dragons
zealot To get you off
Fiend Folio,
to a fast start,

**Dungeon Master For
Dummies includes:
A sample dungeon
for practice Ten
ready-to-use
encounters and ten
challenging traps A
list of simple
adventure premises
Mapping tips,
including common
scales, symbols,**

Read Book 1st
Edition Dungeons
And Dragons
and conventions,
complete with tables

**Authors Bill
Slavicsek and
Richard Baker wrote
the hugely popular
Dungeons and
Dragons For
Dummies. Bill has
been a game
designer since 1986
and leads the D&D
creative team at
Wizards of the**

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Coast. Richard is a game developer and the author of the fantasy bestseller *Condemnation*. They give you the scoop on: Using a DM binder to keep records such as an adventure log, PCs' character sheets, NPC logs/character sheets, treasure logs, and more

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**Knowing player
styles (role players
and power games)
and common
subgroups:
hack'n'slasher,
wargamer, thinker,
impulsive
adventurer,
explorer, character
actor, and watcher
Recognizing your
style: action movie
director, storyteller,**

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**worldbuilder,
puzzlemaker, or
connector Using
miniatures, maps,
and other game aids
Using 21st century
technology, such as
a Web site or blog,
to enhance your
game The book
includes a sample
adventure, The
Necromancer's
Apprentice, that's**

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the perfect way to foray into DMing. It includes everything you need for a great adventure—except your players. What are you waiting for? There are chambers to be explored, dragons to be slain, maidens to be rescued, gangs of gnoll warriors to be annihilated, worgs

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**to be wiped out,
treasures to be
discovered, worlds
to be conquered....**

**Three Adventures
for Character Levels
8-12**

**Queen of the
Spiders**

**The Assassin's Knot
Dungeon Master's
Screen**

**Reincarnated
Dungeons &**

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And Dragons
Fiend Folio

**Dragons
Dungeons and
Dragons Monster
Manual**

Includes spells,
character classes,
magic weapons,
and other items
used in playing
Dungeons and
Dragons.

Details the
background,

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characters, magic weapons, and rules connected with this advanced form of Dungeons and Dragons.

Describes the characteristics and attributes of a variety of monsters, zombies, demons, giants, werewolves, animals, and aliens

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for use in the
Dungeons and
Dragons game
Fantastic Locations
Advanced D&d
Forgotten Realms
Campaign Guide
Advanced
Dungeons and
Dragons
Supermodule
Advanced
Dungeons &

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And Dragons
Fiend Folio
Dragons, Players
Handbook

Dungeons of Dread:
S Series Classic
Adventure

Compilation
Advanced

Dungeons &
Dragons Special
Reference Work :
Players

Handbook Advanced
Dungeons &

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And Dragons
Fiend Folio

Dragons, Players
Handbook Special
Reference Work : a
Compiled Volume of
Information for
Players of
Advanced
Dungeons &
Dragons, Including,
Character Races,
Classes, and Level
Abilities; Spell
Tables and

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And Dragons
Fiend Folio

Descriptions;
Equipment Costs;
Weapons Data; and
Information on
Adventuring

APPENDIX N: The
Literary History of
Dungeons &
Dragons is a
detailed and
comprehensive
investigation of the
various works of

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science fiction and fantasy that game designer Gary Gygax declared to be the primary influences on his seminal role-playing game, Dungeons & Dragons. It is a deep intellectual dive into the literature of SF/F's past that will

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fascinate any
serious role-playing
gamer or fan of
classic science
fiction and fantasy.
Author Jeffro
Johnson, an expert
role-playing gamer,
accomplished
Dungeon Master
and three-time Hugo
Award Finalist,
critically reviews all

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43 works and authors listed by Gygax in the famous appendix. In doing so, he draws a series of intelligent conclusions about the literary gap between past and present that are surprisingly relevant to current events, not only in the

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fantastic world of role-playing, but the real world in which the players live.

Describes the characteristics and attributes of a variety of monsters, zombies, demons, giants, werewolves, animals, and aliens for use in the Dungeons and

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And Dragons
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Dragons game.

A History of
Simulating Wars,
People and
Fantastic
Adventures, from
Chess to Role-
playing Games
Ice Kingdoms
Campaign Setting
Fantastic Beasts
and Where to Find
Them: Cinematic

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And Dragons
Guide: Newt
Scamander Do Not

Feed Out

Appendix N

Dungeons and

Dragons

Supplement

Special Reference

Work : a Compiled

Volume of

Information

Primarily Used by

Advanced

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And Dragons
Fiend Folio

Dungeons &
Dragons Game
Referees, Including
Combat Tables,
Monster Lists and
Encounters,
Treasure and Magic
Tables and
Descriptions,
Random Dungeon
Generation,
Random Wilderness
Terrain Generation,

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And Dragons
Fiend Folio
Suggestions on
Gamemastering,
and More

**Alphabetical
listing, with
descriptions
and
illustrations,
of monsters
designed for
for use with
the Advanced**

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And Dragons
Fiend Folio

**dungeons and
dragons game
system.**

**The Island of
Juralsy is an
Advanced
Dungeons &
Dragons (1st
Edition)
adventure for
4 - 6 player
characters of**

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Edition Dungeons
And Dragons
Fiend Folio

**2nd to 5th
levels. Jurasly
is the most
western of the
outer isles and
measures
some fifteen
miles long by
five miles
wide.**

**Maintown is
the principal**

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**settlement but
it really little
more than
village. There
are two small
fishing
hamlets at
Bowmere and
Askaig. And
there is really
nothing else
on the island**

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Fiend Folio

**of note except
for the ruins
of Bannock
castle. Bannoc
k castle was
the ancient
seat of the
Thanes of
Bannock but it
has been a
ruin for more
than two**

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Fiend Folio

**hundred
years. The last
Thane of
Bannock,
Ragnost, was
murdered by
his wife Lady
Palatier who
had fallen
under the
influence of
dark magic.**

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And Dragons
Fiend Folio

**After she slew
her husband
she turned
Bannock
castle into a
place of evil
and dread.
Relatives of
the Thane
went to war
against her
and eventually**

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And Dragons

**a cousin of
Ragnost,
Kaladir, Lord
of Binas
Castle,
defeated the
forces of the
evil Lady
Palatier. For
years the land
was
untroubled by**

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And Dragons
Fiend Folio

**evil. There
were however
rumours that
the Lady
Palatier lived
still, deep
under the
ruins of
Bannock
Castle. Fifty
years passed
and Kaladir,**

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And Dragons
Fiend Folio

**Lord of Binas
Castle, died
peacefully in
his sleep,
leaving rule of
the island to
his son,
Kaladron. But
within a week
Kaladron was
dead after his
horse hurled**

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Fiend Folio

**itself from the
cliffs near
Binas Castle
and then, the
next night, a
great fire
swept through
the Binas
castle. As the
castle folk fled
the
conflagration,**

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And Dragons
Fiend Folio

**creatures of
evil who had
been lying in
wait,
massacred
them. Lady
Palatier had
returned and
to the horror
of the
islanders, she
was not a day**

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Edition Dungeons
And Dragons
Fiend Folio

**older than the
day that she
had murdered
her husband
more than half
a century
previously. The
good men of
the island, led
by Lord
Ranold, rallied
to give battle**

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And Dragons
Fiend Folio

**again against
evil. At the
battle of the
Grey Hills, the
forces of evil
were defeated
and scattered.
Lady Palatier
fled to
Bannock
Castle and
took refuge in**

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And Dragons
Fiend Folio

**the dungeon
below. Those
who had won
victory, folk-
lore says, had
a Warlock and
a Druid seal
the dungeon
entrance with
their highest
magic. Binas
castle was**

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And Dragons
Fiend Folio

**never rebuilt.
The line of the
Thanes of
Bannock was
lost to the
mists of time.
Bannock
castle, a ruin
at the end of
an over-grown
road to
nowhere else,**

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And Dragons
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**became all but
forgotten. A
few years ago
rumours
started that
the dungeon
beneath
Bannock
castle was no
longer sealed
by magic and
that it was**

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Edition Dungeons
And Dragons
Fiend Folio
**filled with
treasure.**

**Since then
stories about
the dungeon
have been
mixed. Some
say that it
holds nothing
more than the
bones of
skeletons and**

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And Dragons
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**rusted
weapons.**

**Others say
that it is
infested with
evil. You have
taken passage
on a merchant
ship bound for
the island of
Jurasly and
your objective**

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And Dragons
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**is the dungeon
of Bannock
Castle. This
Advanced
Dungeons and
Dragons
adventure has
been created
by Mark
MacDuff who
started
playing**

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And Dragons
Fiend Folio

**Dungeons and
Dragons in the
early 1980's.
Since then he
has become a
published
author and
has now
brought his
story-telling
style to
creating a**

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Edition Dungeons
And Dragons

**richly woven
fabric of
mythical
adventuring
for fearless
adventurers
willing to
journey to the
far-flung
western Isle of
Juralsy. This is
classic 1st**

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And Dragons
Fiend Folio

**Edition AD&D
adventuring of
the highest
order where
guile and
cunning,
intelligence
and bravado
are essential.
This module
contains over
23,000 words**

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**of carefully
constructed
text; the
island is
described in
considerable
detail and
there are
dozens of
fascinating non-
player
characters**

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And Dragons
Fiend Folio

**who might be
encountered
along the way
before the
adventurers
reach the
dreaded
Bannock
dungeon.
Success will
depend not on
force of arms**

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And Dragons
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**but on shrewd
planning,
team-work
and astute
perception of
what lies just
around the
next
seemingly
quiet corner...
Collects top-
selected**

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magazine
Fiend Folio

**content from
the past year,
providing a
range of
character
options for
players as well
as ideas and c
ampaign-
building
support for**

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And Dragons
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**Masters, in an
official guide
that is
complemented
by previously
unpublished
designer
notes.**

**Dragondown
Grotto
Advanced
Dungeons &**

Page 80/97

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**Dragons
Introductory
Module for
Character
Levels 1-3
Special
Reference
Work : Players
Handbook
An
Alphabetical
Compendium**

Page 81/97

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**of All of the
Monsters
Found in
Advanced
Dungeons and
Dragons,
Including
Attacks,
Damage,
Special
Abilities, and
Descriptions**

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The most detailed
D&D™ sourcebook on
combat ever
released.

Dungeons of Dread
is a hardcover
collection of four
classic, stand-alone

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And Dragons
Advanced Dungeons
& Dragons(tm)

adventure modules

-- S1 Tomb of
Horrors, S2 White
Plume Mountain, S3
Expedition to the
Barrier Peaks, and
S4 The Lost
Caverns of
Tsojcanth --
complete with
original black-and-

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white interior art.

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

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you. Here's what you need to know to join the fantasy fun. D&D 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

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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 —

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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

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fantasy races and
four iconic classes
Explanations of
every number and
statistic on the
character sheet The
best magic items
and equipment for
characters of all
classes Advice on
roleplaying and
teamwork A ready-to-
use adventure to get

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And Dragons

you started as a
Dungeon Master A
ready-to-use battle
grid with character
and monster
markers

Advanced Dungeons
& Dragons, Dungeon
Masters Guide
Fiend Folio

The Ultimate
Unofficial Collector's
Guide to D&D

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Shrine of the Kuo-
Toa

(s1 - S4)

The Rogues Gallery

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 &

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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 or will the shadow of war descend once again? • Dive straight into your pulp adventures with easy-to-

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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

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land twisted by magic. •

Meld magic and

invention to craft

objects of wonder as an

artificer—the first official

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