
D D 5e Xanathars To Everything Dungeons

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*D D 5e Xanathars To Everything
Dungeons*

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BARNETT CASTILLO

D&d 5e: Compendium of Dungeon Crawls Volume 1 Ammonite Press

The Loremaster's Guide is packed with extra setting material and advice for running Adventures in Middle-earth. There are expanded rules and guidance for running Journeys, Audiences, new rules for combat and adversaries, and a whole lot more. *The Monsters Know What They're Doing* Goodman Games LLC 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.

Critical Role: Tal'Dorei Campaign Setting Gallery / Saga Press

A massive amount of feats (50+) and other rules options for Players and Dungeon Master alike. Feats and options for both Spellcasters and Martial/Melee Classes. *5e Feats and Other Options* is a collection of feats (50+), features, optional rules, and

expanded class options that will help bring your 5e Dungeons and Dragons campaign to life. Whether taking down enemies with the Decapitation maneuver, making a Called Shot, or feeling an Adrenaline Rush, or fighting hordes with your Rapid Strike, these feats, features, and options add a level of powerful advantage for your Dungeons and Dragons campaign. 5e Feats and other Options contains the following: -General Combat Feats: 18 new feats to give your character an edge in combat. -Skill Mastery Feats: 19 new feats to grant your character advantage on skills. -Weapon Style Feats: 9 new feats that expand your character's mastery of weaponry. -Critical Strike Feats: 5 new critical strike feats that add extra bite and tactical options to the critical hit. -New Boons: 5 new boons that can be incorporated as high-level rewards or blessings. -Advanced Combat Maneuvers: 8 new maneuvers for the Battle Master or Martial Adept. -A Called Shot System: The Called Shot system that lets you target specific locations of your foes. Critical Hit Option: 2 critical hit options to be used in place of the lingering injury table. -Wound Level System: A wound level system that takes into account the loss of hit points and its impact on your foes. -Sunder Armor and Weapon Rules: Simple rules that allow you to sunder your foes armor and weapons. -Stunt on Natural 20: Bring the excitement back on rolling a Natural 20 with the natural 20 stunt. -Blacksmith: A new skill Blacksmithing has been added. This skill allows you to craft armor and weapons. It also allows you to repair sundered armor and weapons. -Master Work Armor and Weapons: Rules for Master Work Armor and Weapons has been added, and the ability to craft them with the Blacksmith Master feat. -New Backgrounds: 3 new backgrounds for characters with a

propensity for violence. -New Class Options: 2 new class options; the Officer Martial Archetype and the Paladin Oath of the Slayer - Rules Clarifications & Options: a section describing how some effects stack and new optional rules such as die type increases and new conditions. Also options that include ongoing damage when a limb has been removed. Other titles by the author include: 41 Feats 5e (Best Silver Seller), Tome of Brutal Tactics (Best Cooper Seller and 4 star review by David Jarvis of Gunmetal Games), and More Brutal Tactics. These titles are available on Dungeon Masters Guild. PDF for this title available on drivethrurpg.

Fifth Edition Options National Geographic Books

"Whether you need dungeon vermin or a world-shaking personification of evil, the Tome of beasts has it. Here are more than 400 new foes for your 5th edition game--everything from tiny drakes and peculiar spiders, to demon lords and ancient dragons."--Back cover.

Spellbook Cards: Arcane National Geographic Books

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 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 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 devastating wars.

Expedition to Castle Ravenloft Goodman Games LLC

Awesome tools, rules, and adventure content for every Dungeon Master. If you're a Dungeons & Dragons player interested in taking on the role of the Dungeon Master, or if you're an experienced DM looking for more game advice, tools, and adventure content, the *Dungeon Master's Kit* has exactly what you need to build your own Dungeons & Dragons campaign and excite the imaginations of you and your players. This deluxe box contains rules and advice to help Dungeon Masters run games for adventurers of levels 1-30. It also includes useful DM tools such as a *Dungeon Master's* screen (with tables and rules printed on the inside), die-cut terrain tiles and monster tokens, and fold-out battle maps. Game components: 196-page book of rules and advice for Dungeon Masters; 32-page monster book; Two 32-page adventures; 2 sheets of die-cut dungeon terrain tiles; 2 sheets of die-cut monster tokens; 2 double-sided battle maps; Fold-out *Dungeon Master's* screen

Encyclopedia Magica Ten Speed Press

"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 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"--Provided by publisher.

D&D 5e - Monsters and Magic of Lankhmar Dark Naga
The Wild Beyond the Witchlight is D&D's next big adventure storyline that brings the wicked whimsy of the Feywild to fifth edition for the first time. Tune into D&D Live 2021 presented by G4 on July 16 and 17 for details including new characters, monsters, mechanics, and story hooks suitable for players of all ages and experience levels. The Wild Beyond the Witchlight is D&D's next big adventure storyline that brings the wicked whimsy of the Feywild to fifth edition for the first time. Tune into D&D Live 2021 presented by G4 on July 16 and 17 for details including new characters, monsters, mechanics, and story hooks suitable for players of all ages and experience levels.

[Haunting of Hastur - A D&D Campaign - 5e](#) Createspace
Independent Publishing Platform

Goodman Games presents Original Adventures Reincarnated #8,

Grimtooth's Old School Traps. This tome contains 150+ classic traps, fully developed for 5E rules. It could not be any easier to get these death traps to your game table. Inside, you will find delver dicers, character crushers, adventurer anxieties, minion munchers, hero haranguers, and much more to protect your dungeon treasures. All crafted by Grimtooth, the Trap Master troll, himself. Grimtooth's Old School Traps is an homage to the classic books Grimtooth's Traps and Traps Too. This 150+ page hardcover book includes 150+ curated traps, presented with 5E rules for the first time. In addition, you find essays from industry luminaries, recounting the impacts of these traps (on both characters and the game industry) over the decades.

[Live to Tell the Tale](#) Goodman Games LLC

Study this guide and keep it close at hand--this manual of monsters might save your life! This immersive illustrated bestiary introduces you to memorable monsters in Dungeons & Dragons, from the smallest beasts to the most dangerous behemoths. This illustrated guide transports new players to the magical world of Dungeons & Dragons and presents a one-of-a-kind course on the unusual creatures, from the minuscule to the massive, that fill the fantastic world of the game. This guide features easy-to-follow and entertaining explanations of where to find each beast, their strange abilities and magical powers, and how to defeat them, along with amazing illustrations that will ignite your imagination. Organized by size from small to large, bigger and more dangerous monsters are introduced with every turn of the page. *Beasts & Behemoths* is a perfect way for new players and young fantasy fans to learn about the monsters an adventuring party can meet, with profiles full of example encounters and

storytelling tips that encourage creative problem-solving skills when battling beastly foes.

D&d 5e: Original Adventures Reincarnated #7: Dark Tower

Createspace Independent Publishing Platform

"Pathfinder roleplaying game compatible."

Tal'Dorei Campaign Setting Reborn Wizards of the Coast

Goodman Games presents *Original Adventures Reincarnated #7,*

Dark Tower. Untold riches, ultimate power, undying glory, and

gruesome death can all be found in *Dark Tower!* *Dark Tower* is an

homage to the classic adventure and is a full 5E conversion, plus

additional all-new material. A three-volume set presented in a

slipcase, these books contain a reprint of the original adventure

plus essays from industry luminaries (Volume 1), a full 5E

conversion of the classic adventure (Volume 2), and three brand-

new adventures, *The Chosen Sons of Set* (Volume 3). This

sprawling campaign is suitable for 7th-level and higher

characters and can be easily dropped into your own setting.

[Midgard Worldbook](#) Ten Speed Press

Every Dungeon Master needs a screen to conceal notes and dice

rolls and to have valuable charts and information close at hand.

This *Forgotten Realms* accessory includes a 32-page booklet of

tables and topography and a four-panel screen containing a

wealth of information and featuring original artwork on the front.

Beasts & Behemoths (Dungeons & Dragons) National Geographic

Books

This text is a *Dungeons and Dragons* adventure that harkens

back to classic first-edition adventure, *Ravenloft*. It expands on

the original adventure, introduces some never-before-seen

threats, and features a new encounter format designed to make

running the adventure easier for the Dungeon Master.

Midgard Heroes Handbook Simon and Schuster

From the creator of the popular blog *The Monsters Know What They're Doing* comes a compilation of villainous battle plans for Dungeon Masters. In the course of a *Dungeons & Dragons* game, a Dungeon Master has to make one decision after another in response to player behavior—and the better the players, the more unpredictable their behavior! It's easy for even an experienced DM to get bogged down in on-the-spot decision-making or to let combat devolve into a boring slugfest, with enemies running directly at the player characters and biting, bashing, and slashing away. In *The Monsters Know What They're Doing*, Keith Ammann lightens the DM's burden by helping you understand your monsters' abilities and develop battle plans before your fifth edition D&D game session begins. Just as soldiers don't whip out their field manuals for the first time when they're already under fire, a DM shouldn't wait until the PCs have just encountered a dozen bullywugs to figure out how they advance, fight, and retreat. Easy to read and apply, *The Monsters Know What They're Doing* is essential reading for every DM.

DUNGEONS & DRAGONS Independently Published

An illustrated guide to the history and evolution of the beloved role-playing game told through the paintings, sketches, illustrations, and visual ephemera behind its creation, growth, and continued popularity. FINALIST FOR THE HUGO AWARD • FINALIST FOR THE LOCUS AWARD • NOMINATED FOR THE DIANA JONES AWARD From one of the most iconic game brands in the world, this official *DUNGEONS & DRAGONS* illustrated history provides an unprecedented look at the visual evolution of the

brand, showing its continued influence on the worlds of pop culture and fantasy. Inside the book, you'll find more than seven hundred pieces of artwork—from each edition of the core role-playing books, supplements, and adventures; as well as *Forgotten Realms* and *Dragonlance* novels; decades of *Dragon* and *Dungeon* magazines; and classic advertisements and merchandise; plus never-before-seen sketches, large-format canvases, rare photographs, one-of-a-kind drafts, and more from the now-famous designers and artists associated with *DUNGEONS & DRAGONS*. The superstar author team gained unparalleled access to the archives of Wizards of the Coast and the personal collections of top collectors, as well as the designers and illustrators who created the distinctive characters, concepts, and visuals that have defined fantasy art and gameplay for generations. This is the most comprehensive collection of D&D imagery ever assembled, making this the ultimate collectible for the game's millions of fans around the world.

Xanathar's Guide to Everything National Geographic Books

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 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 tome 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

The Demonplague National Geographic Books

Goodman Games presents Fifth Edition Fantasy #26, *Against the Thieves Guild*, an adventure for 4th-level characters. The heroes must retrieve a magical lockbox secured in a vault secluded in a trap-laden dungeon. Sounds like a simple heist? But soon, the characters are embroiled in a centuries-old rivalry between master thieves. Assuming they survive the deathtraps, they still must deduce the secret of the enchanted lockbox! *Against the Thieves Guild* is an all-new 32-page softcover adventure, fully compatible with the fifth edition of the world's first fantasy role-playing game. This adventure features numerous traps pulled from OAR #8 *Grimtooth's Old School Traps*, plus several new traps. That book is not required to use this adventure, which can

be easily dropped into your own campaign setting.

Prince of Undeath National Geographic Books

Discover the truth about the great conflicts of the D&D multiverse in this supplement for the world's greatest roleplaying game. This tome is built on the writings of the renowned wizard from the world of Greyhawk, gathered over a lifetime of research and scholarship. In his travels to other realms and other planes of existence, he has made many friends, and has risked his life an equal number of times, to amass the knowledge contained herein. In addition to Mordenkainen's musings on the endless wars of the multiverse, the book contains game statistics for dozens of monsters: new demons and devils, several varieties of elves and duergar, and a vast array of other creatures from throughout the planes of existence.

Wizards & Spells (Dungeons & Dragons) Kobold Press

Fifth Edition Options is a GM and player resource for the *Dungeons & Dragons (TM)* 5th edition game. Within these 78 pages are hundreds of optional rules to customize your game. Improve your game with any of the myriad options presented! Options Include: *A Robust New Alignment System *Skills: Defined, Complex Skill Checks and Training *Equipment Rules: Including Masterwork and Exotic Gear *Tons of Combat Options and Variants *Magic Variant Rules *Better Inspiration Rules *Campaign Templates: So you know which options suit different themed games *New Feats *and a ton more!