

Dungeons Dragons 1st Edition Premium Monster By Gary Gygax 2012 Hardcover

Presents an introduction to Dungeons and Dragons with information on the rules, characters, weapons and gear, and game etiquette.

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.

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

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 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, 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 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

Special Edition Dungeon Master's Guide

Oriental Adventures

Unearthed Arcana

Special Reference Work : Players Handbook

Fantasy Roleplaying Game Starter Set

Endless adventure and untold excitement await! Prepare to venture forth with your bold companions into a world of heroic fantasy. Within these pages, you'll discover all the tools and options you need to create characters worthy of song and legend for the Dungeons & Dragons roleplaying game. The revised Player's Handbook is the definitive rulebook for the Dungeons & Dragons game. It contains complete rules for the newest edition and is an essential purchase for anyone who wants to play the game. The revised Player's Handbook received revisions to character classes to make them more balanced, including updates to the bard, druid, monk, paladin, and ranger. Spell lists for characters have been revised and some spell levels adjusted. Skills have been consolidated somewhat and clarified. A larger number of feats have been added to give even more options for character customization in this area. In addition, the new and revised content instructs players on how to take full

advantage of the tie-in D&D miniatures line planned to release in the fall of 2003 from Wizards of the Coast, Inc.

A definitive sourcebook reveals the villains and evil organizations from the Forgotten Realms world. Maps & illustrations.

Explore the waves above and the fathoms below in these watery adventures for the world's greatest roleplaying game. "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

Ghosts of Saltmarsh brings classic adventures into fifth edition Dungeons & Dragons. This adventure book combines some of the most popular classic adventures from the first edition of Dungeons & Dragons including the classic "U" series, plus some of the best nautical adventures from the history of *Dungeon Magazine*: *Sinister Secret of Saltmarsh*, *Danger at Dunwater*, *Salvage Operation*, *Isle of the Abbey*, *The Final Enemy*, *Tammeraut's Fate*, *The Styes*. • *Ghosts of Salt Marsh* includes a variety of seafaring adventures, enough to take characters from level 1 to level 12. • This supplement introduces the port town of Saltmarsh, the perfect starting point for a nautical campaign. • Each adventure can be played individually, inserted into your ongoing game or combined into a single epic nautical campaign. • *Dungeon Masters* will find rules for ships and sea travel, deck plans for various vessels, an appendix with rules for new and classic monsters, and much more. • *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.

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

The Complete Fighter's Handbook

Core Rulebook I V.3.5

Dungeons & Dragons Ghosts of Saltmarsh Hardcover Book (D&D Adventure)

Dungeons of Dread: S Series Classic Adventure Compilation

Advanced Dungeons and Dragons Monster Manual II

Play as a gnome, half-orc, or... TOASTER OVEN? *Dungeons & Dragons* is now officially a Mad Lib. The world's greatest role-playing game meets The World's Greatest Word Game. Embark on a JIGGLY quest, ride PEACOCKS into battle, and enjoy 21 fill-in-the-blank stories based on *Dungeons & Dragons*.

Fantasirollespil.

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 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 Waterdeep, it's the jewel of the Sword Coast—a sprawling melting pot held together by firm laws and swift 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 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 wargaming. “[Waterdeep: Dragon Heist] is state of the art tabletop design. . .one of the best introductions to 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

Gathers information about character classes, money, equipment, weapons, fighting proficiencies, magic spells, monsters, and treasures used in an Oriental-style role playing game

Dungeons and Dragons Art and Arcana

Wrath of Ashardalon

Advanced Dungeons and Dragons Monster Manual

Arcane Power

Dungeon Master's Guide

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

Diabolical dangers await in this adventure for the world's greatest roleplaying game. Welcome to Baldur's Gate, a city of ambition and corruption. You've just started your adventuring career, but already find yourself embroiled in a plot that sprawls from the shadows of Baldur's Gate to the front lines of the planet-spanning Blood War! Do you have what it takes to turn infernal war machines and nefarious contracts against the archdevil Zariel and her diabolical hordes? And can you ever hope to find your way home safely when pitted against the infinite evils of the Nine Hells? • This heroic Dungeons & Dragons adventure book takes players from levels 1 to 13 as they journey through Baldur's Gate and into Avernus, the first layer of the Nine Hells. • Baldur's Gate is among the most iconic locations in fantasy culture. A mist-cloaked metropolis on the Sword Coast, it's a place of history and a home to heroes. • The book introduces the infernal war machines to fifth edition D&D—battle-ready vehicles, which you can customize as you blast off into the Blood War. • Dungeon Masters will entice their heroes with devils' deals, designed to lure adventurers with the ultimate temptations of power and treasure. • Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming. Fifth edition D&D draws from every prior edition

to create a universally compelling play experience

Bury yourself in Gothic Horror in this premium edition boxed set adventure for the world's greatest roleplaying game. Under raging storm clouds, the vampire Count Strahd von Zarovich stands silhouetted against the ancient walls of Castle Ravenloft. Rumbling thunder pounds the castle spires. The wind's howling increases as he turns his gaze down toward the village of Barovia. Far below, yet not beyond his keen eyesight, a party of adventurers has just entered his domain. Strahd's face forms the barest hint of a smile as his dark plan unfolds. He knew they were coming, and he knows why they came--all according to his plan. A lightning flash rips through the darkness, but Strahd is gone. Only the howling of the wind fills the midnight air. The master of Castle Ravenloft is having guests for dinner. And you are invited. Resting in this coffin is a premium edition of the award-winning Dungeons & Dragons adventure book Curse of Strahd, one of the most beloved D&D adventures of all time. Curse of Strahd: Revamped splits the adventure into three parts--a softcover D&D adventure book with updated content, a Creatures of Horror booklet detailing monsters and NPCs appearing in the adventure, and a Tarokka Deck booklet. Learn what fortunes await you with an oversized 54-card foil stamped Tarokka deck with storage box. Use a sturdy, four-panel DM screen designed especially for this adventure with tables outlining encounters in Barovia, the Barovian calendar, a guide to reading Tarokka cards, and more. Navigate Barovia and Castle Ravenloft with a 21 x 30 double-sided map and give players 4 handouts from the original adventure as they unravel the mysteries of Ravenloft. Invite friends to the table with 12 postcards featuring beautifully eerie art of locations across Barovia. Here lies: Softcover Curse of Strahd D&D adventure book, Curse of Strahd DM screen, 1 oversized Tarokka deck (54 cards) and card box, Tarokka deck-reading booklet, Monsters & NPCs booklet, Strahd stat block sheet, 2-sided fold-out map, 4 handouts, 12 postcards

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

A D&D Boardgame

Advanced Dungeons & Dragons

Dungeons & Dragons Player's Handbook

Pathfinder RPG Bestiary 3 (P2)

Monster Manual IV

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 ADVENTURE BOOK: LOST MINE OF PHANDELVER • 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 Dungeon 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 is one of the most iconic and pervasive gaming franchises in the world. It is a seminal RPG (role-playing game) and the inspiration for video games like World of Warcraft and Zelda, fantasy art, and countless other facets of "geek culture." This officially licensed illustrated history provides an unprecedented look at the visual evolution of the game, showing its continued influence on the worlds of pop culture and fantasy. It features more than 700 pieces of artwork—from each edition of the game's core books, supplements, and modules; decades of Dragon and Dungeon magazines; classic advertisements and merchandise; and 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 the game. 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 it the ultimate collectible for the game's millions of fans around the world.

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 premium, deluxe edition of the Original D&D® "White Box"! It's the original Dungeons & Dragons game, packed with more content than ever before. The original Dungeons & Dragons boxed set was published by TSR, Inc. in 1974 and was the very first roleplaying game, introducing concepts that have persisted throughout later editions. It included three small rules booklets in a white box. This deluxe, premium reprint of the original "White Box" features new packaging and includes the following seven booklets: Volume 1: Men & Magic Volume 2: Monsters & Treasure Volume 3: Underworld & Wilderness Adventures Supplement I: Greyhawk Supplement II: Blackmoor Supplement III: Eldritch Wizardry Supplement IV: Gods, Demi-Gods & Heroes Each booklet features new cover art, while the interior retains nostalgic original art. Booklets are packaged in an engraved illustrated wooden storage case.

Lords of Darkness

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

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

Stuff They Don't Want You to Know

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

Discusses how to create and play characters of various races, classes, and abilities, covering topics including skills, feats, equipment, adventuring, and magic.

Unravel the mysteries of Ravenloft® in this dread adventure for the world's greatest roleplaying game Under raging storm clouds, the vampire Count Strahd von Zarovich stands silhouetted against the ancient walls of Castle Ravenloft. Rumbling thunder pounds the castle spires. The wind's howling increases as he turns his gaze down toward the village of Barovia. Far below, yet not beyond his keen eyesight, a party of adventurers has just entered his domain. Strahd's face forms the barest hint of a smile as his dark plan unfolds. He knew they were coming, and he knows why they came – all according to his plan. A lightning flash rips through the darkness, but Strahd is gone. Only the howling of the wind fills the midnight air. The master of Castle Ravenloft is having guests for dinner. And you are invited.

Suitable for any Dungeons & Dragons(game, this indispensable resource contains information about new monsters, each one illustrated and accompanied by a new stat block.

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 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 wargaming.

D&d Wild Beyond the Witchlight: A Feywild Adventure Accessory Kit

Strixhaven: Curriculum of Chaos (D&D/MTG Adventure Book)

Dungeons and Dragons Core Rulebook

Dungeons & Dragons Baldur's Gate: Descent Into Avernus Hardcover Book (D&D Adventure)

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

For many gamers, the 2nd Edition Advanced Dungeons & Dragons core rulebooks were their introduction to the roleplaying game hobby. The AD&D Player's Handbook presents all of the information a player needs to create an AD&D character from scratch and advance the character in

level. This reprint of the classic rulebook features a new cover design. The adventures of Drizzt Do'Urden, as told in the New York Times best-selling Forgotten Realms® novels by R.A. Salvatore, come to life in this thrilling board game. Take on the role of the legendary drow ranger or one of his famous adventuring companions, battle fearsome foes, and win treasure and glory. Designed for 1-5 players, this board game features multiple scenarios, challenging quests, and cooperative game play. The contents of this game can also be combined with other D&D® Adventure System Cooperative Play board games, including Castle Ravenloft™ and Wrath of Ashardalon™, to create an even more exciting experience. Components: 42 plastic heroes and monsters 13 sheets of interlocking cardstock dungeon tiles 200 encounter and treasure cards Rulebook Scenario book 20-sided die

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 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 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.

(s1 - S4)

Curse of Strahd

Advanced Dungeons & Dragons Player's Handbook

D&D Waterdeep Dragon Heist HC

Player's Handbook/Rules Supplement

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.

Dungeons of Dread is a hardcover collection of four classic, stand-alone 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-white interior art.

Collects hundreds of new, as well as revised and repriced magic items from the Dungeon and Dragons game in an easy-to-reference format.

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.

Dungeons & Dragons Mad Libs

Advanced Dungeons & Dragons, Players Handbook

1991 Trading Cards Factory Set/Premier Edition

The Rogues Gallery

Premium Original Dungeons and Dragons Fantasy Roleplaying Game

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 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. 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.

"Interesting...Bowlin's calmly rational approach to the subject of conspiracy theories shows the importance of logic and evidence."—Booklist "A page-turning book to give to someone who believes in pizza pedophilia or that the Illuminati rule the world."—Kirkus Reviews The co-hosts of the hit podcast Stuff They Don't Want You to Know, Ben Bowlin, Matthew Frederick, & Noel Brown, discern conspiracy fact from fiction in this sharp, humorous, compulsively readable, and gorgeously illustrated book. In times of chaos and uncertainty, when trust is low and economic disparity is high, when political institutions are crumbling and cultural animosities are building, conspiracy theories find fertile ground. Many are wild, most are untrue, a few are hard to ignore, but all of them share one vital trait: there's a seed of truth at their center. That seed carries the sordid, conspiracy-riddled history of our institutions and corporations woven into its DNA. Ben Bowlin, Matt Frederick, and Noel Brown host the popular iHeart Media podcast, Stuff They Don't Want You To Know. They are experts at exploring, explaining, and interrogating today's emergent conspiracies—from chem trails and biological testing to the secrets of lobbying and the indisputable evidence of UFOs. Written in a smart, witty, and conversational style,

elevated with amazing illustrations, *Stuff They Don't Want You to Know* is a vital book in understanding the nature of conspiracy and using truth as a powerful weapon against ignorance, misinformation, and lies.

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

Curse of Strahd: Revamped Premium Edition (D&D Boxed Set) (Dungeons & Dragons)

A Visual History

Core Rulebook II V.3.5

Premium 3.5 Edition Dungeons and Dragons Magic Item Compendium