

Faiths And Pantheons Dungeons Dragons D20 30 Fantasy Roleplaying Forgotten Realms Setting

This collection details the 30 most important gods in the Forgotten Realms universe and expands upon the profiles of the rest of the deities. Faiths and Pantheons includes all-new prestige classes, feats, spells, and monster templates.

Chronicles the stand-alone adventures and exploits of the clerics in the Forgotten Realms universe.

The most evil and complex elements of the Dungeons & Dragons world are presented for the first time--such as moral dilemma, slavery, human sacrifice, prostitution, and other sensitive issues--to allow players to add a level of complexity to their campaigns.

Offers a comprehensive description of the Forgotten Realms, one of the most well known Dungeons & Dragons campaign settings.

A Guidebook to Clerics and Paladins

Champions of Ruin

Aurora's Whole Realm Catalog

Ed Greenwood Presents: Waterdeep Races of the Wild Manual of the Planes

A Game Informer "Best Role-Playing Game Releases Of 2018" Selection Stand with your guild in the first Dungeons & Dragons book to explore the world of Magic: The Gathering. In Guildmasters' Guide to Ravnica, the world's most popular roleplaying game meets the world's most popular trading card game. Released to coincide with the Magic set Guilds of Ravnica, it's the perfect blend of story from the creators of Magic: The Gathering, wrapped around the rules, monsters, and magic of fifth edition Dungeons & Dragons. • Everything you need to create characters and run adventures in Ravnica—one of the richest, most beloved settings in Magic: The Gathering. • 5 new races, specific to Ravnica, plus 2 new subclasses, 78 new monsters, and 17 new magic items. • "Krenko's Way:" a ready-made adventure for level 1 characters. • 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 planes have always been a place of great mystery and danger in the Dungeons & Dragons Roleplaying Game, and the new array of planes debuting in this fourth edition continues that grand tradition.

"Pathfinder roleplaying game compatible."

Clerics and paladins are two of the Dungeons & Dragons game's most popular classes, and this handbook contains guidelines to customize both.

Dangerous Games

Shining South

Defenders of the Faith

The Divine and the Defeated

What the Moral Panic Over Role-Playing Games Says about Play, Religion, and Imagined Worlds

Legends and Lore Reprints

Devils, demons, and daemons--these are the ultimate servants of evil. Learn all their foul secrets in the Book of the Fiends, the definitive Fifth Edition sourcebook on these fell creatures.

This tome presents over 130 of horrific fiends hailing from Hell, the Abyss, and Gehenna, with Challenge Ratings ranging from 0 to 31. The original edition of the Book of Fiends was one of the most critically acclaimed books of the d20 era. Now Dungeons & Dragons designer Robert J.

Schwalb has reimaged all the creatures, character options, and more for Fifth Edition. It builds on the information found in the core rulebooks, expanding and revealing all you could ever want to know about these evil planes and their inhabitants. The Book of Fiends provides profoundly wicked foes your players will never forget.

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!

This sourcebook provides everything needed to add Asian-style characters to any D&D campaign or to run a fantasy Asian campaign. It includes classes such as Samurai, Shugenja, and Ninja, as well as unique monsters, combat rules, and magic systems. Maps.

This title is the final book in the popular Avatar series. At the time of its original release, this series presented key events that impacted the entire Forgotten Realms world, and the effects of those events are still felt in current novels. Cyric the Mad Who betrayed his friends Midnight and Kelemvor and sought to destroy them. Who ascended to godhood and now spreads his lies and intrigues into every corner of Faerun. Who is the Lord of Murder, the Prince of Lies--and insane.

The Catechism of the New Age

Book of the Righteous 5E

Hordes of the Abyss

Forgotten Realms Campaign Setting

Empire of Imagination

Forgotten Realms. Fedi e Pantheon. Accessorio

Raw Chaos and Pure Evil Out of the maelstrom of chaos the demons came—a primordial horde of perverse souls consumed by hatred. They are as ancient and infinite as the multiverse itself. Even the bottomless Abyss could not contain their malice, and so they spread out across the planes, corrupting and destroying everything in their path. No living soul is beyond their reach, and with each conquered soul their numbers grow. What can stand against such a terrifying onslaught? This supplement for the D&D® game presents the definitive treatise on demons and their unspeakable home plane. Along with information about the physiology, psychology, society, and schemes of demonkind, you'll find feats, spells, items, and tactics commonly employed by demons and those who oppose them. This book also provides detailed information on various demons, demon lords, and Abyssal layers. For use with these Dungeons & Dragons® core books Player's Handbook™ Dungeon Master's Guide™ Monster Manual™

The Blood of Dragons Flows through Your Veins In ages past, dragons ruled supreme. Now their distant scions, the races and individuals who carry their blood, live among the great empires of the world, where they forge their own

glorious legacies. You can be among them. Embrace your draconic heritage, and the spoils of the world can be yours! This supplement for the D&D(R) game provides detailed information on the psychology, society, culture, behavior, religion, and folklore of the dragonblooded races, including kobolds and half-dragons. This book introduces two new player character races: the dragonborn (existing characters reborn in a new draconic form to combat and destroy the spawn of Tiamat) and the spellscales (artistic, philosophical beings with a penchant for sorcery and a thirst for new experiences). It also provides new prestige classes, feats, spells, magic items, equipment, and guidelines for crafting adventures and campaigns involving dragonblooded races. For use with these Dungeons & Dragons(R) core books "Player's Handbook(TM) " "Dungeon Master's Guide(TM) Monster Manual(TM) "

The Dark Knight Must Choose: Justice or Vengeance Watchman by day, vigilante by night, Shadowbane's world is turned upside down when he runs across a powerful wizard--in the form of a confused, hunted girl who finds herself at the heart of a fell plot. When his friends start dying and the girl is kidnapped, Shadowbane must choose between the darkness and the light in his heart: to avenge the deaths of his friends, or to let the villain live to face--and possibly escape--justice. Downshadow is thrilling tale of vigilante justice set in the classic

City of Splendors and presented by Forgotten Realms(R) campaign setting creator and celebrated author Ed Greenwood. You don't want to miss out on this exciting glimpse into what the latest edition of the Realms has to offer. The first comprehensive biography of geek and gaming culture's mythic icon, Gary Gygax, and the complete story behind his invention of Dungeons & Dragons. The life story of Gary Gygax, godfather of all fantasy adventure games, has been told only in bits and pieces. Michael Witwer has written a dynamic, dramatized biography of Gygax from his childhood in Lake Geneva, Wisconsin to his untimely death in 2008. Gygax's magnum opus, Dungeons & Dragons, would explode in popularity throughout the 1970s and '80s and irreversibly alter the world of gaming. D&D is the best-known, best-selling role-playing game of all time, and it boasts an elite class of alumni--Stephen Colbert, Robin Williams, and Vin Diesel all have spoken openly about their experience with the game as teenagers, and some credit it as the workshop where their nascent imaginations were fostered. Gygax's involvement in the industry lasted long after his dramatic and involuntary departure from D&D's parent company, TSR, and his footprint can be seen in the role-playing genre he is largely responsible for creating. Through his unwavering commitment to the power of creativity, Gygax gave generations of gamers the tools to invent characters and entire worlds in their

minds. Witwer has written an engaging chronicle of the life and legacy of this emperor of the imagination.

Faiths and Avatars

Pathfinder Lost Omens

Gary Gygax and the Birth of Dungeons & Dragons

Lady of Poison

Gods and Magic

Games, Rituals, and Virtual Worlds

Provides a detailed look at the southern regions of the Forgotten Realms campaign setting. This accessory provides a wealth of highly detailed information about a little-explored region of the Forgotten Realms map. In addition to new spells, magic items, feats, prestige classes, and monsters, this title includes descriptions of races, regions, and unique cultural elements from across the southern lands. There is a detailed geographical overview of every part of the region, and three short adventures are included to facilitate gameplay.

Using the same D20 game system as the 3rd Edition fantasy roleplaying rules, sword & sorcery books provide fantasy gamers with a host of new core rulebooks, campaign sourcebooks, challenging adventures and game accessories. Sword & sorcery is the largest independent publisher of D20 material, with authors such as the father of fantasy himself Gary Gygax, and Monte cook, the co-creator of 3rd Edition and author of the 3rd Edition DMG. Hardcover sourcebook of gods, their minions and their religions.

Thoroughly revised and updated, this classic AD&D game accessory provides valuable background information on the monsters, deities, heroes, and villains of diverse mythological pantheons Everything a player needs to know to play evil or morally ambiguous characters in the Forgotten Realms setting. Champions of Ruin™ is a comprehensive guide to playing evil characters in the Forgotten Realms setting. Many aspects of play are covered: vengeance, ambition, evil vs. evil, corruption and moral failure, loyalty and betrayal. The book also discusses types of evil—lawful, chaotic, and neutral—as well as morally ambivalent characters such as anti-heroes and rogues. Elder evils of extreme power are discussed along with tools, feats, spells, evil places and planar touchstones, and guilds and organizations that evil characters can join. Two new races are also introduced. JEFF CROOK has written novels for the Dragonlance® setting, including Dark Thane, The Rose and the Skull, and Conundrum. WIL UPCHURCH is a full-time game industry freelancer whose most recent work with Wizards of the Coast, Inc. includes Star Wars: Ultimate Adversaries™. His articles can be found in Dragon® Magazine, Dungeon® magazine, and other major gaming magazines. ERIC L. BOYD is a software developer who has written extensively about the Forgotten Realms for Wizards of the Coast, Inc. His most recent credits include Lost Empires of Faerûn™, Faiths & Pantheons™, Races of Faerûn™, and Serpent Kingdoms™.

On Hallowed Ground

Faiths of Eberron

Races of the Dragon

Death Masks

Dungeons & Dragons Mythic Odysseys of Theros (D&D Campaign Setting and Adventure Book)

Oriental Adventures

Often dismissed as "not serious", the notion of play has nevertheless been at the centre of classical theories of religion and ritual (Huizinga, Caillois, Turner, Staal, etc.). What can be retained of those theories for the contemporary study of religions? Can a study of "play" or "game" bring new perspectives for the study of religions? The book deals with the history of games and their relation to religions, the links between divination and games, the relations between sport and ritual, the pedagogical functions of games in religious education, and the interaction between games, media and religions. Richly illustrated, the book contributes to the study of religions, to ritual, game and media studies, and addresses an academic as well as a general public. Philippe Bornet, Dr. Phil., born in 1977, is Lecturer in the Study of Religion at the Faculty of Lettres of the University of Lausanne, with focus on the history of interrelations between India and Europe. Maya Burger is Professor of Indian Studies and History of Religions at the Faculty of Arts of the University of Lausanne, Department of South Asian Languages and Civilizations.

Provides the dungeon master with gods, heroes, and monsters from myth, fiction and legend for use in rounding out an advanced D & D campaign. Within this book are fifteen pantheons of divinities, each profusely illustrated. Also included are new material on clerics' conduct and their relationships with their dieties, information on character mortality and immortality, and more. Clash with the gods of Theros in this campaign sourcebook for the world's great roleplaying game. Play **DUNGEONS & DRAGONS** in the **MAGIC: THE GATHERING** world of Theros—a realm shaped by the wrath of gods and the deeds of heroes, where champions vie for immortal

favor and a place among legends. • Rise above the common throng with SUPERNATURAL GIFTS, abilities that give you remarkable powers that set you on the path to legend. • Explore Theros as a SATYR or LEONIN—mythic cat-like heroes from Magic: The Gathering. Mythic Odysseys of Theros introduces these races to fifth edition D&D for the first time. • Master new powers with Magic: The Gathering-inspired SUBCLASSES like the Bard's College of Eloquence and the Paladin's Oath of Heroism. • Encounter MYTHIC MONSTERS, creatures whose power and renown are such that their names are truly living myths. • Wield the weapons of the gods—five signature artifacts used by Theros's deities. • 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.

Faiths of Eberron details established pantheons, secret cults, and other religious organizations of Eberron. It includes new rules material for the player, such as prestige classes, feats, spells, and magic items, while the details on the various organizations give Dungeon Masters many new options for their campaigns. AUTHOR INFORMATION Jennifer Clarke Wilkes is an editor of roleplaying games and miniatures at Wizards of the Coast, Inc. Her previously published credits include Sandstorm and Savage Species. Ari Marmell and C.A. Suleiman are freelance writers with extensive credits in the d20 gaming industry. Their published credits include Heroes of Horror.

Dungeons and Dragons Accessory

The Truth about Dungeons & Dragons

Book of Fiends 5E

Draconomicon

Dungeons and Dragons Supplement

Book of Vile Darkness

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

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.

The 1980s saw the peak of a moral panic over fantasy role-playing games such as Dungeons and Dragons. A coalition of moral entrepreneurs that included representatives from the Christian Right, the field of psychology, and law enforcement claimed that these games were not only psychologically dangerous but an occult religion masquerading as a game. Dangerous Games

explores both the history and the sociological significance of this panic. Fantasy role-playing games do share several functions in common with religion. However, religionÑas a socially constructed world of shared meaningÑcan also be compared to a fantasy role-playing game. In fact, the claims of the moral entrepreneurs, in which they presented themselves as heroes battling a dark conspiracy, often resembled the very games of imagination they condemned as evil. By attacking the imagination, they preserved the taken-for-granted status of their own socially constructed reality. Interpreted in this way, the panic over fantasy-role playing games yields new insights about how humans play and together construct and maintain meaningful worlds. LaycockÕs clear and accessible writing ensures that *Dangerous Games* will be required reading for those with an interest in religion, popular culture, and social behavior, both in the classroom and beyond.

Test your convictions. In a land without fate and a world too often void of justice, it falls to the gods to make or break the people who call upon them for salvation -- or draw their ire. Swear yourself to the might of the gods and the power of their causes, or reject their offerings to live a life that's yours and yours alone! *Lost Omens Gods & Magic* offers details on major gods found in the Inner Sea region, including what forms their pleasure or wrath might take. It also presents rules for over a hundred other deities and philosophies so you can find the cause that best fits your convictions and take up weapons and magic in its service!

Crucible: Trial of Cyric the Mad

A Dungeons and Dragons Supplement

Advanced Dungeons & Dragons, Deities & Demigods Cyclopedia

Midgard Worldbook

Dungeons & Dragons Guildmasters' Guide to Ravnica (D&D/Magic: The Gathering Adventure Book and Campaign Setting)

Downshadow

A catalog of items ranging from farm tools to imported silks helps players of Advanced Dungeons & Dragons and other role-playing games recreate the world of medieval fantasy

Psychologists have claimed, time and again, that when someone lives in the realm of fantasy for an extended length of time, the lines dividing reality and fantasy become distorted, fuzzy. In the last decade, the concept of fantasy living has been proven to be a real and increasing danger. The contributing force behind it for many youths has been Dungeons & Dragons and other fantasy role-playing games.

Avert the Cataclysmic Return of Tiamat in this Adventure for the World's Greatest Roleplaying Game The Cult of the Dragon leads the charge in an unholy crusade to bring Tiamat back to the Realms, and the situation grows more perilous for good people with each passing moment. The battle becomes increasingly political as opportunities to gather allies and gain advantage present themselves. From Waterdeep to the Sea of Moving Ice to Thay, it is a race against Evil. Succeed or succumb to the oppression of draconic tyranny. Win or lose, things will never be the same again. • The second of two adventures in the Tyranny of Dragons™ story arc, The Rise of Tiamat provides everything a Dungeon Master needs to create an exciting and memorable adventure experience. • 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™ in-store play program. • Adventure design and development by Kobold Press. Dungeons & Dragons(players get an in-depth look at how to gain the favor of the gods and use that power to a character's advantage in this player's guide.

Religions in Play

Advanced Dungeons and Dragons

The Rise of Tiamat

Maiden of Pain

A Christian Response to Dungeons and Dragons

Faiths and Pantheons

The creator of the Forgotten Realms leads readers through a rollicking fantasy adventure and murder mystery set in the city of Waterdeep Revealed in death to have been Masked Lords, three more citizens had been murdered over the preceding day and night: the Sembian wine-seller and collector Oszbur Malankar; the half-elf sorceress and artisan Dathanscza Meiril; and the moneylender, landlord, and investor Ammasker Gwelt. All of Waterdeep now knew someone was killing the Lords of Waterdeep, one by one. Yet that was about where truth ended and speculation—however plausible—began. The broadsheets were full of wild conjecture. Who's behind this? The ousted Lord Neverember? The Zhentarim, the Cult of the Dragon or some other Outland Power? The Xanathar? Some cabal of guilds or nobles planning a coup? The rumors would rage on, whether the Open Lord Laeral Silverhand did something or not. That was the trouble with rumors; once loosed, they roamed free like snarling, untamed beasts, with no simple way of stopping them. And all rumors aside, Waterdeep has become . . . a City of

Murderers. Death Masks is loosely connected to the Elminster series and Sage of Shadowdale series.

Cordell pens the first title in a new Forgotten Realms series focusing specifically on priests, the popular D&D game's iconic class also known as clerics. Each title will chronicle priests loyal to a different deity in the Forgotten Realms pantheon. Original.

An all-new version of one of the key titles in the entire Forgotten Realms novel line. This title is the fourth in a series of recovers of the popular Avatar series. At the time of its original release, this series presented key events that impacted the entire Forgotten Realms world, and the effects of those events are still felt in current novels. This re-released series features a cohesive cover design and all-new art. Revenge of a God The Time of Troubles is at an end, and the gods have been restored to their rightful places. The soul of Kelemvor Lyonsbane, former lover of the goddess of magic, remains hidden from the mad god Cyric. The will of one such as Cyric, when bent on revenge, is not so easily thwarted.

An art-filled sourcebook for all things draconic in the Dungeons & Dragons world, this title includes information on playing dragons and dragon-like creatures, how to run a dragon in a fight, and how to both fight dragons and work with them as allies. The book itself is designed in a prestige format, with heavy use of art throughout and constructed of premium materials.

(Games/Gamebooks/Crosswords)

Special Reference Work

Forgotten Realms Supplement

Fiendish Codex I
Prince of Lies
Ed Greenwood Presents Elminster's Forgotten Realms
A Player's Guide to Divine Magic for All Classes