

Dungeons Dragons Manuale Dei Mostri

WHEN PEOPLE SHOULD GO TO THE EBOOK STORES, SEARCH INITIATION BY SHOP, SHELF BY SHELF, IT IS IN POINT OF FACT PROBLEMATIC. THIS IS WHY WE OFFER THE BOOK COMPILATIONS IN THIS WEBSITE. IT WILL COMPLETELY EASE YOU TO LOOK GUIDE **DUNGEONS DRAGONS MANUALE DEI MOSTRI** AS YOU SUCH AS.

BY SEARCHING THE TITLE, PUBLISHER, OR AUTHORS OF GUIDE YOU IN POINT OF FACT WANT, YOU CAN DISCOVER THEM RAPIDLY. IN THE HOUSE, WORKPLACE, OR PERHAPS IN YOUR METHOD CAN BE EVERY BEST AREA WITHIN NET CONNECTIONS. IF YOU WISH TO DOWNLOAD AND INSTALL THE DUNGEONS DRAGONS MANUALE DEI MOSTRI, IT IS EXTREMELY EASY THEN, SINCE CURRENTLY WE EXTEND THE LINK TO PURCHASE AND CREATE BARGAINS TO DOWNLOAD AND INSTALL DUNGEONS DRAGONS MANUALE DEI MOSTRI THEREFORE SIMPLE!

LA MORTE STRISCIANTE
JASON R. FORBUS 2018-10-24
NEI FAMILIARITÀ BASSIFONDI DI MENDULIA’S ROCK, UNA SERIE DI EFFERATIOMICIDI PREOCCUPA LE AUTORITÀ CITTADINE. TUTTO LASCEREBBE PENSARE A UNOMICIDA SERIALE SE NON FOSSE CHE ALCUNI, INSIGNIFICANTI INDIZI, SEMBRANO RICONDURRE A QUALCOSA DI BEN PIÙ LOSCO. TOCCHERI AGLI AVVENTURIERI FARE LUCE SU UN MISTERO CHE, FRA MILLE PERICOLI, LI PORTERÀ AD IMMERSERSI NEL LIMO DI UNA SOCIETÀ CORROTTA; UN LIMO DA CUI SARÀ DIFFICILE USCIRRE. RIVOLTA A PERSONAGGI DAL 1° AL 3° LIVELLO, LA MORTE STRISCIANTE LA PRIMA AVVENTURA AMBIENTATA INTERAMENTE NEL TENEBROSO MONDO DI NEIR (AMBIENTAZIONE LA NOTTE ETERNA) E BASATA SU DUNGEONS&DRAGONS 5.0 EDIZIONE.

CURSE OF STRAHD TAROKKA
WIZARDS RPG TEAM 2018-10-30
YOU RECEIVE YOUR READING AT THE SHADOW-CHOKED TABLE OF MADAM EVA WHOSE PREDICTIONS REGARDING YOUR INTERACTIONS WITH THE COUNT STRAHD VON ZAROVICH ARE LACED WITH DREAD INDEED. THE TAROKKA DECK IS A MUST HAVE ACCESSORY WHEN YOU SEEK ADVENTURE WITHIN CASTLE RAVENLOFT IN THE DARK LANDS OF BAROVIA. PLAY OUT YOUR FORTUNE USING THESE BEAUTIFULLY CRAFTED CARDS, CREATED SPECIFICALLY FOR USE WITH ANY ADVENTURE YOU MIGHT HAVE IN RAVENLOFT CAMPAIGN SETTING, BUT MOST SPECIFICALLY USEFUL IN THE FIFTH EDITION D&D ADVENTURE, CURSE OF STRAHD.

DUNGEONS & DRAGONS SPELLBOOK CARDS: CREATURE & NPC CARDS (D&D ACCESSORY)
WIZARDS RPG TEAM 2019-11-19
THE PERFECT TOOL TO HELP DUNGEON MASTERS MANAGE VILLAGERS, ALLIES, AND VILLAINS DURING GAMEPLAY. THESE 182 DURABLE, LAMINATED CARDS REPRESENT ANY NON-PLAYER CHARACTERS (NPCs) YOUR PLAYERS MIGHT MEET DURING YOUR NEXT D&D GAME. FROM A BANDIT CAPTAIN’S SAVING THROWS TO A GIANT SPIDER’S STEALTH BONUS, THESE CARDS LET DMs SELECT, ORGANIZE, AND ACCESS THE INFORMATION THEY NEED TO AVOID DISRUPTIONS DURING THAT CRITICAL ENCOUNTER. * ALL 182 CARDS HAVE UP-TO-DATE GAME STATISTICS ON ONE SIDE, AND 66 OF THEM INCLUDE EVOCATIVE ART TO HELP TO BRING BATTLES TO LIFE WITHOUT REVEALING THE RULES TEXT. * AN EVERGREEN ACCESSORY USEFUL FOR ALL FIFTH EDITION DUNGEONS & DRAGONS TABLETOP GAMEPLAY * AN INVALUABLE RESOURCE FOR EVERY DUNGEON MASTER

MONSTER VAULT
WIZARDS RPG TEAM 2010-11-16
INFORMATION ON THE CHARACTERS OF THE 4TH ED. OF DUNGEONS AND DRAGONS.

IL MANUALE DEL MANUALE DEL DUNGEON MASTER
ALESSANDRO FORLANI 2018-03-27
SAGGI - SAGGIO (38 PAGINE) - VOI NON POTRETE VESTIRE I PANNI DI PALADINO, JEDI, NECROMANTE O CREATURA DELLA NOTTE. NON VIVRETE L’AVVENTURA: VOI SARETE L’AVVENTURA. QUANDO CI SI RILUNISCE PER GIOCARE A UN GIOCO DI RUOLO OGNUNO NESSUNO HA PROBLEMI A IMMAGINARE QUALE PERSONAGGIO IMPERSONARE. MA LA VERA DOMANDA A CUI DARE UNA RISPOSTA È: CHI FA IL MASTER? IL MASTER È IL RUOLO PIÙ DELICATO, IL RUOLO FONDAMENTALE PER LA RIUSCITA DI UN GIOCO DI RUOLO. UN RUOLO CHE PUÒ ESSERE SVOLTO SOLO DA CHI HA GRANDE ESPERIENZA. ALESSANDRO FORLANI NON HA SOLO ESPERIENZA DI GIOCHI DI RUOLO, HA ESPERIENZA DI ESPERIENZA DI MASTER DI GIOCHI DI RUOLO. L’HO HA VISTE TUTTE, HA GESTITO OGNI SITUAZIONE E OGNI TIPO DI GIOCATORE. ECCO PERCHÈ SI RISO CONTO CHE, OLTRE AL MANUALE DEL MASTER, ERA IL CASO DI SCRIVERE UN MANUALE DEL MANUALE DEL MASTER. PER ESSERE PREPARATI A TUTTI QUELLO ASPETTI CHE, AL DI LÀ DELLE REGOLE DEL GIOCO, RENDONO UN MASTER DI GIOCHI DI RUOLO UN GRANDE MASTER DI GIOCHI DI RUOLO. ALESSANDRO FORLANI INSEGNA SCENEGGIATURA ALL’ACCADEMIA DI BELLE ARTI DI MACERATA E SCUOLA COMICS PESCARA. PREMIO URANIA 2011 CON IL ROMANZO I SENZA TEMPO, VINCITORE E FINALISTA DI ALTRI PREMI DI NARRATIVA DI GENERE (CARCO MASSIMO 2011, KIPPLE 2012, ROBOT E STELLA DOPPIA 2013) PUBBLICA RACCONTI E ROMANZI FANTASY, DELL’ORRORE E DI FANTASCIENZA (TRISTANO; QUI SI VA A VAPORE O SI MUORE; ALL’INFERNO, SAVOIA) E PARTECIPA A DIVERSE ANTOLOGIE (ORCO NERO; CERCHIO CAPOVOLTO; UKRONIE IMPURE; DEINOS; KATARIS; IDROPUNK; L’ENNESIMO LIBRO DI FANTASCIENZA; 50 SFUMATURE DI SCI-HI). VINCITORE DEL PREMIO STELLA DOPPIA URANIA/FANTASCIENZA.COM 2013.

D&D MONSTER MANUAL
MIKE MEARLS 2018

DUNGEONS & DRAGONS TACTICAL MAPS REINCARNATED (D&D ACCESSORY)
WIZARDS RPG TEAM 2019-02-19
BRING YOUR DUNGEONS & DRAGONS GAME TO LIFE WITH THIS COLLECTION OF TWENTY BEAUTIFULLY RENDERED, FULL-COLOR, TACTICAL POSTER MAPS. MAPS ARE A KEY ELEMENT OF EVERY DUNGEONS & DRAGONS CAMPAIGN. A MAP’S IMPORTANCE IN BRINGING YOUR WORLD TO LIFE CAN’T BE OVERSTATED. THE SAME CAN BE SAID FOR YOUR ENCOUNTER MAPS. SOMETIMES YOU NEED A VISUAL REPRESENTATION OF THE AREA YOUR ADVENTURERS ARE IN, OR PERHAPS TACTICAL COMBAT IS SIMPLY THE WAY YOUR GROUP ROLLS. HOWEVER YOU PLAY, WE’VE GOT YOU COVERED. TWENTY BEAUTIFULLY RENDERED, TACTICAL POSTER MAPS ARE CONTAINED HEREIN, PERFECT FOR BRINGING ANY D&D GAME TO LIFE. - 20 FULL COLOR POSTER MAPS. EACH IS ADORNED WITH A 1-INCH GRID, PERFECT FOR USE WITH D&D MINIATURES. - A WIDE ASSORTMENT OF TERRAIN, ENVIRONMENTS, AND LOCATIONS ARE REPRESENTED. - THIS “BEST OF” COLLECTION IS CAREFULLY CHOSEN FROM SOME OF OUR MOST EXCITING ADVENTURES: - TOMB OF HORROES (4TH EDITION) - VOR RUKOTH (4TH EDITION) - DEMON QUEEN’S ENCLAVE (4TH EDITION) - DEATH’S REACH (4TH EDITION) - THE BOOK OF VILE DARKNESS (4TH EDITION) - KINGDOM OF THE GHOULS (4TH EDITION) - DUNGEON MASTER’S KIT (4TH EDITION) - ORCS OF STONEFANG PASS (4TH EDITION) - FIELDS OF RUIN (3RD EDITION) - GARGANTUAN BLUE DRAGON (3RD EDITION) - VAULTS OF THE UNDERDARK (4TH EDITION) - LEGEND OF DRIZIT SCENARIO PACK (3RD EDITION) - COLLOSSAL RED DRAGON (3RD EDITION) - RED HAND OF DOOM (3RD EDITION)

SHATTERED KEEPS MAP PACK
WIZARDS RPG TEAM 2012-12-18
THIS ACCESSORY INCLUDES THREE DOUBLE-SIDED 21” x 30” TACTICAL BATTLE MAPS -- A TOTAL OF SIX BEAUTIFULLY RENDERED ENCOUNTER LOCATIONS, EACH ONE SUITABLE FOR ANY D&D GAME. EACH MAP IS LAID OUT ON A ONE-INCH-SCALE SQUARE GRID, ALLOWING IT TO BE USED WITH D&D MINIATURES AND/OR CARD STOCK TOKENS. TWO OF THE MAPPED LOCATIONS ARE NEW, DEPICTING A RUINED KEEP AND A BESIEGED CLIFFSIDE FORTRESS BUILT BY DWARVES. THE REMAINING FOUR MAP LOCATIONS ARE PICKED UP FROM OUT-OF-PRINT D&D PRODUCTS AND PRESENT ADVENTURE LOCATIONS TIED TO THE “SHATTERED KEEPS” THEME.

Bestiario della Notte Eterna
JASON R. FORBUS 2019-04-26
CHE TU SIA UN NEOFITA O UN VETERANO DELL’AVVENTURA, POCO IMPORTA: I 22 MOSTRI INEDITI CHE COMPONGONO IL BESTIARIO DELLA NOTTE ETERNA RISERVANO SORPRESE A OGNI GIOCATORE IN CERCA DI NUOVI BRIVIDI. SEI UN DUNGEON MASTER STANCO DI GIOCATORI CHE CONOSCONO VITA, MORTE E MIRACOLI DELLE CREATURE DEL MANUALE DEI MOSTRI? FORSE SEI IN CERCA D’ISPIRAZIONE PER MOVIMENTARE UN PO’ I COMBATTIMENTI? QUESTO MANUALE È L’ASSO NELLA MANICA CHE STAVI CERCANDO. IDEATO PER L’AMBIENTAZIONE LA NOTTE ETERNA, IL BESTIARIO SI ADATTA A QUALSIASI AMBIENTAZIONE DUNGEONS&DRAGONS 5.0 EDIZIONE. ARMATEVI DI DADI E SCENDETE SUL CAMPO DI BATTAGLIA: LA GLORIA VI ATTENDE!

Monster Manual IV
GWENDOLYN F. M. KESTREL 2006
SUITABLE FOR ANY DUNGEONS & DRAGONS(GAME, THIS INDISPENSABLE RESOURCE CONTAINS INFORMATION ABOUT NEW MONSTERS, EACH ONE ILLUSTRATED AND ACCOMPANIED BY A NEW STAT BLOCK.

Dungeons & Dragons Spellbook Cards: Monsters 6-16 (D&D Accessory)
WIZARDS RPG TEAM 2019-02-05
MONSTERS EXIST AT THE HEART OF EVERY GAME OF DUNGEONS & DRAGONS, AND MONSTER CARDS MAKE ACCESSING THE INFORMATION CONTAINED IN THE MONSTER MANUAL EASIER THAN EVER. QUICKLY ORGANIZE THE CREATURES YOUR PLAYERS MIGHT MEET IN YOUR NEXT GAME AND AVOID DISRUPTION DURING THAT CRITICAL ENCOUNTER. MONSTER CARDS ARE A FANTASTIC WAY TO KEEP THE GAME MOVING, AS WELL AS TO PROVIDE A CHALLENGE TO ADVENTURERS BOTH NEW AND EXPERIENCED. - CONTAINS 74 DURABLE, LAMINATED CARDS FOR A RANGE OF DEADLY MONSTERS FROM THE D&D MONSTER MANUAL WITH A CHALLENGE RATING FROM 6 - 16. - OFFICIAL GAME STATISTICS PROVIDED ON ONE SIDE, AND EVOCATIVE ART OF THE ITEM ON THE OTHER. - THE PERFECT TOOL TO HELP DUNGEON MASTERS MANAGE AND REFERENCE THEIR MENAGERIE DURING PLAY. - SPECIAL DOUBLE-SIZED CARDS FEATURING MORE POWERFUL OR COMPLEX CREATURES.

I MITI DI CTHULHU PER D&D
SANDY PETERSEN 2019

School Supply Vocabulary in Context Workbook Grade 3
STECK-VAUGHN 2011-09-12
THESE WORKBOOKS OFFER ACTIVITIES FOR ENHANCING THE VOCABULARY DEVELOPMENT OF STUDENTS FOR GRADES 2-9. THEY PROVIDE CONTEXTUALIZED VOCABULARY PRACTICE AND HELP STUDENTS UNDERSTAND CONCEPTS ALIGNING WITH COMMON CORE LANGUAGE STANDARDS FOR VOCABULARY ACQUISITION AND USE.

MANUAL OF THE PLANES
JEFF GRUBB 2001
VISIT NEW DIMENSIONS THE MOST POWERFUL ADVENTURERS KNOW THAT GREAT REWARDS--AND GREAT PERILS--AWAIT THEM BEYOND THE WORLD THEY CALL HOME. FROM THE DEPTHS OF HELL TO THE HEIGHTS OF MOUNT CELESTIA, FROM THE CLOCKWORK WORLD OF MECHANUS TO THE SWIRLING CHAOS OF LIMBO, THESE STRANGE AND TERRIFYING DIMENSIONS PROVIDE NEW CHALLENGES TO ADVENTURERS WHO TRAVEL THERE. MANUAL OF THE PLANES IS YOUR GUIDEBOOK ON A TOUR OF THE MULTIVERSE. THIS SUPPLEMENT FOR THE D&D GAME PROVIDES EVERYTHING YOU NEED TO KNOW BEFORE YOU VISIT OTHER PLANES OF EXISTENCE. INCLUDED ARE NEW PRESTIGE CLASSES, SPELLS, MONSTERS, AND MAGIC ITEMS. ALONG WITH DESCRIPTIONS OF DOZENS OF NEW DIMENSIONS, MANUAL OF THE PLANES INCLUDES RULES FOR CREATING YOUR OWN PLANES. TO USE THIS SUPPLEMENT, A DUNGEON MASTER ALSO NEEDS THE PLAYER’S HANDBOOK, THE DUNGEON MASTER’S GUIDE, AND THE MONSTER MANUAL. A PLAYER NEEDS ONLY THE PLAYER’S HANDBOOK.

LA NOTTE ETERNA QUICK START GUIDE
JASON R. FORBUS 2021-04-08
QUESTA PICCOLA GUIDA VI FORNIRÀ GLI ELEMENTI ESSENZIALI PER INIZIARE LE VOSTRE AVVENTURE NE “LA NOTTE ETERNA”, AMBIENTAZIONE PER DUNGEONS&DRAGONS 5.0 EDIZIONE. CONSULTATE LANOTTETERNA.BLOGSPOT.IT PER SCOPRIRE TUTTE LE USCITE LE NOVITÀ.

Weapons of Legacy
BRUCE R. CORDELL 2005
THE ULTIMATE GUIDE TO MAGIC ITEMSSPECIALLY WEAPONSOF HIGH HERITAGE. WEAPONS OF LEGACY PROVIDES A WEALTH OF INFORMATION ON MAGICAL WEAPONS WITH RICH HISTORIES. THE BOOK INCLUDES NEW PRE-DEFINED WEAPONS, OUTLINING THEIR NAMES, HISTORY, POWERS, STATS, NECESSARY RITUALS FOR UNLOCKING THEIR POWERS, AND ADVENTURE HOOKS. HOW THE WEAPONS CAN GAIN POWER IS DISCUSSED, AS WELL AS THE FEATS WITH WHICH THEY MIGHT BE USED. ALSO INCLUDED ARE DISCUSSIONS OF OTHER MAGIC ITEMS SUCH AS MAGIC ARMOR, RINGS, AND STAVES. AUTHOR BIO: BRUCE R. CORDELL, AN ORIGINSAWARD-WINNING AUTHOR, HAS DESIGNED OVER 30 GAME TITLES, INCLUDING THEEXPANDED PSIONICS HANDBOOK. HE ALSO CO-AUTHORED SANDBORM,LIBRIS MORTIS: THE BOOK OF UNDEAD,PLANAR HANDBOOK,EPIC LEVEL HANDBOOK, ANDUNDERDARK. KOLJA RAVENLIQUETTE IS BEST KNOWN FOR AUTHORIZING THE WAKING LANDS WEB SITE. HE HAS ALSO PUBLISHED ARTICLES INDRAGON MAGAZINE. TRAVIS STOUT IS A FRELANCE DESIGNER WHO HAS WRITTEN SEVERAL ARTICLES FOR DRAGON MAGAZINE AND WHOSE PREVIOUS DESIGN CREDITS INCLUDELOST EMPIRES OF FAERUN AND THEPLAYER’S GUIDE TO FAERUN.

WIZARDS & SPELLS (DUNGEONS & DRAGONS)
JIM ZUR 2020-03-10
AN IMMERSIVE ILLUSTRATED PRIMER TO THE ENCHANTED BEINGS, MAGIC USERS, AND SPELLS OF DUNGEONS & DRAGONS, THE LEADING FANTASY ROLE-PLAYING GAME. THIS ILLUSTRATED GUIDE TRANSPORTS NEW PLAYERS TO THE MAGICAL WORLD OF DUNGEONS & DRAGONS AND PRESENTS A ONE-OF-A-KIND COURSE ON THE WIZARDS, SORCERERS, AND OTHER MAGIC-MAKERS FOR WHICH THE GAME IS KNOWN. FEATURING EASY-TO-FOLLOW AND ENTERTAINING EXPLANATIONS OF HOW SPELLS ARE CREATED AND USED IN THE GAME, ALONG WITH ORIGINAL ILLUSTRATIONS OF THE GAME’S ESSENTIAL MAGICAL CHARACTERS, THIS BOOK SHINES A SPOTLIGHT ON THE MYSTICAL SIDE OF D&D. THE PERFECT JUMPING-ON POINT FOR YOUNG FANS OF FANTASY LOOKING TO GIVE D&D A TRY, WIZARDS AND SPELLS ALSO FEATURES PROMPTS TO ENCOURAGE CREATIVE PROBLEM-SOLVING SKILLS IN THE DANGEROUS SITUATIONS THAT MAY BE ENCOUNTERED IN A DUNGEONS & DRAGONS ADVENTURE.

DUNGEONS & DRAGONS. MANUALE DEI MOSTRI 2010

D&D DUNGEON MASTERS SCREEN: DUNGEON KIT (DUNGEONS & DRAGONS DM ACCESSORIES)

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-DELIVING.
DUNGEONS & DRAGONS 100 POSTCARDS
OFFICIAL DUNGEONS & DRAGONS 2021
COMPLETE ARCAINE
RICHARD BAKER 2004
“COMPLETE ARCAINE” PROVIDES DUNGEONS & DRAGONS PLAYERS WITH AN IN-DEPTH LOOK AT HOW TO ACCESS TRADITIONAL ARCAINE MAGIC AND USE THAT POWER TO A CHARACTER’S ADVANTAGE.
DUNGEONS & DRAGONS MONSTER MANUAL
WIZARDS OF THE COAST, INC 2003
REVISED VERSIONS OF THE PHENOMENALLY SUCCESSFUL DUNGEONS & DRAGONS CORE RULEBOOKS. WIZARDS RPG TEAM 2014-08-19
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 CO-AUTHOR 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 LITTLER 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.

STRANGER THINGS: WORLDS TURNED UPSIDE DOWN
GINA MCINTYRE 2018-10-30
NEW YORK TIMES BESTSELLER * THE OFFICIAL BEHIND-THE-SCENES COMPANION GUIDE TO THE FIRST TWO SEASONS AND BEYOND, FEATURING EXCLUSIVE PHOTOS AND STUNNING CONCEPT ART. STRANGER THINGS HAVE HAPPENED. . . . WHEN THE FIRST SEASON OF STRANGER THINGS DEBUTED ON NETFLIX IN THE SUMMER OF 2016, THE SHOW STRUCK A NERVE WITH MILLIONS OF VIEWERS WORLDWIDE AND RECEIVED BROAD CRITICAL ACCLAIM. THE SERIES HAS GONE ON TO WIN SIX EMMY AWARDS, BUT THE ITS SUCCESS WAS DRIVEN MORE THAN ANYTHING BY WORD OF MOUTH, RESONATING ACROSS GENERATIONS. VIEWERS FEEL PERSONAL CONNECTIONS TO THE CHARACTERS. NOW FANS CAN IMPERSE THEMSELVES IN THE WORLD—OR WORLDS—OF HAWKINS, INDIANA, LIKE NEVER BEFORE. INSIDE YOU’LL FIND * ORIGINAL COMMENTARY AND A FOREWORD FROM CREATORS MATT AND ROSS DUFFER * EXCLUSIVE INTERVIEWS WITH THE STARS OF THE SHOW, INCLUDING MILLIE BOBBY BROWN, FINN WOLFHARD, AND DAVID HARBOUR * THE SHOW’S EARLIEST DRAFTS, PITCHES TO NETFLIX, AND CASTING CALLS * INSIGHTS INTO THE DUFFER’S CREATIVE PROCESS FROM THE ENTIRE CREW—FROM COSTUME AND SET DESIGNERS TO COMPOSERS AND VISUAL-EFFECTS SPECIALISTS * DEEP DIVES INTO THE CULTURAL ARTIFACTS AND REFERENCES THAT INSPIRED THE LOOK AND FEEL OF THE SHOW * A MAP OF EVERYDAY HAWKINS—WITH CLUES CHARTING THE NETWORK OF THE UPSIDE DOWN * A DIGITAL COPY OF THE MORSE CODE DISK ELEVEN USES, SO YOU CAN DECIPHER SECRET MESSAGES EMBEDDED THROUGHOUT THE TEXT * A LOOK INTO THE FUTURE OF THE SERIES—INCLUDING A SNEAK PREVIEW OF SEASON THREE! ADDING WHOLE NEW LAYERS TO ENRICH THE VIEWING EXPERIENCE, THIS KEEPSAKE IS ESSENTIAL READING FOR ANYONE AND EVERYONE WHO LOVES STRANGER THINGS.
NED: THE BOOK OF HOLDING 2019
JASON R. FORBUS 2021-08-25
QUESTA GUIDA VI FORNIRÀ GLI ELEMENTI ESSENZIALI PER INIZIARE LE VOSTRE AVVENTURE NE “LA NOTTE ETERNA”, AMBIENTAZIONE PER DUNGEONS&DRAGONS 5A EDIZIONE. ALL’INTERNO DELLA QSG TROVERAI IL LINK PER SCARICARE: SCHEDA DEL GIOCATORE E 1 BATTLE MAP A COLORI

MANUALE DEL BIANCO E NERO ANALOGICO
NICOLA FOCCI
IO E SIMON: UN RACCONTO DI FORMAZIONE D’AMORE
GAY MAXWELL CARLSEN 2020-12-16
IL QUINDICENNE JAYDEN SA PER CERTO DI ESSERE GAY. DA QUANDO SI È TRASFERITO NELLO STATO DI NEW YORK, SI È INNAMORATO PERSO DI SIMON, UN BEL RAGAZZO DAI CAPELLI SCURI E DAGLI OCCHI AZZURRI CHE GLI VIVE PROPRIO ACCANTO. COSA SUCCEDA QUANDO JAYDEN ORGANIZZA UN PIGIAMA PARTY NELL’ APPARTATA CASA SULL’ALBERO DEL SOO CORTLE?

DUNGEONS & DRAGONS. MANUALE DEI MOSTRI. MANUALE BASE III v.3.5
GARY GYGAX E. 2003

DRAGON COMPENDIUM
MIKE MCARTOR 2006-10-01
FOR THREE DECADES, DRAGON MAGAZINE HAS BEEN THE OFFICIAL MONTHLY RESOURCE FOR DUNGEONS & DRAGONS PLAYERS. MANY MONSTER, CLASSES AND EVEN CAMPAIGN SETTINGS THAT HAVE GONE ON TO DEFINE THE MODERN GAME FIRST APPEARED IN DRAGON’S PAGES, AND A HISTORY OF THE MAGAZINE IS A HISTORY OF THE GAME ITSELF. THE DRAGON COMPENDIUM COLLECTS THE MOST POPULAR CLASSIC ARTICLES FROM THROUGHOUT DRAGON MAGAZINE’S PROUD HISTORY, ALL UPDATED TO THE CURRENT EDITION OF THE D&D RULES. SELECTED WITH THE INPUT OF CURRENT AND FORMER EDITORS AND D&D FANS ACROSS THE WORLD, THE ARTICLES IN THIS 256-PAGE VOLUME ARE PROVEN FAVORITES-MATERIAL YOU WILL WANT TO REFERENCE AGAIN AND AGAIN. FROM NEW D&D PUBLISHER PAIZO PUBLISHING!

BLUE ROSE: THE AGE RPG OF ROMANTIC FANTASY
JEREMY CRAWFORD 2017-05-09
ALDIS, THE KINGDOM OF THE BLUE ROSE, SHINES AS A NEW LIGHT FOLLOWING THE DARK AGE OF THE SORCERER KINGS. NOW, ENVOYS OF THE SOVERIGN’S FINEST STRIVE TO PROTECT ALDIS. AIDED BY THE RHYDAN - THEIR PSYCHIC ANIMAL ALLIES - THE CHAMPIONS OF THE BLUE ROSE GUARD THE LIGHT AGAINST THE POWER OF THE SHADOW. THIS BOOK GIVES YOU EVERYTHING YOU NEED TO PLAY.

SCOURGE OF THE HOWLING HORDE
GWENDOLYN F. M. KESTREL 2006
A NEW D&D ADVENTURE FOR FIRST-LEVEL CHARACTERS. SCOURGE OF THE HOWLING HORDE IS A D&D ADVENTURE FOR FIRST-LEVEL CHARACTERS THAT PITS HEROES AGAINST A MENACING TRIBE OF GOBLINS AND THEIR MONSTROUS ALLIES. IT SHOWCASES A NEW ENCOUNTER FORMAT DESIGNED TO HELP DUNGEON MASTERS RUN MEMORABLE ENCOUNTERS MORE EASILY. IT ALSO INCLUDES SIDEBARS THAT CONTAIN USEFUL ADVICE SUCH AS DIFFERENCES WHEN RUNNING THE ADVENTURE FOR NEW PLAYERS OR FOR SEASONED PLAYERS. AUTHOR INFORMATION
GWENDOLYN F.M. KESTREL WORKS FOR ROLEPLAYING GAMES R&D AT WIZARDS OF THE COAST. HER PREVIOUS DESIGN CREDITS INCLUDE RACES OF THE DRAGON AND FANTASTIC LOCATIONS: FANE OF THE DROW.

ADVANCED DUNGEONS & DRAGONS, PLAYERS HANDBOOK
GARY GYGAX 1978
PRESENTS AN INTRODUCTION TO DUNGEONS AND DRAGONS WITH INFORMATION ON THE RULES, CHARACTERS, WEAPONS AND GEAR, AND GAME ETIQUETTE.

THE GAME MASTER’S BOOK OF RANDOM ENCOUNTERS
JEFF ASHWORTH 2020-09-15
FOR MANY TABLETOP RPG PLAYERS, THE JOY OF AN IN-DEPTH GAME IS THAT ANYTHING CAN HAPPEN. TYPICAL ADVENTURE MODULES INCLUDE A MAP OF THE ADVENTURE’S PRIMARY LOCATION, BUT EVERY OTHER LOCATION?WHETHER IT’S A WOODLAND CLEARING, A RANDOM APOTHECARY OR THE DEPTHS OF A TEMPLE PLAYERS ELECT TO EXPLORE?HAS TO BE IMPROVISED ON THE FLY BY THE GAME MASTER. AS EVERY GM KNOWS, NO MATTER HOW MANY STORY HOOKS, MAPS OR NPCS YOU PAINSTAKINGLY CREATE DURING SESSION PREP, YOUR BEST-LAID PLANS ARE OFTEN FOILED BY YOUR PLAYERS’ WHIMS, EXTREME SKILL CHECK SUCCESSSES (OR CRITICAL FAILS) OR THEIR PLAYFUL REFUSAL TO STAY ON TASK. IN A GAME PACKED WITH INFINITE POSSIBILITIES, WHAT ARE GMs SUPPOSED TO DO WHEN THEIR PLAYERS CHOOSE THOSE FOR WHICH THEY’RE NOT PREPARED? THE GAME MASTER’S BOOK OF RANDOM ENCOUNTERS PROVIDES AN UNSPEATABLE SOLUTION. THIS MASSIVE TOME IS DIVIDED INTO LOCATION CATEGORIES, EACH OF WHICH CAN STAND ALONE AS A SMALL STOP AS PART OF A LARGER CAMPAIGN. AS AN EXAMPLE, THE “Taverns, Inns, Shops & Guild Halls” section includes maps for 19 unique spaces, as well as multiple encounter tables designed to help GMs fill in the sights, sounds, smells and proprietors of a given location, allowing for each location in the book to be augmented and populated on the fly while still ensuring memorable moments for all your players. Each map is presented at scale on grid, enabling GMs to determine exactly where all of the characters are in relation to one another and anyone (or anything) else in the space, critical information should any combat or other movement-based action occur. Perhaps more useful than its nearly 100 maps, the book’s one-shot generator features all the story hooks necessary for GMs to use these maps as part of an interconnected and contained adventure. Featuring eight unique campaign drivers that lead players through several of the book’s provided maps, the random tables associated with each stage in the adventure allow for nearly three million different outcomes, making The Game Master’s Book of Random Encounters an incredible investment for any would-be GM. The book also includes a Random NPC Generator to help you create intriguing characters your players will love (or love to hate), as well as a Party Makeup Maker for establishing connections among your PCs so you can weave together a disparate group of adventurers with just a few dice rolls. Locations include taverns, temples, inns, animal/creature lairs, gathhouses, courts, ships, laboratories and more, with adventure hooks that run the gamut from frantic rooftop chases to deep cellar dungeon-crawls, with a total of 97 maps, more than 150 tables and mllions of possible adventures. No matter where your players end up, they’ll have someone or something to persuade or deceive, impress or destroy. As always, the choice is theirs. But no matter what they choose, with The Game Master’s Book of Random Encounters, you’ll be ready.

DUNGEON MASTER’S GUIDE
MONTE COOK 2000
SHOWS THE READER HOW TO BE A DUNGEON MASTER.

HEROES OF HORROR
JAMES WYATT 2005
THE ESSENTIAL HANDBOOK INTEGRATING FEAR AND HORROR INTO D&D PLAY, THIS GUIDE PROVIDES EVERYTHING DUNGEON MASTERS NEED TO RUN A HORROR-ORIENTED CAMPAIGN OR INTEGRATE ELEMENTS OF CREEPINESS AND TENSION INTO THEIR EXISTING CAMPAIGNS.

CHAMPIONS OF VALOR
THOMAS M. REID 2005
EVERYTHING A PLAYER NEEDS TO KNOW TO PLAY TRULY HEROIC CHARACTERS IN THE FORGOTTEN REALMS SETTING. CHAMPIONS OF VALOR IS A COMPREHENSIVE GUIDE TO PLAYING VALIANT HEROES IN THE FORGOTTEN REALMS SETTING. THE COUNTERPART TO CHAMPIONS OF RUIN, CHAMPIONS OF VALOR COVERS WHAT IT MEANS TO BE VALOROUS IN THE REALMS. THE BOOK DESCRIBES SEVERAL GOOD-ALIGNED GUILDS AND ORGANIZATIONS THAT CHARACTERS CAN JOIN, AS WELL AS THE BENEFITS FOR DOING SO. IN ADDITION, THE BOOK PRESENTS AN ARRAY OF NEW SPELLS, FEATS, AND PRESTIGE CLASSES APPROPRIATE FOR HEROES OF VALOR, AND OPENS UP NEW OPPORTUNITIES FOR ADVENTURE, FAME, AND GLORY FOR TRULY HEROIC CHARACTERS.

DUNGEONS & DRAGONS PLAYER’S HANDBOOK (CORE RULEBOOK, D&D ROLEPLAYING GAME)

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-DELIVING.
DUNGEONS & DRAGONS 100 POSTCARDS
OFFICIAL DUNGEONS & DRAGONS 2021
COMPLETE ARCAINE
RICHARD BAKER 2004
“COMPLETE ARCAINE” PROVIDES DUNGEONS & DRAGONS PLAYERS WITH AN IN-DEPTH LOOK AT HOW TO ACCESS TRADITIONAL ARCAINE MAGIC AND USE THAT POWER TO A CHARACTER’S ADVANTAGE.
DUNGEONS & DRAGONS MONSTER MANUAL
WIZARDS OF THE COAST, INC 2003
REVISED VERSIONS OF THE PHENOMENALLY SUCCESSFUL DUNGEONS & DRAGONS CORE RULEBOOKS. WIZARDS RPG TEAM 2014-08-19
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 CO-AUTHOR 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 LITTLER 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.

STRANGER THINGS: WORLDS TURNED UPSIDE DOWN
GINA MCINTYRE 2018-10-30
NEW YORK TIMES BESTSELLER * THE OFFICIAL BEHIND-THE-SCENES COMPANION GUIDE TO THE FIRST TWO SEASONS AND BEYOND, FEATURING EXCLUSIVE PHOTOS AND STUNNING CONCEPT ART. STRANGER THINGS HAVE HAPPENED. . . . WHEN THE FIRST SEASON OF STRANGER THINGS DEBUTED ON NETFLIX IN THE SUMMER OF 2016, THE SHOW STRUCK A NERVE WITH MILLIONS OF VIEWERS WORLDWIDE AND RECEIVED BROAD CRITICAL ACCLAIM. THE SERIES HAS GONE ON TO WIN SIX EMMY AWARDS, BUT THE ITS SUCCESS WAS DRIVEN MORE THAN ANYTHING BY WORD OF MOUTH, RESONATING ACROSS GENERATIONS. VIEWERS FEEL PERSONAL CONNECTIONS TO THE CHARACTERS. NOW FANS CAN IMPERSE THEMSELVES IN THE WORLD—OR WORLDS—OF HAWKINS, INDIANA, LIKE NEVER BEFORE. INSIDE YOU’LL FIND * ORIGINAL COMMENTARY AND A FOREWORD FROM CREATORS MATT AND ROSS DUFFER * EXCLUSIVE INTERVIEWS WITH THE STARS OF THE SHOW, INCLUDING MILLIE BOBBY BROWN, FINN WOLFHARD, AND DAVID HARBOUR * THE SHOW’S EARLIEST DRAFTS, PITCHES TO NETFLIX, AND CASTING CALLS * INSIGHTS INTO THE DUFFER’S CREATIVE PROCESS FROM THE ENTIRE CREW—FROM COSTUME AND SET DESIGNERS TO COMPOSERS AND VISUAL-EFFECTS SPECIALISTS * DEEP DIVES INTO THE CULTURAL ARTIFACTS AND REFERENCES THAT INSPIRED THE LOOK AND FEEL OF THE SHOW * A MAP OF EVERYDAY HAWKINS—WITH CLUES CHARTING THE NETWORK OF THE UPSIDE DOWN * A DIGITAL COPY OF THE MORSE CODE DISK ELEVEN USES, SO YOU CAN DECIPHER SECRET MESSAGES EMBEDDED THROUGHOUT THE TEXT * A LOOK INTO THE FUTURE OF THE SERIES—INCLUDING A SNEAK PREVIEW OF SEASON THREE! ADDING WHOLE NEW LAYERS TO ENRICH THE VIEWING EXPERIENCE, THIS KEEPSAKE IS ESSENTIAL READING FOR ANYONE AND EVERYONE WHO LOVES STRANGER THINGS.
NED: THE BOOK OF HOLDING 2019
JASON R. FORBUS 2021-08-25
QUESTA GUIDA VI FORNIRÀ GLI ELEMENTI ESSENZIALI PER INIZIARE LE VOSTRE AVVENTURE NE “LA NOTTE ETERNA”, AMBIENTAZIONE PER DUNGEONS&DRAGONS 5A EDIZIONE. ALL’INTERNO DELLA QSG TROVERAI IL LINK PER SCARICARE: SCHEDA DEL GIOCATORE E 1 BATTLE MAP A COLORI

MANUALE DEL BIANCO E NERO ANALOGICO
NICOLA FOCCI
IO E SIMON: UN RACCONTO DI FORMAZIONE D’AMORE
GAY MAXWELL CARLSEN 2020-12-16
IL QUINDICENNE JAYDEN SA PER CERTO DI ESSERE GAY. DA QUANDO SI È TRASFERITO NELLO STATO DI NEW YORK, SI È INNAMORATO PERSO DI SIMON, UN BEL RAGAZZO DAI CAPELLI SCURI E DAGLI OCCHI AZZURRI CHE GLI VIVE PROPRIO ACCANTO. COSA SUCCEDA QUANDO JAYDEN ORGANIZZA UN PIGIAMA PARTY NELL’ APPARTATA CASA SULL’ALBERO DEL SOO CORTLE?

DUNGEONS & DRAGONS. MANUALE DEI MOSTRI. MANUALE BASE III v.3.5
GARY GYGAX E. 2003

DRAGON COMPENDIUM
MIKE MCARTOR 2006-10-01
FOR THREE DECADES, DRAGON MAGAZINE HAS BEEN THE OFFICIAL MONTHLY RESOURCE FOR DUNGEONS & DRAGONS PLAYERS. MANY MONSTER, CLASSES AND EVEN CAMPAIGN SETTINGS THAT HAVE GONE ON TO DEFINE THE MODERN GAME FIRST APPEARED IN DRAGON’S PAGES, AND A HISTORY OF THE MAGAZINE IS A HISTORY OF THE GAME ITSELF. THE DRAGON COMPENDIUM COLLECTS THE MOST POPULAR CLASSIC ARTICLES FROM THROUGHOUT DRAGON MAGAZINE’S PROUD HISTORY, ALL UPDATED TO THE CURRENT EDITION OF THE D&D RULES. SELECTED WITH THE INPUT OF CURRENT AND FORMER EDITORS AND D&D FANS ACROSS THE WORLD, THE ARTICLES IN THIS 256-PAGE VOLUME ARE PROVEN FAVORITES-MATERIAL YOU WILL WANT TO REFERENCE AGAIN AND AGAIN. FROM NEW D&D PUBLISHER PAIZO PUBLISHING!

BLUE ROSE: THE AGE RPG OF ROMANTIC FANTASY
JEREMY CRAWFORD 2017-05-09
ALDIS, THE KINGDOM OF THE BLUE ROSE, SHINES AS A NEW LIGHT FOLLOWING THE DARK AGE OF THE SORCERER KINGS. NOW, ENVOYS OF THE SOVERIGN’S FINEST STRIVE TO PROTECT ALDIS. AIDED BY THE RHYDAN - THEIR PSYCHIC ANIMAL ALLIES - THE CHAMPIONS OF THE BLUE ROSE GUARD THE LIGHT AGAINST THE POWER OF THE SHADOW. THIS BOOK GIVES YOU EVERYTHING YOU NEED TO PLAY.

SCOURGE OF THE HOWLING HORDE
GWENDOLYN F. M. KESTREL 2006
A NEW D&D ADVENTURE FOR FIRST-LEVEL CHARACTERS. SCOURGE OF THE HOWLING HORDE IS A D&D ADVENTURE FOR FIRST-LEVEL CHARACTERS THAT PITS HEROES AGAINST A MENACING TRIBE OF GOBLINS AND THEIR MONSTROUS ALLIES. IT SHOWCASES A NEW ENCOUNTER FORMAT DESIGNED TO HELP DUNGEON MASTERS RUN MEMORABLE ENCOUNTERS MORE EASILY. IT ALSO INCLUDES SIDEBARS THAT CONTAIN USEFUL ADVICE SUCH AS DIFFERENCES WHEN RUNNING THE ADVENTURE FOR NEW PLAYERS OR FOR SEASONED PLAYERS. AUTHOR INFORMATION
GWENDOLYN F.M. KESTREL WORKS FOR ROLEPLAYING GAMES R&D AT WIZARDS OF THE COAST. HER PREVIOUS DESIGN CREDITS INCLUDE RACES OF THE DRAGON AND FANTASTIC LOCATIONS: FANE OF THE DROW.

ADVANCED DUNGEONS & DRAGONS, PLAYERS HANDBOOK
GARY GYGAX 1978
PRESENTS AN INTRODUCTION TO DUNGEONS AND DRAGONS WITH INFORMATION ON THE RULES, CHARACTERS, WEAPONS AND GEAR, AND GAME ETIQUETTE.

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