

Dungeons Dragons Tactical Maps Reincarnated D D Ac

Treasure Maps
 Dungeons & Dragons, Players Manual
 Special Edition Dungeon Master's Guide
 D&d Wild Beyond the Witchlight: A Feywild Adventure Accessory Kit
 Spellbook Cards: Xanathar's
 Pathfinder City of Lost Omens Poster Map Folio
 Starfinder
 Spellbook Cards: Arcane
 The Worldbuilder's Journal of Legendary Adventures (Dungeons & Dragons)
 DUNGEONS & DRAGONS
 Dungeons & Dragons Dungeon Master's Guide (Core Rulebook, D&D Roleplaying Game)
 Original Adventures Reincarnated #1 - Into the Borderlands
 Spellbook Cards: Martial
 Dungeons and Dragons Divine Chambers Dungeon Maps for Game Masters Vol 1
 Dungeons & Dragons Spellbook Cards: Monsters 6-16 (D&D Accessory)
 D&D DUNGEON TILES REINCARNATED: WILDERNESS
 Vaults of the Underdark - Map Pack
 Map Folio II
 Bestiary Notebook Set
 Dungeon Tiles Master Set - the Wilderness
 Dungeons & Dragons Starter Set (Six Dice, Five Ready-to-Play D&D Characters With Character Sheets, a Rulebook, and One Adventure)
 Stormwrack
 Dungeons & Dragons Spellbook Cards: Monsters 0-5 (D&D Accessory)
 Karma Cards
 Dungeon Maps for Game Master
 Darksword Adventures
 The Demonplague
 Vor Rukoth
 Original Adventures Reincarnated #4 - The Lost City
 Starfinder Adventure Path: Planetfall (Horizons of the Vast 1 Of 6)
 Dungeons & Dragons Monster Manual (Core Rulebook, D&D Roleplaying Game)
 Pathfinder Player Character Pawn Collection
 D&D Adventure Grid

Dungeons Dragons Tactical Maps Reincarnated D D Ac

Downloaded from hl.uconnect.hi.u.edu, by guest

LOGAN JADON

Treasure Maps National Geographic Books

This is a collection of maps for use in the Dungeons and Dragons role playing game. The maps are fully compatible with the Player's Handbook and the Dungeon Master's Guide. Features: ✓ 100 Unique Maps (Different Sizes) ✓ High Quality ✓ Background Story for each Map ✓ Creative and New ✓ Great as a gift to play with Friends

Dungeons & Dragons, Players Manual Independently Published

A perceptive guide to the future that is guaranteed to entertain, amuse, and enlighten. Shuffle the cards, pick one from each of three decks representing the Planets, Signs, and Houses, place them side by side, and read across to get answers to questions about future love, career, and financial moves. 36 shrinkwrapped cards with comprehensive instruction booklet.

Special Edition Dungeon Master's Guide Sterling

Breathe life into your tabletop Dungeons & Dragons® game with these full color dungeon tiles. Infinitely expandable and easy to set up, these dungeon tiles allow you to create the adventures you want to play. This box contains 16 durable, double-sided, fully illustrated tile sheets, featuring grasslands, ruins, sandy beaches, and other terrain elements that Dungeon Masters can use to build exciting encounters. Use these tiles to make fantastic wilderness maps to enhance your tabletop roleplaying game experience. For use with the Dungeons & Dragons Fantasy Roleplaying Game. *D&d Wild Beyond the Witchlight: A Feywild Adventure Accessory Kit* National Geographic Books

Show off your character with the Player Character Pawn Collection, featuring more than 200 pawns for use with Pathfinder Second Edition or any tabletop fantasy RPG! Printed on sturdy cardstock, each pawn presents a beautiful full-color image to represent a wide variety of player characters! Each cardstock pawn slots into a size-appropriate plastic base from any of the Bestiary Box collections or the Pathfinder Pawns Base Assortment, making the pawns easy to mix with traditional metal or plastic miniatures. There's one pawn for every combination of ancestry and class from the

Core Rulebook. This product also supports the Advanced Player's Guide, with a selection of pawns for every new ancestry in that book, a pawn for each archetype, as well as a pawn for every combination of Core Rulebook ancestry and Advanced Player's Guide class. You'll also find a selection of pawns for the ancestries in Lost Omens Character Guide, as well as multiple familiars and animal companions! The player characters of the Pathfinder Core Rulebook and Advanced Player's Guide come to life on your tabletop! Each has its own abbreviation and identification number for easy sorting. The Pathfinder Player Character Pawn Collection includes: Ancestry/Class combinations Aasimar Champion Aasimar Cleric Aasimar Monk Aasimar Oracle Aasimar Swashbuckler Catfolk Fighter Catfolk Investigator Catfolk Rogue Catfolk Swashbuckler Catfolk Wizard Changeling Barbarian Changeling Druid Changeling Fighter Changeling Rogue Changeling Witch Dhampir Fighter Dhampir Investigator Dhampir Rogue Dhampir Sorcerer Dhampir Wizard Duskwalker Cleric Duskwalker Fighter Duskwalker Investigator Duskwalker Ranger Duskwalker Sorcerer Dwarf Alchemist Dwarf Barbarian Dwarf Bard Dwarf Champion Dwarf Cleric Dwarf Druid Dwarf Fighter Dwarf Investigator Dwarf Monk Dwarf Oracle Dwarf Ranger Dwarf Rogue Dwarf Sorcerer Dwarf Swashbuckler Dwarf Witch Dwarf Wizard Elf Alchemist Elf Barbarian Elf Bard Elf Champion Elf Cleric Elf Druid Elf Fighter Elf Investigator Elf Monk Elf Oracle Elf Ranger Elf Rogue Elf Sorcerer Elf Swashbuckler Elf Witch Elf Wizard Gnome Alchemist Gnome Barbarian Gnome Bard Gnome Champion Gnome Cleric Gnome Druid Gnome Fighter Gnome Investigator Gnome Monk Gnome Oracle Gnome Ranger Gnome Rogue Gnome Sorcerer Gnome Swashbuckler Gnome Witch Gnome Wizard Goblin Alchemist Goblin Barbarian Goblin Bard Goblin Champion Goblin Cleric Goblin Druid Goblin Fighter Goblin Investigator Goblin Monk Goblin Oracle Goblin Ranger Goblin Rogue Goblin Sorcerer Goblin Swashbuckler Goblin Witch Goblin Wizard Half-Elf Alchemist Half-Elf Barbarian Half-Elf Bard Half-Elf Champion Half-Elf Cleric Half-Elf Druid Half-Elf Fighter Half-Elf Investigator Half-Elf Monk Half-Elf Oracle Half-Elf Ranger Half-Elf Rogue Half-Elf Sorcerer Half-Elf Swashbuckler Half-Elf Witch Half-Elf Wizard Half-Orc Alchemist Half-Orc Barbarian Half-Orc Bard Half-Orc Champion Half-Orc Cleric Half-Orc Druid Half-Orc Fighter Half-Orc Investigator Half-Orc Monk Half-Orc Oracle Half-Orc Ranger Half-Orc Rogue Half-Orc Sorcerer Half-Orc Swashbuckler Half-Orc Witch Half-Orc Wizard Halfling Alchemist Halfling Barbarian Halfling Bard Halfling Cleric Halfling Druid Halfling Fighter Halfling Investigator Halfling Monk Halfling Oracle Halfling Ranger Halfling Rogue Halfling Sorcerer Halfling Swashbuckler Halfling Witch Halfling Wizard Hobgoblin Alchemist Hobgoblin Fighter Hobgoblin Witch Human Alchemist Human Alchemist Human Barbarian Human Barbarian Human Barbarian Human Bard Human Bard Human Champion Human

Champion Human Champion Human Cleric Human Cleric Human Druid Human Druid Human Fighter Human Fighter Human Investigator Human Investigator Human Monk Human Monk Human Monk Human Oracle Human Oracle Human Ranger Human Ranger Human Ranger Human Rogue Human Rogue Human Sorcerer Human Sorcerer Human Swashbuckler Human Swashbuckler Human Witch Human Witch Human Wizard Human Wizard Human Wizard Kobold Alchemist Kobold Cleric Kobold Ranger Kobold Rogue Kobold Sorcerer Leshy Druid Leshy Monk Leshy Ranger Leshy Rogue Lizardfolk Cleric Lizardfolk Fighter Lizardfolk Ranger Lizardfolk Rogue Orc Alchemist Orc Barbarian Orc Fighter Orc Oracle Orc Ranger Ratfolk Alchemist Ratfolk Bard Ratfolk Cleric Ratfolk Investigator Ratfolk Wizard Tengu Bard Tengu Oracle Tengu Rogue Tengu Wizard Tiefling Cleric Tiefling Fighter Tiefling Monk Tiefling Sorcerer Tiefling Witch Archetypes Catfolk Dual-Weapon Disciple Dwarf Sentinel Elf Eldritch Archer Elf Herbalist Elf Shadowdancer Gnome Linguist Gnome Loremaster Goblin Scrounger Half-Elf Acrobat Half-Elf Celebrity Half-Orc Assassin Half-Orc Gladiator Halfling Familiar Master Human Archaeologist Human Archer Human Bastion Human Beastmaster Human Blessed One Human Bounty Hunter Human Cavalier Human Cavalier (Mounted) Human Dandy Human Dragon Disciple Human Duelist Human Horizon Walker Human Marshal Human Martial Artist Human Medic Human Poisoner Human Ritualist Human Scout Human Scroll Trickster Human Vigilante Human Vigilante (Social) Human Viking

Spellbook Cards: Xanathar's Wizards of the Coast

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.

Pathfinder City of Lost Omens Poster Map Folio National Geographic Books

/Margaret Weis and Tracy Hickman An absolutely essential book for all role-players. Very appealing to the hundreds of thousands of kids who have read the novels and want to create gaming scenarios of their own. In addition to its value as a gaming tool, Darksworld Adventures will be of interest to anyone who wants to learn more about the world of the Darksw

Starfinder Clarkson Potter Publishers

Map Packs provide affordable, ready-to-use tactical battle maps for any D&D campaign.

Spellbook Cards: Arcane National Geographic Books

Lost in the sweeping dunes of an expansive desert! Your band, separated from its caravan during a sandstorm, stumbles upon the ancient ruins of a city, mostly buried in the sands. One of the structures, a prominent step pyramid, juts above the sandy wastes, beckoning for exploration. There must be untold riches secluded inside its dusty halls and crypts. But, more importantly, you desperately hope there is water, food, and relief from the unrelenting sun to be found therein. For without those basic necessities, your band will succumb not to some fell beast, but this harsh environment instead. Onward, as all heroes wish to meet their end while swinging a sword or unleashing arcane magic! So, check your weapons, adjust your armor, and inventory your precious remaining food and water supplies. High adventure awaits in the underground chambers and tiers of a pyramid covered by the sands of time. But what of the peculiar masked humans who rule the upper levels of the pyramid? And what of the dark master that rules these humans from the lower levels of the forsaken halls? An adventure inspired by the classic pulp stories such as Robert E. Howard's famous Conan story Red Nails. This tome is an homage to the original dungeon crawl and sandbox setting first explored decades ago as B4: The Lost City. Herein, you will find high-quality scans of the original Basic edition adventure module, plus commentary by a variety of gaming luminaries. This includes an interview with Harold Johnson, the module's original developer, who also discusses his work on playtesting, Dragonlance, and other TSR titles. Also, herein is a full fifth edition conversion of the original adventure as well as brand new additional dungeons, such as the fully developed lower pyramid, additional details on the Lost City itself, and the dreaded Lower Catacombs. Although converted for the most recent edition, this material is presented in a distinct early 1980s style, tone, and presentation. This is the perfect setting for a fully playable fifth edition mini-campaign, starting at 1st level and reaching all the way up 7th level or beyond. Made in the USA.

The Worldbuilder's Journal of Legendary Adventures (Dungeons & Dragons) TSR

A tactical accessory for the world's greatest roleplaying game This sturdy double-sided, grid-lined play surface is ideal for when your DUNGEONS & DRAGONS campaign gets tactical. One side features a stone floor good for dungeon and city encounters alike, while the other features terrain useable for a wide range of rural and wilderness encounters. Additionally, the D&D Adventure Grid folds up for easy transport and storage, and can be used with both wet-erase and dry-erase pens interchangeably. Pens and miniatures not included. The leader in providing contemporary fantasy entertainment, Dungeons & Dragons is the wellspring for the entire modern game industry, digital as well as analog. This newest edition draws from every prior edition to create a universally compelling play experience, and exemplifies the true spirit of a game that holds captive the hearts and minds of millions of players worldwide.

DUNGEONS & DRAGONS National Geographic Books

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 Dungeon Master's Guide (Core Rulebook, D&D Roleplaying Game) Goodman Games

With the discovery of an uncharted, resource-rich, and uninhabited planet in the Vast, several factions begin a joint settlement effort, and the heroes are given the chance to be the scouts and administrators of one such charter. As they explore the surrounding wilderness and grow their new settlement, they must contend with all manner of problems, from wild animal attacks to dissatisfied settlers. And the planet holds mysteries beyond counting "Planetfall" is a Starfinder Roleplaying Game adventure for four 1st-level characters. This adventure begins the Horizons of the Vast Adventure Path, a six-part, monthly campaign in which the heroes are at the forefront of exploring and charting a world filled with mystery. This volume also includes a new system for expanding a fledgling settlement on a new planet, a player's guide, and a selection of strange alien creatures. Each monthly full-color softcover Starfinder Adventure Path volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweeping scale and epic challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more

Original Adventures Reincarnated #1 - Into the Borderlands National Geographic Books

Hurl Spells Faster than Ever Before with this Invaluable Accessory from Wizards of the Coast and GaleForce 9 The Spellbook cards are an invaluable resource for both players and Dungeon Masters. With these spell details at their fingertips, they can save time, keep the action up, and avoid stalling the game by flipping through books. Each deck contains laminated cards that players and Dungeon Masters can use as a quick reference resource during Dungeon & Dragons tabletop play. There are currently eight decks (each sold separately): Arcane Spell Deck (For any class that utilizes arcane cantrips and spells like wizards and sorcerers), Bard Spell Deck, Cleric Spell Deck, Druid Spell Deck, Paladin Spell Deck, Martial Powers & Races Deck (Includes spell-like racial abilities, Monk and Barbarian spell-like abilities, and fighter maneuvers), Ranger Spell Deck, Xanathar's Guide to Everything Spell Deck (Contains spells found in the D&D supplement, Xanathar's Guide to Everything)

Spellbook Cards: Martial National Geographic Books

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.

Dungeons and Dragons Divine Chambers Dungeon Maps for Game Masters Vol 1 Spectra

This third in a series of beautifully illustrated supplements focuses on play in specific environmental climes, Maelstrom contains rules for sea campaigns and covers land-based D&D campaigns and dungeon adventures.

Dungeons & Dragons Spellbook Cards: Monsters 6-16 (D&D Accessory) National Geographic Books

Sandbox Meets Hexcrawl Meets Epic Storyline. Every millennium, a terrible evil trapped in the heart of the Luna Valley awakens to wipe civilization out -- and the last awakening happened 1,000 years ago.... This time, if the heroes don't stop the evil, more than just the Luna Valley will die.

Welcome to The Demonplague, a rocking campaign that will take your players on a wild adventure rife with intrigue, secrets, and grim sword and sorcery action. With equal parts classic adventure, sandbox, hexcrawl, and old-fashioned dungeon crawl, The Demonplague lets you GM with little prep and at the same time offers your players total freedom and choice. Designed For Game Masters New GMs benefit from a classic linear structure that gradually leads them into the campaign's other styles. The Demonplague adventure comes in four parts, all of which you will get today for a complete campaign experience. Part I: The Frozen Necromancer Part II: The Winter Druid's Legacy Part III: Icefall Part IV: Xancrown's Prison Features A full-length 371 page D&D 5E campaign that takes characters from 1st to 20th level The self-contained Luna Valley setting lets you drop this campaign into any fantasy world without a hitch 21 diabolical new monsters for 5E including new undead and demonic foes 27 new NPCs with complete write-ups for excellent roleplay A fully-stocked village brimming with intrigue Over a dozen dungeon and adventuring sites Two PDF versions included: 2-column for print and 1-column PDF for easier tablet and phone use* PDFs are fully bookmarked and searchable The Story A classic linear adventure core story arc with village intrigue, wilderness exploration, and dungeon mission play A sandbox stage when PCs are tough enough to brave the post-apocalyptic wilderness, letting them choose when and how to engage in story milestones A hexcrawl portion where you can dynamically generate the contents of any hex, letting players roam freely throughout the valley and make amazing discoveries A mega-dungeon finale with an exciting balance of roleplaying and action A player-driven narrative that puts tough choices in front of their characters to determine the direction and outcome of adventures Get the Demonplague today and run an unforgettable campaign for your friends!

D&D DUNGEON TILES REINCARNATED: WILDERNESS National Geographic Books

Hurl Spells Faster than Ever Before with this Invaluable Accessory from Wizards of the Coast and GaleForce 9 The Spellbook cards are an invaluable resource for both players and Dungeon Masters. With these spell details at their fingertips, they can save time, keep the action up, and avoid stalling the game by flipping through books. Each deck contains laminated cards that players and Dungeon Masters can use as a quick reference resource during Dungeon & Dragons tabletop play. There are currently eight decks (each sold separately): Arcane Spell Deck (For any class that utilizes arcane cantrips and spells like wizards and sorcerers), Bard Spell Deck, Cleric Spell Deck, Druid Spell Deck, Paladin Spell Deck, Martial Powers & Races Deck (Includes spell-like racial abilities, Monk and Barbarian spell-like abilities, and fighter maneuvers), Ranger Spell Deck, Xanathar's Guide to Everything Spell Deck (Contains spells found in the D&D supplement, Xanathar's Guide to Everything)

Vaults of the Underdark - Map Pack National Geographic Books

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.

Map Folio II

This four-panel screen is designed to speed up play and reduce the time spent by the Game Master searching through rulebooks.

Bestiary Notebook Set

Fill your Dungeons & Dragons games with deadly monsters from the Monster Manual. The Monster Manual teaches you how to how to fill your Dungeons & Dragons games with monsters—how to populate the game with pesky goblins and mighty dragons for players to battle or beguile, outwit

or outrun. Inside the Monster Manual you'll find more than 150 classic D&D creatures, with vivid illustrations and rich descriptions to help breathe life into your zombies and liches. "...What if I told you about the best book of monsters ever? The 5E Monster Manual just might be the one..."—Ed Grabianowski, io9.Gizmodo.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 Monster Manual is one of the three main Dungeons & Dragons books, along with the Player's Handbook and the Dungeon Master's Guide. It's an essential resource for Dungeon Masters to use in populating any type of challenge they might contrive for their players. • From an angel's wingspan to the vacant eyes of a zombie beholder, the Monster Manual includes more than 150 creatures illustrated in vivid color, with more than 400 quick reference tables to help you bring them to life with ease. • Rich descriptions of each monster help trigger your imagination. From the familiar ("vampires hate sunlight") to the arcane ("what color is the vapor from a gorgon's nose?"), the Monster Manual helps inspire your decisions and keep the game flowing smoothly. • 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.

Dungeon Tiles Master Set - the Wilderness

A loose-leaf folio of maps for use in any Dungeons & Dragons(R) campaign. Taken from maps that have appeared over the years on the D&D website, these ready-to-use maps for the D&D game are now collated into one volume to facilitate use in any campaign. This is the second in a series of folios that will be made available over the next year, each of which will contain 64 maps in a handy pocket folder.