

READ FREE DUNGEONS DRAGONS SPELL CARDS

Spellbook Cards: Arcane

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: Cleric

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Spellbook Cards: Martial

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Spellbook Cards: Bard

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Spellbook Cards: Druid

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Spellbook Cards: Ranger

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Spellbook Cards: Bard

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Spellbook Cards: Xanathar's

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: Paladin

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Spellbook Cards: Martial

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Dungeons & Dragons Spellbook Cards: Monsters 0-5 (D&D Accessory)

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 179 durable, laminated cards for a range of deadly monsters from the D&D Monster Manual with a challenge rating from 0 - 5. - Up-to-date 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.

Wizards & Spells (Dungeons & Dragons)

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.

Magical Spell Cards

Includes cards that are enchanted to help you tap in to the mystical powers of the Universe - and thus enrich your life. This 44-card deck helps you gain insight, grow in strength, and develop your own personal power, which guides you through your daily challenges.

The Monsters Know What They're Doing

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

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

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.

Miniatures Handbook

As with other D&D accessories, this title contains new feats, spells, magic items, and prestige classes, and is one of the few titles that adds new base classes to the D&D realm.

Dungeons and Dragons Spellbook Cards Bundle

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!

Pathfinder Lost Omens

Boasting more than 100,000 copies in print, this indispensable guide has been revised and updated. Silver RavenWolf dishes out tried-and-true Witch wisdom, covering the essentials of Witchcraft. New cover New interior design New edit

D&D Character Sheets

From the author of *The Monsters Know What They're Doing* comes a follow-up strategy guide with **MOAR!** monster tactics for Dungeon Masters playing fifth edition *Dungeons & Dragons*. Keith Ammann's first book based on his popular blog, *The Monsters Know What They're Doing*, unpacks strategies, tactics, and motivations for creatures found in the *Dungeons & Dragons* Monster Manual. Now, in **MOAR! Monsters Know What They're Doing**, he analyzes the likely combat behaviors of more than 100 new enemies found in *Volo's Guide to Monsters* and *Mordenkainen's Tome of Foes*. Your campaign will never be the same!

To Stir a Magick Cauldron

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*!

Encyclopedia Magica

Explore a wealth of peril and personalities in this campaign book for the world's greatest roleplaying game, *Dungeons & Dragons*. *Acquisitions Incorporated* is a different flavor of *Dungeons & Dragons*. A fifth edition *D&D* book created in partnership with Penny Arcade Inc. and inspired by the podcast and web series, this book is full of madcap heists, hilarious moments, and all the ingredients you need to include the adventurers of *Acquisitions Incorporated* in your own fifth edition *D&D* campaign. • Start up your own *Acquisitions Incorporated* franchise in the *Forgotten Realms* or anywhere in the multiverse. • Live out your fantasy of climbing the corporate ladder of the most notorious retrieval agency in the *Forgotten Realms*—*Acquisitions Incorporated*. • The 224-page book will give *Dungeon Masters* and players plenty of bits to play a *D&D* fifth edition game just as if you were on stage with the crew at PAX! New backgrounds, character options, franchise information and more. • You'll also find an adventure that will take characters from levels 1 through 6, establishing your party's claim on a world they've just begun to explore—and to strip-mine for profit. *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.

MOAR! Monsters Know What They're Doing

The perfect tool to help *Dungeon Masters* manage their monsters during play. These 109 durable, laminated cards represent a range of deadly beasts from the *Dungeons & Dragons* supplemental book, *Mordenkainen's Tome of Foes*, complete with stats and illustrations. From the allip's armor class to the yagnoloth's damage immunities, monster cards let *DMs* select, organize, and access the information they need to help keep encounters running smoothly, without flipping through the books. • Color illustrations bring battles to life without revealing the monster's rules text • An evergreen accessory useful for all fifth edition *Dungeons & Dragons* tabletop gameplay • An invaluable resource for EVERY *Dungeon Master*

Forgotten Realms Campaign Setting

Welcome to *Ultraviolet Grasslands*: 2E the roleplaying game of heroes on a strange trip through mythic steppes in search of lost time, broken space, and deep riffs. *Ultraviolet Grasslands* is a tabletop role-playing game book, half setting, half adventure, and half epic trip; inspired by psychedelic heavy metal, the *Dying*

Earth genre, and classic Oregon Trail games. It leads a group of 'heroes' into the depths of a vast and mythic steppe filled with the detritus of time and space and fuzzy riffs.

Dungeons & Dragons Acquisitions Incorporated HC (D&D Campaign Accessory Hardcover Book)

Every Dungeon Master needs a screen to conceal notes and dice rolls and to have valuable charts and information close at hand. This Forgotten Realms accessory includes a 32-page booklet of tables and topography and a four-panel screen containing a wealth of information and featuring original artwork on the front.

Dungeons & Dragons Spellbook Cards: Mordenkainen's Tome of Foes (Monster Cards, D&D Accessory)

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.

Spellshaping

Modern day witches are a culmination of the old and new—they travel to the grocery store, work nine to fives, and teach in our classrooms. They carry black tourmaline and quartz, and wave bay and rosemary bundles over their doorways. Within an ancient sacred practice, a new generation of witches are rising; those who understand the power of action paired with energy and intent, who fight for the best versions of themselves through whispered chants and candlelight and match their activism with manifestation. The modern witch creates change within the hearth, the heart, and the world, one spell at a time. Frankie Castanea is at the centre of a thriving community of modern practitioners who use witchcraft to enrich their lives day-to-day and improve the world around them. In *Spells for Change*, Frankie demonstrates how witchcraft has both personal and worldwide applications, whether it's protecting the home or self from negative energies through boundaries and charms or binding a harmful person to help a friend. Each brings you closer to creating change within yourself, the environment around you, and the society we live in, and closer to a greater awareness of the Universe and the energies that exist within it. Including studies of meditation, grounding, manifestation, cleansing, protection, banishing and binding, this book will teach you how to enact personal and global change. From justice spells and banishing unwanted energy to spells to help you on the journey to self-love and self-prioritization, Frankie shows that, at its heart, witchcraft is a force for good that is ultimately about refining your identity and reclaiming your power.

Ultraviolet Grasslands: 2E

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.

Dungeon Master's Screen

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

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

The perfect tool to help Dungeon Masters manage EPIC fights with legendary monsters. These 77 durable, double-sized, laminated cards represent every legendary monster found in the D&D Monster Manual, Volo's Guide to Monsters, and Mordenkainen's Tome of Foes. From a lich's armor class to unicorn's horn attack, monster cards let DMs select, organize, and access the information they need to help keep encounters running smoothly, without flipping through the books. • All 77 cards have up-to-date game statistics on one side, and 73 of them include evocative art to help to bring battles to life without revealing the legendary monster's rules text. • An evergreen accessory useful for all fifth edition Dungeons & Dragons tabletop gameplay. • An invaluable resource for EVERY Dungeon Master.

Spells for Change

This text is a Dungeons and Dragons adventure that harkens back to classic first-edition adventure, Ravenloft. It expands on the original adventure, introduces some never-before-seen threats, and features a new encounter format designed to make running the adventure easier for the Dungeon Master.

D&D Adventure Grid

Greetings Adventurers! Are you tired of having your character sheets and adventure notes separate? Bored of using random bits of papers or old notebooks for your notetaking? Looking to embark on your next adventure in style? Your problems are now solved with our all-in-one character journal! Inside our books you will find: Appearance Page Tabletop Taverns designed Character Sheet Inventory Pages Backstory Pages Allies and Enemies Pages 40 Pages for recording your adventures. Whether you're an experienced player or completely new to Dungeons and Dragons, this attractive yet accessible journal is the perfect adventure companion. Thankyou for checking us out, and may the dice roll forever in your favour!

Starfinder

Speed up your game with official D&D® power cards. Players using Player's Handbook(R) Power Cards don't need to crack open a rulebook every time they cast a spell--all the crucial information is right in front of their eyes. Each and every class power appearing in the Player's Handbook has its own card. Simply select the cards for your character's powers and you're ready to play! This deck of 100 cards includes all the powers from Player's Handbook for the warlord, plus a few blank cards for players to use for other powers.

Dungeons & Dragons Spellbook Cards: Epic Monsters (D&D Accessory)

The ultimate magic item for the world's greatest roleplaying game. The Deck of Many Things is a famous

Dungeons & Dragons magic item whose effects are as spectacular as they are unpredictable. Within this box, you'll find The Book of Many Things, which illuminates the deck's mysteries and provides everything Dungeon Masters need to use it in their campaigns. This book includes advice, adventure locations, and new monsters for Dungeon Masters, as well as character options, magic items, and organizations for players, all inspired by the deck. This set also includes lavishly illustrated cards for The Deck of Many things, including additional cards that triple the deck's size, allowing you to build the perfect deck for your campaign. An accompanying guidebook shows how to use the cards as a traditional oracle deck or to create D&D adventures inspired by the cards. Contains: - The Book of Many Things (192-page hardcover)--A book for players and Dungeon Masters alike with content that can be dropped into any campaign, all thematically tied to The Deck of Many Things - The Deck of Many Things (66-card deck)--Own one of D&D's most legendary magic items with a deck containing the original 22 cards with updated art, plus 44 additional cards that can be substituted to customize your play experience - The Deck of Many Things Card Reference Guide (80-page hardcover)--Deck guide booklet showcasing each card in the expanded deck and a variety of ways the deck can be used - Deck Box--Sturdy custom box to store your deck and deck reference guide

Expedition to Castle Ravenloft

This officially licensed tarot deck pays homage to the lore of Dungeons & Dragons by pairing characters and encounters with the Major and Minor Arcana of tarot. The characters of the Major Arcana align to the Rider-Waite Tarot while the suits of the Minor Arcana are mapped to abilities within the game of D&D. Featuring the traditional major and minor arcana cards illustrated with iconic characters from the Forgotten Realms® - along with tips on using the deck to bring dynamism to your D&D campaigns - The Dungeons & Dragons® Tarot Deck will speak to all future-seekers, be they tarot novices or psychic wizards.

D&d Character Journal

Spellfire Card Game

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