

# Dungeons And Dragons Character Creation Guide

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**Dungeon Master's Screen** - Wizards of the Coast 2002-02  
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.

**Strongholds & Followers** - Matthew Colville 2019-06  
"Stronghold & Followers explains both the practicality of owning a keep (how much it costs to build, the costs to maintain it, what sort of impact it would have on local politics) and gives a variety of benefits for those players who choose to build or take over one." -- Comicbook.com website:  
<https://comicbook.com/gaming/2018/12/14/stronghold-and-followers-dungeons-and-dragons/> (viewed July 16, 2019)  
**VAN RICHTEN'S GUIDE TO RAVENLOFT (ALTERNATE COVER)** - 2021

**Special Edition Dungeon Master's Guide** - Monte Cook 2005-10

A deluxe version of the essential core rulebook every D&D Dungeon Master needs, this special release features an embossed, leather-bound cover and premium, gilt-edged paper.

**Dungeons and Dragons Player's Strategy Guide** - Andy Collins 2010

This guide provides tips and tricks for optimizing D&D characters--to make them more awesome and fun to play at the game table. Entertaining sidebar essays written by celebrity gamers and a distinctive comic art style make this edition unique.

**Races of Stone** - Jesse Decker 2004

From gnomes to dwarves, this new Dungeons & Dragons (sourcebook details various mountain-dwelling races.

**Dungeons and Dragons 4th Edition For Dummies** - Bill Slavicsek 2010-12-15

Explore the fantasy world of D&D and delve into dungeons, slay monsters, and gain treasure! If you've been thinking of playing D&D or you've played before and you want to get up to speed on the all-new 4th Edition, this is the book for you. Here's what you need to know to join the fantasy fun. D&D terminology – understand what ability check, modifier, saving throw, AC, gp, hp, and XP mean Roll the dice – add modifiers and see if you rolled the d20 high enough to beat the challenge Minding your manners – know D&D etiquette so you'll be welcome in any adventure Character building – select your character's race and class, and choose the best powers, skills, feats, and gear Roleplaying – give your character a background and personality quirks Combat – use combat rules, a battle grid, and miniatures to play out furious battles Open the book and find: Everything a new player needs to get started playing D&D Details on four fantasy races and four iconic classes Explanations of every number and statistic on the character sheet The best magic items and equipment for characters of all classes Advice on roleplaying and teamwork A ready-to-

use adventure to get you started as a Dungeon Master A ready-to-use battle grid with character and monster markers

**The New Player's Handbook** - Zeb Cook 1995

Outlines how to determine a character's abilities, rules for character improvement, and mapping and combat procedures

**Dungeons & Dragons: Infernal Tides** - Jim Zub 2021-02-17  
A new D&D® campaign begins as the odyssey following the Baldur's Gate heroes continues in this graphic novel adventure! Minsc and his friends are caught in the middle of devil-tainted corruption that has taken hold of Baldur's Gate. Unravelling the secret of its source will take our heroes to unexpected places and threaten the sanctity of their very souls. Even if they survive this perilous journey, there will be hell to pay!  
**DUNGEONS & DRAGONS** - 2020

**The Ultimate RPG Character Backstory Guide** - James D'Amato 2018-10-02

Ramp up your role-playing game (RPG) and make your character your own with this fun, interactive workbook—an essential addition to any player's gaming kit. You've chosen your class, bought your weapons, and rolled for your stats, and you're now the proud owner of your own RPG (role-playing game) avatar. But before you begin your adventure, there's so much more you can do with your character to make him or her your own! Just how evil is she? What does his dating profile look like? Where did she get that scar? What does he want for his birthday? With fill-in-the-blank narratives, prompts, and fun activities to help you customize your character at the start of the game, or build out your backstory as you play, *The Ultimate RPG Character Backstory Book* will help you fully imagine your character and bring them to life for the ultimate gaming experience!

**Live to Tell the Tale** - Keith Ammann 2020-07-07

From the author of *The Monsters Know What They're Doing* comes an introduction to combat tactics for Dungeons & Dragons players. In his first book, *The Monsters Know What They're Doing* (based on his popular blog), Keith Ammann unleashed upon the D&D world a wave of clever, highly evolved monster tactics. Now it's only fair that he gives players the tools they need to fight back...and prevail! An introduction to combat tactics for fifth-edition Dungeons & Dragons players, *Live to Tell the Tale* evens the score. It examines the fundamentals of D&D battles: combat roles, party composition, attacking combos, advantage and disadvantage, Stealth and Perception, and more...including the ever-important consideration of how to run away! Don't worry about creating a mathematically perfect character from square one. Survival isn't about stats—it's about behavior! With four turn-by-turn, roll-by-roll, blow-by-blow sample battles, *Live to Tell the Tale* breaks down how to make the best choices for your cherished characters so that they can survive their adventures, retire upon their accumulated riches, and tell stories about the old

days that nobody will ever believe.

**The Seventh Age: Dawn** - Rick Heinz 2017-01-17

Mike Auburn dangles above the city of Chicago from the beams of a half-built skyscraper. He is seconds from plummeting towards the circuit board of buildings and streetlights below, but oblivion is not what he seeks—it's the dead. Obsessed with discovering evidence of the afterlife, Mike's death-defying stunts have brought him closer than ever to lifting the veil of reality, always just out of reach. However, his ventures to the edge have not gone unnoticed, and a mysterious organization by the name "O'Neill" seeks to recruit him to their own cause: preparing the city for impending Ragnarok, the end of the world as they know it. Before long, a world ruled by scientific method and rational thinking is challenged by the supernatural—luring the dead, the damned, and the demons that have long awaited the return of magic, and they will stop at nothing to bring it back for good. Suddenly, Mike is at the center of a battle between the forces of reason, of good, of evil...and everything in between.

**The Lazy DM's Workbook** - Michael Shea 2018-11-09

The Lazy DM's Workbook contains a wide range of tools, maps, and reference sheets to help you run your fifth edition fantasy roleplaying game--and is designed to be useful right at the table. This book contains numerous fifth edition rules references, guides, and random generators to help fire up your imagination as you prepare and run your games. The workbook also contains ten lazy lairs: full-color maps and quick descriptions of locations common to most fantasy roleplaying games. When the characters take a game session in a direction you didn't expect, you can use any of these lairs with minimal prep time, running it straight out of the book. The Lazy DM's Workbook is an indispensable reference, designed to be kept at your side as tales of high adventure unfold at your gaming table.

**Character Creation Guide** - Kim Lumbard 2014-11-15

The Character Creation Guide shows you step by step how to create an iconic character essential to an engaging story. It is intended for players in Role-Playing Games (RPGs) who want to develop an awesome character, or for authors with a story they yearn to tell. The guide can be used with any RPG and by any profession to raise your game to an artform. We'll gain a keen understanding of what really matters in role-playing and story-telling, so you can focus your design and play efforts more effectively. You'll spend less time and effort, and have more engrossing fun! Specifically, we'll learn about: How To Make a Character - in four phases: Inspiration, Concept, Mechanics, and Performance Fractal Blueprints for Great Role-Playing - the ideals, objects, and policies that really matter Four Cardinal Ideals - Direction, Structure, Emotion, and Synergy Five Objects Of Development - Plot, Premise, Character, Environment, and Theme First Design and Play Policies - Only create stuff that matters and Only do stuff that matters Finding Inspiration - drawing from sources like Setting, Proposition, Exemplars, Archetypes, and Tropes Four Qualities of Good Inspiration - Resonant, Specific, Original, and Promising Imagining Concept - gives us methods to design our concept and measures to test its quality Four Qualities of Good Concept - Clear, Distinct, Engaging, and Interactive Designing the Character - With the concept designs that naturally develop action story structure Thematic - Theme, Goal, Motive, Conflict, Destiny Mutual - Appearance, Links, Connections, Hook, Backstory Dramatic - Alias, Stakes, Persona, Instinct, Limit Cooperative - Aspects, Mystery, Belief, Lure Setup - Name, Gender, Occupation, Catalyst Planning Performance - learning enough to execute a character transformation matched with your story Structure - Phases and points of an action story Portrayal - Managing clichés and imbuing dimensions Presentation - Unfolding your story over key scenes In

addition, we provide specific Kim's RPG resources to help you create your character: Mad-libs and Questionnaire - Designed to prompt you through a useful character creation process Universal Character Concept Sheet - Usable in any RPG and easily customized to other fields Character Examples - Real characters drawn from the fantasy genre used to illuminate design Our approach for character creation is useful for far more than just role-playing games. It applies universally to any fictional character and their performance, so these same methods are of great interest to all story content creators and performers: authors from any field, actors of stage and screen, producers of movies, improv troupes, and even songwriters. Behind the scenes the Kim's RPG Master Class is actually a distillation of best practices from those various fields.

Dungeons & Dragons Player's Handbook (Core Rulebook, D&D Roleplaying Game) - Dungeons & Dragons 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 coauthor your own legend. Guided by a Dungeon Master, you create characters and play their roles in a story, rolling dice and navigating maps as you unfold a tale as limitless as your imagination. • The Player's Handbook is the first of three D&D core rulebooks, along with the Monster Manual and the Dungeon Master's Guide. The Player's Handbook is the cornerstone. It's the foundational text of D&D's fifth edition—for beginners and for veterans alike. • The Player's Handbook walks you through how to create a Dungeons & Dragons character—the role you'll play in the D&D world. • Dungeons & Dragons is the world's greatest roleplaying game. Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming.

Dungeon Master For Dummies - Bill Slavicsek 2006-07-24

Whether you've been a Dungeon Master (DM) before and want to fine-tune your skills or want to get ready and take the plunge, this is the book for you. It gives you the basics on running a great game, info for more advanced dungeon mastering, guidelines for creating adventures, and tips for building a campaign. It shows you how to: Handle all the expressions of DMing: moderator, narrator, a cast of thousands (the nonplayer characters or NPCs), player, social director, and creator Use published adventures and existing campaign worlds or create adventures and campaign worlds of your own Conjure up exciting combat encounters Handle the three types of encounters: challenge, roleplaying, and combat Create your own adventure: The Dungeon Adventure, The Wilderness Adventure. The Event-Based adventure (including how to use flowcharts and timelines), The Randomly Generated Adventure, and the High-Level adventure Create memorable master villains, with nine archetypes ranging from agent provocateur to zealot To get you off to a fast start, Dungeon Master For Dummies includes: A sample dungeon for practice Ten ready-to-use encounters and ten challenging traps A list of simple adventure premises Mapping tips, including common scales, symbols, and conventions, complete with tables Authors Bill Slavicsek and Richard Baker wrote the hugely popular Dungeons and Dragons For Dummies. Bill has been a game designer since 1986 and leads the D&D creative team at Wizards of the Coast. Richard is a game developer and the author of the fantasy bestseller Condemnation. They give you the scoop on: Using a DM binder to keep records such as an adventure log, PCs'

character sheets, NPC logs/character sheets, treasure logs, and more Knowing player styles (role players and power games) and common subgroups: hack'n'slasher, wargamer, thinker, impulsive adventurer, explorer, character actor, and watcher Recognizing your style: action movie director, storyteller, worldbuilder, puzzlemaker, or connector Using miniatures, maps, and other game aids Using 21st century technology, such as a Web site or blog, to enhance your game The book includes a sample adventure, *The Necromancer's Apprentice*, that's the perfect way to foray into DMing. It includes everything you need for a great adventure—except your players. What are you waiting for? There are chambers to be explored, dragons to be slain, maidens to be rescued, gangs of gnomish warriors to be annihilated, wargs to be wiped out, treasures to be discovered, worlds to be conquered....

**Complete Adventurer** - Jesse Decker 2005

This essential sourcebook serves primarily as a player resource focused on adventuring skills for characters of any class. It also provides new information on several organizations and guilds.

**Dungeon Master For Dummies** - James Wyatt 2008-11-13

If you're a Dungeons & Dragons fan, you've surely thought of becoming a Dungeon Master. Learning to be a DM isn't as hard as you might think, especially if you have *Dungeon Master 4th Edition For Dummies* tucked into your bag of tricks! From organizing your first D&D game to dealing with difficult players, this book covers everything a DM needs to know. Written for the newest edition of D&D by the experts at Wizards of the Coast, creators of the game, it shows you how to: Build challenging encounters, make reasonable rulings, and manage disagreements Recognize all the common codes, tables, and spells Understand the parts of a D&D adventure and how to create dungeon maps and craft monsters Shape storylines and write your own adventures Find your style as a DM and develop a game style that plays to your strengths Script an encounter, vary the terrain and challenges, and establish rewards (experience points and treasure) Decide whether to use published adventures Use and follow the official *Dungeon Master's Guide* Develop a campaign with exciting themes, memorable villains, and plots that keep players entranced If you're getting the urge to lead the charge in a D&D game of your own, *Dungeon Master 4th Edition For Dummies* will introduce you to the DM's many jobs. With the information you need to start your own game, craft exciting stories, and set up epic adventures, you'll be on your way!

**D&D Dungeon Masters Screen: Dungeon Kit (Dungeons & Dragons DM Accessories)** - Dungeons & Dragons 2021-09-21  
Delve into dungeons with this kit for the world's greatest roleplaying game Delve into the Dungeons' Depths This kit equips the Dungeon Master® with a screen and other tools that are perfect for running D&D® adventures through dungeons, whether ruined or thriving. The Dungeon Master's screen features a painting of a fantastic vista that plunges into the deep reaches of a mountain. Useful rules references cover the screen's interior, with an emphasis on dungeon-delving.

**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.

**Darkwalker on Moonshae** - Douglas Niles 2011-05-31

The first *Forgotten Realms* title ever published, now available as an eBook! *Darkwalker on Moonshae* was the very first novel ever published in the *Forgotten Realms* setting. Appearing in 1987, this title launched what has now become a robust and ever-expanding land of adventure for millions of readers.

**The Monsters Know What They're Doing** - Keith Ammann 2019-10-29

From the creator of the popular blog *The Monsters Know What They're Doing* comes a compilation of villainous battle plans for *Dungeons & Dragons*. 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.

**Tabletop Role-Playing Therapy: A Guide for the Clinician Game Master** - Megan A. Connell 2023-03-28

A comprehensive book explaining "applied RPGs"—using role-playing games therapeutically. Across the globe, therapists are using tabletop roleplaying games (RPG) such as *Dungeons & Dragons* as a part of their practice. This book provides an overview of what RPGs are and what makes them such an effective and powerful tool for therapy. By examining research on gaming, flow, immersion, and role-play, readers will gain a better understanding of the theoretical underpinnings and how to skillfully and ethically use RPGs in their own practices. The author also looks at the history of RPGs, specifically focusing on issues of diversity and representation to help providers understand some possible pitfalls that exist within the medium. The book utilizes an example group to walk through everything from conception, planning, running, documentation, and termination of the group.

**Defenders of the Faith** - Rich Redman 2001

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

**Dungeon Master Guide for the AD&D Game** - David Zeb Cook 1995

This companion volume to the *Player's Handbook* is designed especially for the Dungeon Master. It features information on creating and running fantasy adventures and campaigns using the AD&D game system. Presented in full-color.

**Warriors & Weapons (Dungeons & Dragons)** - Jim Zub 2019-07-16

This introductory guide to DUNGEONS & DRAGONS is an illustrated primer to many of the characters you can play in D&D, along with their essential weapons and adventuring tools. In this illustrated guide, you're transported to the legendary and magical worlds of *Dungeons & Dragons*, where you are presented with one-of-a-kind entries for different types of warriors, as well as the weaponry these fighters need for D&D adventuring. This guide includes detailed illustrations of the weapons, armor, clothing, and other equipment that fighters use, and offers the tools young, aspiring adventurers need for learning how to build their own characters, including sample profiles, a flowchart to help you decide what type of warrior to be, and brainstorming challenges to start you thinking like an adventurer whether on your own or in the midst of an exciting quest with friends and fellow players.

**Volo's Guide to Monsters** - Dungeons & Dragons 2016-11-15  
Immerse yourself in monster lore in this supplement for the world's greatest roleplaying game This is NOT just another *Monster Manual*! *Volo's Guide to Monsters* provides something exciting for players and Dungeon

Masters everywhere. · A deep dive into the lore behind some of D&D's most popular and iconic monsters · Dozens of monsters new to the fifth edition to include in your epic adventures · New playable races to allow you to build characters to fit nearly any type of story in your D&D game. The esteemed loremaster Volothamp Geddarm is back and he's written a fantastical dissertation, covering some of the most iconic monsters in the Forgotten Realms. Unfortunately, the Sage of Shadowdale himself, Elminster, doesn't believe Volo gets some of the important details quite right. Don't miss out as Volo and Elminster square off (academically speaking of course) to illuminate the uninitiated on creatures both common and obscure. Uncover the machinations of the mysterious Kraken Society, what is the origin of the bizarre frogemoth, or how to avoid participating in the ghastly reproductive cycle of the grotesque vargouille. Dungeon Masters and players will get some much-needed guidance as you plan your next venture, traipsing about some dusty old ruin in search of treasure, lore, and let's not forget ... dangerous creatures whose horns, claws, fangs, heads, or even hides might comfortably adorn the walls of your trophy room. If you survive. Research has never been so dangerous!

**Dungeons & Tombs (Dungeons & Dragons)** - Jim Zub  
2019-11-26

This introductory guide to the worlds of the leading fantasy role-playing game provides an immersive illustrated primer to the prisons, castles, traps, and labyrinths where players find adventure in D&D. In this illustrated guide for new players, you'll be transported to the mystical and magical worlds of Dungeons & Dragons and given a one-of-a-kind course on the dungeons and deathtraps for which the game (and all its iterations) is known. Featuring maps, cutaway illustrations, and fun insights that show would-be adventurers how to travel and survive in these fantastical settings, along with original illustrations and archival images, the book shines a spotlight down the dark, foreboding corners of the most infamous locations in the worlds of D&D. The perfect jumping-on point for young fans of fantasy looking to give D&D a try, the book also features prompts to encourage creative problem-solving skills in the dangerous situations you may find yourself in when on D&D adventures.

The Ultimate RPG Gameplay Guide - James D'Amato  
2019-10-08

Improve your RPG campaign with this comprehensive and interactive guide to making the most out of your gaming experience. Whatever RPG game you play, from D&D to Call of Cthulu to licensed games like Star Wars, every detail is important. From setting the scene to choosing the right music or even adjusting the lighting to create the right atmosphere, every choice helps maximize your gaming experience. The Ultimate RPG Gameplay Guide provides practical advice for everything from pre-game preparations and in-game improvisation to working out a plan of attack with your teammates to learning how to lean into the setting of your game. Including instructions, prompts, and activities, it offers everything you need for successful, fun role-playing with your friends every time you play. Create hours of narrative and make the most out of your storytelling skills by setting the perfect scene for your adventure. Whether you need advice on your character or working better with your gaming group, James D'Amato includes everything you'll need to take your game to the next level.

How to Play Dungeons and Dragons - Jeffrey Carmichael  
2015-12-31

This is not your standard "How to" book. This goes beyond the "How to" stage as the author shares his experience with playing so that you have a deeper and richer play experience. In order to do this the book is divided into four sections that give advice that goes

beyond the rules found in the Players Handbooks and Dungeons Master's Guides. \* Useful of years to come. The best thing about this book is that it is not designed for any one edition of the game. So this is just as useful for someone playing with some old AD&D books or the much awaited fifth edition, D&D Next. This means that this book will be useful for many, many years to come. \* Gets you ready to play. The first section is all about getting ready to play a game and includes a list of all the supplies you will need. The author also gives you a run down about the different editions of Dungeons and Dragons. Also in this section is advice on how to find other players to join or form a gaming group to play with. \* Advice on being player. Section two is a companion to the character creation process found in the Players Handbooks. This sections talks about the roles that characters play within the adventuring party. Moral outlooks of the characters and their reasoning for being adventures. Also the standard gear that any hero is going to need on a quest. \* Advice on being a Dungeon Master. The third part of the book is advice on crafting adventures and being the Dungeon Master that is in charge of the game. From crafting the plot of the adventure to playing the villain, and even how to pace out the rewards you give to the plays, this section is rich in advice. \* DIY Projects. Lastly the book has a few projects that will help players save some cash by showing them how to make props. These projects use a mixture of different skill sets such as sewing, cutting, and even faking paper aging. All in all, this is the perfect book for someone that wants to go beyond and really learn how to play a great game of Dungeons and Dragons. Click "Buy Now" to Get "How to Play Dungeons & Dragons Now!

**A Guide to Manga, Anime and Video Game Cosplay** - Holly Swinyard 2022-04-30

Do you find yourself sat at home wishing you could be in your favorite video game? Or dream of a time when you pretended you were Sailor Moon? Or do you want to embody your Dungeons and Dragons character for real? What's holding you back? Maybe you need to introduced to cosplay! Cosplay is a phenomenon that is taking over the world. If you haven't seen it yet, have you not been looking at social media? Cosplay is a mix of exciting craft skills, heady escapism and passion for pop culture that lets you be whoever you want, whenever you want. Cosplay has made its way into TV shows and documentaries, been included as part of film premieres and video game launches, it's even referenced in the comics, manga and media it comes from! Talk about meta. But what is this super popular hobby? Well, pick up this book, and it's twin A Guide to Movie and TV Cosplay, to get all the answers. Because it's more than just dressing up, promise. With a little bit of help from this handy, dandy guide to cosplay, you can get stuck in. Learn about the history of the hobby (it's been around longer than you'd think!), where it came from and how it got to be the way it is now, get your head around making and designing costumes, find out how about all the amazing skills people are using to make these costumes, and perhaps even try a few yourself. Who knows, you might be rocking out as Astro Boy, Chris Redfield or All Might at the next big comic con! So why not give it a try and play make believe for a day. *Forgotten Realms Player's Guide* - Rob Heinsoo 2008  
The complete guide for building Forgotten Realms characters. This guide presents this changed world from the point of view of the adventurers exploring it. This product includes everything a player needs to create his character for a D&D campaign in the Forgotten Realms setting.

Tiny Tina's Wonderlands - Strategy Guide - GamerGuides.com 2022-05-05

Experience all of the Borderlands zaniness in the Dungeons and Dragons setting. The guide for Tiny Tina's

Wonderlands features all of the collectibles in the game, as well as information on all of the classes, including some builds to help you along. - Information on all classes - Builds for the classes - Locations of every collectible - In-depth analysis on Weapons and Armor - Breakdown of the Chaos Chamber - Locations of the more prolific Legendaries

**Dungeons and Dragons and Philosophy** - Jon Cogburn  
2012-09-11

This volume will convince readers that the swift ascent of the tabletop role-playing game Dungeons and Dragons to worldwide popularity in the 1970s and 1980s is "the most exciting event in popular culture since the invention of the motion picture." Dungeons and Dragons and Philosophy presents twenty-one chapters by different writers, all D&D aficionados but with starkly different insights and points of view. It will be appreciated by thoughtful fans of the game, including both those in their thirties, forties, and fifties who have rediscovered the pastime they loved as teenagers and the new teenage and college-student D&D players who have grown up with gaming via computer and console games and are now turning to D&D as a richer, fuller gaming experience. The book is divided into three parts. The first, "Heroic Tier: The Ethical Dungeon-Crawler," explores what D&D has to teach us about ethics and about how results from the philosophical study of morality can enrich and transform the game itself. Authors argue that it's okay to play evil characters, criticize the traditional and new systems of moral alignment, and (from the perspective of those who love the game) tackle head-on the recurring worries about whether the game has problems with gender and racial stereotypes. Readers of Dungeons and Dragons and Philosophy will become better players, better thinkers, better dungeon-masters, and better people. Part II, "Paragon Tier: Planes of Existence," arouses a new sense of wonder about both the real world and the collaborative world game players create. Authors look at such metaphysical questions as what separates magic from science, how we express the inexpressible through collaborative storytelling, and what the objects that populate Dungeons and Dragons worlds can teach us about the equally fantastic objects that surround us in the real world. The third part, "Epic Tier: Leveling Up," is at the crossroads of philosophy and the exciting new field of Game Studies. The writers investigate what makes a game a game, whether D&D players are artists producing works of art, whether D&D (as one of its inventors claimed) could operate entirely without rules, how we can overcome the philosophical divide between game and story, and what types of minds take part in D&D.

**Dragons in the Stacks: A Teen Librarian's Guide to Tabletop Role-Playing** - Steven A. Torres-Roman  
2014-10-17

A one-stop, complete guide to tabletop role-playing games for novice librarians as well as seasoned players. • Discusses collection development, cataloging, and programs for teens • Supplies detailed reviews of scores of popular and less well-known role-playing games • Outlines a variety of affordable, effective programs for teens that involve role-playing tabletop games

**Warriors & Weapons (Dungeons & Dragons)** - Jim Zub  
2019-07-16

This introductory guide to DUNGEONS & DRAGONS is an illustrated primer to many of the characters you can play in D&D, along with their essential weapons and adventuring tools. In this illustrated guide, you're transported to the legendary and magical worlds of Dungeons & Dragons, where you are presented with one-of-a-kind entries for different types of warriors, as well as the weaponry these fighters need for D&D adventuring. This guide includes detailed illustrations of the weapons, armor, clothing, and other equipment that fighters use, and offers the tools young, aspiring

adventurers need for learning how to build their own characters, including sample profiles, a flowchart to help you decide what type of warrior to be, and brainstorming challenges to start you thinking like an adventurer whether on your own or in the midst of an exciting quest with friends and fellow players.

**Dungeons & Dragons Dungeon Master's Guide** - Monte Cook  
2003

Weave exciting tales of heroism filled with magic and monsters. Within these pages, you'll discover the tools and options you need to create detailed worlds and dynamic adventures for your players to experience in the Dungeons & Dragons roleplaying game. The revised Dungeon Master's Guide is an essential rulebook for Dungeon Masters of the D&D game. The Dungeon Master's Guide has been reorganized to be more user friendly. It features information on running a D&D game, adjudicating play, writing adventures, nonplayer characters (including nonplayer character classes), running a campaign, characters, magic items (including intelligent and cursed items, and artifacts), and a dictionary of special abilities and conditions. Changes have been made to the item creation rules and pricing, and prestige classes new to the Dungeon Master's Guide are included (over 10 prestige classes). The revision includes expanded advice on how to run a campaign and instructs players on how to take full advantage of the tie-in D&D miniatures line.

**HowExpert Guide to Tabletop Roleplaying Games** - HowExpert  
2020-03-23

Take a deep dive into the art of making and playing unforgettable characters in your favorite tabletop roleplaying game! For decades, TTRPGs have been bringing friends together to tell stories of adventure and intrigue. Now the genre has become more popular than ever with appearances in movies, TV shows, podcasts, and more! But what if you want to add even more immersion to your game? The answer is in roleplaying! With dynamic and popular series such as Critical Role available to watch online, it can be (understandably!) intimidating to start adding more roleplaying to your game. But there is no need to fear! This comprehensive roleplaying guide will teach you how to: • Plan and kick off your tabletop RPG experience • Create your own unique character that is fully immersed in your game's world • Find and use inspiration for your TTRPG characters • Use description to grow your imagination and make more compelling stories • Adapt your character to your game's world • Develop skills that are useful in and outside of the game • Find your next favorite TTRPG series • Connect with other gamers! With a proven process for creating engaging characters honed over many awkward and nerdy years, this guide is your one must-have resource to make and play unforgettable TTRPG characters! About the Expert Jeffrey Wright is a proud nerd, avid tabletop gamer, and writer. With nearly two decades of experience playing and running a wide variety of tabletop roleplaying games, Jeffrey Wright has made it his mission to get as many people playing TTRPGs as possible. He credits the freeform immersion offered by tabletop gaming for his outgoing personality, love of writing, and obsessive collecting habits. He regularly prepares and runs games for new players at his local game store to introduce them to the magic of roleplaying games. Most days, he can be found resting atop his gigantic dice hoard challenging strangers to riddle contests. On other days, he practices being less sarcastic. HowExpert publishes quick 'how to' guides on all topics from A to Z by everyday experts.

**Dungeons & Dragons For Dummies** - Bill Slavicsek  
2005-04-08

Caught in traffic. Trapped in a cubicle. Stuck in a rut. Tangled up in red tape. In the real world, sometimes you feel powerless—but not in Dungeons & Dragons (D & D). In this fantasy-adventure, you have all kinds of special

powers. You can slay the evil dragon, overcome the orc or the ogre, haunt the werewolf, and triumph over sinister trolls. You venture into strange realms, encounter strange creatures, and use magical powers. Your character grows and develops with every adventure. With this guide, you can learn the ins and outs of D & D and start playing right away. Dungeons & Dragons For Dummies gives beginners the basics of the complex game and helps experienced players fine-tune their roleplaying. It guides you through: Creating your character (a powerful fighter, a sneaky rogue, a crafty sorcerer, or a charismatic cleric), and character advancement The races: humans, dwarves, elves, and halflings The types of character actions: attack rolls, skill check, and ability checks The 6 abilities: strength, dexterity, constitution, intelligence, wisdom, charisma Feat requirements and types Playing the game, including moving in combat, attacking with a weapon

(melee attacks or ranged attacks), and damage and dying Picking skills, armor, weapons, and gear Choosing spells if your character is a sorcerer or domains for a cleric Building encounter or combat strategies and using advanced tactics Maximizing your character's power with the acquisition of the right magic items: armor, weapons, potion, scroll, ring, wand, staff, rod, plus wondrous items D & D game etiquette Becoming a Dungeon Master There's even a sample play session that walks you through typical play, gets you comfortable using the battle grid and character markers, lets you test player characters against each other and against monsters, and shows you how to add story elements to create an adventure. Produced in partnership with Wizards of the Coast, written by D & D game designers, and complete with a battle grid, a sample dungeon map, and a glossary, this guide arms you with the knowledge to create and equip a character and empowers you to enter the captivating, fascinating world of D & D.