

Dungeons And Dragons Next 5th Ed Rpg Monster Manual Core Rulebook

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Legacy of the Crystal Shard - R. A. Salvatore 2013
Return to Icewind Dale! Legacy of the Crystal Shard presents Icewind Dale in the time of the Sundering, a period that will define the future of the Forgotten Realms. In addition to providing 64 pages of in-depth information on the settlements of Ten Towns and their inhabitants, this product includes a harrowing 32-page adventure in which the player characters defend Icewind Dale against a rising threat with ties to the past. Legacy of the Crystal Shard allows characters to participate in important events connected to the Sundering and glimpse the future of the Forgotten Realms. Components: 64-page setting book describing Icewind Dale and its inhabitants 32-page adventure book Four-panel, foldout DM

screen keyed to the adventure
Illustrated folder
The Rise of Tiamat - Wizards RPG Team 2014-11-04
Avert the Cataclysmic Return of Tiamat in this Adventure for the World's Greatest Roleplaying Game The Cult of the Dragon leads the charge in an unholy crusade to bring Tiamat back to the Realms, and the situation grows more perilous for good people with each passing moment. The battle becomes increasingly political as opportunities to gather allies and gain advantage present themselves. From Waterdeep to the Sea of Moving Ice to Thay, it is a race against Evil. Succeed or succumb to the oppression of draconic tyranny. Win or lose, things will never be the same again. • The second of two adventures in the Tyranny of Dragons™

story arc, The Rise of Tiamat provides everything a Dungeon Master needs to create an exciting and memorable adventure experience. • Fans of the Dungeons & Dragons® Roleplaying Game can get a sample of what this product has in store for them through the D&D Encounters™ in-store play program. • Adventure design and development by Kobold Press.

Dungeons & Dragons Baldur's Gate: Descent Into Avernus Hardcover Book (D&D Adventure) - Wizards RPG Team
2019-09-17

Diabolical dangers await in this adventure for the world's greatest roleplaying game. Welcome to Baldur's Gate, a city of ambition and corruption. You've just started your adventuring career, but already find yourself embroiled in a plot that

sprawls from the shadows of Baldur's Gate to the front lines of the planes-spanning Blood War! Do you have what it takes to turn infernal war machines and nefarious contracts against the archdevil Zariel and her diabolical hordes? And can you ever hope to find your way home safely when pitted against the infinite evils of the Nine Hells? • This heroic Dungeons & Dragons adventure book takes players from levels 1 to 13 as they journey through Baldur's Gate and into Avernus, the first layer of the Nine Hells. • Baldur's Gate is among the most iconic locations in fantasy culture. A mist-cloaked metropolis on the Sword Coast, it's a place of history and a home to heroes. • The book introduces the infernal war machines to fifth edition D&D—battle-ready vehicles,

which you can customize as you blast off into the Blood War. • Dungeon Masters will entice their heroes with devils' deals, designed to lure adventurers with the ultimate temptations of power and treasure. • Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming. Fifth edition D&D draws from every prior edition to create a universally compelling play experience

D & D - Ed Greenwood 2013

Baldur's Gate is a fantastic medieval city with a long and storied history -- a city on the verge of tearing itself asunder. Murder in Baldur's Gate presents the city in the time of the Sundering, a period that will define the future of the Forgotten Realms. In addition to providing 64

pages of in-depth information on the city and its inhabitants, this product includes a harrowing 32-page adventure in which the player characters defend Baldur's Gate against an ancient evil long thought slain.

Curse of Strahd - Dungeons & Dragons 2016-03-15

Unravel the mysteries of Ravenloft® in this dread adventure for the world's greatest roleplaying game Under raging storm clouds, the vampire Count Strahd von Zarovich stands silhouetted against the ancient walls of Castle Ravenloft. Rumbling thunder pounds the castle spires. The wind's howling increases as he turns his gaze down toward the village of Barovia. Far below, yet not beyond his keen eyesight, a party of adventurers has just entered his

domain. Strahd's face forms the barest hint of a smile as his dark plan unfolds. He knew they were coming, and he knows why they came – all according to his plan. A lightning flash rips through the darkness, but Strahd is gone. Only the howling of the wind fills the midnight air. The master of Castle Ravenloft is having guests for dinner. And you are invited.

Dungeons & Dragons Mythic Odysseys of Theros (D&D Campaign Setting and Adventure Book) - Dungeons & Dragons
2020-07-21

Clash with the gods of Theros in this campaign sourcebook for the world's great roleplaying game. Play DUNGEONS & DRAGONS in the MAGIC: THE GATHERING world of Theros—a realm shaped by the wrath of gods and the deeds of heroes, where champions vie for

immortal favor and a place among legends. • Rise above the common throng with SUPERNATURAL GIFTS, abilities that give you remarkable powers that set you on the path to legend. • Explore Theros as a SATYR or LEONIN—mythic cat-like heroes from Magic: The Gathering. Mythic Odysseys of Theros introduces these races to fifth edition D&D for the first time. • Master new powers with Magic: The Gathering-inspired SUBCLASSES like the Bard's College of Eloquence and the Paladin's Oath of Heroism. • Encounter MYTHIC MONSTERS, creatures whose power and renown are such that their names are truly living myths. • Wield the weapons of the gods—five signature artifacts used by Theros's deities. • Created in 1974, D&D transformed gaming culture by blending traditional fantasy with

miniatures and wargaming. Fifth edition D&D draws from every prior edition to create a universally compelling play experience.

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. Dungeons & Dragons Starter Set (Six Dice, Five Ready-to-Play D&D Characters With Character Sheets, a Rulebook, and One Adventure) - Dungeons & Dragons 2014-07-15 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 Waterdeep: Dungeon of the Mad Mage (Adventure Book, D&D Roleplaying Game)** - Dungeons &

Dragons 2018-11-20

Explore the mega-dungeon of Undermountain in this adventure for the world's greatest roleplaying game. In the city of Waterdeep rests a tavern called the Yawning Portal, named after the gaping pit in its common room. At the bottom of this crumbling shaft is a labyrinthine dungeon shunned by all but the most daring adventurers. Known as Undermountain, this dungeon is the domain of the mad wizard Halaster Blackcloak. Long has the Mad Mage dwelt in these forlorn depths, seeding his lair with monsters, traps, and mysteries—to what end is a constant source of speculation and concern. • The follow up to Waterdeep: Dragon Heist, Dungeon of the Mad Mage takes adventurers deep into one of D&D's biggest dungeons.

Each of Undermountain's twenty-three levels is an adventure setting unto itself, and the book includes a map for each one. • Waterdeep, known as the City of Splendors, is one of D&D's most iconic locations. Also the setting for the board game Lords of Waterdeep, it's the jewel of the Sword Coast—a sprawling melting pot held together by firm laws and swift justice. • Dungeon of the Mad Mage is the second of two Dungeons & Dragons books set in Waterdeep. It picks up where the first, Dragon Heist, leaves off, taking characters of 5th level or higher all the way to 20th level. • In D&D, 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.

The Book of Holding - Official Dungeons & Dragons Licensed
2020-08-04

This officially licensed keepsake journal, lavishly designed with magnetic enclosure and a back pocket, is a must-have for Dungeons & Dragons fans of all levels and ages. Trust this multipurpose journal to stow all your ideas, notes, and to-dos. Highly customizable with five pieces of stunning full-color artwork, The Book of Holding is ideal for capturing character sketches, formulating campaigns, or organizing your everyday thoughts. Whether you're a

die-hard dungeon master preparing for your next game session or a part-time player wanting to represent your favorite RPG, this journal is the ultimate companion to your quest.

D&D Wild Beyond the Witchlight: A Feywild Adventure Accessory Kit - Wizards RPG Team 2021-09-21

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.

Prepared 2: Tombs and Dooms for 5th Edition - Jon Sawatsky 2018-01-02

A Dozen 5th Edition One-Shot Adventures for Levels 1 to 15. So, your players went off on a tangent? Never fear--Prepared 2 offers GMs quick solutions to keep the game moving and players entertained, while you figure out your next move. Here are short, one-shot adventures for every environment, including: * A goblin machine of war rampaging through the city * Breaches in the ice opening the door to madness from the stars * A blight of oozes across the land and a mysterious crypt at its center * A long-forgotten boring

machine and its crazed automaton pilots * A walker, one of the leviathans of the wasteland, is being steered by the darakhul to intercept a city * A sinister cult comes a calling during a ship cruise * A play in the feylands goes terribly wrong * A dragon's lair by the sea * ...and much more, lavishly illustrated with maps by Meshon Cantrill With Prepared 2, designer Jon Sawatsky has created fantastic and highly playable 5th Edition fantasy scenarios ready to use in any fantasy campaign setting, at a variety of PC levels. Never be caught without a plot again! These adventures feature monsters from the core 5th Edition MM and from the Tome of Beasts.

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.

Dungeons and Dragons RPG: Xanathar's Guide to Everything - 2008

Campaign Planner Dungeon Master's Kit

- Amber Augustine 2018-03

Use your Campaign Planner to plan and run your next Dungeons & Dragons 5th

Edition Campaign

The Game Master's Book of Traps, Puzzles and Dungeons - Jeff Ashworth

2022-06-21

All the information Game Master's needs to create compelling dungeon crawls, deadly fortress traps and clever riddles or puzzles to activate players' critical thinking skills alongside their critical rolls during tabletop RPG play.

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* - Gary Gygax 2021

Rescue of the Blackthorn Clan -

Catherine Thrush 2021-02-03

A RPG module designed for a couple to play together, compatible with 5th Edition.

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 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.

Mini-Dungeon Tome (5th Edition) -

Jonathan G. Nelson 2018-07-20

Over 130 adventures for 5th Edition! From the depths of the darkest dungeons to primal dangers of the untamed wilderness, this tome binds

ancient mysteries, forgotten lore, and the allure of epic quests. Adventurers will explore realms unknown, face deadly foes, and discover tantalizing treasures and magnificent artifacts. AAW Games brings you this massive collection of more than 130 complete and ready-to-run scenarios designed especially for discerning Game Masters who want exciting adventures and need them now. Begin the next chapter of your campaign with the turn of a page! Themed and organized for convenience, the Mini-Dungeon Tome provides setting-neutral fantasy adventures suitable for every party level and size. With all reference material included in a convenient index, this single book holds everything you need for years of adventuring. Offering contributions

from all-star authors and game designers, Mini-Dungeon Tome is the book you have been searching for. Always have a new adventure at the ready and test the mettle of even the most experienced players!

Human NPC's - Jacob Scull 2021-01-19
For many tabletop RPG Dungeon Masters, one of the hardest, most time-consuming tasks is to roll up a high-level wizard for use in your game that will challenge your group. There is nothing worse than showing up woefully unprepared and having to cut your game short because your players raced to the final encounter, and you don't have the stats ready for combat. This is where Human NPC's: 84 Complete NPC's for 5th edition to use in your RPG in minutes is useful. Simply choose a class. Then choose one of 7 levels between 1

- 18 to insert into your RPG immediately. Human NPC's is for any dungeon master that is playing Dungeons and Dragons 5th edition. We cover the base 12 classes from the Player's Handbook and only use spells / equipment from the D&D 5e Core Books, so if you haven't (or don't want) to pick up the newest supplement, that isn't an issue. However, there is space to add material on your own from those supplements if you want. Here is what you will discover in Human NPC's - 12 Classes - Levels 1, 3, 6, 9, 12, 15 and 18 - Full equipment, feats, spells, and even spellbooks (Wizard) included - you can just turn to the page you need and play the NPC - Use these for a core NPC (good or bad) in your game - Or just sprinkle in NPC's to make your challenge rating harder

in your adventure (Premade or Custom)
- How to play guides for each class included - Detailed notes on what each class has gained from level to level in case you want to do a minute or two of research on the NPC
Lore & Legends - Michael Witwer
2023-10-03

An illustrated guide to Dungeons & Dragons' beloved fifth edition told through interviews, artwork, and visual ephemera from the designers, storytellers, and creators who bring it to life. When the reimaged fifth edition of Dungeons & Dragons debuted in the summer of 2014, tabletop roleplaying games were on the brink of obsolescence. But within a few short years, D&D found greater success than it ever enjoyed before, even surpassing its 1980s Golden Age. How did an analog game nearly a half-

century old become a star in a digital world? For the first time, Lore & Legends reveals the incredible ongoing story of Dungeons & Dragons fifth edition from the perspective of the designers, creators, and players who bring it to life. This comprehensive visual guide illuminates contemporary D&D—its development, evolution, cultural relevance, and popularity—through exclusive interviews and more than 900 pieces of artwork, photography, and advertising curated and analyzed by the authors of the bestselling and Hugo-nominated Art & Arcana.

Dungeon Master's Guide - James Wyatt
2008

Offers tips, advice, and strategies for creating worlds and adventures that players can enjoy while participating in the roleplaying

game.

Xanathar's Guide to Everything -

Dungeons & Dragons 2017-11-21

Explore a wealth of new rules options for both players and Dungeon Masters in this supplement for the world's greatest roleplaying game. The beholder Xanathar—Waterdeep's most infamous crime lord—is known to hoard information on friend and foe alike. The beholder catalogs lore about adventurers and ponders methods to thwart them. Its twisted mind imagines that it can eventually record everything! Xanathar's Guide to Everything is the first major expansion for fifth edition Dungeons & Dragons, offering new rules and story options: • Over twenty-five new subclasses for the character classes in the Player's Handbook, including the Cavalier for the fighter, the

Circle of Dreams for the druid, the Horizon Walker for the ranger, and many more • Dozens of new spells, a collection of racial feats, and a system to give your character a randomized backstory • A variety of tools that provide Dungeon Masters fresh ways to use traps, magic items, downtime activities, and more—all designed to enhance a D&D campaign and push it in new directions Amid all this expansion material, Xanathar offers bizarre observations about whatever its eyestalks happen to glimpse. Pray they don't come to rest on you. Beauty and guile are in the eyes of the beholder!

Dungeons & Dragons 5th Edition -

George A. Duckett 2016-05-18

If you have a question about Dungeons & Dragons 5th Edition this is the book with the answers. Dungeons &

Dragons 5th Edition: Questions and Answers takes some of the best questions and answers asked on the rpg.stackexchange.com website. You can use this book to look up commonly asked questions, browse questions on a particular topic, compare answers to common topics, check out the original source and much more. This book has been designed to be very easy to use, with many internal references set up that makes browsing in many different ways possible. Topics covered include: Spells, Rules As Written, Combat, Magic Items, Monsters, Gm Techniques, New Players, Feats, Weapons, Wild Shape, Monk, Multi Classing, Class Feature, Wizard, Warlock, Character Creation, Magic, Skills, Druid, Armor, Cleric, Sorcerer, Critical Hit, Opportunity Attack, Optimization and many more."

Rescue of the Blackthorn Clan -

Catherine Thrush 2020-02-14

A RPG module designed for a couple to play together, compatible with Pathfinder Version 1.

Dungeons and Dragons 5th Edition (2017 Edition) - George a Duckett
2017-03-01

If you have a question about Dungeons & Dragons 5th Edition this is the book with the answers. Dungeons & Dragons 5th Edition: Questions and Answers takes some of the best questions and answers asked on the rpg.stackexchange.com website. You can use this book to look up commonly asked questions, browse questions on a particular topic, compare answers to common topics, check out the original source and much more. This book has been designed to be very easy to use, with many internal

references set up that makes browsing in many different ways

possible. Topics covered include: Spells, Skills, GM Techniques, Druid, Weapons, Character Creation, Feats, Optimization, Wild Shape, New Players, Combat, Monsters, Magic Items, Experience Points, Rules as Written, Magic, Stealth, Armor, Monk, Multi Classing, Cleric and many more.

Original Adventures Reincarnated #4 - The Lost City - Goodman Games
2020-06-30

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. Original Adventures Reincarnated #1 - Into the Borderlands - Goodman Games 2018-07

The Borderlands. An untamed wild region far flung from the comforts and protection of civilization. **Eberron: Rising from the Last War (D&D Campaign Setting and Adventure Book)** - Dungeons & Dragons 2019-11-19 Explore the lands of Eberron in this campaign sourcebook for the world's greatest roleplaying game. This book provides everything players and Dungeon Masters need to play Dungeons

& Dragons in Eberron—a war-torn world filled with magic-fueled technology, airships and lightning trains, where noir-inspired mystery meets swashbuckling adventure. Will Eberron enter a prosperous new age or will the shadow of war descend once again?

- Dive straight into your pulp adventures with easy-to-use locations, complete with maps of floating castles, skyscrapers, and more.
- Explore Sharn, a city of skyscrapers, airships, and noirish intrigue and a crossroads for the world's war-ravaged peoples.
- Include a campaign for characters venturing into the Mournland, a mist-cloaked, corpse-littered land twisted by magic.
- Meld magic and invention to craft objects of wonder as an artificer—the first official class to be released for fifth edition D&D

since the Player's Handbook. • Flesh out your characters with a new D&D game element called a group patron—a background for your whole party. • Explore 16 new race/subrace options including dragonmarks, which magically transform certain members of the races in the Player's Handbook. • Confront horrific monsters born from the world's devastating wars.

Dungeons and Dragons Roleplaying Game Starter Set - Wizards RPG Team
2008-10-21

The best way for new players to learn 4th Edition Dungeons & Dragons! This new product makes it easier than ever to start playing Dungeons & Dragons immediately. The D&D Roleplaying Game Starter Set introduces the complex world of D&D play to new fans in simple, easy-to-understand ways

while retaining the fantastic inspiration of the full game experience. This product includes an introductory version of the 4th Edition rules, dice, map tiles, and an adventure to get starting playing right away!

The Demonplague - Johnn Four
2019-11-26

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!

*VAN RICHTEN'S GUIDE TO RAVENLOFT
(ALTERNATE COVER) - 2021*

Empire of the Ghouls for 5th Edition

- Richard Green 2020-06-09

Dark Motives and Darker Alliances Citizens of Zobeck are going missing. Catacombs beneath the urban abodes may have answers, but what lurks in them may not enjoy company... Rumors swirl of an unholy marriage between blood thirsty factions. As haunting

dreams and prophetic utterances swell, the danger becomes clear. Such a union would be catastrophic... Who will uncover and stop these foul and ghoulish workings? Will your adventurers have the fortitude and ambition--or the greed and cunning--it takes to put a stop to them? Empire of the Ghouls is a complete adventure for characters level 1-13 for the 5th edition of the world's first RPG. You'll also find a gazetteer detailing the Ghoul Imperium in the depths of the Underworld--complete with map! --and appendices filled with new cults, creatures, magic items, and NPCs. Sharpen your blade and conjure magical light, and root out the foulness below the earth!

Dark Places And Demogorgons (Soft Cover) - Eric Bloat 2017-08-05

Written by Eric Bloat & Josh Palmer
Following in the tradition of SURVIVE THIS!! Zombies! comes SURVIVE THIS!! Dark Places & Demogorgons, a tabletop roleplaying game that uses the Original 1970s Fantasy Roleplaying game rules but mutates it into this retro nightmare. It's sleek, slender and creepy as Hell. In DP&D, you play as high school students during the early 1980s. The town you live in has had a rash of disappearances and strange happenings. The adults seem lost as what to do, the police are as clueless as ever. It's up to you and your friends to figure out what's going on and stop it from happening again!

Tome of Horrors 5E - Frog God Games
2018-08

Aggretsuko Work Rage Balance - Oni Press
2021-03

Legendary Dragons - Aaron Hübrich
2019-07-31

Bring back the mystery to Dragons and to make an ordinary Dragon encounter extraordinary! *Legendary Dragons* features NEW content for your 5th Edition game. You'll not only have brand new *Legendary Dragons* and their lore to throw at your players, but some new monsters, too.

CANDLEKEEP MYSTERIES (ALTERNATE COVER) - 2021