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# Ruins Of Mezro Dungeon

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Forgotten Realms

Monster Manual 3

Lost Empires of Faerun

Tome of Beasts

Eberron Adventure

Candlekeep Mysteries (D&D Adventure Book - Dungeons & Dragons)

A 4th Edition Dungeons and Dragons Supplement

Secrets of Xen'drik

Tales From the Yawning Portal

Player's Guide to Eberron

Night Below

Elder Evils

Dungeons & Dragons Baldur's Gate: Descent Into Avernus Hardcover Book (D&D Adventure)

Planes of Chaos

An Adventure for Characters of 1st - 3rd Level

Unapproachable East

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The Rise of Tiamat  
Hoard of the Dragon Queen  
Homeland, Exile, Sojourn  
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Demonomicon  
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Tales of the Old Margreve  
Ed Greenwood Presents Elminster's Forgotten Realms  
A Gritty D&d 5E Campaign for Levels 1-20

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## **SARA ALIJAH**

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*Forgotten Realms Wizards of the Coast*

Offers a comprehensive description of the Forgotten Realms, one of the most well known Dungeons & Dragons campaign settings.

**Monster Manual 3** Dreamspinner Press

Dare to defy death in this adventure for the world's greatest roleplaying game. The talk of the streets and taverns has all been about the so-called death curse: a wasting disease afflicting everyone who's ever been raised from the dead. Victims grow thinner and weaker each day, slowly but steadily sliding toward the death they once denied. When they finally succumb, they can't be raised—and neither can anyone else, regardless of

whether they've ever received that miracle in the past. Temples and scholars of divine magic are at a loss to explain a curse that has affected the entire region, and possibly the entire world. The cause is a necromantic artifact called the Soulmonger, which is located somewhere in Chult, a mysterious peninsula far to the south, ringed with mountains and choked with rain forests. • An adventure for characters of levels 1 - 11, Tomb of Annihilation provides the Dungeon Master with the core adventure needed to create an exciting and memorable play experience. • Expands on the Forgotten Realms setting of Chult, providing extensive detail on the hidden peninsula, and includes a large pull-out map of the region. • Fans of the DUNGEONS & DRAGONS® Roleplaying Game can expand and enhance their experience by participating in the D&D Adventurers League™ organized play program while playing this adventure. • Adventure design by Christopher

Perkins, Will Doyle, and Steve Winter, with additional design by Adam Lee. • Story consulting by the award-winning creator of Adventure Time, Pendleton Ward. 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.

#### Lost Empires of Faerun Advanced Dungeons & Dragons

"Unapproachable East" provides a detailed look at the eastern region of the Forgotten Realms world. In addition to new spells, magic items, feats, character races, prestige classes, and a wealth of new monsters, this title includes descriptions of people, places, and unique cultural elements from throughout the region. Full color.

#### **Tome of Beasts** Wizards of the Coast

Chronicling the rich history of the Forgotten Realms campaign setting, this resource presents a detailed timeline accompanied by essays from Elminster of Shadowdale and other Realmslore experts. Although not a game supplement, it serves as a handy reference guide for players and Dungeon Masters seeking information on specific historical events.

#### Eberron Adventure Wizards of the Coast

Taren dives overboard and is saved by a pirate captain—his people are Ea, shape-shifting merfolk... and Taren is one of them too.

#### **Candlekeep Mysteries (D&D Adventure Book - Dungeons & Dragons)** The Ring of Winter

Demons and demon lords for your Dungeons & Dragons® campaign! Demonomicon(tm) presents the definitive treatise on demons and their masters, the demon lords. Whether you're looking to introduce demons into your D&D® campaign or plunge your heroes into the heart of the Abyss, this book has something for you! More than just a maelstrom of chaos and corruption, the Abyss is an exciting D&D adventure locale for paragon- and epic-level heroes to explore. Within its many layers lurk powerful demon lords and fiendish hordes eager to be unleashed upon unsuspecting worlds. This tome brings demons into the world of D&D, updates classic demons to 4th Edition, provides statistics for various demon lords, and introduces dozens of new horrors from the abyssal depths. It gives Dungeon Masters ready-to-use encounters and mechanics to make demons exciting elements in their home campaigns.

#### *A 4th Edition Dungeons and Dragons Supplement* Wizards of the Coast

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.

#### **Secrets of Xen'drik** Wizards of the Coast

A source book for play and exploration across the mysterious Eberron continent of Xen'drik, this first in-depth book into the subject includes specific locations of interest, new information on the secretive drow of Xen'drik, adventure seeds, and more.

#### *Tales From the Yawning Portal* Necromancer Games

An anthology of seventeen mystery-themed adventures for the world's greatest roleplaying game. Candlekeep attracts scholars like a flame attracts moths. Historians, sages, and others who crave knowledge flock to this library fortress to peruse its vast collection of books, scribbled into which are the answers to the mysteries that bedevil them. Many of these books contain their own mysteries—each one a doorway to adventure. Dare you cross that threshold? • 17 mystery-themed D&D adventures, each tied to a book discovered in the famed library fortress of Candlekeep • Easy to run as stand-alone mini adventures or to drop into your home campaign • Adventures span play from levels 1 to 16 • Includes a full poster map of Candlekeep, plus detailed descriptions of the various locations, characters, and creatures that reside within it • Introduces a variety of Dungeons & Dragons monsters, items, and non-player characters (NPCs) Candlekeep Mysteries is a collection of seventeen short, stand-alone D&D adventures designed for characters of levels 1-16. Each adventure begins with the discovery of a book, and each book is the key to a door behind which danger and glory await. These

adventures can be run as one-shot games, plugged into an existing Forgotten Realms campaign, or adapted for other campaign settings. This book also includes a poster map of the library fortress and detailed descriptions of Candlekeep and its inhabitants.

#### *Player's Guide to Eberron* Wizards of the Coast

In the high valley walls of Kesh, darkness is growing. The followers of the Vile Spore God Tzanti have stolen the dreams of the Nubaran Seeress Deja, trapping them in an eldritch artifact. She is now blind to the future, and her kingdom trembles in fear at what is to come. Those that wear the bronze masks of Tzanti sing now in praise to their lord, preparing a dark ritual that will bring forth the God's messenger from beyond. Unless her dreams are returned, the Seeress will descend into madness, and her people along with her. The Masks of Tzanti is a setting-neutral Pathfinder adventure for 5th level heroes set in a primal, raw land. Come to the rescue of the Seeress and save Nubara from war!

#### *Night Below* CreateSpace

The ultimate dungeon adventure is back in print again because the fans demanded it! Set in the Underdark and designed to be used in any AD&D"RM" campaign, Night Below presents an epic adventure that takes player characters from 1st level to 10th level and beyond. Available again for a limited time, this huge adventure is packed with plots, subplots, sinister conspiracies, and action on a grand scale.

#### Elder Evils Wizards of the Coast

Now for 5th Edition! Frog God Games unleashes the next iteration of its iconic Tome of Horrors series for 5th Edition. Hordes of

sinister adversaries, restless dead, and other horrific monstrosities to gleefully challenge your players' expectations. Bursting with hundreds of creatures, new additions as well as converted classics, in a library-bound and stitched full color volume, the next Tome of Horrors will be a must have for your 5th edition campaign. Everybody needs more monsters. The Tome of Horrors for Fifth Edition includes a selection of creatures from earlier volumes as a kick off for an entire series of fifth edition books.

**Dungeons & Dragons Baldur's Gate: Descent Into Avernus Hardcover Book (D&D Adventure)** BOOM! Studios

This full-length adventure for the newest D&D( campaign setting is designed to showcase many of the most unique traits of the Eberron realm.

**Planes of Chaos** Wizards of the Coast

Dare to descend into the Underdark in this adventure for the world's greatest roleplaying game The Underdark is a subterranean wonderland, a vast and twisted labyrinth where fear reigns. It is the home of horrific monsters that have never seen the light of day. It is here that the dark elf Gromph Baenre, Archmage of Menzoberranzan, casts a foul spell meant to ignite a magical energy that suffuses the Underdark and tears open portals to the demonic Abyss. What steps through surprises even him, and from that moment on, the insanity that pervades the Underdark escalates and threatens to shake the Forgotten Realms to its foundations. Stop the madness before it consumes you! A Dungeons & Dragons® adventure for characters of levels 1-15

*An Adventure for Characters of 1st - 3rd Level* Wizards of the

Coast

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!

#### *Unapproachable East* Wizards of the Coast

From the gargantuan, aquatic afanc, a hundred feet in length, to the eerie sphinx zombie bound by magic to guard forbidden lore, the *Tome of Horrors 2020* provides you with a wealth of beasts and legends to stock the forests, dungeons, skies, and oceans of your world. Creatures of the underworld, denizens of the elemental planes of existence - they're all to be found within the covers of this compendium! Necromancer Games is proud to bring you this resource for the Fifth Edition of the world's most popular role-playing game!

#### Wizards of the Coast

Fight the War Against Draconic Oppression in this Adventure for the World's Greatest Roleplaying Game In an audacious bid for power the Cult of the Dragon, along with its dragon allies and the Red Wizards of Thay, seek to bring Tiamat from her prison in the Nine Hells to Faerun. To this end, they are sweeping from town to town, laying waste to all those who oppose them and gathering a hoard of riches for their dread queen. The threat of annihilation has become so dire that groups as disparate as the Harpers and

Zhentarim are banding together in the fight against the cult. Never before has the need for heroes been so desperate. • The first of two adventures in the *Tyranny of Dragons™* story arc, *Hoard of the Dragon Queen* 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.

#### *Forgotten Realms Supplement*

Join best pals Jake the Dog, Finn the Human, and... the ICE KING?! It's a DUNGEON BROVENTURE as this crazy trio jumps into a game of danger of feelings! Will the treasure at the end be worth all the crazy emotions, or have Finn and Jake finally found a quest they won't be able to finish?

#### *Out of the Abyss*

A deluxe, leather-bound version of the essential tool every D&D Dungeon Master needs. The follow-up to the special edition *Player's Handbook™* released in 2004 for the 30th anniversary of D&D, this special release of the *Dungeon Master's Guide™* features an embossed, leather-bound cover and premium, gilt-edged paper.

#### **Stealing the Wind**

For the first time, the secrets of past empires of the *Forgotten Realms* world are chronicled in one comprehensive sourcebook. Includes rules for how to build and sustain a ruin-based campaign, more than a dozen detailed adventure sites with maps, and new monsters and artifacts.

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