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Princes of the Apocalypse *Wizards of the Coast*

Abolish an Ancient Evil Threatening Devastation in this Adventure for the World's Greatest Roleplaying Game Called by the Elder Elemental Eye to serve, four corrupt prophets have risen

from the depths of anonymity to claim mighty weapons with direct links to the power of the elemental princes. Each of these prophets has assembled a cadre of cultists and creatures to serve them in the construction of four elemental temples of lethal design. It is up to adventurers from heroic factions such as the Emerald Enclave and the Order of the Gauntlet to discover where the true power of each prophet lay, and dismantle it before it comes boiling up to obliterate the Realms. • An epic adventure for characters levels 1 - 15, the Elemental Evil™ story arc, Princes of the Apocalypse provides everything a Dungeon Master needs to create an exciting and memorable play experience. • Includes new elemental spells and the element-touched genasi

as a new playable race. • 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 Sasquatch Game Studio LLC.

Princes of the Apocalypse - Italian Language

Hoard of the Dragon Queen *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.

Dungeon Master's Screen Reincarnated *Wizards of the Coast*

MASTER THE GAME with this indispensable tool for the world's greatest roleplaying game. Lost is the poor soul borne aloft in the grip of the ancient red dragon featured in a spectacular panoramic vision by Tyler Jacobson on this durable, four-panel Dungeon Master's Screen. The interior rules content on this new screen has been revisited and refreshed as a direct result of feedback received from D&D fans everywhere. • The screen's landscape orientation allows the Dungeon Master to easily see beyond

the screen and reach over, even as it keeps die rolls and notes hidden from players. • Provides an at-a-glance reference for the most relevant and often used in-game information, equipping Dungeon Masters of all skill levels with essential support. • An excellent resource for new and existing Dungeons Masters to facilitate inspired adventures and an engaging play experience. 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.

Planet Apocalypse For 5e

Poison Princess *Simon and Schuster*

In the aftermath of a cataclysmic event, sixteen-year-old Evie, from a well-to-do Louisiana family, learns that her terrible visions are actually prophecies and that there are others like herself--embodiments of Tarot cards destined to engage in an epic battle.

Dungeons & Dragons Ghosts of Saltmarsh Hardcover Book (D&D Adventure) *Wizards of the Coast*

Explore the waves above and the fathoms below in these watery adventures for the world's greatest roleplaying game. "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* Ghosts of Saltmarsh brings classic adventures into fifth edition Dungeons & Dragons. This adventure book combines some of the most popular classic adventures from the first edition of Dungeons & Dragons including the classic "U" series, plus some of the best nautical adventures from the history of Dungeon Magazine: Sinister Secret of Saltmarsh, Danger at Dunwater, Salvage Operation, Isle of the Abbey, The Final Enemy, Tammeraut's Fate, The Styx. • Ghosts of Salt Marsh includes a variety of seafaring adventures, enough to take

characters from level 1 to level 12. • This supplement introduces the port town of Saltmarsh, the perfect starting point for a nautical campaign. • Each adventure can be played individually, inserted into your ongoing game or combined into a single epic nautical campaign. • Dungeon Masters will find rules for ships and sea travel, deck plans for various vessels, an appendix with rules for new and classic monsters, and much more. • 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.

Pathfinder Campaign Setting: Book of the Damned Volume 3

Horsemen of the Apocalypse *Paizo Pub LLC*

Devils may seek to corrupt your faith and mind, and demons certainly look to twist your body and destroy your home. But the fiends known as daemons seek something altogether more fundamental from mortals - they seek life itself! Evil without the distraction of binding law or capricious chaos, they look to the world with hungry eyes for fresh souls to consume. Horseman of the Apocalypse continues the Book of the Damned series by taking a detailed look at the daemons - ushers of catastrophe and harbingers of disaster. Personifying the worst ways a person can die, daemons constitute the third arm of major fiendish races, hailing from the nightmare realm of Abaddon, where they are led by four

legendary figures- the so-called Horsemen of the Apocalypse!

The Rise of Tiamat *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.

The Way of Kings

Book One of the Stormlight Archive *Macmillan*

Introduces the world of Roshar through the experiences of a war-weary royal compelled by visions, a highborn youth

condemned to military slavery, and a woman who is desperate to save her impoverished house.

Star Wars: Leia, Princess of Alderaan *Disney Electronic Content*

Explore the beginning of Leia's participation in the Rebellion and the origin of her friendship with Amilyn Holdo from *The Last Jedi*! Sixteen-year-old Princess Leia Organa faces the most challenging task of her life so far: proving herself in the areas of body, mind, and heart to be formally named heir to the throne of Alderaan. She's taking rigorous survival courses, practicing politics, and spearheading relief missions to worlds under Imperial control. But Leia has worries beyond her claim to the crown. Her parents, Brea

and Bail, aren't acting like themselves lately; they are distant and preoccupied, seemingly more concerned with throwing dinner parties for their allies in the Senate than they are with their own daughter. Determined to uncover her parents' secrets, Leia starts down an increasingly dangerous path that puts her right under the watchful eye of the Empire. And when Leia discovers what her parents and their allies are planning behind closed doors, she finds herself facing what seems like an impossible choice: dedicate herself to the people of Alderaan (including the man she loves) or to the galaxy at large, which is in desperate need of a rebel hero...

Sword Coast Adventurer's Guide *Wizards of the Coast*

Get everything you need to adventure in the Forgotten Realms on the exciting Sword Coast, home to the cities of Baldur's Gate, Waterdeep, and Neverwinter. Crafted by the scribes at Green Ronin in conjunction with the Dungeons & Dragons team at Wizards of the Coast, the Sword Coast Adventurer's Guide provides D&D fans with a wealth of detail on the places, cultures, and deities of northwestern Faerûn. The Sword Coast Adventurer's Guide is also a great way to catch up on recent events in the Forgotten Realms, to get background on locations featured in the Rage of Demons storyline coming in September, and to learn the lore behind video games like Neverwinter and Sword Coast Legends. Here are just a few of the features you'll find in the Sword

Coast Adventurer's Guide: · Immersive Adventuring: This campaign sourcebook provides players and Dungeon Masters material for creating vibrant fantasy stories along the Sword Coast. · New Character Options: The book offers new subclass options, such as the Purple Dragon Knight and the Swashbuckler, for many of the classes presented in the Player's Handbook, as well as new subraces and backgrounds specific to the Forgotten Realms. · Adventure in the Forgotten Realms: Discover the current state of the Forgotten Realms and its deities after the Spellplague and the second Sundering. You'll also get updated maps of this area of the Realms. · Compatible with Rage of Demons storyline: Make characters for use with the Out of the Abyss adventure

and fight back the influence of the demon lords in the Underdark below the Sword Coast. • Insider Information: Learn the background behind locations, such as Luskan and Gracklstugh, featured in the upcoming digital RPG, *Sword Coast Legends*, from n-Space. With new character backgrounds and class options, players will love the storytelling possibilities of playing a noble of Waterdeep, an elf bladesinger, or one of the other new options, while *Dungeon Masters* will relish a book full of mysterious locations and story hooks to keep players adventuring on the Sword Coast for years to come. Look for *Sword Coast Adventurer's Guide* to be available on November 3.

Dungeons & Dragons Acquisitions

Incorporated HC (D&D Campaign Accessory Hardcover Book) *Wizards of the Coast*

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.

Out of the Abyss *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

Storm King's Thunder *Wizards of the Coast*

Take a stand against the giants in this adventure for the world's greatest roleplaying game. Giants have emerged from their strongholds to threaten civilization as never before. Hill giants are stealing all the grain and livestock they can while stone giants have been scouring settlements that have been around forever. Fire giants are press-ganging the smallfolk into the desert, while frost giant longships have been pillaging along the Sword Coast. Even the elusive cloud giants have been witnessed, their wondrous floating cities appearing above Waterdeep and Baldur's Gate. Where is the storm giant

King Hekaton, who is tasked with keeping order among the giants? The humans, dwarves, elves, and other small folk of the Sword Coast will be crushed underfoot from the onslaught of these giant foes. The only chance at survival is for the small folk to work together to investigate this invasion and harness the power of rune magic, the giants' weapon against their ancient enemy the dragons. The only way the people of Faerun can restore order is to use the giants' own power against them. To defeat giants, you need to be giant!

The Summer Prince *Scholastic Inc.*

A heart-stopping story of love, death, technology, and art set amid the tropics of a futuristic Brazil. The lush city of Palmares Tres shimmers with tech and

tradition, with screaming gossip casters and practiced politicians. In the midst of this vibrant metropolis, June Costa creates art that's sure to make her legendary. But her dreams of fame become something more when she meets Enki, the bold new Summer King. The whole city falls in love with him (including June's best friend, Gil). But June sees more to Enki than amber eyes and a lethal samba. She sees a fellow artist.

The Monsters Know What They're Doing

Combat Tactics for Dungeon Masters *Simon and Schuster*

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 Baldur's Gate: Descent Into Avernus Hardcover Book (D&D Adventure) *Wizards of the Coast*

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

A Companion to the Premodern Apocalypse *BRILL*

A Companion to the Premodern Apocalypse offers a range of essays regarding apocalyptic expectations and apprehensions from antiquity to early modernity.

Book of Lairs for 5th Edition *Kobold Press*

Fight the Monster in its Den... If You Dare! Book of Lairs brings you 24 great monster lairs for 5th Edition play of the world's greatest roleplaying game! Each of these exciting and unusual battlegrounds comes with a complete short adventure, including a hook, area hazards, tactics, and treasures. Stage your 5th Edition fights in unforgettable locations like: Alchemist's Guildhall Necromancer's Cistern Den of the Rotten Kings Lost Halls of Everforge Citadel of the Void Dragon Tomb of the Scorpion Prince Imperial Ghoul Outpost Umbral Vampire Lair Sky Stairs of Beldestan And 15 more! Designed by some of the top names in the RPG industry, Book of Lairs is sure to add an aura of wonder and

mystery to your game! *Book of Lairs* uses standard monster as well as surprising new creatures from the *Tome of Beasts*, and both monster books are required for maximum playability. A DM's version of each lair map is included with numbered locations. An additional digital map pack is available from Kobold Press for use with a projector or for online play

The Wild Beyond the Witchlight: A Feywild Adventure (Dungeons & Dragons Book) *Wizards of the Coast*

A wickedly whimsical adventure for the world's greatest roleplaying game. Once every eight years, the fantastic Witchlight Carnival touches down on your world, bringing joy to one settlement after the next. Its owners,

Mister Witch and Mister Light, know how to put on a good show. But there's more to this magical extravaganza than meets the eye! The carnival is a gateway to a fantastic Feywild domain unlike anything found on the Material Plane. Time has not been kind to this realm, however, and dark days lie ahead unless someone can thwart the dastardly schemes of the Hourglass Coven. The Wild Beyond the Witchlight takes adventurers from the Witchlight Carnival to Prismeer, a Feywild domain of delight, and is designed for characters of levels 1-8. This book comes with a poster map that shows the carnival on one side and Prismeer on the other. • Explore the Plane of Faerie in the first official D&D adventure set primarily in the Feywild • Easily drop The Witchlight Carnival into

any campaign—for passage into the Feywild or just a night of carnival games and wild entertainment • Introduces two races—play as a fairy or as a harengon, a race of humanoid rabbits • Adds two backgrounds—the Feylost who grew up in the Feywild, and a Witchlight Hand who works at the carnival • All encounters can be resolved without resorting to combat, rewarding clever ideas and creative roleplay • Classic 1980s Dungeons & Dragons characters return, including Warduke, Strongheart, and Kelek

The Prince and the Jester

Prince Gareth thinks his coming of age ceremony will be mere pageantry, but during the celebration a dark family secret comes to light. A secret that leads

to a suicide, a murder, and his exile. Now Prince Gareth must become the man he is proclaimed to be, or die. Set in a post-apocalypse future, *The Prince & the Jester* follows Gareth as he flees across a nightmarish landscape. Mutant beasts, human-hating cyborgs, a horde of barbarians . . . nothing match the horror of what chases him. The Jester, the king's twin, hidden behind his painted face all these years because of a prophecy, is a man with dark powers. Gareth has stolen one of his objects of power, an ancient stone dubbed Demon's Eye, and the Jester will not rest until he recovers it. Worse still, the insidious stone begins to twist his mind, and he faces a terrible decision. Using its powers might be the only way to save the last vestiges of civilization, but doing

so might destroy everything.

Apocalypse of the Heart *Gramercy Books*

Candlekeep Mysteries (D&D Adventure Book - Dungeons & Dragons) *Wizards of the Coast*

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.

Dungeon Master's Screen

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.

Icwind Dale: Rime of the Frostmaiden (D&D Adventure Book)

(Dungeons & Dragons) *Wizards of the Coast*

Feel the cold touch of death in this adventure for the world's greatest roleplaying game. Beneath the unyielding night sky, you stand before a towering glacier and recite an ancient rhyme, causing a crack to form in the great wall of ice. Beyond this yawning fissure, the Caves of Hunger await. And past this icy dungeon is a secret so old and terrifying that few dare speak of it. The mad wizards of the Arcane Brotherhood long to possess that which the god of winter's wrath has so coldly preserved--as do you! What fantastic secrets and treasures are entombed in the sunless heart of the glacier, and what will their discovery mean for the denizens of Icwind Dale? Can you save

Ten-Towns from the Frostmaiden's everlasting night? Brave the frozen North of Faerun in this Dungeons & Dragons adventure for characters level 1-12. Explore the frontier of Icewind Dale! Maps and guides will aid you on your journey through a land of isolation, paranoia, and deadly cold. Venture into the Ten Towns and other beloved D&D locations made famous by Drizzt Do'Urden and the Companions of the Hall. Encounter the hazards of a frozen wilderness. This book provides DMs with rules for running D&D adventures in icy tundras and wintry climes. Discover long-lost treasures, magic items, and long-forgotten spells in the icy depths of a truly unforgettable Dungeons & Dragons adventure.

Dungeon! Board Game

First released in 1975 and revised throughout the 1980s and early 1990s, the Dungeon! boardgame lets you explore a multi-level dungeon in search of treasure guarded by terrible monsters. The deeper into the dungeon you go, the deadlier the monsters and the greater the treasure. The player who returns to the beginning chamber with the most treasure wins!

Tales From the Yawning Portal *Wizards of the Coast*

Within this tome are seven of the most compelling dungeons from the 40+ year history of Dungeons & Dragons. Some are classics that have hosted an untold number of adventurers, while others are some of the most popular adventures

ever printed. The seeds of these stories now rest in your hands. D&D's most storied dungeons are now part of your modern repertoire of adventures. Enjoy, and remember to keep a few spare character sheets handy. DREAD TALES TOLD IN THE DEAD OF NIGHT When the shadows grow long in Waterdeep and the fireplace in the taproom of the Yawning Portal dims to a deep crimson glow, adventurers from across the Forgotten Realms, and even from other worlds, spin tales and spread rumors of dark dungeons and lost treasures. Some of the yarns overheard by Durnan, the barkeep of the Yawning Portal, are inspired by places and events in far-flung lands from across the D&D multiverse, and these tales have been collected into a single volume. For use

with the fifth edition Player's Handbook®, Monster Manual®, and Dungeon Master's Guide®, this book provides fans with adventures, magic items and deadly monsters, all of which have been updated to the fifth edition rules. Explore seven deadly dungeons in this adventure supplement for the world's greatest roleplaying game. Tales from the Yawning Portal Includes the Following Adventures: Against the Giants Dead in Thay Forge of Fury Hidden Shrine of Tamoachan Sunless Citadel Tomb of Horrors White Plume Mountain

The Apocalypse Codex *Penguin*

Persephone Hazard, a member of the Laundry who is as beautiful as she is unpredictable, investigates an American televangelist who seems to be able to

miraculously heal people.

The Apocalypse of Abraham *Lulu.com*

Considered by many to be 'the last important product of the Apocalyptic movement', The Apocalypse of Abraham is an apocryphon, a work that belongs to a body of prophetic Abrahamic literature flourishing about the time of Christ. The text details the Destruction of the Temple and thus was written after 70 AD. It is considered part of the Apocalyptic literature but not regarded as authoritative scripture.

Princes of the Sea *Fitway Publishing*

This book is born under the will of the photographer, Francois Rousseau who loves photographing beautiful young men here staging four 'mythical'

adventures.

Dungeonology

Original Adventures Reincarnated

#4 - The Lost City *Goodman Games*

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.

Strongholds & Followers

"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)

The Darkness That Comes Before

The Prince of Nothing, Book One

Harry N. Abrams

"This edition first published in paperback in the United States in 2005 by The Overlook Press, Peter Mayer Publishers, Inc."--Verso.

Chaositech Sword & Sorcery Studio

Fantasirollespil.

D&D Waterdeep Dragon Heist HC *Wizards of the Coast*

Experience the ultimate urban treasure hunt in this adventure for the world's greatest roleplaying game. "A perfect starter campaign."—Andrew Whalen, Newsweek "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* “Want to be part of something big?”—A parchment tied to a flying snake, page 38 of *Dragon Heist* Welcome to Waterdeep. You’re summoned by Volothamp Geddarm, famous explorer and raconteur, to complete a simple quest. Is anything ever really simple though? • 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. • Take players through levels one to five in this *Dungeons & Dragons* adventure. Five story arcs guide players through each level for a multi-session campaign

experience inspired by classic heist films. • 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. “[*Waterdeep: Dragon Heist*] is state of the art tabletop design. . .one of the best introductions to D&D that I’ve ever come across.”—Charlie Hall, *Polygon.com* “*Waterdeep: Dragon Heist* is a shining example of what *Dungeons & Dragons* can be and should be: fun and unpredictable.”—Gavin Sheehan,

BleedingCool.com

The Elder Scrolls V: Skyrim - The Skyrim Library, Vol. I: The Histories

Titan Books (US, CA)

For the first time, the collected texts from the critically and commercially acclaimed fantasy video game The Elder Scrolls V: Skyrim are bound together in three exciting volumes. Lavishly illustrated and produced, these titles are straight out of the world of Skyrim - and a must for any wandering adventurer.

Caves of Carnage

This product adds a new dimension to D&D games and gives Dungeon Masters an easy and inexpensive way to include great-looking terrain in their games. This set provides ready-to-use, configurable

tiles with which to build exciting dungeons, temples, and monster lairs. This accessory for the D&D game contains six double-sided sheets of illustrated, die-cut terrain tiles printed on heavy cardstock. These tiles feature twisting caverns that include underground rivers, chasms, treacherous rope bridges, and the aftermath of bloody battles.

Apocalypse

Dragons! Vulpine Press

Life is not a game... until a portal opens. Still reeling from his divorce, Ted spends his time focusing on three things: work, soap operas and video games. When Ted and his brother are the first to complete an epic quest in the game Wind and

War, they are excited to discover what will be the reward for their achievement. A unique game opportunity seems to follow, but the brothers quickly find out it's much more. A click of a button and the brothers not only start a new quest, they open a portal that brings the game to Earth. The challenge of the game becomes the challenge on Earth,

complete with dragons, a wizard, a fairy and other fantasy characters. Despite being out of their element, the new arrivals battle alongside the brothers and the US Army to defeat the dragons who are turning Pennsylvania to ash. Reality meets game world. This time it is a challenge the brothers cannot lose.