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Dungeon Masters rejoice and players beware! The Total Party Kill Handbook is here to help you take your game to the next level of challenge and fun with 25 encounters, running from level 1 to level 20, all designed to be dropped into your existing campaign. Every encounter can be scaled up or down to fit groups that are several levels higher or lower, and the tactics scaling sections let you make the monsters smarter or dumber to further tweak the difficulty to match your party. Within the pages you'll also find the Trap Workshop, a revolutionary trap creation system that will let you build traps that damage, disable, and debilitate adventurers, making your dungeons even more dangerous. You tell the story, this book provides the numbers.

Three Devious Encounters, Ready to Run

The Total Party Kill Primer contains three ready-to-play encounters designed to test fifth edition adventurers to their limits. Each encounter includes scaling suggestions to adapt them to parties of differing strength and experience.

The Giant Runesmith