

## *Ruins Of Mezro Dungeon*

**Providing Dungeon Masters with 160 pages of truly wicked threats to challenge high-level heroes, this tome comes with stat blocks for the elder evil and its minions, tips for how to incorporate the elder evil into any D&D campaign, and how to create unique villains and endgame encounters.**

**Adventures from the Potbellied Kobold provides you with fifteen adventures to use as one-shots, additions to your current campaign, or as inspiration for a new campaign. We've even included a way to link several of the adventures, providing you with a mini-campaign. The adventures range in difficulty from low to mid-level, and many include adjustment suggestions, allowing you flexibility with the adventure's difficulty. The adventures are short and sweet, targeting play times of 1 to 3 hours. Of course some adventures may run a bit longer depending on your play style, group, and how often your adventurers debate over who gets what magic item.**

**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**

**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.***

***Princes of the Apocalypse***

***Special Edition Dungeon Master's Guide***

***Monster Manual III***

***Elder Evils***

***Night Below***

Describes important locations, events, organizations, races, and features of the Eberron campaign setting, organized in an accessible and easily digestible format so that players can use the book as a handy reference guide. In addition, the book provides new feats, prestige classes, spells, and magic items. An all-new version of one of the key titles in the entire Forgotten Realms novel line. This title is the fourth in a series of recovers of the popular Avatar series. At the time of its original release, this series presented key events that impacted the entire Forgotten Realms world, and the effects of those events are still felt in current novels. This re-released series features a cohesive cover design and all-new art.

Revenge of a God The Time of Troubles is at an end, and the gods have been restored to their rightful places. The soul of Kelemvor Lyonsbane, former lover of the goddess of magic, remains hidden from the mad god Cyric. The will of one such as Cyric, when bent on revenge, is not so easily thwarted.

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 A series focusing on the popular character class Fighters! The first title in a new Forgotten Realms series focusing on the popular Dungeons & Dragons® game character class of Fighters. Each title will feature characters with a different exotic style of fighting.

Player's Guide to Eberron

Forgotten Realms Supplement

A Waterdeep Novel

The Dark Elf Trilogy

Adventures from the Potbellied Kobold

The Ring of Winter

The Ring of Winter Wizards of the Coast

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.

One of the Harpers (a secret organization fighting for good) searches the jungle for a missing explorer and happens on a lost civilization--complete with dinosaurs--and the evil Cult of Frost, which tries to steal his magic ring.

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.

Rappan Athuc

Planes of Chaos

An Adventure for Characters of 1st - 3rd Level

Hoard of the Dragon Queen

The Underdark Campaign Setting

A Gritty D&d 5E Campaign for Levels 1-20

***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***

***The Ultraviolet Grasslands and the Black City is a tabletop role-playing game book, half setting, half adventure, and half epic trip; inspired by psychedelic heavy metal, the Dying Earth genre, and classic Oregon Trail games. It leads a group of 'heroes' into the depths of a vast and mythic steppe filled with the detritus of time and space and fuzzy riffs.***

***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!***

***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.*

*Master of Chains*

*A Dungeons and Dragons Supplement*

*Homeland, Exile, Sojourn*

*Storm King's Thunder*

*Dungeons and Dragons Core Rulebook*

*Short Adventures for the World's Most Popular Roleplaying Game*

The first in the "R" series of D20 System dungeon modules by Necromancer Games, Rappan Athuk -- The Dungeon of Graves: The Upper Levels is the grand-daddy of all dungeon crawls! This dungeon of caverns, passages, traps and hidden chambers defies even the most experienced adventurer to travel its halls. This module features six levels of this evil, multilevel dungeon, including monsters your characters have never imagined in their worst nightmares. Rappan Athuk awaits!

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.

Everything a player needs to adventure in the Forgotten Realms, the most popular setting in the D&D "RM" game can be found right here: history, maps, non-player characters, geography, economics, societies, organizations, religions, politics, monsters, magic items, spells ... even a start-up adventure in the Realms!

Death in the Depths On the trail of an ancient enemy, the heroes seek more information in a merfolk city teeming with intrigue just beneath the waves. They arrive to find a group of deep merfolk claiming that the city is in the path of a destructive sea monster. But this warning is nothing more than a ruse for the campaign's villain to uncover the location to a secret Azlanti military laboratory. The adventurers must carefully maneuver the social currents of the underwater city and unravel dangerous intrigue to get to the bottom of the merfolk's plot and discover where the ancient enemy is headed so they can stop it. This volume of Pathfinder Adventure Path continues the Ruins of Azlant Adventure Path and includes: -"City in the Deep," a Pathfinder RPG adventure for 10th-level characters, by Amber E.

Scott. -A gazetteer of Talasantri, an underwater city populated by aquatic elves, merfolk, and other aquatic humanoids on the floor of the Arcadian Ocean, by Amber E. Scott. -An ecology of the graceful and mysterious merfolk, by Amber E. Scott. -An investigation into the reclusive elves of the Mordant Spire and a look at some of the tools they use when patrolling lost Azlant, by Mikko Kallio. -A collection of dangerous monsters, by Alex Greenshields, Mark Moreland, Tim Nightengale, and Amber E. Scott. the world's oldest fantasy RPG.

**Eberron Adventure**

**D&D Dungeon Masters Screen: Dungeon Kit (Dungeons & Dragons DM Accessories)**

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

**Forgotten Realms**

**Ruins of Azlant**

**Lost Empires of Faerun**

*This core rulebook introduces an innovative monster stat block format, that makes running monsters easier for the Dungeon Master, and presents a horde of iconic monsters that fit into any campaign.*

*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.*

*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.*

*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.*

*The Demonplague*

*Unapproachable East*

*Secrets of Xen'drik*

*Shadows of the Last War*

*Prince of Lies*

*The Dungeon of Graves : The Upper Levels*

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 20th 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.

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!

In the streets of Waterdeep, conspiracies run like water through the gutters, bubbling beneath the seeming calm of the city's life. As a band of young, foppish lords discovers there is a dark side to the city they all love, a sinister mage and his son seek to create perverted creatures to further their twisted ends. From the Paperback edition.

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!

**Campaign Setting**

**Demonomicon**

**Forgotten Realms Campaign Guide**

**The City of Splendors**

**Legacy of the Crystal Shard**

**Monster Manual 3**

*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.*

*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.*

*Mighty heroes deserve wicked foes Demons and half-demons, dragons and dragonkin, animated corpses and restless spirits, wielders of magic and eaters of spells: These are the creatures of Faerûn, the monsters of the Forgotten Realms campaign setting. Monster Compendium: Monsters of Faerûn contains scores of new monsters for use in Dungeons & Dragons adventures. From the aarakocra to the Tyrantfog zombie, these monsters present a whole new range of challenges. Although usable in any campaign, these monsters are especially suited for the Forgotten Realms setting -- a world of great magic, terrible villains, and high adventure.*

*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.*

*Tomb of Annihilation*

*The Ultraviolet Grasslands*

*Ed Greenwood Presents Elminster's Forgotten Realms*

*Tome of Horrors 2020 PoD Softcover*

*Roleplaying Game Core Rules*

*Monster Compendium*

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

Describes the characteristics and attributes of a variety of monsters, zombies, demons, giants, werewolves, animals, and aliens for use in the Dungeons and Dragons game.

288 page hardcover by Bruce R. Cordell

## Read Book Ruins Of Mezro Dungeon

"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.

The Grand History of the Realms

The Rise of Tiamat

Out of the Abyss

Monsters of Faerun

Tome of Beasts

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

***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***