

Dungeon Magazine 54

A Collection of Dark and Daring Adventures What happens when adventurers become the owners of a brothel? When a roguish associate asks them to attend an oligarch's masquerade in his place? What lurks in the Cartways besides kobolds? And what will you say when another thief tells you the only way to find a treasure is to become hunted by the Praetors? "Dark dealings, my boys, and a knife in the guts might be the price. Whose guts? Might be yours if you cross the wrong one of the Nine." This 94-page supplement and adventure anthology is set in the seedy underbelly of Zobeck, and on its mean streets you will find: Seven adventures dealing with underhanded themes, shady locations, and double-crossing deals gone wrong Six locales including the Cartways Market Gallery or the Old Stross Municipal Baths. A dirty dozen NPCs: kobold gearsmiths, failed Arcane Collegium students, barge captains, fey and undead ambassadors to use as rivals, patrons, peers and foes A sampling of new clockworks, street magics and odd enchantments that make Zobeck the distinctive jewel of the River Argent! You probably shouldn't bring the paladin along on this one... This official Midgard adventure anthology is easily portable to any setting. Designed by Ben McFarland, Matthew Stinson, Christina Stiles, Mike Franke, and Richard Pett. Winner, Gold ENnie Award, Best Adventure of 2012

A collection of Dungeons & Dragons® adventures from the pages of Dungeon® magazine. This official D&D® supplement gathers a year's worth of adventures published in Dungeon magazine into one easy-to-reference source. The adventures contained herein provide hundreds of hours of play, and each of them fits easily into a Dungeon Master's existing D&D campaign. In addition to the compiled adventures, this book contains never-before-seen notes from the designers, developers, and editors that take you behind the curtain, offering a firsthand glimpse into the origin and evolution of each adventure.

THE MOST AWESOME ADVENTURE EVER. Since the invention of the adventure module, there have only been five adventures that were rated the most awesome, the most epic. *Broodmother Sky Fortress* leaves them all behind. Its got these creatures that are half shark. Half elephant. All badass. They fly around in this cloud fortress, wrecking everything in the campaign until the players step up to stop them. Its all terribly exciting! And all brought to you by none other than the world-famous Arch-Mage of Old-School, Jeff Rients! As an added bonus, weve included a Greatest Hits of the ol Arch-Mages essays and game tools to build your campaign into the unstoppable juggernaut youve always wanted it to be. Your game wont suck anymore! *Broodmother SkyFortress: Buying any other adventure is just throwing your money away.*

Tracing the evolution of fantasy gaming from its origins in tabletop war and collectible card games to contemporary web-based live action and massive multi-player games, this book examines the archetypes and concepts within the fantasy gaming genre alongside the roles and functions of the game players themselves. Other topics include: how *The Hobbit* and *The Lord of the Rings* helped shape fantasy gaming through Tolkien's obsessive attention to detail and virtual world building; the community-based fellowship embraced by players of both play-by-post and persistent browser-based games, despite the fact that these games are fundamentally solo experiences; the origins of gamebooks and interactive fiction; and the evolution of online gaming in terms of technological capabilities, media richness, narrative structure, coding authority, and participant roles.

Tabletop Role-Playing Games and the Modern Fantastic

A Story of Marriage, Meat, and Obsession

Dungeons and Dragons Art and Arcana

Pact, Shadow, and Truename Magic

Book of Lairs for 5th Edition

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

Dread Trident examines the rise of imaginary worlds in tabletop role-playing games (TRPGs), such as *Dungeons and Dragons*. With the combination of analog and digital mechanisms, from traditional books to the internet, new ways of engaging the fantastic have become increasingly realized in recent years, and this book seeks an understanding of this phenomenon within the discourses of trans- and posthumanism, as well as within a gameist mode. The book explores a number of case studies of foundational TRPGs. *Dungeons and Dragons* provides an illustration of pulp-driven fantasy, particularly in the way it harmonizes its many campaign settings into a functional multiverse. It also acts as a supreme example of depth within its archive of official and unofficial published material, stretching back four decades. *Warhammer 40k* and the *Worlds of Darkness* present an interesting dialogue between Gothic and science-fantasy elements. The *Mythos* of HP Lovecraft also features prominently in the book as an example of a realized world that spans the literary and gameist modes. Realized fantasy worlds are becoming ever more popular as a way of experiencing a touch of the magical within modern life. Reworking Northrop Frye's definition of irony, *Dread Trident* theorizes an ironic understanding of this process and in particular of its embodied forms.

In Husaquahr, the world of magic beyond the Sea of Dreams, the battle had been won. All seemed peaceful. But Throckmorton P. Ruddygore, master sorcerer, knew better. Far to the south, on the River of Dancing Gods, the Dark Baron plotted with a Demon Prince to wage the final war that would bring about Armageddon. Someone had to make the dangerous trip into the unknown to spy on the conspirators. And so Ruddygore called again on the services of his erstwhile human helpers- Joe, who had become a superbarbarian hero with an enchanted sword, and Marge, now changed to a flying fairy woman. But could

two fragile people from the Earth Prime - even with some magic ingredients- survive in this new, bitter struggle to good versus evil?

In 1980, computers were instruments of science and mathematics, military secrets and academia. Stern administrators lorded over sterile university laboratories and stressed one point to the wide-eyed students privileged enough to set foot within them: Computers were not toys. Defying authority, hackers seized control of monolithic mainframes to create a new breed of computer game: the roguelike, cryptic and tough-as-nails adventures drawn from text-based symbols instead of state-of-the-art 3D graphics. Despite their visual simplicity, roguelike games captivate thousands of players around the world. From the author of the bestselling Stay Awhile and Listen series, *Dungeon Hacks: How NetHack, Angband, and Other Roguelikes Changed the Course of Video Games* introduces you to the visionaries behind some of the most popular roguelikes of all time and shows how their creations paved the way for the blockbuster videogames of today—and beyond.

This book serves a reference for readers of Tolkien's other well known opus.

The Evolution of Fantasy Role-Playing Games

Icewind Dale: Rime of the Frostmaiden (D&D Adventure Book) (Dungeons & Dragons)

Dungeons & Dragons Starter Set (Six Dice, Five Ready-to-Play D&D Characters With Character Sheets, a Rulebook, and One Adventure)

The Best of Tales

Lankhmar

Dunnsmouth is diseased and rotten to the core. Beset by malefactors supernatural and mundane, Dunnsmouth slowly dies in the swamp. But within the rot are mysteries to be solved, evil to be fought, and the Weird to be encountered. Scenic Dunnsmouth features an innovative village generation system using dice and playing cards to ensure that every expedition to Dunnsmouth is unique; the adventure never plays the same way twice. The threats, their intensity, which villagers are present, which alliances they hold, and even the village map, are all randomly determined before play. Scenic Dunnsmouth is an adventure for characters of levels 2-5 for use with *Lamentations of the Flame Princess* Weird Fantasy Role-Playing and other traditional role-playing games.

The Tome of Magic supplement presents three new kinds of magic that you can integrate easily into any Dungeons & Dragons campaign. These magic "subsystems" function alongside the existing D&D magic system and offer new game mechanics, character options, a

Could even the remarkable Flinx stop the deadly drug that was sweeping the galaxy? It caused instant addiction, followed by an excruciating slow death, and there was no known antidote. It was a killer. Supposedly the drug had been totally eradicated from the humanx galaxy years before. At least that's what everyone thought. But somehow, mysteriously, that dreadful substance was back in circulation on Repler and threatening to wreak havoc throughout the known galaxy. Someone somewhere was secretly manufacturing Bloodhype, but nobody seemed to know where or who!

The tiefling empire of Bael Turath crumbled long ago, but the ruins of its ancient cities remain. Lost within one such ruin is a powerful relic called the Slaying Stone, and brave heroes must retrieve it before it falls into the hands of their enemies! This standalone D&D® adventure is designed for 1st-level characters and can be easily inserted into any D&D campaign.

Dungeon Hacks

The Best of White Dwarf Magazine

Streets of Zobeck

Eberron: Rising from the Last War (D&D Campaign Setting and Adventure Book)

The Slaying Stone

Cleaving

Edited by bestselling authors and frequent collaborators Margaret Weis and Tracy Hickman, this collection contains some of the most well-known and popular stories published in *Dragonlance* anthologies over the past 15 years.

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

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.

A *Dungeons & Dragons* children's book that captures the wonder and whimsy that made you fall in love with the game. "It's never too early to jump into the world of *Dungeons & Dragons* and now it's even easier for children to let their inner elf shine through."—ComicBook.com We begin with ONE *Dungeon Master* telling a story of daring deeds, the adventure of TWO heroes and

their brave and noble steeds. Start your little gamer on an adventure to last a lifetime with this numerical children's book and introduction to the greatest roleplaying game of all time, Dungeons & Dragons. Written in the rhyming style of classic children's books and filled with adorable owlbears and darling beholders, adorable bugbears and darling drow, it's the perfect book to share the joy of Dungeons & Dragons with a new generation as they learn their numbers—a precursor to every new path in counting. • Perfect birthday gift or holiday gift for gamers of all ages; great thank you gift for Dungeon Masters • Must-have for all gaming parents; a great baby shower gift! • Part of a series with The ABCs of D&D, a children's alphabet book and companion to The 123s of D&D

Bloodhype

Mana Series

Dungeons & Dragons Annual 2021

Dungeon Magazine 2009

The Shackled City

300+ Riddles, Challenges, Deadly Illusions, Bottomless Pits, Falling Blades, Death Traps, Escape Rooms and More for 5th Edition RPG Adventures

Welcome to Atlanton Earth! Drawn together by an enchanted summons, three loyal friends-Bear, Dwarf, and Otter-bid farewell to their fair home in the kingdom of Lorini and embark on a magical journey to the fabled World Beyond Time. A place where glows the ageless Circle of Light. Along the way they meet many marvelous friends, including the mighty wizard Greyfax Grimwald. But little does the trio realize the dangers that await them: the gloomy border of the Northerland ... the green fires of the Palace of Darkness...evil spells and dark enchantments ... the dread city of Humans and-most fearsome of all-the evil Dark Queen. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

An illustrated guide to the history and evolution of the beloved role-playing game told through the paintings, sketches, illustrations, and visual ephemera behind its creation, growth, and continued popularity. From one of the most iconic game brands in the world, this official DUNGEONS & DRAGONS illustrated history provides an unprecedented look at the visual evolution of the brand, showing its continued influence on the worlds of pop culture and fantasy. Inside the book, you'll find more than seven hundred pieces of artwork--from each edition of the core role-playing books, supplements, and adventures; as well as Forgotten Realms and Dragonlance novels; decades of Dragon and Dungeon magazines; and classic advertisements and merchandise; plus never-before-seen sketches, large-format canvases, rare photographs, one-of-a-kind drafts, and more from the now-famous designers and artists associated with DUNGEONS & DRAGONS. The superstar author team gained unparalleled access to the archives of Wizards of the Coast and the personal collections of top collectors, as well as the designers and illustrators who created the distinctive characters, concepts, and visuals that have defined fantasy art and gameplay for generations. This is the most comprehensive collection of D&D imagery ever assembled, making this the ultimate collectible for the game's millions of fans around the world.

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.

From the moment when they first met, in the commission of the same, audacious theft, Fafhrd, the giant barbarian warrior from the Cold Waste, and the Gray Mouser, master thief, novice wizard and expert swordsman, felt no ordinary affinity. Forged over the gleam of sharpened steel as, back to back, they faced their foes, theirs was a friendship that would take them from adventure to misadventure across all of Nehwon, from the caves of the inner earth to the waves of the outer sea. But it was in the dark alleys and noisome back streets of the great fog-shrouded city of Lankhmar that they became legends. THE FIRST BOOK OF LANKHMAR includes the first four volumes of the hugely enjoyable Swords series.

Downfall

Mazes and Monsters

Tome of Magic

Dungeon Master For Dummies

Demons of the Dancing Gods

Dungeons & Dragons Dungeon Master's Guide (Core Rulebook, D&D Roleplaying Game)

The Game Master's Book of Traps, Puzzles and Dungeons provides GMs with endless options for populating their adventures with challenging riddles, puzzles, spiked pits, Rube Goldberg-style deathtraps and much more - everything they need to push player character to their limit and bring new levels of excitement (and anxiety) to their game play. Whether part of a pre-planned adventure or a random encounter, these brain teasers, puzzles and traps will make every dungeon crawl, fortress break-in, or temple sacking that much more fun. GMs will find more than 100 challenging puzzles, 150 unique traps and 50 modular dungeon chambers, each with its own set of possible encounters, meaning GMs can generate a fully-functional (or completely dilapidated)

dungeon in a few rolls of a dice. With intricate technical illustrations, beautifully rendered top-down location maps and three one-shot adventures, written by RPG influencers including Jasmine Bhullar and the creators of the Three Black Halflings podcast, *The Game Master's Book of Traps, Puzzles and Dungeons* is the ideal tool for any GM hoping to put the fun back in fun-geon*. *not a word.

Design your own fantasy D&D epic filled with adventurous exploits, cloaked characters, and mysterious monsters If you're a Dungeons & Dragons fan, you've surely thought of becoming a Dungeon Master. Learning to be a DM isn't as hard as you might think, especially if you have *Dungeon Master For Dummies* tucked into your bag of tricks! Whether you've assumed the role of Dungeon Master before or not, this illustrated reference can help you run a D&D game, either online or in person. From organizing your first D&D game to dealing with difficult players, this book covers everything a DM needs to know. Written for the newest edition of D&D by the experts at Wizards of the Coast, the game's creators, it shows you how to: Run your very first campaign, from shaping storylines and writing your own adventures to dealing with unruly players and characters Build challenging encounters, make reasonable rulings, and manage disagreements Recognize all the common codes, tables, and spells Understand the parts of a D&D adventure and how to create dungeon maps and craft monsters Shape storylines and write your own adventures Find your style as a DM and develop a game style that plays to your strengths Script an encounter, vary the terrain and challenges, and establish rewards (experience points and treasure) Decide whether to use published adventures Use and follow the official *Dungeon Master's Guide* Develop a campaign with exciting themes, memorable villains, and plots to entrance players If you're getting the urge to lead the charge in a D&D game of your own, *Dungeon Master For Dummies* provides the information you need to start your own game, craft exciting stories, and set up epic adventures. Grab your copy today, and you'll be on your way!

Julie Powell thought cooking her way through Julia Child's *Mastering the Art of French Cooking* was the craziest thing she'd ever do -- until she embarked on the voyage recounted in her memoir, *Cleaving*. Her marriage challenged by an insane, irresistible love affair, Julie decides to leave town and immerse herself in a new obsession: butchery. She finds her way to Fleischer's, a butcher shop where she buries herself in the details of food. She learns how to break down a side of beef and French a rack of ribs -- tough physical work that only sometimes distracts her from thoughts of afternoon trysts. The camaraderie at Fleischer's leads Julie to search out fellow butchers around the world -- from South America to Europe to Africa. At the end of her odyssey, she has learned a new art and perhaps even mastered her unruly heart.

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

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

Dread Trident

123s of D&D (*Dungeons & Dragons Children's Book*)

Fantasy Roleplaying Game Starter Set

Adventure Path

A Choose-Your-Own-Path Book

You have heard tales of a place...a passage hidden away in the ruins of a forgotten castle, full of terrible dangers, and, for those who dare to face them, endless reward... Provisions are gathered, blades sharpened, and, trying to shake the feeling of dread, you set out to find your way...Into the Dungeon. Into the Dungeon is a 100+ page choose-your-own-path game-in-a-book, where all you need to play is a pencil. The reader gets to decide which way to go and how to explore, with hundreds of different paths through the story. On some paths you'll find untold riches, ancient artifacts, strange creatures or secret passages, on others, you'll barely make it out alive (or die horribly.)

Unravel the eldritch mysteries of the galaxy! The new Galactic Magic hardcover rulebook for the Starfinder Roleplaying Game adds magical flair to any hero with a wealth of fantastical magic-infused character options for starfarers of any class! More than 100 spells, a host of powerful rituals, and an array of magic gear, hybrid items, and artifacts give you the edge to survive in a weird universe with lurking dangers at the end of every jump. The brand-new precog class allows you to see and change the future, relying on predictive prerolls to navigate clutch situations and quick reflexes to manipulate combat. Study arcana among the stars with a host of new magical organizations and spellcasting schools or petition higher powers using new faith-based options tied to the galaxy's gods and philosophies. Whatever your path to magical might, Galactic Magic is your guide!

Evil schemes are afoot in Cauldron, a metropolis of merchants built into the caldera of a long-dormant volcano. Driven by the dreams of an insane demon prince, bizarre cultists known as the Cagewrights scheme from ancient tunnels beneath the volcano, stoking it once more to terrible life. To prevent their agenda, your band of adventurers must brave haunted jungle ruins, slay mighty dragons, and bind themselves to a layer of the infinite Abyss. Will their swords and spells be enough to save the Shackled City? From new DBD publisher Paizo Publishing!

Weave legendary stories in the world's greatest roleplaying game. All you need to run a Dungeons & Dragons game is your imagination, some dice, and this book. The Dungeon Master's Guide teaches you how to how to run D&D adventures for your players—how to invent monsters for them to fight, mysteries for them to solve, and fantasy worlds for them to explore. “[The Dungeon Master's Guide is] the one book to rule them all, the most comprehensive and powerful set of resources needed to run a game of D&D. . .” —Charlie Hall, Polygon.com “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 • The Dungeon Master's Guide is one of the three main Dungeons & Dragons books, along with the Player's Handbook and Monster Manual. It's a reference used by the Dungeon Master (the game's narrator) to create adventures—to run Dungeons & Dragons games and fill them with characters and stories. • The Dungeon Master's Guide (DMG) is full of tools to help you immerse players in the game. What's the demon lord's secret weakness? Are the orcish invaders a criminal enterprise, or traitorous allies? Dozens of tables throughout the book help inspire your decisions and keep the game flowing smoothly. • In the Dungeon Master's Guide (DMG), even the tables tell tales. A legendary sword takes five decades to craft. Who created it, and why? A tavern-crawling gnome has an eye twitch. How did she get it, and when? In every detail is an architecture for narrative—and the Dungeon Master's Guide has all the tools you need to flesh it out with ease. • 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. • 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.

Greyfax Grimwald

The Circle of Light

A Novel

Broodmother Skyfortress

An Adventure for Characters of 1st Level

The Wild Beyond the Witchlight: A Feywild Adventure (Dungeons & Dragons Book)

Take a look back at the last 12 months of Dungeons & Dragons

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 Styes. • 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.

Once he has aspired to become a paladin. That was before the sun itself refused to shine upon him. Now his holy powers are failing him, his title has been give to another knight, and grim despair mires his every step. If he is to be redeemed, Alexi Shadowborn must discover the source of the curse that blackens his spirit. The answer lies nearly two decades in the past, when a woman he barely remembers fell at the hands of a diabolical assassin. Somehow the darkness that struck her down has left him unclean in the eyes of the god he desires to serve. But how has her burden become his? Shadowborn follows Alexi as he travels from the alabaster castles of the Great Kingdom to the blackest regions of Ravenloft in a macabre tale of darkness, despair, and redemption.

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 Icewind 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.

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

Starfinder RPG: Galactic Magic

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

Into the Dungeon

Dungeons and Dragons Annual 2022

Shadowborn

Discover everything there is to know about the world's most popular role-playing game. Dungeons & Dragons has never been more popular, and this official annual brings together everything that makes the series great. Featuring heroes of legend, the most challenging monsters and handy tips on how to start or continue your adventure, this book is sure to be a (critical) hit with fans of all ages.

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.

Dungeon Adventures Magazine TSR *Dungeon Magazine* 2009

A one-time Hero of the Heart, Dhamon Grimwulf has descended into a life of crime, bitterness, and squalor, but as the dragon overlords of the Fifth Age plot to destroy their enemies, he, with the help of his former comrades, must redeem himself from his self-destructive life. Reprint.

Dungeon Adventures Magazine

How NetHack, Angband, and Other Roguelikes Changed the Course of Video Games

A Visual History

A Reader's Guide to The Silmarillion

Middle-Earth Strategy Battle Game

Scenic Dunnsmouth

Part thriller, part love story, *Mazes and Monsters* is a spellbinding novel about a group of college students in the 1980s who use a fantasy game as refuge from academic and social problems. Based loosely on the "steam tunnel incidents" of the 1970s, the four friends—Kate, Jay Jay, Daniel, and Robbie—eventually take their game to live-action role-play in the caverns near their college campus. What follows is terrifying and unexpected, as each character dives deep into the darkest part of forbidden places where our most menacing truths lie.

A wickedly whimsical adventure for the world's greatest roleplaying game. Once every eight years, the fantastic Witchlight Carnival touches down on your world, and then vanishes into the next 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. You must thwart the dastardly schemes of the Hourglass Coven. *The Wild Beyond the Witchlight* takes adventurers from the Witchlight Carnival to Prismeer, a Feywild domain 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 Madness in a 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 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 the Carnival 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