

## Keep On The Borderlands 5e

In the fourth adventure in the D&D( series, an evil awaits in the forest. A ghostly horseman is terrorizing a small hamlet, and the player characters must stop him before he kills everyone. Players deal with supernatural horror as well as tra this powerful adventure.

From a mysterious cave high in the Barrier Peaks, they come: savage raiders of unknown origin laying waste to castle and keep, leaving no survivors. The land is in turmoil and only a band of stalwart heroes dares to launch an expedition in mountains to stamp out this vile menace. What they discover in those lofty peaks is something beyond their comprehension. A danger spawned from the very stars above. A crashed starship, buried for centuries beneath the Barrier Peaks, now its alien inhabitants--crazed robots, eerie androids, and even stranger things--endanger the world. The adventurers must confront these threats and navigate the unearthly interior of the wrecked starship, puzzling over and mastering defeat their foes. If you've ever had the urge to zap an umber hulk with a laser rifle while commanding a robotic servant, this adventure is for you! This tome is an homage to the original fantasy and science-fiction dungeon expedition that with S3: Expedition to the Barrier Peaks. Herein you will find high-quality scans from multiple printings of the original first edition adventure module, plus commentary by gaming luminaries. A full fifth edition conversion of the original adven well as brand new additional adventure locations and a dungeon level to expand and develop the spaceship and the surrounding environs. This is the perfect framework for a fully playable extended dungeon delve, suitable for taking your fir campaign in out-of-this-world directions, with a distinct old-school vibe. Made in the US

As ruthless raiders, murderous hordes of goblins and orcs, and mysterious priests threaten the keep and the surrounding countryside, an inexperienced band of adventures journeys to the Caves of Chaos to stop the evil once and for all. O Original Adventures Reincarnated #4 - The Lost City

Night Below

An Adventure for Characters of 1st - 3rd Level

Strixhaven: Curriculum of Chaos (D&D/MTG Adventure Book)

The Chaotic Caves

When the mysterious Gauntlight, an eerie landlocked lighthouse, glows with baleful light, the people of Otari know something terrible is beginning. The town's newest heroes must venture into the ruins around the lighthouse and delve the dungeon levels far beneath it to discover the evil the Gauntlight heralds. Hideous monsters, deadly traps, and mysterious ghosts all await the heroes who dare to enter the sprawling megadungeon called the Abomination Vaults! Pathfinder Second Edition's most popular campaign yet bursts from the pages of this massive hardcover compilation, containing all three adventures in the fan-favorite Abomination Vaults Adventure Path, a dungeon-delving campaign like no other, along with support articles, rules, monsters, and more!

Rollicking campus adventures for the world’s greatest roleplaying game. The greatest minds in the multiverse meet at Strixhaven University. Professors convey fantastic secrets to eager students, and life on campus is frenetic. But danger lurks even here. Campus hijinks mix with mishaps and sinister plots, and it’s up to you to save the day. Strixhaven: A Curriculum of Chaos introduces the fantastical setting of Strixhaven University to Dungeons & Dragons, drawn from the multiverse of Magic: The Gathering. It also provides rules for creating characters who are students in one of its five colleges. Characters can explore the setting over the course of four adventures, which can be played together or on their own. Each describes an academic year filled with scholarly pursuits, campus shenanigans, exciting friendships, hidden dangers, and perhaps even romance. • Includes four brand new D&D adventures that can be played as stand-alones or woven together as a campaign from levels 1-10 • Adds a new playable race—an owl, one of the owlfolk who study at the university • Includes a bestiary of over forty magical creatures and NPCs • Experience D&D in new ways through the academic challenges, extracurricular activities and jobs, and relationships explored on campus • Includes a beautifully illustrated double-sided poster map that shows Strixhaven’s campus on one side and important locations on the other • Attend an elite mage university, choose your college, and adventure your way to graduation • Adds new player character options including feats and new backgrounds for first-year students at Strixhaven

The Borderlands. An untamed wild region far flung from the comforts and protection of civilization.

Dungeons and Dragons Fantasy Role Playing Game Set 2

The Standing Stone

Runequest: Roleplaying in Glorantha

Dungeons and Dragons Adventure for 7th-Level Characters

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 loth 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.

A Feast of Flavor takes your heroes into a world of adventure! On the wild borderlands between the Kingdom of Threll and the Faerie Realms, a vital pass through the mountains has been closed by forces unknown. The citizens of Bakewell Tart are frightened and angry, unable to trade their marvelous goods with the fanciful fey beyond and now with all manner of mischief running lose in and around the town as supplies run low and neighbor turns against neighbor. And now rumors come that a sinister servant of the fallen witch queen may be behind it all, having broken free from her immortal prison and ready to seek her revenge! This is a job for heroes with the strength, wit, and heart to try almost anything to bring peace and prosperity back to the frontier. This 1st to 2nd-level adventure is suitable for all ages using the standard Pathfinder Roleplaying Game or the boxed set for beginners. The Legendary Beginnings product line from Legendary Games is designed to creating exciting adventures suitable for all ages, but specially designed for those new to roleplaying and those on the younger side. Whether you try Into the Feyweald, the 5-part Trail of the Apprentice saga, or this brand-new fun-filled 70-page adventure, we hope these all-ages adventures help Make Your Game Legendary!

You can find other Legendary Beginnings adventures here at Amazon as well: Into the Feyweald https://www.amazon.com/Into-Feyweald-Legendary-Beginnings-1/dp/1519477791/ref=sr\_1\_2?ie=UTF8&qid=1495051279&sr=8-2&keywords=into+the+feyweald Trail of the Apprentice #1: The Bandit's Cave https://www.amazon.com/Bandits-Cave-Trail-Apprentice/dp/1523957786/ref=sr\_1\_16?ie=UTF8&qid=1495051316&sr=8-16&keywords=trail-of+the+apprentice Trail of the Apprentice #2: The King's Curse https://www.amazon.com/Kings-Curse-Trail-Apprentice/dp/153284185X/ref=sr\_1\_13?ie=UTF8&qid=1495051316&sr=8-13&keywords=trail-of+the+apprentice Trail of the Apprentice #3: The Thieves' Den https://www.amazon.com/Thieves-Den-Trail-Apprentice/dp/1530916976/ref=sr\_1\_14?ie=UTF8&qid=1495051316&sr=8-14&keywords=trail-of+the+apprentice Trail of the Apprentice Compilation https://www.amazon.com/Trail-Apprentice-Adventure-Pathfinder-LG246LBAPPF/dp/B01LXYEXH1/ref=sr\_1\_2?ie=UTF8&qid=1495051610&sr=8-2&keywords=trail+the+apprentice+Legendary

Tired of your towns and cities being boring, bland places in which your PCs show little or no interest? Want to bring your towns and cities alive with cool, interesting features of note? Then GM's Miscellany: Urban Dressing is for you! Presenting tons of cool, interesting features for common urban fixture such as shops, stalls, thieves and so on, GM's Miscellany: Urban Dressing provides the harried GM the tools to quickly and easily bring such features to life.

A Novel

Strongholds & Followers

500+ unique bartenders, brawlers, mages, merchants, royals, rogues, sages, sailors, warriors, weirdos and more for 5th edition RPG adventures

Raging Swan's GM's Miscellany

Expert Rules

Core Rulebook

*Fell monsters inhabit a network of caves on the borderland between savage wilderness and frontier civilization. Can the heroic adventurers root them out and save nearby towns and villages from attack? The Chaotic Caves is an adventure module for the Basic Fantasy Role-Playing Game. It includes a town setting, a small wilderness area with a number of keyed encounters, a set of underground lairs for various monstrous creatures, and an abandoned manor house. The Chaotic Caves is suitable for a group of first to third level characters, and a number of pregenerated characters are provided for those who wish to get underway quickly.*

*The Underworld is boiling from the flames of war - Matron Maelora of House Gullion has taken control over the drow city of Holoth via a coup d'état - allying herself with the alien Vidre and siphoning power from an artifact granted by these enigmatic, crystalline schemers, she indeed triumphed and funneled the souls of her captives through the artifact to gain immense power. Unbeknownst to her, half of the souls have been funneled to the greedy clutches of the alien Vidre and sacrifices have become harder and harder to come by. Not one to be dictated what to do, the matron managed to sever the binding ties and arcane entwinements of the pact between her and the Vidre via the help of Naraneus the Spider Goddess for the promise of a conquest of the worlds above - the goddess has spoken and so it shall be done. The Vidre, meanwhile, prepare for war - their thirst for souls must be slaked. Rise of the Drow is a Pathfinder Roleplaying Game compatible adventure for 4-6 PCs of Levels 6-18. This book is hardbound, over 550 pages and is presented in full color on premium paper.*

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

*Keep on the Shadowfell*

*Borderlands*

*Original Adventures Reincarnated #2 - The Isle of Dread*

*Original Adventures Reincarnated #3: Expedition to the Barrier Peaks (5e Adventure, Hardback)*

Second edition of Gloria Anzaldua's major work, with a new critical introduction by Chicano Studies scholar and new reflections by Anzaldua.

From the #1 Best-Selling author, Jeff Ashworth, comes the latest addition to The Game Master series, with more than 500 NPCs ready to populate your campaign whenever you need them! As is often the case in tabletop roleplaying games, players often venture into locales or look for answers in places and among people busy Game Masters simply didn ’ t anticipate. Or, just as often, an adventure won't have fully fleshed out characters in place for the locations and encounters outlined for gameplay. The Game Master's Book of Non-Player Characters solves these issues and more by providing Game Masters with the information they need to “ fill in the holes ” in their campaign play. It will enable GMs to instantly add depth, color, motivation and unique physical characteristics at a moment's notice to unexpected or underwritten characters as they pop up during gameplay, ensuring every session is a memorable one for players and GMs alike. This edition also includes more than 50 hand-drawn illustrations of select NPCs detailed in the book, 3 bonus one-shot adventures, and a foreword by online influencer Jasmine Bhullar.

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.

Dark Sun Campaign Setting

A Century after the 1914 Simla Convention

The Underdark Campaign Setting

Urban Dressing

An Inconvenient Woman

Aimed at players and Dungeon Masters, this game supplement explores the heroes and wonders of Athas--a savage desert world abandoned by the gods and ruled by terrible sorcerer-kings.

NEW YORK TIMES BESTSELLER · “Good unclean fun . . . [a] convoluted, scandal-greased, exposed-backsides-of-the-rich-and-famous story . . . told in a confiding, breathless undertone.”—Entertainment Weekly Jules Mendelson is wealthy. Astronomically so. He and his wife lead the kind of charity-giving, art-filled, high-society life for which each has been carefully groomed. Until Jules falls in love with Flo March, a beautiful actress/waitress. What Flo discovers about the superrich is not a pretty sight. And in the end, she wants no more than what she was promised. But when Flo begins to share the true story of her life among the Mendelsons, not everyone is in a listening mood. And some cold shoulders have very sharp edges. . . .

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.

Caves of Carnage

Castle Whiterock

Shadowed Keep on the Borderlands (5e)

Short Adventures for the World's Most Popular Roleplaying Game

Keep on the Borderlands

*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.*

*Hidden deep in the borderland forest, bandits lurk in the ruined castle of a long-dead border lord. Their incessant raids draw a band of neophyte heroes to the derelict keep. There they discover fouler, more odious dangers lurk below the ruins. Dare you brave the terrors of the Shadowed Keep to crush that which lurks within or will darkness shroud the surrounding lands?Shadowed Keep on the Borderlands is an adventure for 1st-level characters compatible with the 5th edition of the world's most popular roleplaying game. Designed for the Duchy of Ashlar campaign setting the adventure can be easily inserted into a GM's home campaign.*

*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 MastersNew 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!*

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

*Adventures from the Potbellied Kobold*

*The New Mestiza*

*The Game Master's Book of Non-Player Characters*

*Legacy of the Crystal Shard*

**An adventure for levels 3-7. Goodman Games expands its partnership with Wizards of the Coast with the second release in the Original Adventures Reincarnated line! The first installment, Into the Borderlands, is already a best-seller, and this second release will transform a hit title into a hit product line. OAR 2: The Isle of Dread brings back the very first wilderness adventure ever published by Wizards of the Coast. This tutorial adventure by legendary designers Zeb Cook and Tom Moldvay was included in the D&D Expert Set and has been seen by millions of gamers. Now the 1E edition is released in hardcover form, accompanied by a 5E conversion and expansion. This is your chance to revisit an iconic adventure from your youth and play it in the newest rules set with the next generation!**

**The Simla Convention of 1914, held between Great Britain, China, and Tibet, demarcated the border between India and Tibet and gave birth to the McMahon Line. This volume critically examines the legacy of the 1914 Conference and explores its relevance in scholarly discourse about the status of Tibet and Sino-Indian relations more than a hundred years later. The book discusses the significance of the Simla Conference both in terms of the geo-politics of boundaries as well as the people and the liminal borderlands they occupy, encapsulating the culture and diversity of the trans-Himalayan regions. It explicates how colonial legacies, viz., the 1914 Simla Convention, have become virtual straitjackets, hardening the positions on the boundaries between India and China. It also looks at the debilitating consequences of the nation-state framework on more substantial investigations of the borderlands. Rich in archival material and drawing from the authors’ fieldwork in the Himalayan regions, this book analyses muted voices of the inhabitants of the region to bring into focus the larger question of the political, economic, religious, ecological and social life of the Himalayan peoples, which has enormous implications for both India and China. This volume will be of interest to students of history, international relations, sociology, strategic studies, Asian studies and anthropology. You love Dungeons and Dragons. As an experienced dungeon master you've run dozens, if not hundreds of games. You put a lot of work into making your games great. What if there's another way to look at how you prepare your game? What if it turned out you could spend less time, less energy, and have a better game as a result?It's time to unleash the Lazy Dungeon Master.Written in the style of Sly Flourish's Dungeon Master Tips and Running Epic Tier D&D Games, The Lazy Dungeon Master shows a new approach to game preparation, one that takes less time and gives your game the**

**freedom to grow at the table. This book will help dungeon master prepare awesome games for any version of D&D. Based on the real-world experiences of hundreds of dungeon masters and dozens of professional game designers, the Lazy Dungeon Master includes interviews with veteran D&D DMs and a complete toolkit to help you improvise an entire game. Whether you play 1st, 2nd, 3rd, 4th, Pathfinder, or the D&D Next playtest; The Lazy Dungeon Master has tips, techniques, and advice to make preparation easier and help you run a flexible and entertaining game.**

**Boundaries and Borderlands**

**Rise of the Drow**

**A Feast of Flavor**

**Pathfinder Adventure Path: Abomination Vaults (P2)**

**Original Adventures Reincarnated #1 - Into the Borderlands**

A guide to the role-playing game that provides information on its commands, individual campaigns, scoring, extras, tactics, and the secrets of the multi-player mode. This adventure takes characters from 1st level to 3rd level.

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.

"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 Lazy Dungeon Master

The Demonplague

Gurps Monsters

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

Original Adventures Reincarnated #1 - Into the Borderlands

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 sand. Exploration begins, but the harsh environment is unforgiving. 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, you are as good as dead. 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. The pyramid is filled with 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 pyramid? This tome is an homage to 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 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, here you will find 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 maintains the 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.