

## ***Rappan Athuk Reloaded Necromancer Games***

Using the same D20 game system as the 3rd Edition fantasy roleplaying rules, sword & sorcery books provide fantasy gamers with a host of new core rulebooks, campaign sourcebooks, challenging adventures and game accessories. Sword & sorcery is the largest independent publisher of D20 material, with authors such as the father of fantasy himself Gary Gygax, and Monte cook, the co-creator of 3rd Edition and author of the 3rd Edition DMG. Sword & Sorcery Studio's most popular and critically acclaimed core rulebook to date. Relics & Rituals explores a host of campaign source material valuable to players and DM's alike. With seven new prestige classes; hundreds of new spells for bards, clerics, druids, paladins, rangers, sorcerers and wizards; over a hundred new magic items from minor trinkets to major artifacts; new rules and spells for powerful ritual magic; and new rules for magical tattoos, this volume offers you a wealth of excellent campaign material. Gary Gygax himself says "this work is one you can't pass up."

**One Table to Rule Them All! The Mother of All Encounter Tables is here! This utility is unlike any before conceived. This is not just a random book of tables, but a well-thought-out dungeon master utility that will make wilderness travel, city streets, and dungeon corridors all more interesting. It contains encounters for each terrain type from mountains to the ocean, in each climate from arctic to tropical, and has separate tables for day and night encounters. Also factored in are relative rarities of individual encounters, with space left for the DM to insert new monsters of his choosing. In addition to encounters with monsters and men, there are tables for unusual weather events, strange occurrences, accidents, and encounters with NPCs. Trade routes and caravans are detailed as well as trolls and dragons. After all, you never know when ants will infest your food, or when the cleric will get struck by lightning!**

**Now for 5th Edition! Frog God Games unleashes the next iteration of its iconic Tome of Horrors series for 5th Edition. Hordes of sinister adversaries, restless dead, and other horrific monstrosities to gleefully challenge your players' expectations. Bursting with hundreds of creatures, new additions as well as converted classics, in a library-bound and stitched full color volume, the next Tome of Horrors will be a must have for your 5th edition campaign. Everybody needs more monsters. The Tome of Horrors for Fifth Edition includes a selection of creatures from earlier volumes as a kick off for an entire series of fifth edition books.**

**Adventures in the Borderland Provinces - Swords & Wizardry**

**The Second World Sourcebook**

**Mesopotamia**

**Monstrosities**

**Twilight Falling**

**Fantasirollespil.**

**Presents a Dungeons and Dragons adventure for the 27th to the 30th level, providing adventure hooks, set up information, tactics, and features of areas.**

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**City of Brass 5E**

**Caverns of Thracia**

**Ghelspad**

**The Twilight War**

**Scarred Lands Campaign Setting**

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Using the same D20 game system as the 3rd Edition fantasy roleplaying rules, sword & sorcery books provide fantasy gamers with a host of new core rulebooks, campaign sourcebooks, challenging adventures and game accessories. Sword & sorcery is the largest independent publisher of D20 material, with authors such as the father of fantasy himself Gary Gygax, and Monte cook, the co-creator of 3rd Edition and author of the 3rd Edition DMG. Deeper into the world's most dangerous dungeon!

The Lady has spoken to me. It has already begun. Shadows move out of the shrinking desert, south to the rich and arrogant cities of Sembia. "Be brave, little man," says the shadowman, and the boy thinks his voice is surprisingly soft. "Stay with your mother. This will be over soon." The shadows swallow him and he is gone. On the edge of a war that will change the face of Faerûn, the world will find that not all shadows serve Shade. From the Paperback edition.

The Erevis Cale Trilogy

Demons and Devils

The Lost City of Barakus

The Mother Of All Encounter Tables

Rappan Athuk 5E

Beneath the lost ruins of Thracia are the vast caverns of a once great civilization. While a death cultures the surface, the Minotaur King and his beast men lurk for below. Descend even deeper into the darkness and discover to lost and arcane world that waits for those brave enough to enter! Necromancer Games

and Judges Guild have teamed up to expand and update the classic module Caverns of Throcia for revised 3rd Edition. Designed for characters 4th level and higher, the Caverns of Throcia is a mini-campaign setting that presents intricate plots and exciting adventures. Including the original classic as well as additional dungeon levels, new magic items and never before encountered foes!

Restore an Abandoned Temple Enter the catacombs near the desecrated Temple of Muir, Goddess of Paladins, and search for the lost tomb of Abysthor. Will your party be able to cleanse the evil that now inhabits these once-sacred halls, and recover the Stone of Tircople? Can your characters survive the traps of an undead sorcerer? Will your players discover the chamber of Living Rock and the secret power it holds? Adventure awaits! Gold and Glory! A fantasy adventure published for the D20 system The Tomb of Abysthor is the first module in Necromancer Games "Dungeon" series and can be played as a stand-alone story or in conjunction with The Crucible of Freya and the forthcoming city supplement Bard's Gate. What secrets lie hidden in the tomb of Abysthor?

Plunge into the forgotten city of Barakus where only the bold survive! Explore cavernous dungeons, intrigue with wary soldiers and battle horrors from the edge of time. Barakus is an Epic introductory location-based adventure for character levels 1-5, revised for the 3.5 system. This huge adventure provides months of gaming material. The book details a complete city, the wilderness surrounding it, and a huge, 5-level dungeon. Dozens of minor quests and puzzles are used to distract and entertain adventurers while the main storyline builds to a crescendo. This adventure and sourcebook contains over 30 highly detailed side quests that take place in the wilderness and city, and the dungeon itself contains over 200 numbered encounter areas. Players can attempt to stop the city beggars from being sold as slaves, face bandits in the wilderness, expose the corruption of a noble family, and destroy an ancient evil that caused the downfall of the lost civilization.

Queen of Lies

Prince of Undeath

Necropolis

Book of Lost Spells - 5th Edition

Hall of the Rainbow Mage 5E

**A Scarred Continent** One of the main battlefields of the Divine War fought between gods and titans, the continent of Ghelspad lies shattered by the conflict. Nations re-emerge to reclaim the scarred continent, yet so much of the ancient land remains to be re-discovered. Ghelspad holds the ruins of civilizations destroyed in the Divine War, geography transformed by the struggles of gods, and no end of treasures and perils for those who would dare find them. This hardcover campaign world book is the definitive guide to this vast and dangerous land first described in Creature Collection and Relics & Rituals. Compatible with 3rd Edition Rules Sword and Sorcery "TM" books are published under the Open Gaming License and are 100% compatible with 3rd Edition rules and the D20 System. This region sourcebook for the Scarred Lands can also be dropped into any fantasy campaign.

**Erevis Cale** - simple butler or much, much more? The shadows grow long on the mean streets of Selgaunt... and the sun sets on one man's service to Sembia's merchant lords. The day's end finds Erevis Cale serving a new master, one who is beyond the petty accumulation of wealth. After all, what is gold to one who trades in souls?

**Adventures in the Borderland Provinces** contains seven brand new, stand-alone adventures for use in any world setting, or in the Lost Lands campaign setting of Frog God Games. From the ghostly terrors of Ectarlin's Last Ride to the fey-filled journey of Illusion and Illumination, these adventures provide you with a wide variety of challenges to puzzle and threaten your characters. Nothing is as it seems, and dangers lie around every corner. Authors include Ari Marmell, Eytan Bernstein, Scott Fitzgerald Gray, Gwendolyn Kestrel, Rhiannon Louve, Anthony Pryor, and C.A. Suleiman. For Swords & Wizardry.

**Rappan Athuk 3**

**Crucible of Freya**

**Relics & Rituals**

**The Dungeon of Graves : The Upper Levels**

**Tome of Horrors 2020 PoD Softcover**

Based on such major games as Dungeons & Dragons, Top Secret, and Traveler, this book offers tips, tactics, and strategies for improving participation in any role-playing game and advice on getting started, reading rules, and character creation

"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 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!

Dark Menagerie

Olympus

Strongholds & Followers

Rappan Athuc

*Tome of Alchemy For your 5e game! The Tome of Alchemy contains hundreds of items, dozens of spells, an innovative system for alchemical research, tables to resolve mistakes in the laboratory, alchemy-related adventure hooks, and much, much more! Bubbling alembics and fiery ovens release the fumes of sweet and noxious gases into the stone-walled laboratory, where mists gather and curl among the rafters. Shelves groan with the weight of clay jars, glass containers, parchment scrolls, boxes of rare minerals, and ancient books forbidden to own. This is the mysterious domain of the alchemist, and now the secrets of this venerable craft are opened for both players and game masters!*

*The world is yours to save or lose. A decade ago, a band of occult investigators battled against the summoning of an ancient and monstrous evil. They failed. Now, you must piece together what went wrong. The campaign begins wherever the PCs hail from, and then quickly moves on to an asylum and an overgrown plantation estate in Savannah, Georgia. Their investigation then takes them to the sordid streets of Los Angeles, and from there to Bangkok, Malta, Mexico City, the Yucatan jungle, and Ethiopia, which the PCs may visit in any order, as they hunt down clues and try to destroy the avatars of a terrible god-thing. Investigate ancient crypts, abandoned estates, and festering slums. Explore choked jungles and the crushed psyches of your predecessors. Follow in their footprints, and make new ones of your own. This time, there won't be another chance. Eternal Lies is a massive new campaign for Trail of Cthulhu by Will Hindmarch and Jeff Tidball with Jeremy Keller. It is now available as a hardback book or PDF, or you can get a reduced-price digital bundle from the store with the soundtrack album.*

*Rappan Athuk Reloaded White Wolf Pub Rappan Athuc The Dungeon of Graves : The Upper Levels White Wolf Pub*

*Tome of Alchemy 5e*

*The Siege of Durgam's Folly 5E PoD*

*The Dungeon of Graves: The Lower Levels*

*Role-Playing Mastery*

*The Tomb of Abysthor*

**While investigating the disappearance of Londar Brightrain, also known as the Rainbow Mage, the party comes across dark, twisted plans and deadly secrets before locating his famous treasures. Treasures found include several new spells along with a few magic items. Unfortunately, the traps and creatures left behind by Londar hamper the party's investigation and other adventurers compete for his famous secrets and treasures.**

**To What Depths Will You Sink? Undaunted by the decimation of your party, the imprisonment of your wizard and the corruption of your priest to the service of Orcus, you still want more! But do you possess the courage to enter a level of Hell itself? Can you survive the White Corridor or the Pit of the Salamanders? And do you dare learn what lies beyond the legendary Mithril Gates? You must descend into the darkest depths of Rappan Athuk to find out. Destruction and Damnation Rappan Athuk -- The Lower Levels is the culmination of the most famous and feared dungeon in all the lands. Designed for characters of 12th level and higher and published for the D20 System, Rappan Athuk -- The Lower Levels is the last in the three-part "R" series of modules.**

**A Tangled Web of Deceit A desecrated temple, stolen magic items and a murder mystery lead to the discovery of a secret dark elf cult. The adventurers must infiltrate an underground fortress and defeat the dark elf queen before she can unleash havoc upon the surface world. Compatible with 3rd Edition Rules Sword and Sorcery "TM" books are published under the Open Game License and are 100% compatible with 3rd Edition rules and the D20 System.**

**Swords and Wizardry**

**Eternal Lies**

**Ancient Kingdoms**

**Rappan Athuk Reloaded**

**Tome of Horrors 5e**

**The Borderland Provinces are balanced on the knife's edge of history, as a decadent declining empire that retreats slowly, clinging to power, even as it unravels. This book contains the history of the Borderland Provinces region, descriptions of the countries, cities (some with maps), towns, important places, major geographical features, lairs, and extensive encounter tables for the ancient Hyperborean roads crisscrossing the Provinces. For those familiar with Lost Lands geography, the campaign book covers the Western part of our Sinnar Coast Region map, and area in great peril, located only a few hundred miles from Bard's Gate and directly adjacent to the Sundered Kingdoms. For Swords & Wizardry.**

**Using the same D20 game system as the 3rd Edition fantasy roleplaying rules, sword & sorcery books provide fantasy gamers with a host of new core rulebooks, campaign sourcebooks, challenging adventures and game accessories. Sword & sorcery is the largest independent publisher of D20 material, with authors such as the father of fantasy himself Gary Gygax, and Monte Cook, the co-creator of 3rd Edition and author of the 3rd Edition DMG. Three nefarious adventures for high-level characters.**

**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!**

**Creature Collection II**

**Rappan Athuk 2**

**Swords & Wizardry Complete Rulebook**

**Borderland Provinces - Swords & Wizardry**  
**The Dungeon of Graves : The Middle Levels**

This is the game we played 20 years ago. True to the original style and philosophy that made the game great. Simple, flexible rules allow players and game masters alike to roll play and roleplay. This stand-alone tome provides all the rules you need to play the game. Use as a rules set for other retro-clone games, as well as your old modules.

Ask any wizard. There's no such thing as too many spells. This massive compendium of magical mayhem ought to satisfy even the most discerning necromancers and thaumaturgists, and they aren't easy to please (especially the necromancers). Weighing in with a total of 708 spells, the Book of Lost Spells is a vital resources for anyone wanting to add a bit more mystery to the magic of Fifth Edition

Shadowbred

Relics and Rituals