

## Dungeons Dragons Encounters In Port Nyanzaru

"Critical Role has taken the roleplaying world by storm and now you can join the adventure! Until now, the wondrous and dangerous lands of Tal'Dorei have been the sole stomping grounds of the show's adventuring company, Vox Machina. But now, you can explore these realms in a tome from the pen of Game Master Matt Mercer himself! Will you find one of the revered Vestiges of Divergence or perhaps discover part of the Chroma Conclave's legacy? Can you help the Ashari in their sacred charge to prevent the elemental vortices from overwhelming the world, or will you find yourself embroiled in the machinations of the Clasp? This setting book takes an in-depth look at the history, people, and places of Tal'Dorei, and includes new backgrounds, magic items, and monsters for the Fifth Edition rules"--Amazon.com.

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

Witness the unveiling of the next D&D annual storyline at D&D Live 2019: The Descent! Get a peek inside the book on the Twitch dnd channel at 4pm Pacific Time on Friday, May 17. D&D Live 2019: The Descent celebrates the Dungeons & Dragons community as they gather both online and at a studio in Los Angeles to learn about D&D's latest storyline through an immersive entertainment experience.

"For use with the fifth edition Player's handbook, Monster manual, and Dungeon master's guide"--Back cover.

The Wild Beyond the Witchlight is D&D's next big adventure storyline that brings the wicked whimsy of the Feywild to fifth edition for the first time. Tune into D&D Live 2021 presented by G4 on July 16 and 17 for details including new characters, monsters, mechanics, and story hooks suitable for players of all ages and experience levels. The Wild Beyond the Witchlight is D&D's next big adventure storyline that brings the wicked whimsy of the Feywild to fifth edition for the first time. Tune into D&D Live 2021 presented by G4 on July 16 and 17 for details including new characters, monsters, mechanics, and story hooks suitable for players of all ages and experience levels.

Explore a worldwide cityscape filled to the brim with adventure and intrigue in this campaign setting for the world's greatest roleplaying game A perpetual haze of dreary rain hangs over the spires of Ravnica. Bundled against the weather, the cosmopolitan citizens in all their fantastic diversity go about their daily business in bustling markets and shadowy back alleys. Through it all, ten guilds--crime syndicates, scientific institutions, church hierarchies, military forces, judicial courts, buzzing swarms, and rampaging gangs--vie for power, wealth, and influence. These guilds are the foundation of power on Ravnica. They have existed for millennia, and each one has its own identity and civic function, its own diverse collection of races and creatures, and its own distinct subculture. Their history is a web of wars, intrigue, and political machinations as they have vied for control of the plane.

Explore the horrors of Ravenloft in this campaign sourcebook for the world's greatest

roleplaying game. Terror stalks the nightmare realms of Ravenloft. No one knows this better than monster scholar Rudolph Van Richten. To arm a new generation against the creatures of the night, Van Richten has compiled his correspondence and case files into this tome of eerie tales and chilling truths. \* Travel (perhaps even by choice) to Ravenloft's expanded Domains of Dread--each domain with its own unique flavor of horror, thrilling story hooks, and grisly cast of characters \* Craft your own D&D horror settings, add tension with optional rules, and get advice for running a game that's ghastly in all the right ways \* Create characters with lineages tied to vampires, undead, and hags, horror-themed subclasses, the Investigator background, and "Dark Gifts" that may be a double-edged sword \* Unleash nightmarish monsters from an expanded bestiary, and browse a collection of mysterious trinkets \* Explore Ravenloft in the included Dungeons & Dragons adventure--play as a stand-alone adventure or drop it into your current game for a bit of sinister fun

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.

A follow-up to the Dungeon Master's Guide, designed to aid Dungeon Masters and reduce game preparation time. The Dungeon Master's Guide II builds upon existing materials in the Dungeon Master's Guide. It is specifically designed to facilitate play, especially when the Dungeon Master has a limited amount of preparation time. Chapters include discussion on running a game, designing adventures, building and using prestige classes, and creating campaign settings. Ready-made game elements include instant traps, pre-generated locations, treasures, and a fully realized and rendered town. JESSE DECKER is the development manager for Wizards of the Coast, Inc. whose recent roleplaying game design credits include Complete Adventurer, Races of Stone, and Unearthed Arcana. DAVID NOONAN is an RPG designer/developer at Wizards of the Coast, Inc. Recent credits include authoring Complete Divine and co-authoring Races of Stone and Unearthed Arcana. CHRIS THOMASSON previously served as Editor-in-Chief of Dungeon Magazine. His design credits include Fiend Folio and Monster Manual III, as well as Bow and Blade for Green Ronin Publishing. JAMES JACOBS is the associate editor of Dungeon Magazine and has published numerous articles in Dragon Magazine. His most recent credits with Wizards of the Coast, Inc. include co-authoring The Book of Aberrations, Races of Faerun, and Frostburn. ROBIN D. LAWS, game designer and novelist, is best known for the roleplaying games Feng Shui, Heroquest, and Dying Earth, along with, Robin's Laws of Good Gamemastering.

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.

A boxed set introducing the newest edition of the Dungeons & Dragons role-playing game includes a 64-page adventure book with everything the Dungeon Master needs to get started; a 32-page rulebook for playing characters from Level 1 to Level 5; five pregenerated characters, each with a character sheet and supporting reference material; and six polyhedral dice.

A player's handbook for the newest edition of the role-playing game contains rules for character creation and advancement, backgrounds and skills, exploration, equipment, and spells.

### Tomb of Annihilation

An all-new adventure of epic scope and flair that combines the elements of storytelling and action that make every campaign so fun! When war threatens the Moonshae Isles, legendary heroes return to defeat the forces of an unthinkable foe. The Forgotten Realms are changed forever as young wizard Helene and her friends grow from raw recruits on the streets of Mintarn into powerful warriors. For those that enjoy The Lords of the Ring, The Hobbit, and Dungeons and Dragons! Welcome to Dagrūm, a port city plagued with pirates, thieves, and greedy nobles. Felosial, an elf with a penchant for magic, and her best friend Bakar, a down-on-his-luck dwarf, are both searching for new opportunities after Bakar loses his beloved restaurant to a gang of dangerous criminals. After stumbling upon a deal between thieves gone wrong, Felosial and Bakar encounter a mysterious rogue, known only as Shade, who may be the answer to all of their problems. And thus the story of the Legends of Aukera begins. THIS ISSUE: The Golden Ghost has been captured! The Black Knight discovers that the magical pendant is not aboard Rufus's ship, so they are taken to Lord Jerith's secret tower, where they are thrown into a dismal dungeon cell. When Jerith turns to torture to get what he wants, Felosial must use all of the magic at her disposal to keep her friends safe!

For those that enjoy The Lords of the Ring, The Hobbit, and Dungeons and Dragons! Welcome to Dagrūm, a port city plagued with pirates, thieves, and greedy nobles. Felosial, an elf with a penchant for magic, and her best friend Bakar, a down-on-his-luck dwarf, are both searching for new opportunities after Bakar loses his beloved restaurant to a gang of dangerous criminals. After stumbling upon a deal between thieves gone wrong, Felosial and Bakar encounter a mysterious rogue, known only as Shade, who may be the answer to all of their problems. And thus the story of the Legends of Aukera begins. For

those that enjoy *The Lords of the Ring*, *The Hobbit*, and *Dungeons and Dragons*. **THIS ISSUE:** It's time to escape! Felosial, with the pirate captain Rufus, manages to magically charm her way out of Jerith's dungeon cell. While they search the tower for the rest of their friends, Jerith reveals his plans for the magical pendant, one that involves a dangerously powerful artifact stolen from the Arca Accord years ago. What will happen if he manages to complete the ancient ritual? 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.

A tactical accessory for the world's greatest roleplaying game This sturdy double-sided, grid-lined play surface is ideal for when your **DUNGEONS & DRAGONS** campaign gets tactical. One side features a stone floor good for dungeon and city encounters alike, while the other features terrain useable for a wide range of rural and wilderness encounters. Additionally, the D&D Adventure Grid folds up for easy transport and storage, and can be used with both wet-erase and dry-erase pens interchangeably. Pens and miniatures not included. 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.

For those that enjoy *The Lords of the Ring*, *The Hobbit*, and *Dungeons and Dragons*! Welcome to Dagrūm, a port city plagued with pirates, thieves, and greedy nobles. Felosial, an elf with a penchant for magic, and her best friend Bakar, a down-on-his-luck dwarf, are both searching for new opportunities after Bakar loses his beloved restaurant to a gang of dangerous criminals. After stumbling upon a deal between thieves gone wrong, Felosial and Bakar encounter a mysterious rogue, known only as Shade, who may be the answer to all of their problems. And thus the story of the *Legends of Aukera* begins. For those that enjoy *The Lords of the Ring*, *The Hobbit*, and *Dungeons and Dragons*. **THIS ISSUE:** Branth gets her revenge on an old business partner, causing the pirate situation in Dagrūm to go from bad to worse. The Black Knight continues to search for the pendant, drawing ever closer to its location. In Austice, Felosial and friends learn more about Jerith and his dangerous orb, and how his cold-hearted betrayal of his best friend, Aramil, ultimately caused the downfall of the Dagrūm Arca Accord. A Caliber Comics release.

From the creator of the popular blog *The Monsters Know What They're Doing* comes a compilation of villainous battle plans for *Dungeon Masters*. In the course of a *Dungeons & Dragons* game, a *Dungeon Master* has to make one decision after another in response to player behavior—and the better the players, the more unpredictable their behavior! It's easy for even an experienced DM to get bogged down in on-the-spot decision-making or to let combat devolve into a boring slugfest, with enemies running directly at the player characters and biting, bashing, and slashing away. In *The Monsters Know What They're Doing*, Keith

Ammann lightens the DM's burden by helping you understand your monsters' abilities and develop battle plans before your fifth edition D&D game session begins. Just as soldiers don't whip out their field manuals for the first time when they're already under fire, a DM shouldn't wait until the PCs have just encountered a dozen bullywugs to figure out how they advance, fight, and retreat. Easy to read and apply, *The Monsters Know What They're Doing* is essential reading for every DM.

Tyranny of Dragons story arc by Steve Winter

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(tm) 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(tm) in-store play program. \* Adventure design and development by Sasquatch Game Studio LLC.

Presents an introduction to Dungeons and Dragons with information on the rules, characters, weapons and gear, and game etiquette.

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!

Tyranny of Dragons story arc by Wolfgang Baur

Discover everything there is to know about dragons--the most iconic of D&D monsters--in this quintessential reference guide. Meet Fizban the Fabulous: doddering archmage, unlikely war hero, divine avatar of a dragon-god--and your guide to the mysteries of dragonkind. What is the difference between a red dragon and a gold dragon? What is dragonsight? How does a dragon's magic impact the world around them? This comprehensive guide provides Dungeon Masters with a rich hoard of tools and information for designing dragon-themed encounters, adventures, and campaigns. Dragonslayers and dragon scholars alike will also appreciate its insight into harnessing the power of dragon magic and options for players to create unique, memorable draconic characters. - Introduces gem dragons to fifth edition! - Provides Dungeon Masters with tools to craft adventures inspired by dragons, including dragon lair maps and detailed information about 20 different types of dragons - Adds player character options, including dragon-themed subclasses for monks and rangers, unique draconic ancestries for dragonborn, additional spell options, and a feat - Presents a complete dragon bestiary and introduces a variety of dragons and dragon-related creatures--including aspects of the dragon gods, dragon minions, and more - Reveals the story of the First World and the role the dragon gods Bahamut and Tiamat played in its creation and destruction

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!

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. Beneath the streets of Waterdeep, a sinister dungeon awaits adventurers brave enough

to face its perils. Created ages ago by the wizard Halaster, the sprawling dungeon is a lair for terrible monsters and ruthless villains. In the dark chambers, they hunger for victims and plot the downfall of those who dwell on the streets above. Who will unravel the twisting labyrinth to reveal its secrets, claim its treasures, and stop the foul machinations of the dungeon's denizens? *Halls of Undermountain*(tm) is a 96-page hardcover book that presents a ready-to use dungeon detailing over eighty locations. The adventure offers a way for Dungeon Masters participating in the recent *D&D Encounters*(tm) season, *The Elder Elemental Eye*(tm), to extend the adventure. In addition, this book provides all the ingredients to run a classic dungeon delve, including enticing treasures, deadly traps, a wide assortment of monsters, and two double-sided full-color poster maps.

For many tabletop RPG players, the joy of an in-depth game is that anything can happen. Typical adventure modules include a map of the adventure's primary location, but every other location?whether it's a woodland clearing, a random apothecary or the depths of a temple players elect to explore?has to be improvised on the fly by the Game Master. As every GM knows, no matter how many story hooks, maps or NPCs you painstakingly create during session prep, your best-laid plans are often foiled by your players' whims, extreme skill check successes (or critical fails) or their playful refusal to stay on task. In a game packed with infinite possibilities, what are GMs supposed to do when their players choose those for which they're not prepared? *The Game Master's Book of Random Encounters* provides an unbeatable solution. This massive tome is divided into location categories, each of which can stand alone as a small stop as part of a larger campaign. As an example, the "Taverns, Inns, Shops & Guild Halls" section includes maps for 19 unique spaces, as well as multiple encounter tables designed to help GMs fill in the sights, sounds, smells and proprietors of a given location, allowing for each location in the book to be augmented and populated on the fly while still ensuring memorable moments for all your players. Each map is presented at scale on grid, enabling GMs to determine exactly where all of the characters are in relation to one another and anyone (or anything) else in the space, critical information should any combat or other movement-based action occur. Perhaps more useful than its nearly 100 maps, the book's one-shot generator features all the story hooks necessary for GMs to use these maps as part of an interconnected and contained adventure. Featuring eight unique campaign drivers that lead players through several of the book's provided maps, the random tables associated with each stage in the adventure allow for nearly three million different outcomes, making *The Game Master's Book of Random Encounters* an incredible investment for any would-be GM. The book also includes a Random NPC Generator to help you create intriguing characters your players will love (or love to hate), as well as a Party Makeup Maker for establishing connections among your PCs so you can weave together a disparate group of adventurers with just a few dice rolls. Locations include taverns, temples, inns, animal/creature lairs, gatehouses, courts, ships, laboratories and more, with adventure hooks that run the gamut from frantic rooftop chases to deep cellar dungeon-crawls, with a total of 97 maps, more than 150 tables and millions of possible adventures. No matter where your players end up, they'll have someone or something to persuade or deceive, impress or destroy. As always, the choice is theirs. But no matter what they choose, with *The Game Master's Book of Random Encounters*, you'll be ready.

When young adventurer Laios and his company are attacked and soundly thrashed by a dragon deep in a dungeon, the party loses all its money and provisions...and a member! They're eager to go back and save her, but there is just one problem: If they set out with no food or coin to speak of, they're sure to starve on the way! But Laios comes up with a brilliant idea: "Let's eat the monsters!" Slimes, basilisks, and even dragons...none are safe from the appetites of these dungeon-crawling gourmands! This accessory provides a wealth of highly detailed information about one of the most popular regions of the Forgotten Realms world. In addition to new spells, monsters, magic items, and prestige classes native to the region, "Silver Marches" also includes a poster map and many detailed adventure sites. Cut down your Game Master prep time with 25 1D100 random tables. Do you play Dungeon & Dragons, Pathfinder, or other fantasy tabletop role-playing games? If so, these random tables come in handy any time your players are searching or exploring. Don't waste your time prepping things your players will never see. Just pull out these tables and create a quality gaming experience simply by rolling dice. Find items for a wizard's chambers, campsites, desks, and more. Also, exciting random encounters for different terrains and rumors and odd jobs. Plus 600 fantasy names for non-player characters. 25 1D100 Random Tables for Fantasy Tabletop Role-Playing Games Here's a list of some of the random tables: Items in a Wizard's Chamber Items in an Alchemist's Lab Items in a Cottage Items in a Bandit's Hideout Items in a Office Items in a Warehouse Items in a Royal Tomb Items in a Noble's Bedchamber Items in a Port Master's Office Items on an Adventurer's Dead Body Items in a Hunter's Camp Items in a Ship Captain's Quarters Items on a Dead Goblin Items in Fantasy Desk Items in an Inn's Kitchen Weapons, Armor, and Equipment Book Titles Potion Ingredients Medicinal Herbs Culinary Herbs & Spices Gemstones Forest Encounters Mountain Encounters Swamp Encounters Seafaring Encounters Catastrophes Rumors & Odd Jobs [www.dicegeeks.com](http://www.dicegeeks.com)

The City of Towers launches a brand new novel line set in the world of Eberron, Wizards of the Coast's newest D&D® campaign setting. Author Keith Baker's proposal for the exciting world of Eberron was chosen from 11,000 submissions, and he is the co-author of the Eberron Campaign Setting, the RPG product that launched the setting. The Eberron world will continue to grow through new roleplaying game products, novels, miniatures, and electronic games. AUTHOR BIO: Keith Baker is a freelance writer and game designer. In 2003 his proposal for the world of Eberron was selected as the winner in the Wizards of the Coast fantasy setting search. From the Paperback edition.

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.

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