

## Hellgate Keep Advanced Dungeons Dragons Forgotten Realms

This supplement for the D&D game presents the definitive treatise on devils and their malefic home. Along with information about the physiology, psychology, society, and schemes of devils themselves, you'll find feats, spells, items and tactics commonly employed by these infernal creatures and those who oppose them.

A campaign adventure designed for four 4th-level Dungeons & Dragons characters.

Dare you brave The Sinister Spire? The Sinister Spire is the second of a three-part adventure arc that started with Barrow of the Forgotten King, but is easily played as a stand-alone adventure. Chasing the tomb-robbers from Barrow of the Forgotten King into the Underdark, the heroes stumble upon a desolated subterranean city with a dark secret. This 64-page adventure is designed for 4th-level characters and uses a combat encounter format designed to make the DM's job easier.

The Dalelands is home for many unique and interesting characters, including Elminster the Mage. This sourcebook describes the inhabitants, cities, and hidden dangers of the Dalelands. All levels. Illus. Shrink-wrapped.

The planes have always been a place of great mystery and danger in the Dungeons & Dragons Roleplaying Game, and the new array of planes debuting in this fourth edition continues that grand tradition.

For the first time, D&D players will have access to one of the most mysterious locales from the First Edition Forgotten Realms campaign setting. The Dungeon of Death features an elaborate array of tricks, traps, and monsters -- sure to challenge any party. The adventure is for mid-level (5th-9th) characters, which are in high demand by loyal D&D players. This edition provides a detailed look at the lightless world under the surface of the Forgotten Realms campaign setting. This accessory provides a wealth of highly detailed information about one of the most popular regions in the Forgotten Realms world, the world beneath the ground.

A definitive sourcebook reveals the villains and evil organizations from the Forgotten Realms world. Maps & illustrations.

This indispensable supplement contains information on nearly 200 new monsters for any D&D game. It provides descriptions for a vast array of new creatures, with an emphasis on higher-level creatures to provide experienced gamers with tougher foes to overcome. (Gamebooks)

This is the second volume of the Earthkeep series. Little Blue's children are dying - in some cases, just after birth. Magister Zella Terremotto Adverb and her sister magisters find themselves in an unexpected alliance with Jezebel Stronglaces and her followers. An all-new digital version of one of the key titles in the entire Forgotten Realms novel line. At the time of its original release, this series presented key events that impacted the entire Forgotten Realms world, and the effects of those events are still felt in current novels. This re-released series will have a cohesive cover design and all-new art. This title was originally released underneath the

author pseudonym Richard Awlinson. When the gods are banished from the heavens, they must travel through Faerûn in the guise of mortals. When four companions, last survivors of the Company of the Lynx, find themselves in possession of a mysterious amulet, they must escape death at the hand of Bane, god of murder. When magic itself runs wild, no one can say that the most innocent of spells will not destroy the world.

For the first time, the secrets of past empires of the Forgotten Realms world are chronicled in one comprehensive sourcebook. Includes rules for how to build and sustain a ruin-based campaign, more than a dozen detailed adventure sites with maps, and new monsters and artifacts.

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

Chronicling the rich history of the Forgotten Realms campaign setting, this resource presents a detailed timeline accompanied by essays from Elminster of Shadowdale and other Realmslore experts. Although not a game supplement, it serves as a handy reference guide for players and Dungeon Masters seeking information on specific historical events.

Provides all the information necessary to create villains and antiheroes in the Forgotten Realms game setting.

Forgotten Realms setting creator Ed Greenwood reveals the ghosts and their haunts within the Realms. This module is for beginning DMs and players. It explores a new location: the "haunted" area north of Cormyr.

The silent footstep. The turn of a card. The glitter of a knife in the dark, and quiet kill. These are the tools of adventurers who live by their wits, deep in the shadows. But even skilled rogues adore and worship Lady Luck, who often holds the difference between success and failure.

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.

This lavishly illustrated book gives role-playing game fans a unique, behind-the-screen glimpse into the making of the Dungeons & Dragons] role-playing game.

Humanoid buffalo and armadillo bikers in post-apocalyptic Oklahoma! A bio-engineered super-soldier named Hella and her mutant buffalo sidekick Stampede clash with armadillo bikers and inter-dimensional mutants across the ragged landscape of Gamma-Oklahoma. This is a fast-paced story of adventure, mixed with liberal doses of humor, in a post-apocalyptic science-fantasy world unlike any other. From the Paperback edition.

This title is the second in the popular Avatar series. At the time of its original release, this series presented key events that impacted the entire Forgotten Realms world, and the effects of those events are still felt in current novels. This re-

released series will have a cohesive cover design and all-new art. This title was originally released underneath the author pseudonym Richard Awlinson. Heroes Stand Trial! When Elminster, the Old Sage of Shadowdale, is apparently slain, Midnight and Adon stand trial for his murder. When Bane, god of murder, and his allies seek the lost Tablets of Fate, a slender dark-haired woman is all that stands between Faerûn and disaster. When a friend betrays them, Midnight and her companions can trust no one.

The first full-length Forgotten Realms adventure in three years! This adventure showcases the classic high fantasy for which the Forgotten Realms setting is known. Sons of Gruumsh features an epic quest to prevent war between the orcs of Thar and the cities of the Moonsea. Though set in the Forgotten Realms, Dungeon Masters can place this adventure anywhere in the Realms, or easily adapt it for their own D&D® campaigns. This adventure features encounters written to facilitate the use of D&D Miniatures and is designed for 4th-level characters.

This product provides an in-depth exploration of Menzoberranzan, the greatest drow city in the Dungeons & Dragons game and Forgotten Realms campaign setting. It contains all of the information a Dungeon Master needs to run adventures or an entire campaign based in the treacherous city, including descriptions of city locations, drow houses, key organizations, and the precarious political landscape. It gives players the information they need to create characters who are members of drow houses or organizations within Menzoberranzan, as well as explains the benefits and rivalries that come with choosing a particular allegiance. Includes a full-color, fold-out poster map of Menzoberranzan, the fabled drow city.

Everything a player needs to know to play truly heroic characters in the Forgotten Realms setting. Champions of Valor is a comprehensive guide to playing valiant heroes in the Forgotten Realms setting. The counterpart to Champions of Ruin, Champions of Valor covers what it means to be valorous in the Realms. The book describes several good-aligned guilds and organizations that characters can join, as well as the benefits for doing so. In addition, the book presents an array of new spells, feats, and prestige classes appropriate for heroes of valor, and opens up new opportunities for adventure, fame, and glory for truly heroic characters.

The Dungeon of Death A Dungeon Crawl Adventure

In the city of Ythis, everything comes with a hidden price. For Borolt Zale, the price of continuing his war against the Church of Iathephos was to give himself over to the service of another, possibly greater, evil - the sorcerer Veylar Dust. A great beast inhabits the Bay of Ythis, demanding blood sacrifice from ships entering the harbor, while Borolt works to uncover the truth behind the creature. But a sudden, violent death in the Tower of Dust triggers a new problem that may signal the beginning of the end for the city of Ythis. Surrounded by powerful forces of darkness, Borolt Zale must solve the puzzle of a demon's broken binding while escaping the Church's mad plots to bring down the sorcerers of Ythis - and avoiding the enemies of Veylar Dust who rival even his dark power.

New options for ardens, battleminds, monks, and psions. Hot on the heels of the Player's Handbook® 3 core rulebook comes Psionic Power(tm), a D&D® supplement that explores the psionic power source in more detail. This supplement presents hundreds of new options for D&D characters, specifically focusing on heroes who channel the power of the mind. It provides new builds for the ardent, battlemind, monk, and psion classes, including new character powers, feats, paragon paths, and epic destinies.

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