

## Halls Of Undermountain A 4th Edition Dungeons Dragons Supplement

The complete guide for building Forgotten Realms characters. This guide presents this changed world from the point of view of the adventurers exploring it. This product includes everything a player needs to create his character for a D&D campaign in the Forgotten Realms setting. 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.

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.

This boxed set is for Dungeon Masters interested in taking their heroes on excursions to the Shadowfell. The kit includes a 128-page book detailing the city of Gloomwrought, a 32-page book of encounters set in Gloomwrought and beyond, two card stock sheets of die-cut monster and villain tokens, a foldout battle map, and a deck of 30 cards.

An Adventure for Characters of 11th-13th Level

Stardock

Legacy of the Crystal Shard

Menzoberranzan: City of Intrigue

Scepter Tower of Spellgard

Martial Power

*A Forgotten Realms adventure for 2nd-level characters. Scepter Tower of Spellgard is the first full-length Forgotten Realms adventure published for 4th Edition D&D. When paired with the adventure that appears in the Forgotten Realms Campaign Guide, this adventure provides the Dungeon Master with all he needs to get his campaign started.*

*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.*

*The complete guide to building Eberron(R) characters. The Eberron Player's Guide presents the film noir world of Eberron from the point of view of the adventurer exploring it. This product includes everything a player needs to create their character for a D&D(R) campaign in the Eberron setting, including new feats, new character powers, new paragon paths and epic destinies, and even a new 4th edition version of a classic Eberron class: the Artificer!*

*A new Dungeons & Dragons® game supplement offers hundreds of new options for characters, specifically focusing on heroes who draw power from the spirits to preserve and sustain the world—including barbarians, druids, shamans, and wardens—providing new character powers, feats, paragon paths, and epic destinies.*

Wizards Presents Worlds and Monsters

Forgotten Realms Campaign Guide

Dark Sun Campaign Setting  
Monster Manual IV  
Player's Option: Heroes of the Feywild  
Underdark

*Experience the ultimate urban treasure hunt in this adventure for the world's greatest roleplaying game. "A perfect starter campaign."—Andrew Whalen, Newsweek "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 "Want to be part of something big?"—A parchment tied to a flying snake, page 38 of Dragon Heist Welcome to Waterdeep. You're summoned by Volothamp Geddarm, famous explorer and raconteur, to complete a simple quest. Is anything ever really simple though? • Waterdeep, known as the City of Splendors, is one of D&D's most iconic locations. Also the setting for the board game Lords of Waterdeep, it's the jewel of the Sword Coast—a sprawling melting pot held together by firm laws and swift justice. • Take players through levels one to five in this Dungeons & Dragons adventure. Five story arcs guide players through each level for a multi-session campaign experience inspired by classic heist films. • In D&D, you and your friends coauthor you 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. "[Waterdeep: Dragon Heist] is state of the art tabletop design. . .one of the best introductions to D&D that I've ever come across."—Charlie Hall, Polygon.com "Waterdeep: Dragon Heist is a shining example of what Dungeons & Dragons can be and should be: fun and unpredictable."—Gavin Sheehan, BleedingCool.com*

*Reduced to ruins by supernatural cataclysms, Neverwinter rises from the ashes to reclaim its title as the Jewel of the North. Yet even as its citizens return and rebuild, hidden forces pursue their own goals and vendettas, any one of which could tear the city apart. Neverwinter has long been one of the most popular locations in the Forgotten Realms® campaign world. This book presents a complete heroic-tier campaign setting that plunges players into the politics, skullduggery, and peril of a city on the brink of destruction or greatness. A wealth of information about Neverwinter and its environs is provided: maps, quests, encounters, and statistics -- everything a Dungeon Master needs for his heroic tier adventures.*

288 page hardcover by Bruce R. Cordell

*The Dark Knight Must Choose: Justice or Vengeance Watchman by day, vigilante by night, Shadowbane's world is turned upside down when he runs across a powerful wizard--in the form of a confused, hunted girl who finds herself at the heart of a fell plot. When his friends start dying and the girl is kidnapped, Shadowbane must choose between the darkness and the light in his heart: to avenge the deaths of his friends, or to let the villain live to face--and possibly escape--justice. Downshadow is thrilling tale of vigilante justice set in the classic City of Splendors and presented by Forgotten Realms(R) campaign setting creator and celebrated author Ed Greenwood. You don't want to miss out on this exciting glimpse into what the latest edition of the Realms has to offer.*

Dragon Magazine Annual

Dungeon Master's Guide

Dungeons & Dragons

Dungeons and Dragons Fantasy Roleplaying Game

Primal Power

A 4th Edition Dungeons and Dragons Supplement

**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.**

**Suitable for any Dungeons & Dragons( game, this indispensable resource contains information about new monsters, each one illustrated and accompanied by a new stat block. Provides information on the origins, tactics, myths, and lairs of a variety of undead creatures and threats encountered in the game of Dungeons and Dragons.**

**This book enables players to weave elements of the Feywild into their existing and future characters. It contains exciting new character builds and options that are thematically rooted to the Feywild, a wild and verdant plane of arcane splendor, full of dangerous and whimsical creatures.**

Dungeon Masters

Champions of Ruin

Dungeons and Dragons Supplement

Murder in Baldur's Gate

Return to the Temple of Elemental Evil

**The best way to start playing the 4th Edition Dungeons & Dragons Fantasy Roleplaying Game. Designed for one-to-five players, this boxed game contains everything needed to start playing. 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.**

**Halls of UndermountainA 4th Edition Dungeons and Dragons Supplement**

**Awesome tools, rules, and adventure content for every Dungeon Master. If you're a Dungeons & Dragons player interested in taking on the role of the Dungeon Master, or if you're an experienced DM looking for more game advice, tools, and adventure content, the Dungeon Master's Kit™ has exactly what you need to build your own Dungeons & Dragons campaign and excite the imaginations**

**of you and your players. This deluxe box contains rules and advice to help Dungeon Masters run games for adventurers of levels 1-30. It also includes useful DM tools such as a Dungeon Master's screen (with tables and rules printed on the inside), die-cut terrain tiles and monster tokens, and fold-out battle maps. Game components:**

- 96-page book of rules and advice for Dungeon Masters
- 32-page monster book
- Two 32-page adventures
- 3 sheets of die-cut monster tokens
- 2 double-sided battle maps
- Fold-out Dungeon Master's screen

**Secrets of the Undead**

**500+ customizable maps, tables and story hooks to create 5th edition adventures on demand**

**Expedition to Undermountain**

**Eberron Player's Guide**

**D&D Waterdeep Dragon Heist HC**

**Forgotten Realms Players Guide**

"Player's Handbook 2 is the most significant expansion to the 4th edition Dungeons & Dragons game. This companion to the 'Player's handbook' core rulebook introduces the primal power source, which draws on the spirits that preserve and sustain the world. This book includes four classes tied to the primal power source: the barbarian, the druid, the shaman, and the warden. It also presents four new arcane and divine classes: the avenger, the bard, the invoker, and the sorcerer"--Back cover.

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.

Immerse yourself in monster lore in this supplement for the world's greatest roleplaying game This is NOT just another Monster Manual! Volo's Guide to Monsters provides something exciting for players and Dungeon Masters everywhere. · A deep dive into the lore behind some of D&D's most popular and iconic monsters · Dozens of monsters new to the fifth edition to include in your epic adventures · New playable races to allow you to build characters to fit nearly any type of story in your D&D game. The esteemed loremaster Volothamp Geddarm is back and he's written a fantastical dissertation, covering some of the most iconic monsters in the Forgotten Realms. Unfortunately, the Sage of Shadowdale himself, Elminster, doesn't believe Volo gets some of the important details quite right. Don't miss out as Volo and Elminster square off (academically speaking of course) to illuminate the uninitiated on creatures both common and obscure. Uncover the machinations of the mysterious Kraken Society, what is the origin of the bizarre frogemoth, or how to avoid participating in the ghastly reproductive cycle of the grotesque vargouille. Dungeon Masters and players will get some much-needed guidance as you plan your next venture, traipsing about some dusty old ruin in search of treasure, lore, and let's not forget ... dangerous creatures whose horns, claws, fangs, heads, or even hides might comfortably adorn the walls of your trophy room. If you survive. Research has never been so dangerous!

This tome focuses on the martial heroes: characters who rely on their combat talents and keen wits for survival. "Martial Power" is the first of a line of player-friendly supplements offering hundreds of new options for D&D characters.

**Keep on the Shadowfell**

**Open Grave**

**Create and Play Druids, Paladins, Rangers, and Warlocks!**

**An Adventure for Characters of 2nd-4th Level**

**The Game Master's Book of Random Encounters**

**Neverwinter Campaign Setting**

*Collects top-selected magazine content from the past year, providing a range of character options for players as well as ideas and campaign-building support for Masters, in an official guide that is complemented by previously unpublished designer notes.*

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

*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.*

*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.*

*Gloomwrought and Beyond: Roleplaying Game Supplement*

*Ed Greenwood Presents Elminster's Forgotten Realms*

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

*Volo's Guide to Monsters*

*A Dungeons and Dragons Supplement*

*Roleplaying Game Supplement*

A legendary adventure updated for the Dungeons & Dragons game, this all-new adventure provides hours of play as users race against an evil band of priests attempting to unleash the dark god upon the world.

Offers a comprehensive description of the Forgotten Realms, one of the most well known Dungeons & Dragons campaign settings.

Baldur's Gate is a fantastic medieval city with a long and storied history -- a city on the verge of tearing itself asunder. Murder in Baldur's Gate presents the city in the time of the Sundering, a period that will define the future of the Forgotten Realms. In addition to providing 64 pages of in-depth information on the city and its inhabitants, this product includes a harrowing 32-page adventure in which the player characters defend Baldur's Gate against an ancient evil long thought slain.

Offers tips, advice, and strategies for creating worlds and adventures that players can enjoy while participating in the roleplaying game.

**Player's Handbook 2**

**An Adventure for Characters of 1st - 3rd Level**

**The Shadowfell**

**Halls of Undermountain**

A Guide to Japanese Role-Playing Games

Dungeons and Dragons Player's Strategy Guide

**A D&D Adventure for 11th-level characters. Designed to take characters from 11th to 14th level, this adventure pits the heroes against a variety of horrible monsters and fiendish foes as they seek to thwart the evil machinations of the denizens of the Trollhaunt Warrens. This adventure can be run as a stand-alone adventure or as Part One of a three-part series of adventures that spans 10 levels of gameplay.**

**In addition to character-optimization tips and player advice for Dungeons & Dragons fans, an entertaining strategy guide also includes engaging sidebar essays written by celebrity gamers and a distinctive comic-art style.**

**This essential supplement for the 4th Edition Dungeons & Dragons Fantasy Roleplaying Game presents exciting new builds for the game's most popular classes: the cleric, the druid, the paladin, the ranger, and the warlock.**

**Presents the core rules for the fourth edition of the Dungeons & Dragons roleplaying game that outline making characters, adventuring, and resolving combat.**

**Ed Greenwood Presents: Waterdeep**

**Downshadow**

**King of the Trollhaunt Warrens**

**Heroes of the Forgotten Kingdoms**

**Prince of Undeath**

**Undermountain Trilogy 3**

Faerun's deadliest dungeon beckons! Expedition to Undermountain is a Dugeons & Dragons super-adventure that revisits the greatest Forgotten Realms campaign setting. Located beneath the city of Waterdeep, Undermountain has lured countless heroes to their doom. In the "Expedition" series, this product takes a classic D&D location, updates it for D&D v.3.5, and features many new source material for players and a new combat encounter format designed to make the Dungeon Master's job easier, as well as information for DMs to adapt the adventure to serve their home campaigns.

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