

Kobold To Plots Campaigns

A Dozen 5th Edition One-Shot Adventures for Levels 1 to 15. So, your players went off on a tangent? Never fear--Prepared 2 offers GMs quick solutions to keep the game moving and players entertained, while you figure out your next move. Here are short, one-shot adventures for every environment, including: * A goblin machine of war rampaging through the city * Breaches in the ice opening the door to madness from the stars * A blight of oozes across the land and a mysterious crypt at its center * A long-forgotten

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boring machine and its crazed automaton pilots * A walker, one of the leviathans of the wasteland, is being steered by the darakhul to intercept a city * A sinister cult comes a calling during a ship cruise * A play in the feylands goes terribly wrong * A dragon's lair by the sea * ...and much more, lavishly illustrated with maps by Meshon Cantrill With Prepared 2, designer Jon Sawatsky has created fantastic and highly playable 5th Edition fantasy scenarios ready to use in any fantasy campaign setting, at a variety of PC levels. Never be caught without a plot again! These adventures feature monsters from the core 5th Edition MM and from the Tome of Beasts.

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Tome of Beasts 2 Lairs brings you 14 standalone, single-map adventures for the 5th edition of the world's first roleplaying game. Each adventure features new monsters from the Tome of Beasts 2! Some adventures also feature monsters from the first Tome of Beasts and the Creature Codex, and all three books are required for maximum playability. Each adventure is intended to take one or two sessions to complete and includes a map, adventure hooks, and treasures for your adventurers. The adventures include: To Track a Thief, Level 1 The Forsaken Fort, Level 3 The Twisted Wreath, Level 3 Tragedy at Thyrdun Outpost, Level 3 Shrine of

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the Hungry Dead, Level 4 Caverns of the Crystal Monolith, Level 5 Fight for Horseshoe Rock Oasis, Level 5 The River Tomb, Level 6 House of the Worm God, Level 7 Terror at the Mountain Lotus Temple, Level 8 Tunnels Below Skulltop Tor, Level 9 Crucible of Golems, Level 10 Fire and Fury, Level 13 Towers of the Three Regents, Level 15

The Essential Elements for Building a World Roleplaying games and fantasy fiction are filled with rich and fascinating worlds: the Forgotten Realms, Glorantha, Narnia, R'lyeh, Middle-Earth, Barsoom, and so many more. It took startling leaps of imagination as well as careful

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thought and planning to create places like these: places that readers and players want to come back to again and again. Now, eleven of adventure gaming's top designers come together to share their insights into building worlds that gamers will never forget. Learn the secrets of designing a pantheon, creating a setting that provokes conflict, determining which historical details are necessary, and so much more. Take that creative leap, and create dazzling worlds of your own! Essays by Wolfgang Baur, Keith Baker, Monte Cook, Jeff Grubb, Scott Hungerford, David "Zeb" Cook, Chris Pramas, Jonathan Roberts, Michael A. Stackpole, Steve Winter,

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with an introduction by Ken Scholes.
NOMINATED FOR TWO ENNIE AWARDS: Best Writing and Best RPG-Related Book Praise for Prior Kobold Design Guides "Highly recommended for gaming nerds everywhere."

--CityBookReview.com "If you're an aspiring pro this book is a must. If you're a rules hacker like me, this stuff is solid gold." --Berin Kinsman, UncleBear Media "A fantastic collection ... A solid 5 star rating."

--Joshua Guillion, AdventureAWeek.com "An amazing collection ... from some of the best designers and writers creating role-playing game material today."

--Brian Fitzpatrick, BlogCritics.org

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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

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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.

Icewind Dale: Rime of the Frostmaiden (D&D Adventure Book) (Dungeons & Dragons)

Keep on the Shadowfell

Midgard Worldbook

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The Rise of Tiamat

Crown of the Kobold King

"Pathfinder roleplaying game compatible."

FACE the RIVER'S FURY! In the small hamlet of Riverbend, the miller's wife is missing, and the locals suspect that the husband himself was involved. But all is far from what it seems.

Ellessandra, the missing woman, is actually an elf from the Summer Lands. She came to live in the human settlement when the miller made a dangerous pact with the River King, the lands' powerful sidhe ruler. Now, the player characters must unravel the truth behind Ellessandra's

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disappearance, piece together the involvement of a young brownie turned-fey lord, and dive into the fey courts of the Summer Lands to stop a raid that would surely spell Riverbend's doom. All the while, Arthurian intrigue and mischief runs high among the fey lords and ladies in this mercurial, open-format adventure from acclaimed adventure designer Wolfgang Baur! This Pathfinder Roleplaying Game adventure for 4th- through 6th-level characters is full of hijinks and trickery, and fits nicely into any campaign setting in which fey are regal. Their courtly plots are dangerous and will test bold

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adventurers' skills to the limit! Tales of the Old Margreve takes your 5th Edition game deep into the ancient, magical forest, with new spells, monsters, magic items, and wondrous locations by Richard Green and Wolfgang Baur; a monster appendix by Jon Sawatsky and James Introcaso; and twelve challenging adventures for heroes level 1-10. Once a functional fortress where wizards honed their eldritch craft, little now remains of the Scarlet Citadel--on the surface. The place now has a sinister and deadly reputation among adventurers and lorekeepers, and for good reason. The

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*dungeon's well-trod stairs have seen few return from their journeys below. Here, deep underground, dwarven mercenaries once bred their owlbears for war, sorcerers from the White Forest practiced their arts, and strange cults from other realms drew from mysterious nodes of power. Ancient treasures and secrets are still scattered everywhere. Malevolent creatures spin shadowy webs, enchant foul magics, and summon forth dark gods. The Scarlet Citadel for 5th Edition hardcover is: * A massive hardcover tome containing a classic-style adventure for 10*

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*levels of play, fully compatible for D&D 5E. * Easily paired with the Scarlet Citadel Map Folio, a fold-out set of playable battle maps from Kobold Press. * Suited for newcomers to tabletop RPGs as well as long-time Game Masters. * Optimized for evocative combats and magical mysteries, and brimming with plots and subplots to uncover. * Full of original traps and new monsters as well as a complete write-up of the nearby town of Redtower, where the adventurers can set up a home base.*

*Tome of Beasts 2: Lairs
Tales of the Old Margreve
The Monsters Know What*

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They're Doing
Book of Lairs for 5th Edition
KOBOLD GT
GAMEMASTERING

The latest in the award-winning and fan-favorite series of Kobold Guides tackles gameplay head-on, with advice from everyone from veterans to talented newcomers on how to make a tabletop RPG session snap, crackle, and shine! Writers on include Frank Mentzer, Keith Baker, Zeb Cook, James Jacobs, Monica Valentinelli, Shanna Germain, and many other well-known industry vets and long-time GMs.

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

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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,

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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 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

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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

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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

At the heart of every adventure lies conflict. A Full-Throated Battle Cry, the Clash of Swords, the Smell of Smoke & Blood... COMBAT!

Whether it's between a cursed knight and an elf prince at swordspoint, adventurers facing down an ogre, or two great armies clashing for ultimate power, combat changes everything. Between these covers, more than 15 master game designers and storytellers get into the thick of it. These essays cover strategy and tactics, and the history of military systems at war. They

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demonstrate how to increase the tension in a conflict, and use monsters, magic, and war machines on the field. And these creators show you how to create great combat on the tabletop and in your storytelling. Open these pages and enter the fray!

Wrath of the River King

Combat Tactics for Dungeon Masters

Kobold Guide to Plots & Campaigns

The Red Hand of Doom

For Pathfinder Roleplaying Game

**Richard Pett's Your
Whispering Homunculus is
the GM's humble servant
and guide to the vile,
whimsical, disgusting,**

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bizarre, horrific, odd, skin-crawling, and mildly disturbed side of fantasy gaming. Your Whispering Homunculus provides wonderfully lunatic ideas and encounters to keep your players on their toes - along with tips on how to make ordinary creatures and locations truly memorable. This collection features all Homunculus columns to date, plus more than a dozen ALL-NEW ones from the twisted mind of Sir Richard. Within its 160+ pages of essays, lists, and random tables, the

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**homunculus whispers of:
Unsettling Moments and
Strange Entertainments
Pointless Objects and
Mangled Monsters Trog-Kin
and Troll-Touched Daft Bets
and Dismaying Delicacies
The Curious Contents of
Dungeon Toilets And so
much more... Buy it today
and get your very own
Whispering Homunculus!
ENnie-Award Nominated for
Best RPG Writing of 2012
This book will help you
design, manage, and adjust
your campaign like a master
storyteller. Designed for use
in all role-playing systems,**

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and for all genres, the book is packed with information on designing campaigns, epic villains and henchmen and for creating memorable NPCs. Used primarily in role-playing games like Dungeons and Dragons the book provides inside into any creative space that needs a world and a master plot!

Welcome to the Adventure Zone! SEE! The illustrated exploits of three lovable dummies set loose in a classic fantasy adventure! READ! Their journey from small-time bodyguards to

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world-class artifact hunters! MARVEL! At the sheer metafictional chutzpah of a graphic novel based on a story created in a podcast where three dudes and their dad play a tabletop role playing game in real time! Join Taako the elf wizard, Merle the dwarf cleric, and Magnus the human warrior for an adventure they are poorly equipped to handle AT BEST, guided ("guided") by their snarky DM, in a graphic novel that, like the smash-hit podcast it's based on, will tickle your funny bone, tug your heartstrings,

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and probably pants you if you give it half a chance. With endearingly off-kilter storytelling from master goofballs Clint McElroy and the McElroy brothers, and vivid, adorable art by Carey Pietsch, The Adventure Zone: Here There be Gerblins is the comics equivalent of role-playing in your friend's basement at 2am, eating Cheetos and laughing your ass off as she rolls critical failure after critical failure. The world of Midgard is a dark land filled with deep magic. It is an age of war,

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where dark things stir and omens are dire. This complete campaign setting, fully updated and expanded for use with the 5th Edition of the world's first roleplaying game, provides gamemasters everything needed to send their players on adventures where heroes must stand against the dark, driving it back with spell, steel, and cunning!

Magnimar, City of Monuments

Short Adventures for the World's Most Popular Roleplaying Game

Tal'Dorei Campaign Setting

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Reborn

Scarlet Citadel for 5th Edition

The Adventure Zone: Here There Be Gerblins

Welcome to the Goblin Corps. May the best man lose. Morthûl, the dreaded Charnel King, has failed. Centuries of plotting from the heart of the Iron Keep, deep within the dark lands of Kirol Syrreth--all for naught. Foiled at the last by the bumbling efforts of a laughable band of so-called heroes. Still, after uncounted centuries of survival, the Dark Lord isn't about to go down without a fight, particularly in battle against a mortal! No, the

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Charnel King still has a few tricks up his putrid and tattered sleeves, and the only thing that can defeat him now may just be the inhuman soldiers on whom he's pinned his last hopes. From the Trade Paperback edition.

Winner of the 2012 Origins

Award Pull up a chair and see

how the world's top game

designers roll. You want your

games to be many things:

Creative. Innovative. Playable.

Fun. If you're a designer, add

"published" to that list. The

"Kobold Guide to Board Game

Design" gives you an insider's

view on how to make a game

that people will want to play

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again and again. Author Mike Selinker (Betrayal at House on the Hill) has invited some of the world's most talented and experienced game designers to share their secrets on game conception, design, development, and presentation. In these pages, you'll learn about storyboarding, balancing, prototyping, and playtesting from the best in the business. Desert Spirits, Grasslands Hunters, Jungle Horrors! The Southlands Bestiary brings 90+ new monsters of the hotter climes to Pathfinder Roleplaying Game. Want to run a campaign in the deserts, jungles or

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savannas? This tome of monsters will make sure your players will have hair-raising encounters like none they've experienced before. In this 122-page, full-color book of monsters you get: Swamp adders, sphinxes, scorpion swarms, and skinbats! Demon lords and their followers, arch-devils and their cohorts! Dinosaurs and flame dragons suitable for any volcanic lair! Possessed pillars and prismatic beetles! Genies, gremlins and golems! Killer cactids and clockwork tomb guardians! ...and so much more, plus an introduction by Jeff Grubb,

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designer of the classic Al-Qadim setting. Use these strange and deadly foes in the Midgard Campaign Setting, or in any campaign of high adventure beneath the pitiless sun. Draw your scimitar, ready your spear, and call upon whatever gods you choose, mortals: the monsters of the Southlands are here!

Welcome to Tal'Dorei, a fantasy-filled continent brimming with grand tales of heroes and adventure - and eagerly awaiting your own epic stories. Soar on a skyship from the metropolis of Emon to the distant haven of Whitestone, venture into wilderness rife with terrifying

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monsters and wayward mages, and uncover magic items that range from simple trinkets to the legendary Vestiges of Divergence. The hit series Critical Role first explored this continent through the epic adventures of Vox Machina. Now the world moves on in their wake. This campaign setting is newly revised and expanded to cover the exciting conclusion of the Vox Machina campaign and the characters lives in the years following. Let your footsteps, too, shape the fate of Tal'Dorei and perhaps the wider world of Exandria. This definitive, art-filled

tomb is revised and expanded,

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containing everything you need to unlock the rich campaign setting of Tal'Dorei and make it your own:- A guide to each major region, with story hooks to fuel your campaign- Expanded character options, including 9 subclasses and 5 backgrounds- Magic items such as the Vestiges of Divergence, legendary artifacts that grow in power with their wielders- Dozens of creatures, including many featured in the Critical Role campaigns- New lore and updated stat blocks for each member of Vox Machina

Midgard Worldbook for 5th Edition

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Southlands City of Cats for 5th Edition

The Complete Guide to Creating Epic Campaigns

Kobold Guide to Combat

The Lazy Dungeon Master

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

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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.

Avert the Cataclysmic Return of Tiamat in this Adventure for the World's Greatest Roleplaying Game The Cult of the Dragon leads the charge in an unholy crusade

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to bring Tiamat back to the Realms, and the situation grows more perilous for good people with each passing moment. The battle becomes increasingly political as opportunities to gather allies and gain advantage present themselves. From Waterdeep to the Sea of Moving Ice to Thay, it is a race against Evil. Succeed or succumb to the oppression of draconic tyranny. Win or lose, things will never be the same again. □ The second of two adventures in the Tyranny of Dragons□ story arc, *The Rise of Tiamat*

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provides everything a Dungeon Master needs to create an exciting and memorable adventure experience. □ 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□ in-store play program. □ Adventure design and development by Kobold Press.

A guide to the role-playing game that provides information on its commands, individual campaigns, scoring, extras,

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tactics, and the secrets of the multi-player mode. This adventure takes characters from 1st level to 3rd level. An exciting super-adventure that pits heroes against an army bent on domination, this D&D Accessory includes encounters designed for use with the D&D miniatures game.

Kobold Guide to Magic
Demon Cults and Secret Societies for D&d 5th Edition
Eldritch Lairs (5E)

Your Whispering Homunculus
Kobold Guide to
Worldbuilding

Feel the cold touch of death in

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this adventure for the world's greatest roleplaying game. Beneath the unyielding night sky, you stand before a towering glacier and recite an ancient rhyme, causing a crack to form in the great wall of ice. Beyond this yawning fissure, the Caves of Hunger await. And past this icy dungeon is a secret so old and terrifying that few dare speak of it. The mad wizards of the Arcane Brotherhood long to possess that which the god of winter's wrath has so coldly preserved--as do you! What fantastic secrets and treasures are entombed in the sunless heart of the glacier, and what will their discovery mean for the

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denizens of Icewind Dale? Can you save Ten-Towns from the Frostmaiden's everlasting night? Brave the frozen North of Faerun in this Dungeons & Dragons adventure for characters level 1-12. Explore the frontier of Icewind Dale! Maps and guides will aid you on your journey through a land of isolation, paranoia, and deadly cold. Venture into the Ten Towns and other beloved D&D locations made famous by Drizzt Do'Urden and the Companions of the Hall. Encounter the hazards of a frozen wilderness. This book provides DMs with rules for running D&D adventures in icy tundras and wintery climes.

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Discover long-lost treasures, magic items, and long-forgotten spells in the icy depths of a truly unforgettable Dungeons & Dragons adventure.

Are you ready to play some Dungeons and Fucking Dragons? The Kobold Wizard's Dildo of Enlightenment +2 is an absurd comedy about a group of adventurers (elf, halfling, bard, dwarf, assassin, thief) going through an existential crisis after having discovered that they are really just pre-rolled characters living inside of a classic AD&D role playing game. While exploring the ruins of Tardis Keep, these 6 characters must deal with their inept Dungeon

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Master's retarded imagination and resist their horny teenaged players' commands to have sex with everything in sight.

Featuring: punk rock elf chicks, death metal orcs, porn-addicted beholders, a goblin/halfling love affair, a gnoll orgy, and a magical dildo that holds the secrets of the universe.

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,

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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

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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. The Best Role in Roleplaying Whether you're a new gamemaster or a seasoned vet looking for a new angle to shake up your game, these 19 essays by 13 expert gamemasters demonstrate ways to construct your campaign from the ground up and keep your players engaged until the dramatic conclusion. Within this volume,

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masters of the art show you how to begin a new campaign, use published adventures or loot them for the best ideas, build toward cliffhangers, and design a game that can enthrall your players for month or even years. Want to run an evil campaign, or hurl the characters into unusual otherworldly settings? Want to ensure that you're creating memorable and effective NPCs and villains? We've got you covered. Complete with discussions on plotting, tone, branching storytelling, pacing, and crafting action scenes, you'll find all the tips and advice you need to take on the best role in roleplaying--and become an

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expert gamemaster, too!

Featuring essays by Wolfgang Baur, Jeff Grubb, David "Zeb" Cook, Margaret Weis, Robert J. Schwalb, Steve Winter, and other game professionals.

Kobold Guide to Board Game Design

Van Richten's Guide to Ravenloft (Dungeons & Dragons)

Prepared 2: Tombs & Dooms for 5th Edition

Courts of the Shadow Fey (5th Edition)

Southlands Bestiary

Kobolds Work a Little Magic The popular and wildly useful Kobold Guide series tackles the biggest subject in

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fantasy: Magic! What makes a fantasy fantastic? Magic, of course! Whether it's unearthly beasts, scheming sorcerers, legendary swords or locales that defy logic and physics, a compelling fantasy story needs magical elements. The tricky part is that in order for the story to work, you have to get your reader or player to believe the unbelievable. The Kobold Guide to Magic takes you behind the scenes to

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Learn the secrets of designing and writing about magic from 20 top fantasy authors and game designers. Find out how to create more compelling, more interesting, and more playable magic at your table or in your stories—with the word from some of the most talented creators working today. The topics are wide-ranging, from the secrets of Irish magic to tricks of impractical magic, from how to generate a sense of

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wonder at the gaming
table to how to rejigger
the teleport spell for
stronger adventures
to how to sell a
character's soul and how
to run a game with
visions and prophecies.
There's even sections on
the magic of J.R.R.
Tolkien and the tools
available to a game
master for making magic
their own. The Essential
Guide to Magic in
Fiction and Games This
essential companion for
fantasy gamers and
readers alike feature

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essays by: Wolfgang Baur
Clinton Boomer David
Chart David "Zeb" Cook
James Enge Ed Greenwood
Jeff Grubb Kenneth Hite
James Jacobs Colin
McComb Richard Pett Tim
Pratt John Rateliff
Thomas Reid Aaron
Rosenberg Ken Scholes F.
Wesley Schneider Amber
E. Scott Willie Walsh
Martha Wells Steve
Winter This latest
volume in the best-
selling and award-
winning series of Kobold
Guides tackles the
mystery at the heart of

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**the fantasy genre.
Improve your game and
expand your magical
power with the Kobold
Guide to Magic! This
book ships early in 2014
and will be in high
demand. Don't miss out,
and get it in print
before everyone else!
The ENNIE Award-winning
Kobold Guide series
returns with The Kobold
Guide to Monsters! This
definitive tome about
tabletop RPG creature
creation and their use
at the gaming table
contains invaluable**

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insight and advice from some of the top minds in roleplaying game design today. A wide range of philosophy and perspectives are on display in these pages, including how to design monsters based on mythology, literature, or pop culture; how to balance a monster's flavor with functionality; how to reskin monsters for any genre of campaign; how to make friends with even the most snarling beasts; how to tell a

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**story with an encounter;
how to best pace an
encounter, and much
more. With essays
grouped by subject
matter, from monster
design to encounter
design, and presented in
thoughtful progression,
this tome is the perfect
companion for Game
Masters and players
alike who want to learn
from the very best. It's
a great gift for budding
game designers, and it's
the perfect impulse buy
for games of all
stripes!**

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Friends or Foes? A Game of Shifting Dangers The Shadow Fey arrive and turn the city upside down--and their ambassador demands that the player characters explain themselves for interfering in a legitimate assassination! So begins the looking-glass adventure that takes 7th to 10th level adventurers to the Realm of Shadows. This inventive take on courtly combat and sandbox roleplaying

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**includes: More than
60-location map of the
Courts, fully detailed
with 100+ NPCs More than
40 combat and
roleplaying encounters
Dozens of new monsters
your players have never
seen! Demon lovers and
dangerous liaisons for
those who seek them
Jealous rivals, a quick-
play dueling system, and
the King and Queen of
Shadows A Status system
to track player
character prestige--and
new Status powers! Enter
the world of shadows,**

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and play the 5th Edition of the world's first roleplaying game on a whole new level! More than 140 pages of real action and adventure by designers Wolfgang Baur and Dan Dillon.

Deep inside his deadly dungeon, the Kobold King laughs maliciously. His monstrous followers raided the nearby village and set his plan for regional conquest in motion. Crown of the Kobold King is a low-level dungeon adventure written by Nicolas Logue

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that pits the players against a mischievous King of the Kobolds and his noisome minions. A raid on a local village leads to a crumbling monastery riddled with cunning traps and deadly beasts. Will the heroes be the first to survive the Kobold King's dungeon and lay claim to his crown?

Kobold Guide to Monsters
Deep Magic for 5th
Edition
Rise of the Drow
Pathfinder Campaign
Setting

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Empire of the Ghouls for 5th Edition

In this companion volume to the Southlands Worldbook for 5E, players will find two adventures set in this continent's storied City of Cats, where a mercurial feline goddess walks among her chosen people. Included in this volume are fan-favorite adventures Cat and Mouse and Grimalkin, both by celebrated author Richard Pett and fully compatible with the 5th Edition of the world's oldest roleplaying game.

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

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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

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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.

*Dark Motives and Darker Alliances
Citizens of Zobeck are going missing. Catacombs beneath the urban abodes may have answers, but what lurks in them may not enjoy company... Rumors swirl of an unholy marriage between blood thirsty factions. As haunting*

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dreams and prophetic utterances swell, the danger becomes clear. Such a union would be catastrophic... Who will uncover and stop these foul and ghoulish workings? Will your adventurers have the fortitude and ambition--or the greed and cunning--it takes to put a stop to them? Empire of the Ghouls is a complete adventure for characters level 1-13 for the 5th edition of the world's first RPG. You'll also find a gazetteer detailing the Ghoul Imperium in the depths of the Underworld--complete with map! --and appendices filled with new cults, creatures, magic items, and NPCs. Sharpen your blade and

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conjure magical light, and root out the foulness below the earth!

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families, Magnimar lies at a crossroads. Will it succeed despite the obstacles thrown in its path, or is the City of Monuments doomed to crumble under the pressure of its own runaway success? This Pathfinder sourcebook explores the city of Magnimar (first featured in the now classic Rise of the Runelords Adventure Path) in great detail. Each city district has its own unique flavor and role, and comes with pages of details on industries and institutions, leisure and markets, and politics and entertainment. Dozens of shops, taverns, guildhalls, and more await discovery, many of which are presented with additional adventure

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hooks, memorable NPCs, and inspirational bits of lore.

Examinations of regions ripe for adventuring or sinister groups worthy of defeat, along with a robust bestiary featuring commonly encountered NPCs or monsters closely associated with the City of Monuments completes this book, which will be an invaluable addition to your upcoming Shattered Star Adventure Path.

Tome of Beasts

Adventures from the Potbellied Kobold

A Pathfinder RPG Adventure for 4th-6th Level Characters

The Kobold Wizard's Dildo of Enlightenment +2 (An Adventure

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