

Fiendish Codex I Hordes Of The Abyss

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2024-06-04

KALEIGH DAUGHERTY

[Expedition to the Ruins of Greyhawk](#) Open Road Media Science & Fantasy

For three decades, Dragon magazine has been the official monthly resource for Dungeons & Dragons players. Many monster, classes and even campaign settings that have gone on to define the modern game first appeared in Dragon's pages, and a history of the magazine is a history of the game itself. The Dragon Compendium collects the most popular classic articles from throughout Dragon magazine's proud history, all updated to the current edition of the D&D rules. Selected with the input of current and former editors and D&D fans across the world, the articles in this 256-page volume are proven favorites-material you will want to reference again and again. From new DBD publisher Paizo Publishing!

Lords of Madness Simon and Schuster

This art-filled sourcebook about aberrations in the D&D world takes a comprehensive look at bizarre monsters and the heroes who fight them. Illustrations.

Three Hearts and Three Lions Open Road Media

No realm in the D&D world stirs the imagination like the Underdark. This work contains everything a Dungeon Master needs to run adventures set in the vast underworld of his or her D&D campaign.

Dragon Compendium TSR

This super-adventure supplement, designed for characters of level 8-13, revisits Castle Greyhawk and the classic dungeon beneath. It is usable as a mini-campaign on its own, a story arc in a Dungeon Masters regular campaign, or as a series of small side adventures with a big payoff.

[The Worldwound](#) Wizards of the Coast

In addition to presenting various "scoundrel" archetypes for characters, this volume includes new feats and prestige classes that serve the archetypes, as well as new tricks, spells, equipment, and magic items.

[Miniatures Handbook](#) Modiphius Entertainment

The Blood of Dragons Flows through Your Veins In ages past, dragons ruled supreme. Now their distant scions, the races and individuals who carry their blood, live among the great empires of the world, where they forge their own glorious legacies. You can be among them. Embrace your draconic heritage, and the spoils of the world can be yours! This supplement for the D&D(R) game provides detailed information on the psychology, society, culture, behavior, religion, and folklore of the dragonblooded races, including kobolds and half-dragons. This book introduces two new player character races: the dragonborn (existing characters reborn in a new draconic form to combat and destroy the spawn of Tiamat) and the spellscales (artistic, philosophical beings with a penchant for sorcery and a thirst for new experiences). It also provides new prestige classes, feats, spells, magic items, equipment, and guidelines for crafting adventures and campaigns involving dragonblooded races. For use with these Dungeons &

Dragons(R) core books "Player's Handbook(TM) " "Dungeon Master's Guide(TM) Monster Manual(TM) "

[Races of the Wild](#) Paizo Pub Llc

The most evil and complex elements of the Dungeons & Dragons world are presented for the first time--such as moral dilemma, slavery, human sacrifice, prostitution, and other sensitive issues--to allow players to add a level of complexity to their campaigns. [Midgard Worldbook](#) Paizo Publishing

The definitive reference guide of "Dungeons & Dragons]" core rules, this supplement takes all of the games most important rules and presents them in a single comprehensive, easy-to-reference volume for players and Dungeon Masters.

Lords of Chaos TSR

Providing Dungeon Masters with 160 pages of truly wicked threats to challenge high-level heroes, this tome comes with stat blocks for the elder evil and its minions, tips for how to incorporate the elder evil into any D&D campaign, and how to create unique villains and endgame encounters.

Shadowdale

As with other D&D accessories, this title contains new feats, spells, magic items, and prestige classes, and is one of the few titles that adds new base classes to the D&D realm.

Hammerfast

"For use with these 4th edition Dungeons & Dragons core products: Player's handbook core rulebooks, Dungeon master's guide core rulebooks, Monster manual core rulebooks, D&D miniatures, D&D dungeon tiles."--P. [4] of cover.

[Shining South](#)

The howling madness of the Abyss lurches to terrible life in Book of the Damned Volume 2 -- Lords of Chaos, a harrowing look at the primordial nature of evil. Whether defending the world from the demonic horde or selling it out to your dark master, this 64-page campaign setting guidebook shines an unholy light on the darkest evils ever to befoul the multiverse. Written by Pathfinder Editor-in-Chief and noted demon expert James Jacobs, Lords of Chaos promises dark delights invaluable to any Pathfinder Roleplaying Game campaign, including detailed discussions of the 10 most important Abyssal realms and their fiendish rulers; expanded information on two-dozen lesser demon lords and their nightmarish realms; detailed ecologies of major known demon types; a complete history of the Abyss and the unspeakable creatures who dwelled there before the advent of gods and demons; plus several new demons and Abyssal monsters, demonic spells, magic items, and more.

Rules Compendium

This supplement is an adventure designed for characters levels 8-13 and is the second in a three-part series set in the Forgotten Realms. In addition to encounters, this book contains detailed source material on the town of Shadowdale and its surrounding environment.

[Open Grave](#)

Thor has broken the sword Tyrting so that it cannot strike at the roots of Yggdrasil, the tree that binds together earth, heaven and hell. But now the mighty sword is needed again to save the elves

in their war against the trolls, and only Scafloc, a human child kidnapped and raised by the elves, can hope to persuade Bolverk the ice giant to make Tyrting whole again. But Scafloc must also confront his shadow self, Valgard the changeling who has taken his place in the world of men.

[Fiendish Codex II](#)

This rift is known as the Worldwound, and through it, the demon horde has infested an entire region. While the demon armies have been held in check by barbarians and crusaders alike, the region within that was once Sarkoris is now ruled by fiends. Worse, the Worldwound itself is slowly growing -- if something isn't done to halt this blight, it and the demons it spawns may one day swallow all of Golarion! This Pathfinder sourcebook explores the demon-blighted land of the Worldwound (site of the new Wrath of the Righteous Adventure Path) in great detail. Ruined cities (such as the shattered capital city of Iz, the frozen city of Dyinglight, and the river city of Undarin), key historical sites (like the Circle of the Hierophants -- birthplace of the druidic sect known as the Green Faith), and more are presented, along with an exhaustive examination of the strange and otherworldly hazards of the region. The book also includes several adventure sites ready for exploration, along with a few locations like the holdout town of Gundrun, which can serve heroes as (relatively) safe harbor in a deadly land. Finally, an extensive bestiary presents more than a dozen new monsters and demons and enemy NPCs along with two new monster templates, ensuring your PCs will never lack for foes in this devastated realm.

Caves of Carnage

"Pathfinder roleplaying game compatible."

Faces of Evil

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.

[The Broken Sword](#)

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

Elder Evils

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

The Monsters Know What They're Doing

This supplement provides the definitive treatise on the drow, arguably the games most evocative evil race. Everything readers want to know about drow and their subterranean homeland can be found in this tome.