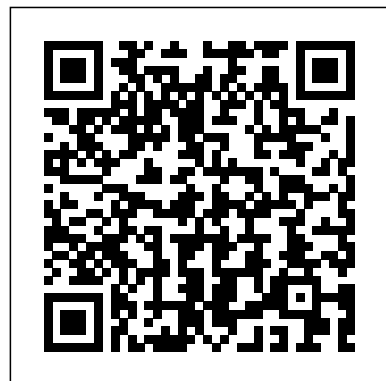


4th Edition Adventures By Level

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King of the Trollhaunt Warrens Keep on the ShadowfellA 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.King of the Trollhaunt WarrensA 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.Demon Queen's EnclaveA D&D adventure for 14th-level characters. In this adventure, the heroes must unravel the plots of the vile minions of Lolth, the infamous Demon Queen of Spiders. Along the way, they'll face off against drow, demons, and worse! This adventure can be run as a stand-alone adventure or as Part Two of a three-part series of adventures (starting with P1 King of the Trollhaunt Warrens) that spans 10 levels of gameplay. Demon Queen's Enclave is a D&D adventure designed to take characters from 14th to 17th level.Thunderspire LabyrinthA 4th Edition D&D® adventure for characters of levels 4-6 Beneath Thunderspire Mountain lies a sprawling network of mazes, tombs, and caverns collectively known as the Labyrinth of Lost Souls. In recent years, this vast labyrinth has become a living dungeon where trade between the surface and subterranean worlds is possible. However, beyond the well-lit halls where prospectors, merchants, and traders convene lies a darker world where adventurers battle monsters and fiendish beings perform secret rituals for their dark masters. . . H2 Thunderspire Labyrinth is a D&D adventure designed for heroic-tier characters of levels 4-6. This product includes an adventure booklet for the Dungeon Master, a player's booklet containing new character options and campaign information, and a full-color poster map, all contained in a handy folder. H2 Thunderspire Labyrinth is the second adventure in a three-part series that began with H1 Keep on the Shadowfell and concludes with H3 Pyramid of Shadows. It can also be played as a stand-alone adventure.Kingdom of the GhoulsA D&D(R) adventure for 24th-level characters. In this adventure, demonic forces plot to usurp the Raven Queen's power over death, and all

paths lead to an ancient kingdom hidden in the subterranean depths of the Shadowfell. This adventure can be run as a stand-alone adventure or as Part Two of a three-part series of adventures that spans the epic tier of gameplay. E2 Kingdom of the Ghouls is a D&D adventure designed to take characters from 24th to 27th level.Orcs of Stonefang PassA standalone Dungeons & Dragons® adventure for 4th-level characters. Stonefang Pass winds its way through the mountains of the Stonemarch, home to brutal tribes of orcs. The time has come to clear the pass and gain a foothold, so that it can be used for trade between the town of Winterhaven and the lands beyond the mountains. Brave adventurers are needed to rid the pass of monsters and liberate Stonefang Keep from the orcs. Who's up for the challenge?

This standalone D&D® adventure is designed for 4th-level characters and can be easily inserted into any D&D campaign. Combine it with HS1 The Slaying Stone(tm) for a great start to a new campaign!Revenge of the GiantsEvil giants seek to avenge past defeats by ravaging the civilized lands, and the only thing standing in their way is a renowned band of heroes, in this D&D® adventure that includes a poster map featuring key encounter locations.Dungeons and Dragons 4th Edition For Dummies

If you ' re a Dungeons & Dragons fan, you ' ve surely thought of becoming a Dungeon Master. Learning to be a DM isn ' t as hard as you might think, especially if you have Dungeon Master 4th Edition For Dummies tucked into your bag of tricks! From organizing your first D&D game to dealing with difficult players, this book covers everything a DM needs to know. Written for the newest edition of D&D by the experts at Wizards of the Coast, creators of the game, it shows you how to: Build challenging encounters, make reasonable rulings, and manage disagreements Recognize all the common codes, tables, and spells Understand the parts of a D&D adventure and how to create dungeon maps and craft monsters Shape storylines and write your own adventures Find your style as a DM and develop a game style that plays to your strengths Script an encounter, vary the terrain and challenges, and establish rewards (experience points and treasure) Decide whether to use published adventures Use and follow the official Dungeon Master ' s Guide Develop a campaign with exciting themes, memorable villains, and plots that keep players entranced If you ' re getting the urge to lead the charge in a D&D game of your own, Dungeon Master 4th Edition For Dummies will introduce you to the DM ' s many jobs. With the information you need to start your own game, craft exciting stories, and set up epic adventures, you ' ll be on your way! [Trial of the Underkeep](#) John Wiley & Sons

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.

Scepter Tower of Spellgard Scholastic Inc.
Keep on the Shadowfell

Underdark National Geographic Books

Presents a "Dungeons and Dragons" adventure for the 21st to 23rd level, providing adventure hooks, setup information, tactics, and features of areas.

Dungeon Masters John Wiley & Sons

The Resource for the Independent Traveler For over forty years Let's Go Travel Guides have brought budget-savvy travelers closer to the world and its diverse cultures by providing the most up-to-date information. Includes: - Entries at all price levels for lodging, food, attractions, and more - Advice for adrenaline sports, including rock climbing and mountain biking - Essential advice for getting around and maintaining a car in the desert - In-depth coverage of Native American culture and life in the region - Opportunities to make a difference through study, work, and volunteering - Detailed maps of cities, towns, and the outdoors Unique Adventures for Adrenaline-Seekers: - Shred the world-famous mountain bike trails of Moab's Slickrock - Climb the dunes of White Sands National Monument by moonlight - Push 70 mph down the Olympic bobsled course near Park City, Utah - Camp under green waterfalls on the floor of the Grand Canyon - Preserve native artifacts on a New Mexico archaeological dig Get advice, read up, and book tickets at www.letsgo.com

Keep on the Shadowfell Lucas Books

Hawaii has been billed as the American tropical paradise since the 1950s. The beauty of the trails, verdant wilderness, and cliffs of Kauai, the oldest and arguably most majestic island is unrivalled. Compiled by students, this guide provides insider tips and information for the socially conscious traveller.

Player's Option: Heroes of the Feywild Penguin

A 4th Edition D&D adventure for 17th-level characters. In this adventure, the PCs discover that not all souls rest easy, particularly those spirited away to Nightwyrm Fortress. To learn the truth, players must pierce death's veil itself and enter the Shadowfell, where sinister echoes of life wing through eternal gloom. This adventure can be run as a stand-alone adventure or as Part Three of a three-part series of adventures (starting with P1 King of the Trollhaunt Warrens(TM) and P2 Demon Queen's Enclave(TM)) that spans 10 levels of gameplay.

The adventures of Peregrine Pickle ... The fourth edition, revised, corrected, and altered by the author Gibbs Smith

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.

Let's Go Pacific Northwest Adventure 1st Edition John Wiley & Sons

A standalone Dungeons & Dragons® adventure for 4th-level characters. Stonefang Pass wends its way through the mountains of the Stonemarch, home to brutal tribes of orcs. The time has come to clear the pass and gain a foothold, so that it can be used for trade between the town of Winterhaven and the lands beyond the mountains. Brave adventurers are needed to rid the pass of monsters and liberate Stonefang Keep from the orcs. Who's up for the challenge? This standalone D&D® adventure is designed for 4th-level characters and can be easily inserted into any D&D campaign. Combine it with HS1 The Slaying Stone(tm) for a great start to a new campaign!

Monster Vault Macmillan

Trial of the Underkeep is a Dungeons & Dragons adventure optimized for 4th edition. Some things are better left buried and entombed, like an entire castle that slid into the earth 1000 years ago, hiding its shameful secrets. It was only

a matter of time until it its doors were blundered upon and unsealed, unleashing unimaginable horrors upon a small town. What unknown abominations stir in the slimy subterranean castle? Something has punctured through from another plane of existence. It has tasted your world and found it easy to digest. Worst of all now you have been afflicted by its presence and you must save yourself as well. Can anyone survive the Trial of the Underkeep? 19 New Creatures 26 New, unique Artifacts and Treasures, some that are as dangerous as the Monsters!

Dungeons and Dragons Core Rulebook Macmillan

The Adventures in Japanese 4/e Volume 1 Textbook gives students a strong foundation in the Japanese language through the development of the four language skills: speaking, listening, reading, and writing.

Revenge of the Giants

Living with his little brother, Fudge, makes Peter Hatcher feel like a fourth grade nothing. Whether Fudge is throwing a temper tantrum in a shoe store, smearing smashed potatoes on walls at Hamburger Heaven, or scribbling all over Peter's homework, he's never far from trouble. He's a two-year-old terror who gets away with everything—and Peter's had enough. When Fudge walks off with Dribble, Peter's pet turtle, it's the last straw. Peter has put up with Fudge too long. How can he get his parents to pay attention to him for a change?

Kingdom of the Ghouls

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.

Maryland Adventure

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.

Seekers of the Ashen Crown

The ruined city of Vor Rukoth has been rediscovered and draws heroes and villains in search of treasure.

Dungeons and Dragons Fantasy Roleplaying Game

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.

Assault on Nightwyrm Fortress

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.

Dungeons and Dragons 4th Edition For Dummies

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.

Pokemon Ultimate Handbook

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

Prince of Undeath

Enriched by James Kirby Martin ' s expanded and updated introduction, this classic memoir provides a compelling history of the Revolutionary War as seen through the eyes of one courageous soldier. Includes an expanded and updated introduction, annotations, and suggestions for further reading New maps give an overview of Joseph Plumb Martin ' s travels Brief headnotes introduce each chapter