

## **D D Dungeon Tiles Reincarnated Wilderness Dungeons Dragons**

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### **Dungeons and Dragons Art and Arcana**

A child can get their first glimpse into the world of Dungeons & Dragons, even as they learn the alphabet, a precursor to every new path in reading. Teach the alphabet to any early reader as told imaginatively within the world of Dungeons & Dragons.

### **D&D Character Sheets**

#### **Hidden Crypts**

When the adventure plunges into subterranean depths no Game Master wants to spend time drawing every winding cavern and deadly chasm. Fortunately, with Paizo's latest Pathfinder Flip-Mat, you don't have to! This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set pieces for the busy Game Master. This double-sided map is perfect to use any time the heroes intrude into the deadly depths. Don't waste your time sketching when you could be playing. With Pathfinder Flip-Mat: Twisted Cavern, you'll be ready next time your players dare to enter the world below. This portable, affordable map measures 24" x 30" unfolded, and 8" x 10" folded. Its coated surface can handle any dry erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, Pathfinder Flip-Mats fit perfectly into any Game Master's arsenal! On tabletops across the world, the Flip-Mat Revolution is changing the way players run their fantasy roleplaying games! Why take the time to sketch out ugly

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scenery on a smudgy plastic mat when dynamic encounters and easy clean-up is just a Flip away?"

### **Dungeon Craft Core Book**

Delve deeper than you ever thought possible in this adventure for the world's greatest roleplaying game. Hundreds of years ago, long before Waterdeep had been built, Halaster Blackcloak carved a vast dungeon beneath Mount Waterdeep and stocked it with all manner of creatures from across the planes. Over time Halaster has gone quite insane and the dungeon he carved, now dubbed Undermountain, is a labyrinthine death trap for those bold enough to venture within. Precious few have returned from Halaster's home, and frequently they're not who they were when they started out. One thing is certain however. Wealth unimaginable exists within the halls of Undermountain.

### **Castle Grimstead - Dungeon Tiles**

Every Dungeon Master needs a screen to conceal notes and dice rolls and to have valuable charts and information close at hand. This Forgotten Realms accessory includes a 32-page booklet of tables and topography and a four-panel screen containing a wealth of information and featuring original artwork on the front.

### **Arcane Towers**

The Dungeon Tiles accessories provide Dungeon Masters with high-quality illustrated terrain tiles with which to build dungeons, wilderness sites, and other D&D adventure locations.

### **Ruins of War - Dungeon Tiles**

Illustrated cardstock terrain tiles for use with the Dungeons & Dragons Roleplaying Game. This product gives Dungeon Masters an easy and inexpensive way to include great-looking terrain for their games. This set provides ready-to-use, configurable tiles with which to build exciting city-based encounter scenes. This accessory for the Dungeons & Dragons Roleplaying Game contains six double-sided sheets of illustrated, die-cut terrain tiles printed on heavy cardstock.

### **The Monsters Know What They're Doing**

Whether aboard an airship or a train car, embark on thrilling adventures shrouded in intrigue! Discover secrets buried by years of devastating war, in which magic-fueled weapons threatened an entire continent. In the post-war world, magic pervades everyday life, and people of all sorts flock to Sharn, a city of wonders where skyscrapers pierce the clouds. Will you find your fortune on mean city streets or scouring the secrets of haunted battlefields? Will you

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throw in your lot with the mighty dragonmarked houses, ruthless families who control whole nations? Will you seek truth as a newspaper reporter, a university researcher, or a government spy? Or will you forge a destiny that defies the scars of war? This book provides tools that both players and Dungeon Masters need to explore the world of Eberron, including the artificer character class—a master of magical invention—and monsters birthed by ancient warmongering forces. Will Eberron enter a prosperous new age or will the shadow of war descend once again?

### **Dungeon Master's Screen**

For millennia, the dragons have watched the great events of the world unfold, nurturing and destroying entire nations when necessary, always guided by the Draconic Prophecy. Now Eberron's fragile peace is crumbling. Armies gather, and for the first time in generations, the dragons rise to war. At the center of it all, one man--the prophesied Storm Dragon--must learn to wield his extraordinary powers not only to save those he loves, but to keep the world from sliding into the chaos of never-ending war. This omnibus edition features a brand-new short story, "Learning to Dream"! "Every James Wyatt novel I read is a delight - may there be many, many more!" -Ed Greenwood Author and creator of Forgotten Realms

### **Colossal Red Dragon**

In this third book of the Sundering series kicked off by R.A. Salvatore and the dark elf Drizzt, SCRIBE award-winning author Erin M. Evans thrusts her signature character Farideh into a maelstrom of devilish politics and magical intrigue that will have far-reaching implications for the future of the Forgotten Realms. As the chaos of the Sundering rages around her, young warlock Farideh faces a more personal turmoil wrought by a deal she made with a devil years ago. Hoping to protect her twin sister, she leaves everything she holds dear to assist a wizard in a scheme that pits the devils of the Nine Hells against the gods above. But when Farideh casts the spell to enter the wizard's remote mountaintop fortress, she picks up a stowaway—a Harper agent named Dahl who isn't so inclined to follow devilish demands. Dahl attempts to escape only to run into a village of odd people, lurking behind an impenetrable wall. Forced to gaze into the villagers' souls, Farideh points out the ones who seem different, only to watch as the wizard's guard carts them off to fates unknown. Are these villagers or prisoners? Are they blessed or doomed by the gods? As the wizard's guessing game proves more and more diabolical, Farideh resolves to unravel his secrets—even if it means she'll lose her own soul to the Nine Hells. From the Hardcover edition.

### **The Adversary**

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Illustrated wilderness terrain tiles for use with the Dungeons & Dragons® Fantasy Roleplaying Game The Dungeon Tiles Master Sets are designed to give Dungeon Masters the tiles they need to build Dungeons & Dragons adventure maps, including maps appearing in published adventures. With this box of customizable terrain tiles, Dungeon Masters can add new dimension to their Dungeons & Dragons tabletop experience. Easy to set up and infinitely expandable, this Dungeon Tiles set allows DMs to create the adventures they want to play. This box contains 10 double-sided sheets of illustrated, die-cut terrain tiles printed on heavy cardstock. The tiles feature wilderness sites and terrain elements that Dungeon Masters can use to build exciting encounters set in the outdoors.

### **Streets of Shadow**

A new line of massive monsters is joined by the most iconic Dungeons & Dragons® creature. This intimidating dragon is the second figure in the new Dungeons & Dragons Icons product line! Part of the D&D® Miniatures Game portfolio, these new, non-randomized figures portray the larger side of the Dungeons & Dragons creature collections. These limited edition monsters are proportionally sized per D&D roleplaying rules to be either Gargantuan (4"x4"base) or Colossal (6"x6" base). These premium figures will only be available to collect for a limited time after each release.

### **Elminster: Making of a Mage**

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

### **Draconic Prophecies**

In ancient days, sorcerers sought to learn the One True Spell that would give them power over all the world and understanding of all magic. . . . The One True Spell was a woman, and her name was Mystra -- and her kisses were wonderful. Priest Havelon Tharnstar Tales Told to a Blind Wizard It is the time before Myth Drannor, when the

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Heartlands are home to barbarians, and wicked dragons rule the skies. In these ancient days, Elminster is but a shepherd boy, dreaming of adventure and heroics. When a dragon-riding magelord sweeps down upon him, though, the boy is thrust into a world of harsh realities, corrupt rulers, and evil sorcerers. With patience and grit, Elminster sets about to change all that. The result of his labors is a world reborn and a mage made.

### **Cathedral of Chaos - Dungeon Tiles**

The new interactive puzzle book from the creator of the bestselling cult phenomenon Journal 29 The Cypher Files is an utterly unique reading experience. In this brain-bending interactive game, you'll solve puzzles on every page, and obtain keys to move forward by submitting answers online. To solve each puzzle, you'll need to think outside the book. You are an agent of CY.P.H.E.R., the secret international agency working on 'unsolvable' code-based cases. Called upon to investigate cryptic clues discovered in the wake of a series of mysterious disappearances, the clock is ticking to crack the codes before it's too late. To escape this book, you must write, draw, search, fold and cut pages, explore virtual escape rooms and think laterally to identify the perpetrator and solve the mystery. All you need to play is a pencil, a pair of scissors, an internet connection, and a curious mind.

### **The Rebellion**

Black & White Interior 5e Feats and Other Options is a collection of feats (50+), features, optional rules, and expanded class options that will help bring your 5e Dungeon and Dragons campaign to life. Whether taking down enemies with the Decapitation maneuver, making a Called Shot, or feeling an Adrenaline Rush, or fighting hordes with your Rapid Strike, these feats, features, and options add a level of powerful advantage for your Dungeons and Dragons campaign. 5e Feats and other Options contains the following: -General Combat Feats: 18 new feats to give your character an edge in combat. -Skill Mastery Feats: 19 new feats to grant your character advantage on skills. -Weapon Style Feats: 9 new feats that expand your character's mastery of weaponry. -Critical Strike Feats: 5 new critical strike feats that add extra bite and tactical options to the critical hit. -New Boons: 5 new boons that can be incorporated as high-level rewards or blessings. -Advanced Combat Maneuvers: 8 new maneuvers for the Battle Master or Martial Adept. -A Called Shot System: The Called Shot system that lets you target specific locations of your foes for increased damage and effects. -Critical Hit Option: 2 critical hit options to be used in place of the lingering injury table. -Wound Level System: A wound level system that takes into account the loss of hit points and its impact on your foes. -Sunder Armor and Weapon Rules: Simple rules that allow you to sunder your foes armor and weapons. -Stunt on Natural 20: Bring the excitement back on rolling a Natural 20 with the natural 20

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stunt. -Blacksmith: A new skill Blacksmithing has been added. This skill allows you to craft armor and weapons. It also allows you to repair sundered armor and weapons. -Master Work Armor and Weapons: Rules for Master Work Armor and Weapons has been added, and the ability to craft them with the Blacksmith Master feat. -New Backgrounds: 3 new backgrounds for characters with a propensity for violence. -New Class Options: 2 new class options; the Officer Martial Archetype and the Paladin Oath of the Slayer -Rules Clarifications & Options: a section describing how some effects stack and new optional rules such as die type increases and new conditions. Also options - Other titles by the author include: 41 Feats 5e (Best Silver Seller), Tome of Brutal Tactics (Best Cooper Seller and 4 star review by David Jarvis of Gunmetal Games), and More Brutal Tactics. These titles are available on Dungeon Masters Guild. PDF for this title available on drivethrurpg. 5e Feats and Other Options is also Copper Best Seller on drivethrurpg. Color Interior and Glossy Color cover available on Amazon for 10:00 dollars.

### **D&d Waterdeep Dungeon of the Mad Mage**

Get your first glimpse into the world of Dungeons & Dragons, through the masterful illustrations of Todd James. The Dungeons & Dragons-Adventures Outlined coloring book features fantastical designs and shows off classic monsters from the game as seen through the eyes of world renowned artist, Todd James. Color your way through each adventure with these delightful illustrations. This coloring book features unique designs including beholders, trolls, goblins, dragons, and more. Provides hours of creativity, fun, and relaxation.

### **Dungeon Tiles Master Set - the City**

A boxed set introducing the newest edition of the Dungeons & Dragons role-playing game includes a 64-page adventure book with everything the Dungeon Master needs to get started; a 32-page rulebook for playing characters from Level 1 to Level 5; five pregenerated characters, each with a character sheet and supporting reference material; and six polyhedral dice.

### **Gamemastery Map Pack**

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

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Doing, Keith Ammann lightens the 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.

### **Spellbreaker**

Describes the characteristics and attributes of a variety of monsters, zombies, demons, giants, werewolves, animals, and aliens for use in the Dungeons and Dragons game.

### **Eberron: Rising from the Last War (D&d Campaign Setting and Adventure Book)**

This definitive book on Dungeons & Dragons, one of the original ultimate nerd subcultures, traces its origins on the battlefields of ancient Europe through the hysteria that linked it to satanic rituals and teen suicides, and to its apotheosis as father of the modern video game industry.

### **Shattered Keeps Map Pack**

Illustrated urban terrain tiles for use with the Dungeons & Dragons® Fantasy Roleplaying Game. The Dungeon Tiles Master Sets are designed to give Dungeon Masters the tiles they need to build Dungeons & Dragons adventure maps, including maps appearing in published adventures. With this box of customizable terrain tiles, Dungeon Masters can add new dimension to their Dungeons & Dragons tabletop experience. Easy to set up and infinitely expandable, this Dungeon Tiles set allows DMs to create the adventures they want to play. This box contains 10 double-sided sheets of illustrated, die-cut terrain tiles printed on heavy cardstock. The tiles feature city streets, sewer tunnels, and terrain elements that Dungeon Masters can use to build exciting encounters set in urban environments.

### **Original Adventures Reincarnated #3: Expedition to the Barrier Peaks (5e Adventure, Hardback)**

This roleplaying game accessory gives Dungeon Masters an easy and inexpensive way to include great-looking terrain in their games. This set provides ready-to-use, configurable tiles with which to build exciting encounter locations. This particular set emphasizes castles and fortifications. This accessory contains six double-sided sheets of illustrated, die-cut terrain tiles printed on heavy card stock. These tiles are appropriate for any D&D setting and usable with any edition

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of the DUNGEONS & DRAGONS Roleplaying Game.

## **Dungeons & Dragons Starter Set**

GameMastery Map Pack: Rooftops contains 18 full-color 5 x 8-inch map tiles, stunningly crafted by cartographer Jason A. Engle, that combine to form a variety of rooftop configurations fit for harrowing chases, cunning infiltrations, and high-story action! For use with all tabletop roleplaying and miniatures games and suitable for experienced GMs and novices alike, this product fits perfectly into any Game Master's arsenal. Wet, dry, and permanent markers erase from the tiles!

## **The Book of Holding**

A world of enchanted injustice needs a disenchanting woman in an all-new fantasy series by the Wall Street Journal bestselling author of *The Paper Magician*. The orphaned Elsie Camden learned as a girl that there were two kinds of wizards in the world: those who pay for the power to cast spells and those, like her, born with the ability to break them. But as an unlicensed magic user, her gift is a crime. Commissioned by an underground group known as the Cowsls, Elsie uses her spellbreaking to push back against the aristocrats and help the common man. She always did love the tale of Robin Hood. Elite magic user Bacchus Kelsey is one elusive spell away from his mastership when he catches Elsie breaking an enchantment. To protect her secret, Elsie strikes a bargain. She'll help Bacchus fix unruly spells around his estate if he doesn't turn her in. Working together, Elsie's trust in--and fondness for--the handsome stranger grows. So does her trepidation about the rise in the murders of wizards and the theft of the spellbooks their bodies leave behind. For a rogue spellbreaker like Elsie, there's so much to learn about her powers, her family, the intriguing Bacchus, and the untold dangers shadowing every step of a journey she's destined to complete. But will she uncover the mystery before it's too late to save everything she loves?

## **Original Adventures Reincarnated #1 - Into the Borderlands**

From a mysterious cave high in the Barrier Peaks, they come: savage raiders of unknown origin laying waste to castle and keep, leaving no survivors. The land is in turmoil and only a band of stalwart heroes dares to launch an expedition into the soaring mountains to stamp out this vile menace. What they discover in those lofty peaks is something beyond their comprehension. A danger spawned from the very stars above. A crashed starship, buried for centuries beneath the Barrier Peaks, has awoken, and now its alien inhabitants--crazed robots, eerie androids, and even stranger things--endanger the world. The adventurers must confront these threats and navigate the unearthly interior of the wrecked starship, puzzling over and mastering alien

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technology to defeat their foes. If you've ever had the urge to zap an umber hulk with a laser rifle while commanding a robotic servant, this adventure is for you! This tome is an homage to the original fantasy and science-fiction dungeon expedition that began decades ago with S3: Expedition to the Barrier Peaks. Herein you will find high-quality scans from multiple printings of the original first edition adventure module, plus commentary by gaming luminaries. A full fifth edition conversion of the original adventure is included, as well as brand new additional adventure locations and a dungeon level to expand and develop the spaceship and the surrounding environs. This is the perfect framework for a fully playable extended dungeon delve, suitable for taking your fifth edition campaign in out-of-this-world directions, with a distinct old-school vibe. Made in the US

### **Dungeon Tiles Master Set - The Wilderness**

Configurable dungeon tiles for your D&D(R) game. These quality, card-stock tiles are quick and easy to use and a great value. Arcane Towers features floors and items found in wizards towers as well as more generic tiles.

### **Monster Manual**

This roleplaying game accessory gives Dungeon Masters an easy and inexpensive way to include great-looking terrain in their games. This set provides ready-to-use, configurable tiles with which to build exciting encounter locations. This particular set emphasizes battlefields and fortifications. This accessory contains six double-sided sheets of illustrated, die-cut terrain tiles printed on heavy card stock. These tiles are appropriate for any D&D setting and usable with any edition of the DUNGEONS & DRAGONS Roleplaying Game.

### **Bestiary Notebook Set**

This set of dungeon tiles is unusual in that it includes 4 sheets of dungeon terrain tiles and 2 sheets of tokens to represent spell effects, magical traps, and elemental hazards. Dungeon Masters can use these tiles and tokens to quickly and easily create locations within elemental and settlements, including drow cities. These tiles and tokens are suitable for any Dungeons & Dragons campaign and are compatible with past and future Dungeon Tiles sets. This set gives Dungeon Masters additional location-building options.

### **Dungeon Masters**

Kaerion Whitehart was once a mighty paladin, but sins of the past have cast him far from the light. Together with an elf mercenary, he now survives by the might of his sword alone. In exchange for a hefty purse, the two friends agree to accompany a band of patriots into a

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tomb haunted by fear and legend. They soon find the mission growing beyond their control. As warring factions vie for the ultimate prize of a long-dead wizard, Kaerion finds himself caught between death and redemption.

### **5e Feats and Other Options**

An illustrated guide to the history and evolution of the beloved role-playing game told through the paintings, sketches, illustrations, and visual ephemera behind its creation, growth, and continued popularity. From one of the most iconic game brands in the world, this official DUNGEONS & DRAGONS illustrated history provides an unprecedented look at the visual evolution of the brand, showing its continued influence on the worlds of pop culture and fantasy. Inside the book, you'll find more than seven hundred pieces of artwork--from each edition of the core role-playing books, supplements, and adventures; as well as Forgotten Realms and Dragonlance novels; decades of Dragon and Dungeon magazines; and classic advertisements and merchandise; plus never-before-seen sketches, large-format canvases, rare photographs, one-of-a-kind drafts, and more from the now-famous designers and artists associated with DUNGEONS & DRAGONS. The superstar author team gained unparalleled access to the archives of Wizards of the Coast and the personal collections of top collectors, as well as the designers and illustrators who created the distinctive characters, concepts, and visuals that have defined fantasy art and gameplay for generations. This is the most comprehensive collection of D&D imagery ever assembled, making this the ultimate collectible for the game's millions of fans around the world.

### **Venom in Her Veins**

### **Pathfinder Flip-Mat**

1000+ terrain pieces for TTRPG

### **The ABC's of D&d**

Inside the pockets of this lavishly illustrated protective folder, you'll find a full set of fifth edition Dungeons & Dragons character sheets for use in any D&D campaign. This product includes three additional styles of double-sided character sheets giving veteran players options based on their individual play preference and spell sheets for keeping track of their magical repertoire. Each character sheet provides plenty of room to keep track of everything that makes a character unique. Also included is an introductory character sheet designed specifically to help ease new players into the game. Fans can use these character sheets to welcome new players to the world's greatest roleplaying game or choose a variant that fits their

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preferences.

## **The Cypher Files**

The Borderlands. An untamed wild region far flung from the comforts and protection of civilization.

## **Volo's Guide to Monsters**

### **The Urban Underdark**

Jean Rabe returns to the world of Dragonlance with a tale of slavery, rebellion, and the struggle for freedom! When a series of earthquakes strike a Dark Knight mining camp, goblin and hobgoblin slaves take advantage of the bedlam and revolt. A fast and deadly rebellion erupts, pitting the Dark Knights against their slaves and against the still-rumbling ground. Casualties on both sides climb as a leader emerges among the slave force --Direfang, a hobgoblin foreman with deep scars and a long, brutal history of servitude. He must rally the surviving goblins and hobgoblins and lead them out of Neraka, turning his rag-tag force into an army that will not allow itself to be enslaved again.

### **Dungeons & Dragons Adventures Outlined Coloring Book**

This accessory includes three double-sided 21" x 30" tactical battle maps -- a total of six beautifully rendered encounter locations, each one suitable for any D&D game. Each map is laid out on a one-inch-scale square grid, allowing it to be used with D&D miniatures and/or card stock tokens. Two of the mapped locations are new, depicting a ruined keep and a besieged cliffside fortress built by dwarves. The remaining four map locations are picked up from out-of-print D&D products and present adventure locations tied to the "shattered keeps" theme.

### **Of Dice and Men**

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

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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!"

### **Tomb of Horrors**

Child of prophecy? Harbinger of Doom Zaltys is a girl like any other to grow up ranging the jungles of the Southern Lluirwood. She's a crack shot with a bow and no stranger to the dangers that lurk beneath the deep forest canopy. On expedition with her family to harvest the forbidden terazul flower, a powerful drug that has gathered many a dreamer into its narcotic embrace, Zaltys is about to unearth a truth long buried by the feculent loam of deception. As the veil is lifted on the world Zaltys thought she knew, a pathway to the Underdark promises the answers her family never gave. Venturing forth in search of truth, Zaltys finds betrayal to be a much easier quarry. But it will take more than a lode of lies to quell the venom in her veins. From the Paperback edition.

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