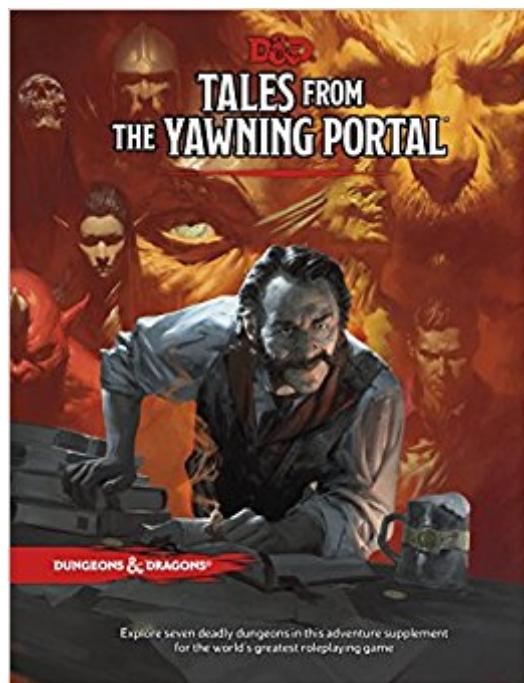


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Tales From The Yawning Portal (Dungeons & Dragons)



Synopsis

Within this tome are seven of the most compelling dungeons from the 40+ year history of Dungeons & Dragons. Some are classics that have hosted an untold number of adventurers, while others are some of the most popular adventures ever printed. The seeds of these stories now rest in your hands. D&D's most storied dungeons are now part of your modern repertoire of adventures. Enjoy, and remember to keep a few spare character sheets handy.

DREAD TALES TOLD IN THE DEAD OF NIGHT

When the shadows grow long in Waterdeep and the fireplace in the taproom of the Yawning Portal dims to a deep crimson glow, adventurers from across the Forgotten Realms, and even from other worlds, spin tales and spread rumors of dark dungeons and lost treasures. Some of the yarns overheard by Durnan, the barkeep of the Yawning Portal, are inspired by places and events in far-flung lands from across the D&D multiverse, and these tales have been collected into a single volume. For use with the fifth edition Player's Handbook®, Monster Manual®, and Dungeon Master's Guide®, this book provides fans with adventures, magic items and deadly monsters, all of which have been updated to the fifth edition rules. Explore seven deadly dungeons in this adventure supplement for the world's greatest roleplaying game.

Tales from the Yawning Portal Includes the Following Adventures:

Against the Giants
Dead in Thay
Forge of Fury
Hidden Shrine of Tamoachan
Sunless Citadel
Tomb of Horrors
White Plume Mountain

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Customer Reviews

I was fortunate enough to get a copy a tad earlier from my local game store, so I've had a handful of

sessions (between two groups) for this book and its material. First off, the binding is the same quality as the last few releases from Wizards. I have a page that is half out of the binding already, after a mere week and a half of light use. This is simply unacceptable after the same issues have happened with every other book release. Almost all of my purchases from Wizards have had some sort of defect in their binding. The content, however, mostly makes up for this. I and my crews are having a great time running (or rather, attempting to run through) these adventures. These are faithful renditions of classic adventures. I am especially pleased with tomb of horrors. I really, REALLY wish that they would finally release some full sized maps to go with some of this stuff. It really sucks to have to trawl the internet for the artist's personal websites in order to buy digital copies of the maps for \$30.

On one hand there are a lot of maps in this and I do like maps. On the other hand, these maps are literally painful to use, very hard on the eyes. For most of the maps, you will need a strong magnifying glass. Many of the maps use faint, dark text on a dark textured background. On many of the maps, the grid lines are difficult to make out, even if the image is enlarged. Even in theater of the mind, maps are important. I am disappointed they didn't release a map supplement.

Great collection of old adventure modules remastered for 5th edition. Well written and lots of full color maps. The stories are all great as they stand but would not take much work to tailor to your particular group if needed. Another first class product from WotC.

Very good material. Have gotten through the first adventure with a new party, and they had a blast. I wish some of the maps would be bigger as a DAM, but this thing is dense when it comes to adventuring. 6 awesome and well written Adventures, and a 7th brutal Tomb of Horrors which is a beast of its own. Have fun.

This book brings back so many memories of the game modules of my youth, and brings them up to date with 5th edition. Thank you for the trip up memory lane.

I have played various RPG's since 1981 and been an active GM since 1983. I remember everyone of these dungeons as a DM, and a few as a player. It is nice to be showing my newer players the joys of early D&D. Clean presentation, good maps, and innovative placement in common worlds makes this accessory a very nice addition to my gaming.

My first copy had pages 31 to 60 duplicated in place of pages 61 to 90. Very weird. But, i got a replacement. No problem.

A perfect collection of adventures spanning a good level range and historical nostalgia span. A departure from a long adventure path this provides DM with a easy plug in to an existing campaign or a nice one off.

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