

5e Adventure	For Levels	No. of Sessions	Adventure Overview	Individual Price	Individual Rating
The Midnight Revelry	1st-3rd	1	The village of Farleigh's Well is the target of a vindictive fey noble. The villagers have been seen parading through the Misty Forest, leaving their crops to rot in the field. The characters must contend with powerful fey creatures on their home plane in this action-packed adventure.	\$1.99 (suggested)	5/5
The Sylvan Harp	1st-4th	3-4	The Thorn Hag, an ancient evil thought vanquished by the Elf Queen, has arisen from the dead. A fey harp, created from the heart of the treant that perished in the battle, has gone missing from Satyrs' Glen. The PCs must track the missing harp into the Feywild to stop the Thorn Hag wreaking revenge upon the Elf Queen before it's too late - the clock is ticking.	\$3.95	5/5
Ring Out, Wild Bells	2nd-4th	1-2	The small town of Haren's Watch is plagued by a wicked fey spirit known as Mr. Grin. Every year the creature and its minions torment the town over the course of three nights, culminating in the kidnap and transmutation of one of the village children. Amidst a raging blizzard, a weary party of adventurers seeks refuge in the small village...	\$2.95	5/5
Labyrinth of Thorns	4th-5th	1-2	The city of St. Valentine is home to Dante's Casa di Dolci, a world-renowned bakery which hides the entrance to a secret labyrinth, created by a mischievous, merciless god. When Dante's beloved wife, Simonetta, is pulled into the labyrinth, he must enlist the help of adventurers to get her back.	\$1.99	5/5
Modrons, Mephits & Mayhem	5th-8th	4-6	A baroque modron research facility containing many arcane treasures has been abandoned by its creators. In addition to the facility's inherent dangers, two other groups that have broken into the dungeon with their own goals in mind: the githyanki and their red dragon cohort, and a curious party of modron and mephits.	\$3.95	4.67/5
Temple of the Opal Goddess	5th-8th	3-5	A noble scion and his retinue from Baldur's Gate left on an adventure amid much fanfare. That was two weeks ago. Only a single soldier returned, bearing wounds and a ransom demand. Can you locate and rescue the nobleman, or will you fall victim to the powers stirring deep within the Temple of the Opal Goddess?	\$2.95	4.57/5
Forget Me Not	5th-10th	1-2	Explore a secluded valley, where a tribe of knolls live in peace – but at a terrible price. The full truth is a secret more terrible than anyone knew: the peace is maintained by a terrible ritual sacrifice - not of blood, but of memory.	\$1.95	4.5/5
Seized Fire, For The Ceasefire	10th	1	A nomadic group of eccentric whale-humanoids now inhabit a derelict crabbing village at the base of a looming wizard's tower, but what primal horror lies within the ice?	\$2.99	5/5
The Gleaming Cloud Citadel	5th-11th	3-4	Eszteban, the Archmage of the Gossamer Robe Order, hides atop his tower in the Gleaming Cloud Citadel, denying his fellow wizards access to the knowledge of the Upper Library with a series of deadly traps and obstacles. Who will be brave enough to disarm this labyrinth, unravel the Order's secrets, and confront the potentially deranged archmage?	\$5.95	4.7/5
TOTAL				\$28.67	