



Dead Gods (Advanced Dungeons & Dragons / Planescape)

Monte Cook

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Dead Gods is a 176-page adventure book featuring two scenarios that can be played separately or linked together. In the first, the heroes are drawn into an epic quest to uncover the secrets behind the return of an infamous AD&D villain long though dead. In the second, the city of Sigil threatens to explode in a faction war for control of an old church and a mysterious force lurking within it. Dead Gods also features a MONSTROUS COMPENDIUM entry for a brand-new fiend, full-color illustrations to bring scenes alive for players, and a poster sheet of maps for the Dungeon Master. Dead Gods builds on story elements first explored in the PLANESCAPE adventure anthology The Great Modron March, though that product is not required to use this one.

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