
Eberron Campaign Setting

Secrets of Xen'drik

Hide and Snake

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Grasp of the Emerald Claw

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Eberron Campaign Accessory

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Faiths of Eberron

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Dungeons & Dragons Ghosts of Saltmarsh Hardcover Book (D&D Adventure)

Eberron Campaign Guide

Eberron Campaign Accessory

The Demonplague
Dungeon Master's Guide
Heroes of Battle
Dungeons & Dragons Online: Eberron Unlimited Omnibus
Roleplaying Game Supplement
Book Three in the LitRPG Accidental Traveler Adventure
Eberron Adventure
Strixhaven: Curriculum of Chaos (D&D/MTG Adventure Book)
Dungeons & Dragons Acquisitions Incorporated HC (D&D Campaign Accessory
Hardcover Book)
A 4th Edition D&D Adventure for Eberron
Eberron
Roleplaying Game Supplement
Deluxe Dungeon Master's Screen
Secrets of Sarlona
The Binding Stone
Whispers of the Vampire's Blade
A Gritty D&D 5E Campaign for Levels 1-20
Shadows of the Last War
Heirs of Ash

An Adventure for Characters of 1st - 3rd Level
The Dreaming Dark
Vintage Tomorrows

*Eberron Campaign
Setting*

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KENDAL BENTON

Secrets of Xen'drik Wizards of the Coast

The first book in a series of dark tales and high adventure in the Eberron™ campaign setting. The Binding Stone features the brandnew races that were created specifically for the Eberron campaign setting. It's also the first Eberron novel to takes its readers on an exploration of many uncharted territories in the setting. AUTHOR BIO: DON BASSINGTHWAITE is currently an

editor for Black Gate Magazine and a contributor to the award-winning Bending the Landscape anthologies. His most recent work with Wizards of the Coast, Inc. was Yellow Silk, a Forgotten Realms® novel.

Hide and Snake Houghton Mifflin Harcourt

The complete guide to building Eberron(R) characters. The Eberron Player's Guide presents the film noir world of Eberron from the point of view of the adventurer exploring it. This product includes everything a player needs to create their character for a D&D(R) campaign in the Eberron setting,

including new feats, new character powers, new paragon paths and epic destinies, and even a new 4th edition version of a classic Eberron class: the Artificer!

Voyage of the Mourning Dawn Maker Media, Inc.

A brightly colored snake challenges readers to a game of hide and seek as he hides among familiar objects.

Grasp of the Emerald Claw Wizards of the Coast

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

Seekers of the Ashen Crown Wizards of the Coast

Faiths of Eberron details established pantheons, secret cults, and other

religious organizations of Eberron. It includes new rules material for the player, such as prestige classes, feats, spells, and magic items, while the details on the various organizations give Dungeon Masters many new options for their campaigns. AUTHOR INFORMATION Jennifer Clarke Wilkes is an editor of roleplaying games and miniatures at Wizards of the Coast, Inc. Her previously published credits include *Sandstorm* and *Savage Species*. Ari Marmell and C.A. Suleiman are freelance writers with extensive credits in the d20 gaming industry. Their published credits include *Heroes of Horror*.

Eberron Campaign Accessory Wizards of the Coast

Seven ducklings take a rhyming look at

addition as they play games, chase bumblebees, and make noise.

The Dragon Below Wizards of the Coast Sandbox Meets Hexcrawl Meets Epic Storyline. Every millennium, a terrible evil trapped in the heart of the Luna Valley awakens to wipe civilization out -- and the last awakening happened 1,000 years ago.... This time, if the heroes don't stop the evil, more than just the Luna Valley will die. Welcome to The Demonplague, a rocking campaign that will take your players on a wild adventure rife with intrigue, secrets, and grim sword and sorcery action. With equal parts classic adventure, sandbox, hexcrawl, and old-fashioned dungeon crawl, The Demonplague lets you GM with little prep and at the same time offers your players total freedom and

choice. Designed For Game Masters New GMs benefit from a classic linear structure that gradually leads them into the campaign's other styles. The Demonplague adventure comes in four parts, all of which you will get today for a complete campaign experience. Part I: The Frozen Necromancer Part II: The Winter Druid's Legacy Part III: Icefall Part IV: Xancrown's Prison Features A full-length 371 page D&D 5E campaign that takes characters from 1st to 20th level The self-contained Luna Valley setting lets you drop this campaign into any fantasy world without a hitch 21 diabolical new monsters for 5E including new undead and demonic foes 27 new NPCs with complete write-ups for excellent roleplay A fully-stocked village brimming with intrigue Over a dozen

dungeon and adventuring sites Two PDF versions included: 2-column for print and 1-column PDF for easier tablet and phone use* PDFs are fully bookmarked and searchable The Story A classic linear adventure core story arc with village intrigue, wilderness exploration, and dungeon mission play A sandbox stage when PCs are tough enough to brave the post-apocalyptic wilderness, letting them choose when and how to engage in story milestones A hexcrawl portion where you can dynamically generate the contents of any hex, letting players roam freely throughout the valley and make amazing discoveries A mega-dungeon finale with an exciting balance of roleplaying and action A player-driven narrative that puts tough choices in front of their characters to determine the direction

and outcome of adventures Get the Demonplague today and run an unforgettable campaign for your friends! *D20 Modern Roleplaying Game* Eberron Campaign Setting Provides guidance and fresh angles to the Dungeons & dragons game Eberron. Eberron Campaign Guide Roleplaying Game Supplement The Eberron(R) world moves into 4th edition D&D(R)! This books contains all the information any DM would need about the world of Eberron. This exciting world is complete with soaring cities, viscious wars, and a gritty mean-streets style that harkens back to the traditions of film noir. The Eberron campaign setting is updated into the 4th edition D&D family with the Eberron Campaign Guide. Featuring all of the character elements

from the core rulebooks, this updated version of the Eberron world is a must for any gamer that likes the magic-as-technology, film noir, high-adventure campaign setting that was chosen from over 15,000 game submissions. *Eberron: Rising from the Last War* (D&D Campaign Setting and Adventure Book) This full-length adventure for the newest D&D(campaign setting is designed to showcase many of the most unique traits of the Eberron realm.

Eberron Player's Guide Wizards of the Coast

This full-length adventure for the newest D&D campaign setting showcases many of the most unique traits of the Eberron setting.

Faiths of Eberron Houghton Mifflin Harcourt

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

Campaign Setting IDW Publishing
Explore the lands of Eberron in this campaign sourcebook for the world's greatest roleplaying game. This book provides everything players and Dungeon Masters need to play *Dungeons & Dragons* in Eberron—a war-torn world filled with magic-fueled technology, airships and lightning trains, where noir-inspired mystery meets swashbuckling adventure. Will Eberron enter a prosperous new age or will the shadow of war descend once again? • Dive straight into your pulp adventures with easy-to-use locations, complete with maps of floating castles, skyscrapers, and more. • Explore Sharn, a city of skyscrapers, airships, and noirish intrigue and a crossroads for the world's war-ravaged peoples. • Include a

campaign for characters venturing into the Mournland, a mist-cloaked, corpse-littered land twisted by magic. • Meld magic and invention to craft objects of wonder as an artificer—the first official class to be released for fifth edition D&D since the *Player's Handbook*. • Flesh out your characters with a new D&D game element called a group patron—a background for your whole party. • Explore 16 new race/subrace options including dragonmarks, which magically transform certain members of the races in the *Player's Handbook*. • Confront horrific monsters born from the world's devastating wars.

Eberron Dungeon Master's Screen Wizards of the Coast

The third adventure for the new *Dungeons & Dragons* (Eberron campaign

is designed to either be a stand-alone adventure or an immediate follow-up to "Shadows of the Last War" and "Whispers of the Vampire's Blade."

Voyage of the Golden Dragon

Advanced Dungeons & Dragons

The Dungeon Master's best friend. This accessory for the Dungeons & Dragons Fantasy Roleplaying Game is a beautiful addition to any game table and the ultimate aid for Dungeon Masters. The four-panel screen is made of durable game board-quality card stock, with a lavish illustration on the outside and handy reference tables and charts on the inside. The landscape design allows Dungeon Masters to see and reach over the screen without difficulty. Dungeon Masters can keep their notes and die rolls hidden from the players while

having all important rules information at the ready.

City of Stormreach Createspace Independent Publishing Platform
Dragged Back To The Game, It's Personal This Time Hal Dix returns home from Fantasma to find his greatest nightmare has come true. A personal tragedy drags him back into the game world of Fantasma one last time. Seeking help from his comrades in Fantasma, Hal must master the art of magic, gaining abilities and training under four different and cantankerous archmages to complete his quest. Does Hal have the discipline to stick with the training and reach the end of his chosen path before it's too late? Return to the game with the third action-packed book of the Accidental Traveler LitRPG fantasy

trilogy. Journey along with Hal and his friends in the world of Fantasma, as he becomes the Accidental Mage and fulfills his role as the hero of prophecy. Click to buy [Accidental Mage](#) now.

Dungeons & Dragons Ghosts of Saltmarsh Hardcover Book (D&D Adventure) Wizards of the Coast

The City of Towers launches a brand new novel line set in the world of Eberron, Wizards of the Coast's newest D&D® campaign setting. Author Keith Baker's proposal for the exciting world of Eberron was chosen from 11,000 submissions, and he is the co-author of the Eberron Campaign Setting, the RPG product that launched the setting. The Eberron world will continue to grow through new roleplaying game products, novels, miniatures, and electronic

games. **AUTHOR BIO:** Keith Baker is a freelance writer and game designer. In 2003 his proposal for the world of Eberron was selected as the winner in the Wizards of the Coast fantasy setting search. From the Paperback edition. *Eberron Campaign Guide* Wizards of the Coast

Will the adventurers be able to thwart the machinations of a mad dragon in the hopes of saving the city of Sharn from certain destruction? This is the first full adventure for Eberron with the fourth edition Dungeons & Dragons rules.

Eberron Campaign Accessory

This new D&D sourcebook details the major races of the Eberron world, with an in-depth look at the new races of the Eberron Campaign Setting, including changelings, the kalashtar, shifters, and

the warforged.

The Demonplague

A revised rulebook for the second edition of the Advanced Dungeons & Dragons game outlines rules for character improvement, mapping and combat procedures, and discusses how to determine a character's abilities.

Dungeon Master's Guide

Explore a wealth of peril and personalities in this campaign book for the world's greatest roleplaying game, Dungeons & Dragons. Acquisitions Incorporated is a different flavor of Dungeons & Dragons. A fifth edition D&D book created in partnership with Penny Arcade Inc. and inspired by the podcast and web series, this book is full of madcap heists, hilarious moments, and all the ingredients you need to include

the adventurers of Acquisitions

Incorporated in your own fifth edition D&D campaign. • Start up your own Acquisitions Incorporated franchise in the Forgotten Realms or anywhere in the multiverse. • Live out your fantasy of climbing the corporate ladder of the most notorious retrieval agency in the Forgotten Realms—Acquisitions Incorporated. • The 224-page book will give Dungeon Masters and players plenty of bits to play a D&D fifth edition game just as if you were on stage with the crew at PAX! New backgrounds, character options, franchise information and more. • You'll also find an adventure that will take characters from levels 1 through 6, establishing your party's claim on a world they've just begun to explore—and to strip-mine for profit.

Dungeons & Dragons is the world's greatest roleplaying game. Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming.

Heroes of Battle

Designed especially for the Eberron campaign setting and including a bonus

poster map of Khorvaire, this includes all the tables from the D&D Deluxe Dungeon Master's Screen. Also included is a poster map of Khorvaire, the primary setting of the Eberron campaign, with borders, trade routes, and other details not printed on any previous full-sized map.

Best Sellers - Books :

- [Twisted Hate \(twisted, 3\)](#)
- [The Wager: A Tale Of Shipwreck, Mutiny And Murder](#)
- [Think And Grow Rich: The Landmark Bestseller Now Revised And Updated For The 21st Century \(think And Grow Rich Series\)](#)
- [Can't Hurt Me: Master Your Mind And Defy The Odds](#)
- [Chicka Chicka Boom Boom \(board Book\)](#)
- [Hunting Adeline \(cat And Mouse Duet\)](#)
- [Flash Cards: Sight Words](#)
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- [Verity By Colleen Hoover](#)

- [Stone Maidens By Lloyd Devereux Richards](#)