
Eberron Campaign Setting

The Demonplague
Dungeons & Dragons Acquisitions Incorporated HC (D&D Campaign Accessory Hardcover Book)
Dragonmarked
The Dreaming Dark
Heirs of Ash
Dungeons & Dragons: Abraxis Wren of Eberron
Eberron Campaign Guide
D20 Modern Roleplaying Game
Races of Eberron
City of Towers
Dungeon Master's Guide
Whispers of the Vampire's Blade
Voyage of the Mourning Dawn
Secrets of Xen'drik
Eberron: Rising from the Last War (D&D Campaign Setting and Adventure Book)
Faiths of Eberron
Campaign Setting
The Dragon Below
Eberron Dungeon Master's Screen
Eyes of the Lich Queen
Dragons of Eberron
Vintage Tomorrows
Hide and Snake
Legacy of the Crystal Shard
Grasp of the Emerald Claw
A Gritty D&d 5E Campaign for Levels 1-20
Draconic Prophecies
An Adventure for Characters of 1st - 3rd Level
Eberron Campaign Accessory
The Binding Stone
A Historian And A Futurist Journey Through Steampunk Into The Future of Technology
Seekers of the Ashen Crown
Eberron
Eberron Player's Guide
Secrets of Sarlona
City of Stormreach
A 4th Edition D&D Adventure for Eberron
Player's Guide to Eberron

BRADY MADDEN

The Demonplague Wizards of the Coast

What would today's technology look like with Victorian-era design and materials? That's the world steampunk envisions: a mad-inventor collection of 21st century-inspired contraptions powered by steam and driven by gears. In this book, futurist Brian David Johnson and cultural historian James Carrott explore steampunk, a cultural movement that's captivated thousands of artists, designers, makers, hackers, and writers throughout the world. Just like today, the late 19th century was an age of rapid technological change, and writers such as Jules Verne and H.G. Wells commented on their time with fantastic stories that jumpstarted science fiction. Through interviews with experts such as William Gibson, Cory Doctorow, Bruce Sterling, James Gleick, and Margaret Atwood, this book looks into steampunk's vision of old-world craftsmen making beautiful hand-tooled gadgets, and what it says about our age of disposable technology. Steampunk is everywhere--as gadget prototypes at Maker Faire, novels, and comic books, paintings and photography, sculptures, fashion design, and music. Discover how this elaborate view of a history that never existed can help us reimagine our future.

Dungeons & Dragons Acquisitions Incorporated HC (D&D Campaign Accessory Hardcover Book) Createspace Independent Publishing Platform

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."

Dragonmarked Wizards of the Coast

This book is designed to be the complete rulebook for all modern roleplaying games using the d20 settings. Thematically aligned with the highly popular heroic fantasy and horror genres, this volume will build on the strength of the growing d20 System while attracting new players.

The Dreaming Dark Wizards of the Coast

Faiths of Eberrondetails 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 includeSandstormandSavage Species. Ari Marmell and C.A. Suleiman are freelance writers with extensive credits in the d20 gaming industry. Their published credits includeHeroes of Horror.

Heirs of Ash Advanced Dungeons & Dragons

Inside this book you will find a comprehensive overview of Sarlona's nations, governments, locations, communities, organizations, and NPCs; detailed maps of the continent; unique new feats, magic items, prestige classes, psionic powers, and spells; and bizarre monsters and templates unique to Sarlona. Dungeons & Dragons: Abraxis Wren of Eberron Wizards of the Coast

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 Campaign Guide Wizards of the Coast

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

D20 Modern Roleplaying Game Wizards of the Coast

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, vicious 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.

Races of Eberron 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.

City of Towers Wizards of the Coast

"This supplement for the Eberron campaign setting presents everything you need to bring the Last War to life in your Eberron game, whether you're playing a character who fought in the war or running adventures that take place during the century of conflict

Dungeon Master's Guide EberronCampaign SettingProvides guidance and fresh angles to the Dungeons & dragons game Eberron.Eberron Campaign GuideRoleplaying Game

SupplementThe 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, vicious 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)

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.

Whispers of the Vampire's Blade IDW Publishing

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.

Voyage of the Mourning Dawn Maker Media, Inc.

Rollicking campus adventures for the world's greatest roleplaying game. The greatest minds in the multiverse meet at Strixhaven University. Professors convey fantastic secrets to eager students, and life on campus is frenetic. But danger lurks even here. Campus hijinks mix with mishaps and sinister plots, and it's up to you to save the day. Strixhaven: A Curriculum of Chaos introduces the fantastical setting of Strixhaven University to Dungeons & Dragons, drawn from the multiverse of Magic: The Gathering. It also provides rules for creating characters who are students in one of its five colleges. Characters can explore the setting over the course of four adventures, which can be played together or on their own. Each describes an academic year filled with scholarly pursuits, campus shenanigans, exciting friendships, hidden dangers, and perhaps even romance. • Includes four brand new D&D adventures that can be played as stand-alones or woven together as a campaign from levels 1-10 • Adds a new playable race—an owlin, one of the owlfolk who study at the university • Includes a bestiary of over forty magical creatures and NPCs • Experience D&D in new ways through the academic challenges, extracurricular activities and jobs, and relationships explored on campus • Includes a beautifully illustrated double-sided poster map that shows Strixhaven's campus on one side and important locations on the other • Attend an elite mage university, choose your college, and adventure your way to graduation • Adds new player character options including feats and new backgrounds for first-year students at Strixhaven

Secrets of Xen'drik Houghton Mifflin Harcourt

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.

Eberron: Rising from the Last War (D&D Campaign Setting and Adventure Book) Houghton Mifflin Harcourt

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!

Faiths of Eberron Wizards of the Coast

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

Campaign Setting

Describes important locations, events, organizations, races, and features of the Eberron campaign setting, organized in an accessible and easily digestible format so that players can use the book as a handy reference guide. In addition, the book provides new feats, prestige classes, spells, and magic items.

The Dragon Below

Provides guidance and fresh angles to the Dungeons & Dragons game Eberron.

Eberron 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

Eyes of the Lich Queen

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!

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