

Eberron Campaign Setting

An epic series that fans of the Eberron(R) world will love. The Five Nations of Khorvaire stand on the brink of war. Gaven--exile, outlaw, and prophesied Storm Dragon--may be the one person able to stop it. But he can't remember who he is. Wounded, tormented, and hovering on the brink of madness, Gaven's friends--and even a few enemies--have to save him before it's too late. The Eberron world's first hardcover trilogy, James Wyatt's The Draconic Prophecies introduced readers to new lands and new cultures and brought about political changes to the hit setting. It tells the story of a once-proud hero fallen to disgrace and madness, who must learn to wield extraordinary powers to save those he loves, and to keep the world from sliding back into decades of warfare.

The ultimate magic sourcebook for the newest Dungeons & Dragons® world. Magic of Eberron explores the variety of magic available in the Eberron world. It introduces a wealth of new arcane and divine spells, and artificer infusions. Chapters explore the more unusual manifestations of magic in Eberron, such as elemental binding, dragonshards and dragon magic, and the corrupted magic of the daelkyr. A chapter on lost magic explains how to make the discovery of new magical secrets a central feature of any Eberron campaign.

A Game Informer "Best Role-Playing Game Releases Of 2018" Selection Stand with your guild in the first Dungeons & Dragons book to explore the world of Magic: The Gathering. In Guildmasters' Guide to Ravnica, the world's most popular roleplaying game meets the world's most popular trading card game. Released to coincide with the Magic set Guilds of Ravnica, it's the perfect blend of story from the creators of Magic: The Gathering, wrapped around the rules, monsters, and magic of fifth edition Dungeons & Dragons. • Everything you need to create characters and run adventures in Ravnica—one of the richest, most beloved settings in Magic: The Gathering. • 5 new races, specific to Ravnica, plus 2 new subclasses, 78 new monsters, and 17 new magic items. • "Krenko's Way:" a ready-made adventure for level 1 characters. • 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.

What begins as a simple expedition to explore an ancient jungle temple sends adventurers headlong into a search for the Dragon's Eye, an artifact created ages ago by demons in order to gain power over dragons. But where exactly is this mysterious artifact, and why do the Cloudreavers and the Emerald Claw think the adventurers already have it? Only Lady Vol knows the truth. Her deadly cat-and-mouse game leads the characters from the wilderness of Q'barra to the wild coasts of the Lhazaar Principalities and the soaring peaks of Argonnessen. There, at last, they can learn the secret of the Dragon's Eye and foil the lich queen's plans ... if they survive!

D20 Modern Roleplaying Game

Dungeons & Dragons Acquisitions Incorporated HC (D&D Campaign Accessory Hardcover Book)

Whispers of the Vampire's Blade

Deluxe Dungeon Master's Screen

Eberron Adventure

The ultimate sourcebook for players wishing to explore the world of Eberron, the "Explorer's Handbook" showcases the multi-continental aspect of the Eberron setting. This handbook encourages players to explore the entire world rather than remain fixed in one region.

"This supplement delves into the mysterious draconic Prophecy and various dragon-themed organizations. It explores the continent of Argonnessen, homeland of the dragons, and describes various new adventure sites. The book also investigates dragons on the continents of Khorvaire, Sarlona, and Xen'drik and provides several ready-to-play dragons for your campaign"--P. [4] of cover.

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.

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.

Dungeons & Dragons Online: Eberron Unlimited Omnibus

Voyage of the Mourning Dawn

City of Stormreach

Dragonmarked

Secrets of Sarlona

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.

Voyage of the Golden Dragon is a stand-alone adventure for the Dungeons & Dragons game that immerses your characters in the Eberron campaign setting. Designed to challenge 7th-level characters, it takes heroes on a perilous journey from Sharn to Stormrea

Explore the waves above and the fathoms below in these watery adventures for the world's greatest roleplaying game. "D&D acolytes are everywhere...Tech workers from Silicon Valley to Brooklyn have long-running campaigns, and the showrunners and the novelist behind 'Game of Thrones' have all been Dungeon Masters."—Neima Jahromi, The New Yorker Ghosts of Saltmarsh brings classic adventures into fifth edition Dungeons & Dragons. This adventure book combines some of the most popular classic adventures from the first edition of Dungeons & Dragons including the classic "U" series, plus some of the best nautical adventures from the history of Dungeon Magazine: Sinister Secret of Saltmarsh, Danger at Dunwater, Salvage Operation, Isle of the Abbey, The Final Enemy, Tammeraut's Fate, The Styes. • Ghosts of Salt Marsh includes a variety of seafaring adventures, enough to take characters from level 1 to level 12. • This supplement introduces the port town of Saltmarsh, the perfect starting point for a nautical campaign. • Each adventure can be played individually, inserted into your ongoing game or combined into a single epic nautical campaign. • Dungeon Masters will find rules for ships and sea travel, deck plans for various vessels, an appendix with rules for new and classic monsters, and much more. • 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.

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.

Eberron Explorer's Handbook

The Forge of War

Tal'Dorei Campaign Setting Reborn

Magic of Eberron

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

Eberron holds many wonders, from dragonmarks to warforged, deadly dungeons to elemental airships. As the shadows of evil and conspiracy threaten to envelop the land, heroes of prophecy come forth to save the day. Collects the 2012 Annual, Infestation 2: Dungeons & Dragons, and Eye of the Wolf.

You receive your reading at the shadow-choked table of Madam Eva whose predictions regarding your interactions with the Count Strahd Von Zarovich are laced with dread indeed. The Tarokka Deck is a must have accessory when you seek adventure within Castle Ravenloft in the dark lands of Barovia. Play out your fortune using these beautifully crafted cards, created specifically for use with any adventure you might have in Ravenloft campaign setting, but most specifically useful in the fifth edition D&D adventure, Curse of Strahd.

"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

A young street thief finds herself embroiled in a quest to find a powerful super-weapon thought lost during the final days of the Last War. She's never known anything but the dingy streets of her own city, but she is taken in by the crew of the airship "Mourning Dawn" and soon finds herself in strange lands filled with wonders and horrors beyond her wildest dreams.

The Fading Dream

Eberron Campaign Guide

Campaign Setting

Curse of Strahd Tarokka

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

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.

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 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. Welcome to Tal'Dorei, a fantasy-filled continent brimming with grand tales of heroes and adventure - and eagerly awaiting your own epic stories. Soar on a skyship from the metropolis of Emon to the distant haven of Whitestone, venture into wilderness rife with terrifying monsters and wayward mages, and uncover magic items that range from simple trinkets to the legendary Vestiges of Divergence. The hit series Critical Role first

explored this continent through the epic adventures of Vox Machina. Now the world moves on in their wake. This campaign setting is newly revised and expanded to cover the exciting conclusion of the Vox Machina campaign and the characters lives in the years following. Let your footsteps, too, shape the fate of Tal'Dorei and perhaps the wider world of Exandria. This definitive, art-filled tome is revised and expanded, containing everything you need to unlock the rich campaign setting of Tal'Dorei and make it your own:- A guide to each major region, with story hooks to fuel your campaign- Expanded character options, including 9 subclasses and 5 backgrounds- Magic items such as the Vestiges of Divergence, legendary artifacts that grow in power with their wielders- Dozens of creatures, including many featured in the Critical Role campaigns- New lore and updated stat blocks for each member of Vox Machina

Faiths of Eberron

Voyage of the Golden Dragon

Roleplaying Game Supplement

Dungeons & Dragons Guildmasters' Guide to Ravnica (D&D/Magic: The Gathering Adventure Book and Campaign Setting)

Secrets of Xen'drik

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.

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.

Full set of Dungeons & Dragons character sheets for use in any Eberron or other D & D campaign. Each character sheet features a folio-style layout, with room to keep track of everything that makes your character unique.

A source book for play and exploration across the mysterious Eberron continent of Xen'drik, this first in-depth book into the subject includes specific locations of interest, new information on the secretive drow of Xen'drik, adventure seeds, and more.

The Binding Stone

City of Towers

Dragon War

Grasp of the Emerald Claw

Player's Guide to Eberron

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 Guide. 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-color map. 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 Past" and "Whispers of the Vampire's Blade."

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 the world. 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 spells, new paths and epic destinies, and even a new 4th edition version of a classic Eberron class: the Artificer!

Rollicking campus adventures for the world's greatest roleplaying game. The greatest minds in the multiverse meet at Strixhaven University. Professors convey fantastical tales 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 the 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 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 creatures 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 its locations on the other • Attend an elite mage university, choose your college, and adventure your way to graduation • Adds new player character options including feat backgrounds for first-year students at Strixhaven

Heirs of Ash

Thorn of Breland

The Dragon Below

An Adventure for Characters of 1st - 3rd Level

Eberron

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.

"Explore the most important frontier city of Xen'drik, where opportunity and peril walk hand in hand. Whether you're looking for shadowy ruins, sinister organizations, or a treasure-laden dungeon, Stormreach is the place to start. This Dungeons and Dragons supplement brings Stormreach to life with information on the movers and shakers, both in front of and behind the scenes; ready-to-use adversaries to challenge your characters; adventure hooks to spice up your game"--P. [4] of cover.

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.

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

The Dreaming Dark

Dungeons & Dragons: Abraxis Wren of Eberron

Shadows of the Last War

Draconic Prophecies

Eberron Player's Guide

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.

The award-winning creator of Eberron® infiltrates the magical cities of the feyspires. Thorn's latest mission: protect the prince of Cyre, a monarch in name only since his country was destroyed by the Mourning. But in that same cataclysm, seven cities of the Feywild—the feyspires—were trapped on the plain of Eberron, a concurrence the eladrin who rule the feyspires insist is no coincidence. They insist that with the right pieces they can repair the devastation of the Mourning. All they need are a few missing—one in the heart of a mysterious Cyran soldier and one that's lodged in Thorn's spine, carrying the soul of the Angel of Flame. Intense secret agent action with all the magic and mystery of Eberron—the Thorn of Breland series has been a perfect mix of fantasy and adventure. James Bond meets J.R.R. Tolkien.

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.

You belong to one of the great dynastic houses of commerce, and you bear an arcane symbol of your house's power on your skin. This dragonmark makes you special. It grants you access to arcane powers. Whether it's a gift of the great dragon Eberron or a sign of the draconic Prophecy, no one knows. However, one thing is certain: Those who possess dragonmarks have a destiny, the exact nature of which has yet to be revealed....

Eberron Player Character Sheets

Eberron Dungeon Master's Screen

Arms & Armor V3.5

Strixhaven: Curriculum of Chaos (D&D/MTG Adventure Book)

Eyes of the Lich Queen

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

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.

Dragons of Eberron

Races of Eberron

Eberron Campaign Accessory

Legacy of the Crystal Shard

Heroes of Battle