
Eberron Campaign Setting

Recognizing the mannerism ways to acquire this ebook **Eberron Campaign Setting** is additionally useful. You have remained in right site to begin getting this info. acquire the Eberron Campaign Setting associate that we give here and check out the link.

You could purchase lead Eberron Campaign Setting or get it as soon as feasible. You could quickly download this Eberron Campaign Setting after getting deal. So, once you require the books swiftly, you can straight acquire it. Its as a result entirely easy and correspondingly fats, isnt it? You have to favor to in this sky

Eberron Campaign Setting

2024-02-13

WATTS BISHOP

Eberron Campaign Guide John Wiley & Sons

A series of grisly murders has shaken the small city of Aruldusk. Both the Church and the Crown send in agents to investigate. But when the body count continues to rise, these rival factions will have to learn to work together to track down the killers—even if it means hunting through the highest reaches of power. Original. Eberron Player Character Sheets National Geographic Books Discover everything there is to know about dragons—the most iconic of D&D monsters—in this quintessential reference guide. Meet Fizban the Fabulous: doddering archmage, unlikely war hero, divine avatar of a dragon-god—and your guide to the mysteries of dragonkind. What is the difference between a red dragon and a gold dragon? What is dragonsight? How does a dragon's magic impact the world around them? This comprehensive guide provides Dungeon Masters with a rich hoard of tools and information for designing dragon-themed

encounters, adventures, and campaigns. Dragonslayers and dragon scholars alike will also appreciate its insight into harnessing the power of dragon magic and options for players to create unique, memorable draconic characters. Introduces gem dragons to fifth edition! Provides Dungeon Masters with tools to craft adventures inspired by dragons, including dragon lair maps and detailed information about 20 different types of dragons Adds player character options, including dragon-themed subclasses for monks and rangers, unique draconic ancestries for dragonborn, additional spell options, and a feat Presents a complete dragon bestiary and introduces a variety of dragons and dragon-related creatures—including aspects of the dragon gods, dragon minions, and more Reveals the story of the First World and the role the dragon gods Bahamut and Tiamat played in its creation and destruction

Magic of Eberron John Wiley & Sons

The Black Company Campaign SettingA Mythic Vistas Campaign Setting for the d20 SystemWritten by Robert J Schwalb and Owen KC StephensCover by Wayne Reynolds320 page hardbackMSRP:

\$44.95 GRR1409 ISBN: 1-932442-38-3 In 1984, Glen Cook introduced the world to the Black Company. Readers followed the Company's service to the Lady, watched as they battled the Dominator, and traveled with them to find their origins in fabled Khatovar. Now, 20 years later, the world of the Black Company is finally yours to explore in this campaign setting for the popular d20 System. The Black Company Campaign Setting is suitable for games set in any era in the novels, during either the Books of the North or the Books of the South. Moreover, it is suitable for any style of play, from low-magic fantasy to epic excitement. Players can take part in the Lady's consolidation of the Empire in the north, become embroiled in the intrigues of Taglios, and even lead armies at the Tower of Charm. They might take the role of unsavory thieves in Oar, or face Kina in an epic showdown. Players can explore the time before the novels, or even pick up where the novels left off. The Black Company Campaign Setting has it all, promising new worlds of excitement for fans of the series both new and old. Characters take the role of powerful wizards, terrifying berserkers, or dastardly thieves, taking advantage of new skills and feats to achieve the heights of power as generals or as the terrible Taken. For campaigns set within the novels, this new sourcebook details everyone's favorite characters in the novels from Sleepy and Croaker, to the enigmatic Raven, and the terrifying Lady. With new classes, monsters, setting information, mass combat rules, and an all-new magic system, this book gives you everything you need to play from 1st to epic levels and beyond. Relive favorite moments of the novels, or tell your own stories, but watch out... 'cause the Black Company is looking for you!

D20 Modern Roleplaying Game 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.

Eberron Dungeon Master's Screen Ammonite Press

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

Fizban's Treasury of Dragons (Dungeon & Dragons Book) National Geographic Books

Everything a player needs to adventure in the Forgotten Realms, the most popular setting in the D&D "RM" game can be found right here: history, maps, non-player characters, geography, economics, societies, organizations, religions, politics, monsters, magic items, spells ... even a start-up adventure in the Realms!

Expedition to Castle Ravenloft National Geographic Books

Caught in traffic. Trapped in a cubicle. Stuck in a rut. Tangled up in red tape. In the real world, sometimes you feel powerless—but not in Dungeons & Dragons (D & D). In this fantasy-adventure, you have all kinds of special powers. You can slay the evil dragon, overcome the orc or the ogre, haunt the werewolf, and triumph over sinister trolls. You venture into strange realms, encounter strange creatures, and use magical powers. Your character grows and develops with every adventure. With this guide, you can learn the ins and outs of D & D and start playing right away.

Dungeons & Dragons For Dummies gives beginners the basics of the complex game and helps experienced players fine-tune their roleplaying. It guides you through: Creating your character (a

powerful fighter, a sneaky rogue, a crafty sorcerer, or a charismatic cleric), and character advancement The races: humans, dwarves, elves, and halflings The types of character actions: attack rolls, skill check, and ability checks The 6 abilities: strength, dexterity, constitution, intelligence, wisdom, charisma Feat requirements and types Playing the game, including moving in combat, attacking with a weapon (melee attacks or ranged attacks), and damage and dying Picking skills, armor, weapons, and gear Choosing spells if your character is a sorcerer or domains for a cleric Building encounter or combat strategies and using advanced tactics Maximizing your character's power with the acquisition of the right magic items: armor, weapons, potion, scroll, ring, wand, staff, rod, plus wondrous items D & D game etiquette Becoming a Dungeon Master There's even a sample play session that walks you through typical play, gets you comfortable using the battle grid and character markers, lets you test player characters against each other and against monsters, and shows you how to add story elements to create an adventure. Produced in partnership with Wizards of the Coast, written by D & D game designers, and complete with a battle grid, a sample dungeon map, and a glossary, this guide arms you with the knowledge to create and equip a character and empowers you to enter the captivating, fascinating world of D & D.

Secrets of Xen'drik Wizards of the Coast

This text is a Dungeons and Dragons adventure that harkens back to classic first-edition adventure, Ravenloft. It expands on the original adventure, introduces some never-before-seen threats, and features a new encounter format designed to make

running the adventure easier for the Dungeon Master.

Legacy of Wolves National Geographic Books

Join the struggle to save the cradle of humanity from monstrous and alien overlords. Venture to the frozen land of the shifters to make your fortune, or smuggle exotic goods and strange dissidents from a freewheeling southern port. Stand on the world's tallest mountain, or rove the vast wilderness that makes up the empire of Riedra. Seek venerated masters, and learn powers and abilities unheard of in Khorvaire. Come to Sarlona, ancient homeland of couatls and fiends, and explore a land of lost empires and esoteric arts. Inside this book, you'll find everything you need to explore the enigmatic continent of Sarlona:

Comprehensive overview of Sarlona's nations, including their governments and relations, as well as locations, communities, organizations, and NPCs. Detailed maps of the continent, nations, settlements, and adventure sites. Unique new feats, magic items, prestige classes, psionic powers, and spells. Bizarre monsters and templates unique to Sarlona. Book jacket.

DUNGEONS & DRAGONS

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.

Secrets of Sarlona

Return to Icewind Dale! Legacy of the Crystal Shard presents Icewind Dale in the time of the Sundering, a period that will define the future of the Forgotten Realms. In addition to providing 64 pages of in-depth information on the settlements of Ten Towns and their inhabitants, this product includes a harrowing

32-page adventure in which the player characters defend Icewind Dale against a rising threat with ties to the past. Legacy of the Crystal Shard allows characters to participate in important events connected to the Sundering and glimpse the future of the Forgotten Realms. Components: 64-page setting book describing Icewind Dale and its inhabitants 32-page adventure book Four-panel, foldout DM screen keyed to the adventure Illustrated folder

Eberron Player's Guide

Reduced to ruins by supernatural cataclysms, Neverwinter rises from the ashes to reclaim its title as the Jewel of the North. Yet even as its citizens return and rebuild, hidden forces pursue their own goals and vendettas, any one of which could tear the city apart. Neverwinter has long been one of the most popular locations in the Forgotten Realms® campaign world. This book presents a complete heroic-tier campaign setting that plunges players into the politics, skullduggery, and peril of a city on the brink of destruction or greatness. A wealth of information about Neverwinter and its environs is provided: maps, quests, encounters, and statistics -- everything a Dungeon Master needs for his heroic tier adventures.

Shadows of the Last War

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.

Eyes of the Lich Queen

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

Player's Guide to Eberron

The Eberron(R) world moves into 4th edition D&D(R)! This book 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.

Neverwinter Campaign Setting

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

Critical Role: Tal'Dorei Campaign Setting

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!

Tal'Dorei Campaign Setting Reborn

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."

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

The ultimate magic sourcebook for the newest Dungeons & Dragons(R) 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.

Forgotten Realms Campaign Setting

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!