

Eberron Campaign Setting

Arcana of the Ancients
 Expedition to Castle Ravenloft
 Shadows of the Last War
 Player's Guide to Eberron
 Eberron: Rising from the Last War (D&D Campaign Setting and Adventure Book)
 Critical Role: Tal'Dorei Campaign Setting
 Legacy's Wake
 Mordenkainen Presents: Monsters of the Multiverse (Dungeons & Dragons Book)
 Dungeon Master's Guide
 Dragons of Eberron
 Dungeons & Dragons Acquisitions Incorporated HC (D&D Campaign Accessory Hardcover Book)
 Magic of Eberron
 Legacy of the Crystal Shard
 DUNGEONS & DRAGONS
 The Red Hand of Doom
 City of Towers
 Faiths of Eberron
 Dark Sun Campaign Setting
 The Black Company Campaign Setting
 Eberron Player's Guide
 Eberron
 The Forge of War
 D20 Modern Roleplaying Game
 Secrets of Sarlona
 Secrets of Xen'drik
 Races of Eberron
 City of Stormreach
 Forgotten Realms Campaign Setting
 Grasp of the Emerald Claw
 Eyes of the Lich Queen
 Dragonmarked
 Dungeons and Dragons: Abraxis Wren of Eberron
 Explorer's Handbook
 Eberron Dungeon Master's Screen
 Sharn
 Eberron Player Character Sheets
 Tal'Dorei Campaign Setting Reborn
 Whispers of the Vampire's Blade
 The Binding Stone
 Eberron Campaign Guide

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CINDY REINA

Arcana of the Ancients Wizards of the Coast

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

Expedition to Castle Ravenloft 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!

Shadows of the Last War National Geographic Books

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

Player's Guide to Eberron Wizards of the Coast

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!

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

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.

Critical Role: Tal'Dorei Campaign Setting National Geographic Books

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.

Legacy's Wake

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!

Mordenkainen Presents: Monsters of the Multiverse (Dungeons & Dragons Book)

"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.

Dungeon Master's Guide

This first source book detailing the central metropolis of the Eberron campaign setting will give Dungeon Masters a wealth of information on running campaigns in Sharn, and adventure hooks are provided for immediate Dungeons and Dragons gameplay.

Dragons of Eberron

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.

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

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.

Magic of Eberron

A bestiary of wondrous friends and foes for the world's greatest roleplaying game Sparkling with the musings of the wizard Mordenkainen, this tome features a host of creatures for use in the Dungeons & Dragons roleplaying game. Compiling and updating monsters that originally appeared in previous D&D fifth edition releases, these creatures represent some of the most benevolent and malevolent forces that D&D heroes might face. The book also gathers together fantastical peoples from many different worlds. Each of these peoples represents a race option when you create your D&D character, expanding on the choices in the Player's Handbook. Includes more than 250 monsters—updates to the monsters include making spellcasters easier for Dungeon Masters to run, giving many monsters more damage and resilience, and improving the organization of the stat blocks themselves Includes more than 30 playable races—brings the game's setting-agnostic races into one book, complementing the races in the Player's Handbook A multiverse of lore—includes updates to monster lore that refocuses their stories on the D&D multiverse, rather than on any particular world

Legacy of the Crystal Shard

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.

DUNGEONS & DRAGONS

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 tomb 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 campign- 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

The Red Hand of Doom

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.

City of Towers

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.

Faiths of Eberron

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.

Dark Sun Campaign Setting

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 Black Company Campaign Setting

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.

Eberron Player's Guide

"Critical Role has taken the roleplaying world by storm and now you can join the adventure! Until now, the wondrous and dangerous lands of Tal'Dorei have been the sole stomping grounds of the show's adventuring company, Vox Machina. But now, you can explore these realms in a tome from the pen of Game Master Matt Mercer himself! Will you find one of the revered Vestiges of Divergence or perhaps discover part of the Chroma Conclave's legacy? Can you help the Ashari in their sacred charge to prevent the elemental vortices from overwhelming the world, or will you find yourself embroiled in the machinations of the Clasp? This setting book takes an in-depth look at the history, people, and places of Tal'Dorei, and includes new backgrounds, magic items, and monsters for the Fifth Edition rules"--Provided by publisher.