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give Faiths Of Eberron and numerous ebook collections from fictions to scientific research in any way. in the course of them is this Faiths Of Eberron that can be your partner.

Oddities and Disturbing Whimsy Ahead! Master Richard Pett takes us on a tour of the bizarre, the curious, and the strange in More Whispering Homunculus. Within you'll find a multitude of weird charts that provide you with strange timepieces, unusual locations for overnight camping, extraordinary pets-among so many other things! Additionally, Wolfgang Baur and Miranda Horner grant you a look at explosions and supernatural activity, respectively. And finally, you'll venture into the world of the Master with an adventure that allows players to portray hapless homunculi who seek a position. Whether you need a nugget of outlandish inspiration for your game or wish to run an odd little adventure, More Whispering Homunculus delivers! 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."

This art-filled sourcebook about aberrations in the D&D world takes a comprehensive look at bizarre monsters and the heroes who fight them. Illustrations. The Blood of Dragons Flows through Your Veins In ages past, dragons ruled supreme. Now their distant scions, the races and individuals who carry their blood, live among the great empires of the world, where they forge their own glorious legacies. You can be among them. Embrace your draconic heritage, and the spoils of the world can be yours! This supplement for the D&D(R) game provides detailed information on the psychology, society, culture, behavior, religion, and folklore of the dragonblooded races, including kobolds and half-dragons. This book introduces two new player character races: the dragonborn (existing characters reborn in a new draconic form to combat and destroy the spawn of Tiamat) and the spellscapes (artistic, philosophical beings with a penchant for sorcery and a thirst for new experiences). It also provides new prestige classes, feats, spells, magic items, equipment, and guidelines for crafting adventures and campaigns involving dragonblooded races. For use with these Dungeons & Dragons(R) core books "Player's Handbook(TM) " "Dungeon

Master's Guide(TM) Monster Manual(TM) " This full-length adventure for the newest D&D campaign setting showcases many of the most unique traits of the Eberron setting. Thorn infiltrates a gang of criminals with special powers-aberrant dragonmarks-trying to gain information on their leader, the enigmatic Son of Khyber. But when her orders and her experiences contradict each other, Thorn starts listening to what the Son of Khyber has to say. Featuring characters from Baker's popular Dreaming Dark Trilogy that return to challenge Thorn. The creator of the world of Eberron returns with a series that has all the smarts and action of a spy thriller, with the magic and depth of world only fantasy can create. There's something here for every fan! The essential handbook integrating fear and horror into D&D play, this guide provides everything Dungeon Masters need to run a horror-oriented campaign or integrate elements of creepiness and tension into their existing campaigns. 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 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! Explore the dark under-belly of Eberron with it's version of the private detective - The Inquisitives! 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. 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. 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! "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. Duels, arcane organizations, and other aspects of a campaign world imbued with magic. Book jacket. "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. The Mythic Hero's Handbook brings you an incredible array of expansions for the mythic rules for the Pathfinder Roleplaying Game! You'll find exciting

and innovative ideas for existing rules alongside a wealth of all-new material from the authors that know mythic like nobody else. You'll find options galore to suit any character build and inspiration for new heroic directions to take on your path to immortality, whether your character is a holy hierophant or treacherous trickster, an indomitable champion or inventive genius, a steadfast guardian of others or a steely-eyed stranger ready to launch a roaring rampage of revenge! This encyclopedic expansion to the mythic rules also contains a wealth of material to enhance a traditional Pathfinder Roleplaying Game campaign! The Mythic Hero's Handbook includes:- Over 120 new path abilities for the archmage, champion, guardian, hierophant, and trickster mythic paths and universal path abilities for every mythic character!- Four brand-new mythic paths - the genius, living saint, overmind, and the vengeful stranger - with over 150 path abilities exclusively for them!- Mythic class features for over 30 character classes for levels 1 to 20, including every core and base class in the core rules plus 11 more classes from Kobold Press and Rogue Genius Games like the battle scion, dragonrider, time thief, and white necromancer!- Over 1000 mythic feats, including

mythic versions of every feat in the core rules, plus hundreds more from official companion products and the official campaign setting and more!- An entire chapter devoted to mythic psionics by the experts at Dreamscarred Press, including a new mythic path and 60 psionic path abilities, plus dozens of mythic psionic feats and over 100 mythic psionic powers!- Over 30 mythic magic items from the blade-eating battleaxe to the midnight beacon, along with expanded rules for legendary items- A comprehensive mythic skills system, alongside rules for mythic curses and traps, replacing magic items with inherent abilities, and an extensive discussion of the unique challenges of mythic play! 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. An all-new version of one of the key titles in the entire Forgotten Realms novel line. This title is the fourth in a series of recovers of the popular Avatar series. At the time of its original release,

this series presented key events that impacted the entire Forgotten Realms world, and the effects of those events are still felt in current novels. This re-released series features a cohesive cover design and all-new art. Revenge of a God The Time of Troubles is at an end, and the gods have been restored to their rightful places. The soul of Kelemvor Lyonsbane, former lover of the goddess of magic, remains hidden from the mad god Cyric. The will of one such as Cyric, when bent on revenge, is not so easily thwarted. For three decades, Dragon magazine has been the official monthly resource for Dungeons & Dragons players. Many monster, classes and even campaign settings that have gone on to define the modern game first appeared in Dragon's pages, and a history of the magazine is a history of the game itself. The Dragon Compendium collects the most popular classic articles from throughout Dragon magazine's proud history, all updated to the current edition of the D&D rules. Selected with the input of current and former editors and D&D fans across the world, the articles in this 256-page volume are proven favorites-material you will want to reference again and again. From new DBD publisher Paizo Publishing! This indispensable supplement

contains information on nearly 200 new monsters for any D&D game. It provides descriptions for a vast array of new creatures, with an emphasis on higher-level creatures to provide experienced gamers with tougher foes to overcome. (Gamebooks) This lavishly illustrated guide explores the magical, medieval fantasy world of Eberron, bringing to life its magic and mystery. 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.... This supplement explores each of the thirteen dragonmarked houses in detail and presents advice for playing dragonmarked characters within a house or house guild. In addition, the book introduces exciting new options for dragonmarked characters, including prestige classes, feats, and spells. Finally, it discusses aberrant dragonmarks and their role in the campaign. Book jacket. Living in the war-ravaged realm of Eberron, assassin-turned-priest

Diran Bastiaan and his half-orc sidekick, Ghaji, make an unlikely pair. One looks like the stuff of nightmares, while the other is "a conduit through which the holy force of Good could work its will in the physical world." Together, they have traveled throughout the archipelagic Lhazaar Principalities sharing numerous wild adventures, but none were as dangerous as the one they currently face. When a gang of bloodthirsty pirates kidnaps Diran's former lover (a beautiful ex-mercenary killer named Makala), the priest of the Silver Flame and his half-breed wingman vow to get her -- and countless other abductees -- back no matter what the cost. But the seafaring raiders are no ordinary criminals; they're led by the infamous vampire Onkar, who in turn serves a being unfathomably more evil than himself....

From the Paperback edition. 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. 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. FACE the RIVER'S FURY! In the small hamlet of Riverbend, the miller's wife is missing, and the locals suspect that the husband himself was involved. But all is far from what it seems. Ellessandra, the missing woman, is actually an elf from the Summer Lands. She came to live in the human settlement when the miller made a dangerous pact with the River King, the lands' powerful sidhe ruler. Now, the player characters must unravel the truth behind Ellessandra's

disappearance, piece together the involvement of a young brownie turned-fey lord, and dive into the fey courts of the Summer Lands to stop a raid that would surely spell Riverbend's doom. All the while, Arthurian intrigue and mischief runs high among the fey lords and ladies in this mercurial, open-format adventure from acclaimed adventure designer Wolfgang Baur! This Pathfinder Roleplaying Game adventure for 4th- through 6th-level characters is full of hijinks and trickery, and fits nicely into any campaign setting in which fey are regal. Their courtly plots are dangerous and will test bold adventurers' skills to the limit! This title is the final book in the popular Avatar series. At the time of its original release, this series presented key events that impacted the entire Forgotten Realms world, and the effects of those events are still felt in current novels. Cyric the Mad Who betrayed his friends Midnight and Kelemvor and sought to destroy them. Who ascended to godhood and now spreads his lies and intrigues into every corner of Faerun. Who is the Lord of Murder, the Prince of Lies--and insane. Learn all the secrets of 15 powerful yet mysterious deities in Pathfinder Campaign Setting: Inner Sea Faiths! This extra-large 96-page softcover sourcebook details gods and

goddesses that are just as mighty as Golarion's core deities, but not as widely worshiped in the Inner Sea. From Achaek, god of divine punishment and patron of the deadly Red Mantis assassins, to Milani, vehement enemy of tyranny and slavery, to Naderi, goddess of romantic tragedy and forbidden love, this book details all the histories, dogmas, and rituals needed to enrich campaigns with divine lore. Further, obediences and boons for each deity allow characters of all stripes to become champions of their religion. Harness the power of the divine and bring these hidden religions of Golarion to life with Pathfinder Campaign Setting: Inner Sea Faiths!" 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. 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. 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. 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! 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. Explore the battles, campaigns, and heroes of the Last War with this richly detailed Eberron campaign supplement, which includes a comprehensive outline of the course of the war, extensive new character options, a variety of campaign options, and detailed descriptions of military forces. 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. This supplement provides the definitive treatise on the drow, arguably the games most evocative evil race. Everything readers want to know about drow and their subterranean homeland can be found in this tome. Over 130 adventures for Pathfinder RPG! From the depths of the darkest dungeons to primal dangers of the untamed wilderness, this tome binds ancient mysteries, forgotten lore, and the allure of epic quests. Adventurers will explore realms unknown, face deadly foes, and discover tantalizing treasures and magnificent artifacts. AAW Games brings you this massive collection of more than 130 complete and ready-to-run

scenarios designed especially for discerning Game Masters who want exciting adventures and need them now. Begin the next chapter of your campaign with the turn of a page! Themed and organized for convenience, the Mini-Dungeon Tome provides setting-neutral fantasy adventures suitable for every party level and size. With all reference material included in a convenient index, this single book holds everything you need for years of adventuring. Offering contributions from all-star authors and game designers, Mini-Dungeon Tome is the book you have been searching for. Always have a new adventure at the ready and test the mettle of even the most experienced players!

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