

# Reading free Faiths of eberron (Read Only)

Dungeons & Dragons: Abraxis Wren of Eberron Races of Eberron Dragons of Eberron Magic of Eberron Faiths of Eberron Eberron Player Character Sheets Lore & Legends GameAxis Unwired Skein of Shadows City of Towers Dungeons & Dragons For Dummies Eberron: Rising from the Last War (D&D Campaign Setting and Adventure Book) Eberron Campaign Guide The Tropes of Fantasy Fiction The Gates of Night Dungeons & Dragons: Annual 2012 - Eberron Draconic Prophecies Lady Ruin The Shard Axe Eberron Player's Guide Heroes' Feast (Dungeons & Dragons) An Adventurer's Guide to Eberron The Fading Dream Taint of the Black Brigade The Shattered Land Untold Adventures Dungeons and Dragons 4th Edition For Dummies Dungeons and Dragons and Philosophy Fifty Years of Dungeons & Dragons Dragon Forge The Killing Song The Binding Stone The Legacy Marked for Death The Grieving Tree Dungeon Master For Dummies Voyage of the Mourning Dawn The Road to Death Oath of Vigilance City Under the Sand

Dungeons & Dragons: Abraxis Wren of Eberron 2015-07-22 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

**Races of Eberron** 2005-04 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

*Dragons of Eberron* 2007 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

*Magic of Eberron* 2005 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

Faiths of Eberron 2006 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

*Eberron Player Character Sheets* 2005 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

**Lore & Legends** 2023-10-03 an illustrated guide to dungeons dragons beloved fifth edition told through interviews artwork and visual ephemera from the designers storytellers and artists who bring it to life when the reimaged fifth edition of dungeons dragons debuted in the summer of 2014 tabletop roleplaying games were on the brink of obsolescence but within a few short years d d found greater success than it had ever enjoyed before even surpassing its 1980s golden age how did an analog game nearly a half century old become a star in a digital world for the first time lore legends reveals the incredible ongoing story of dungeons dragons fifth edition from the perspective of the designers artists and players who bring it to life this comprehensive visual guide illuminates contemporary d d its development evolution cultural relevance and popularity through exclusive interviews and more than 900 pieces of artwork photography and advertising curated and analyzed by the authors of the bestselling and hugo award nominated dungeons dragons art arcana

**GameAxis Unwired** 2005-10 gameaxis unwired is a magazine dedicated to bring you the latest news previews reviews and events around the world and close to you every month rain or shine our team of dedicated editors and hardcore gamers put themselves in the line of fire to bring you news previews and other things you will want to know

Skein of Shadows 2012-07-03 praise for the shard axe by marsheila rockwell the action is quick brutal and author marsheila rockwell does a wonderful job painting believable characters in mythical situations that are just magical enough to still be grounded in some sort of realism the shard axe is a must for any fan of dungeons and dragons novels fantasy novels or the mmo mmofallout com sabira is a great fantasy noir action heroine and her adventure had a lot of fun surprises and colorful characters i m happy to recommend it to others especially fans of eberron and ddo it was a fun read and i look forward to further tales of the shard axe sigfried trent ddocast i enjoyed the shard axe very much it was great to see references to various ddo u npcs and situations in particular i really liked a scene where the protagonist had to deal with acid spewing traps in stormreach s sewers it felt like home cordovan myddo com sabira d deneith is a fantastic character she s flawed and likable the beginning of the novel really throws you into things it s exciting action packed and allows you to really get a grasp on what is going on read between the lines this is a book to be devoured in one sitting it is fast paced with bits of backstory dropped in at choice moments that flesh out sabira s story perfectly while i am not as familiar with eberron as i am the forgotten realms this book required no previous knowledge of the eberron setting and can be enjoyed as a standalone novel the key element of the story is sabira to say that her methods are unorthodox and she is a bit of a rule breaker is an understatement but she has a fierce sense of duty that guides her actions so her prisoners are brought in a little worse for wear it is part of her charm stefan s bookshelf overview created in conjunction with the latest update for the dungeons dragons online game this exciting adventure continues the story of sabira from the shard axe featuring an underground expedition in dark caverns drow intrigue powerful artifacts and unrequited love read more if you are looking for more about dungeons dragons online search for the shard axe by marshiela rockwell a chilling mystery set in the world of dungeons dragons online if you are looking for more kickass heroines search for gauntlgrym by r a salvatore featuring the alluring and powerful dahlia sin felle who squares off against the legendary drizzt do urden if you are looking for more about drow search for homeland by r a salvatore the first book in the epic legend of drizzt if you are looking for more fantasy mysteries search for the god catcher by erin m evans about a woman who may be a dragon or who may just be criminally insane if you are looking for more epic fantasy series search for twilight falling by paul kemp about erevis cale an assassin with a conscience for more about skein of shadows go to [dungeonsanddragons.com](http://dungeonsanddragons.com)

*City of Towers* 2010-04-07 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

**Dungeons & Dragons For Dummies** 2005-04-08 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

**Eberron: Rising from the Last War (D&D Campaign Setting and Adventure Book)** 2019-11-19 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

**Eberron Campaign Guide** 2009 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

The Tropes of Fantasy Fiction 2014-12-24 comparing various fantasy fiction stories this book shows that it is not the tropes and cliches that make a story good or bad but how the author applies them the book also explores the concept of text versus meta text that is when the story s world and character actions contradict the reader s expectations based on the tropes being used covering authors from mercedes lackey and brandon sanderson to christopher paolini and stephenie meyer the author

finds that it is the nature of tropes and the language used that make a fantasy story for bad or good

**The Gates of Night** 2010-04-21 a band of war weary soldiers have uncovered a plot that may tear the very fabric of reality forever to save their own lives and to prevent a long banished race of monsters from unleashing an army of horrors upon the waking world they must reach the very heart of dal quor to stop the cataclysm in time they must fight their way to

**Dungeons & Dragons: Annual 2012 - Eberron** 2011-11-01 they call sharn the city of towers but it s what s below the surface that interests abraxus wren the most notorious inquisitive in the land as wren and his assistant torin begin an investigation that pulls at the strings that bind the city together it s their own lives that might unravel writer paul crilly continues spinning tales in the exciting world of eberron following up last month s infestation 2 crossover joined by hot artist paco diaz wolverine in this double sized all new annual

Draconic Prophecies 2010-12-07 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

Lady Ruin 2011-09-06 revel in the ruin as award winning horror writer tim waggoner brings the eldritch terror of eberron to life lirra brochann is second in command to a force conducting secret military experiments on the creations of xoriat the realm of madness when the government threatens to withdraw support for the experiments the alchemist in charge lirra s own uncle makes a drastic error and a portal to xoriat is opened in trying to stop the ensuing madness lirra becomes bonded to one of the experiments a symbiotic tentacle whip with a will of its own maddened by his connections to xoriat her uncle and his sudden forces of symbiotically bound soldiers threaten all lirra once stood for but stopping them means she ll have to gain control of the tentacle whip a blend of fantasy horror and military fiction lady ruin brings a whole new view to the post war world of eberron with a lovecraftian bent this adventure will send chills up your spine

**The Shard Axe** 2009 sentinel marshal sabira d deneith has spent the last eight years trying to drown the memories of the mission that cost her partner his life and gave her the nickname the shard axe until she s recalled from the city of stormreach to carry out a mission on house deneith s behalf protect and defend the heir of the dwarven city of frostmantle during his murder trial the same heir she and her partner guarded eight years ago in the same city from the same style of murders is the dreaded nightshard still alive and taunting her or is there another serial killer loose in the mror holds

**Eberron Player's Guide** 2020-10-27 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

**Heroes' Feast (Dungeons & Dragons)** 2008 new york times bestseller 80 recipes inspired by the magical world of dungeons dragons ready a tall tankard of mead and brace yourself for a culinary journey to match any quest tom morello rage against the machine from the d d experts behind dungeons dragons art arcana comes a cookbook that invites fantasy lovers

to celebrate the unique culinary creations and traditions of their favorite fictional cultures with this book you can prepare dishes delicate enough to dine like elves and their drow cousins or hearty enough to feast like a dwarven clan or an orcish horde all eighty dishes developed by a professional chef are delicious easy to prepare and composed of wholesome ingredients readily found in our world heroes feast includes recipes for snacking such as elven bread iron rations savory hand pies and orc bacon as well as hearty vegetarian meaty and fish mains such as amphail braised beef hommlt golden brown roasted turkey drow mushroom steaks and pan fried knucklehead trout all which pair perfectly with a side of otik s famous fried spiced potatoes there are also featured desserts and cocktails such as heartlands rose apple and blackberry pie trolltide candied apples evermead potion of restoration and goodberry blend and everything in between to satisfy a craving for any adventure

*An Adventurer's Guide to Eberron* 2010-10-12 this lavishly illustrated guide explores the magical medieval fantasy world of eberron bringing to life its magic and mystery

*The Fading Dream* 2010-08-03 the award winning creator of eberron presents the final installment of a series that combines the mystery of james bond with the magic of j r r tolkien the prince of cyre has been a monarch in name only ever since his country was destroyed by the mourning a mysterious cataclysmic event that obliterated the nation now it is thorn no stranger to tragedy and loss himself who must protect the prince from those who still wish him harm in the same cataclysm that devastated cyre seven cities of the feywild the feyspires were trapped on the plain of eberron the eladrin who rule the feyspires insist this concurrence is no coincidence and that with the right pieces they can repair the devastation of the mourning all that s needed are two missing pieces one that lies 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

**Taint of the Black Brigade** 2010-04-21 the last one alive takes the treasure unless abraxus wren gets there first when a woman from his past turns up looking for help in clearing her name abraxus wren must set aside his memories of their past encounters to unravel the mystery of the black brigade an elite and deadly squad from the last war is being murdered one by one the trail of blood leads to untold treasure if wren can only reach it before the murderer does 2008 scribe award winner paul crilley returns to the world of eberron with a dark adventure full of murder and mystery

*The Shattered Land* 2011-06-07 intent on saving one of their own a band of heroes travels to eberron s most isolated continent facing drow elves and powerful magics along the way xen drik the dark continent a land of once proud empires that now lie in ruin a land shrouded in mystery where monsters and dark powers stalk the jungles where only the bravest and most foolhardy will venture now a band of former soldiers must brave the depths of xen drik to save daime their fearless leader close companion and the hero of the city of towers after joining forces with a mysterious woman the friends venture to the dark continent where they hope to find the ancient artifact that is the last hope to save daime s life

**Untold Adventures** 2009-01-29 your favorite award winning critically acclaimed and best selling authors unite to tell stories set in the dungeons dragons world filled with desperate dragons and cruel elves honorable demons and fickle gods wild magic and the sharpest of steel you don t want to miss this rarest of opportunities to get a glimpse into the d d adventures created by some of the most brilliant fantasy writers of our age

*Dungeons and Dragons 4th Edition For Dummies* 2012 explore the fantasy world of d d and delve into dungeons slay

monsters and gain treasure if you've been thinking of playing d d or you've played before and you want to get up to speed on the all new 4th edition this is the book for you here's what you need to know to join the fantasy fun d d terminology understand what ability check modifier saving throw ac gp hp and xp mean roll the dice add modifiers and see if you rolled the d20 high enough to beat the challenge minding your manners know d d etiquette so you'll be welcome in any adventure character building select your character's race and class and choose the best powers skills feats and gear roleplaying give your character a background and personality quirks combat use combat rules a battle grid and miniatures to play out furious battles open the book and find everything a new player needs to get started playing d d details on four fantasy races and four iconic classes explanations of every number and statistic on the character sheet the best magic items and equipment for characters of all classes advice on roleplaying and teamwork a ready to use adventure to get you started as a dungeon master a ready to use battle grid with character and monster markers

**Dungeons and Dragons and Philosophy** 2024-05-14 dungeons and dragons and philosophy presents twenty one chapters by different writers all d d aficionados but with starkly different insights and points of view

Fifty Years of Dungeons & Dragons 2010-01-26 on the fiftieth anniversary of dungeons dragons a collection of essays that explores and celebrates the game's legacy and its tremendous impact on gaming and popular culture in 2024 the enormously influential tabletop role playing game dungeons dragons also known as d d celebrates its fiftieth anniversary to mark the occasion editors premeet sidhu marcus carter and josé zagal have assembled an edited collection that celebrates and reflects on important parts of the game's past present and future each chapter in fifty years of dungeons dragons explores why the nondigital game is more popular than ever with sales increasing 33 percent during the covid 19 pandemic despite worldwide lockdowns and offers readers the opportunity to critically reflect on their own experiences perceptions and play of d d fifty years of dungeons dragons draws on fascinating research and insight from expert scholars in the field including gary alan fine whose 1983 book shared fantasy remains a canonical text in game studies jon peterson celebrated d d historian daniel justice canada research chair in indigenous literature and expressive culture and numerous leading and emerging scholars from the growing discipline of game studies including amanda cote esther maccallum stewart and aaron trammell the chapters cover a diverse range of topics from d d's adoption in local contexts and classrooms and by queer communities to speculative interpretations of what d d might look like in one hundred years that aim to deepen readers understanding of the game

**Dragon Forge** 2010-04-21 a heroic battle to uphold the balance of eberron r gaven has fulfilled part of the prophecy and become the storm dragon now he seeks the draconic prophecy at its source in argonessen the dragon nation but as he travels toward that ancient continent gaven may discover more than he suspected meanwhile aundairian loyalists assisted by a sinister dragon cabal are assembling the dragon forge an eldritch machine designed to harness the power of a siberys dragonmark and amplify it in this case to create a devastating storm of hail and acid rain to go before aundair's armies as they march into the eldeen reaches and they know just the dragonmarked to use

The Killing Song 2010-04-21 sealed away for ages a forgotten horror reaches out for new power three heroes know the danger in the city of towers a tormented mystic and a soldier wizard try to thwart a monstrous scheme in the shadow marches a disgraced warrior summons an ancient sect to battle as a dragon rises can their struggle succeed or will they fall

to madness and the music of the killing song the thrilling conclusion to the dragon below trilogy don bassingthwaite is the author of numerous fantasy and dark fantasy novels his latest books are the yellow silk mistress of the night co authored with dave gross the binding stone and the grieving tree don lives in toronto surrounded by gadgets spice jars and too many books *The Binding Stone* 2009-06-23 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

**The Legacy** 2013-05-14 a goddess of the underdark sets her sights on the famous drow who escaped her grasp in this continuation of the beloved drizzt saga having found a measure of peace among the dwarves in mithral hall drizzt do urden begins to know contentment for the first time in his tumultuous life bruenor has reclaimed his throne regis has been freed from artemis entreri and wulfgar is to be wed but for a dark elf renegade that hails from the underdark a city of ruthless drows all ruled by priestesses of the demon goddess lolth no peace can last forever it is lolth herself the dreaded queen of the demonweb pits who musters her followers to pour up from the black depths of the underdark to reclaim the one soul that managed to elude her the soul of drizzt do urden the legacy is the first book in the legacy of the drow series and the seventh book in the legend of drizzt series

*Marked for Death* 2010-04-21 marked for death begins a new epic trilogy set in the world of eberron wizards of the coast s newest d d campaign setting the eberron world will continue to grow through new roleplaying game products novels miniatures and electronic games author bio matt forbeck has written and designed games for more than 14 years for which he has garnered several awards his most recent title for wizards of the coast was secret of the spiritkeeper the kickoff novel for the knights of the silver dragon young reader series for mirrorstone books

*The Grieving Tree* 2008-11-13 for three heroes the past is about to come back to hunt them a renegade warrior a mystic exile and a magic wielding soldier are on the run their enemies are closing in some want to control them some want to rob them and others just want them dead in a land of monsters and renegades their one hope for survival may be an ancient device of evil the long lost grieving tree

**Dungeon Master For Dummies** 2013-06-04 design your own fantasy d d epic filled with adventurous exploits cloaked characters and mysterious monsters if you re a dungeons dragons fan you ve surely thought of becoming a dungeon master learning to be a dm isn t as hard as you might think especially if you have *dungeon master for dummies* tucked into your bag of tricks whether you ve assumed the role of dungeon master before or not this illustrated reference can help you run a d d game either online or in person from organizing your first d d game to dealing with difficult players this book covers everything a dm needs to know written for the newest edition of d d by the experts at wizards of the coast the game s creators it shows you how to run your very first campaign from shaping storylines and writing your own adventures to dealing with unruly players and characters build challenging encounters make reasonable rulings and manage disagreements recognize all the common codes tables and spells understand the parts of a d d adventure and how to create dungeon maps and craft monsters shape storylines and write your own adventures find your style as a dm and develop a game style that



plays to your strengths script an encounter vary the terrain and challenges and establish rewards experience points and treasure decide whether to use published adventures use and follow the official dungeon master s guide develop a campaign with exciting themes memorable villains and plots to entrance players if you re getting the urge to lead the charge in a d d game of your own dungeon master for dummies provides the information you need to start your own game craft exciting stories and set up epic adventures grab your copy today and you ll be on your way

Voyage of the Mourning Dawn 2013-06-04 a young thief races to recover a powerful long lost super weapon in this first heirs of ash novel set in the magical world of eberron for years rumors have spoken of the legacy a device beyond imagination and the brain child of the brilliant ashrem d cannith some say it was a weapon others claim it was a portal to other worlds but in cyre on the day of mourning ashrem and his legacy vanished in the greatest cataclysm the world had ever seen now a struggling young thief named seren stumbles upon a clue that may lead to the lost legacy but what begins as a routine burglary has the authorities out to arrest her ruthless spies out to kill her and one of the heirs of ashrem trying to save her to stay alive seren and her new crewmates on the mourning dawn must find ashrem s legacy before it falls into the hands of her pursuers for if they fail eberron will plunge into another century of war

*The Road to Death* 2011-08-02 the epic eberron trilogy the lost mark continues the dark and mysterious world of eberron continues to expand through rpg products and novels this is the sixth novel set in the eberron world matt forbeck has written and designed games for more than 14 years for which he has garnered several awards his most recent title for wizards of the coast inc was marked for death the kickoff novel for the lost mark trilogy

*Oath of Vigilance* 2010-10-05 following directly in the wake of the temple of yellow skulls our heroes face the totality of the destructive and pestilent forces presented by the abyssal plague the disease of the liquid crystal voidharrow spreads throughout the land transforming unsuspecting creatures into plague demons shara uldane and the unlikely drow hero valmaggar join forces with tempest and rohggar from the mark of nerath and together they set out in search of the green dragon vestapalk or the creature vestapalk has become the patient zero of this abyssal plague meanwhile albanon and the mysterious cleric kri redshal the last remaining member of the order of vigilance an order dedicated to guarding the voidharrow go in search of answers to the disease that sweeps the land while their search takes them deep into the heart of the darkness that is enveloping the land the answers they find are truly in need of new questions as they become aware of the true scale of the tragedy at hand they see the forces behind them are more powerful than they had ever dreamed and perhaps more seductive

*City Under the Sand* beneath a crimson sun lie wastelands of majestic desolation and cities of cruel splendor where heroes must battle the horrible monsters and vicious raiders who roam the desert while in the cities undying sorcerer kings crush any who dare to oppose them this is athas the unrelenting world of the dark sun a world shaped by inherently destructive magic and ruled by intrinsic evil in such a world the forces of good and the heroes who emerge in this unforgiving land fight not only for themselves but for life of the world itself aric is a half elf with a rare natural ability with the psionic discipline known as the way when aric is brought into a quest to search for a priceless trove weapons he would rather keep his head down and live a simple life but nothing is simple in the city of nibenay with its reclusive ruler known as the shadow king and in a world where metal is the rarest of commodities aric s way with metal is an even rarer talent enlisted by the shadow king

himself to seek out this cache of metal weaponry aric heads into the desert with a treacherous band of adventurers allegiances are tested and secrets are uncovered but sometimes the secrets hidden by the sands of time should remain undiscovered when aric and his band uncover an evil perhaps greater than the shadow king himself it is a race against time to see who will harness its power

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