

Soulblade Dragon Blood Book 7

It's been three months since former enforcer Amaranthe Lokdon and the notorious assassin Sicarius thwarted kidnappers and saved the emperor's life. The problem? Nobody knows they were responsible for this good deed. Worse, they're being blamed for the entire scheme. With enforcers and bounty hunters stalking them, and the emperor nursing a personal hatred for Sicarius, it's going to be hard to earn exoneration. When Amaranthe's team discovers mutilated bodies in the city aqueducts and a mysterious illness incapacitates thousands of citizens, she and Sicarius see an opportunity to solve the mystery and prove their loyalty. But they'll have to defeat vengeful shamans, man-eating predators, and deadly mechanical constructs, all while dodging imperial soldiers who would rather kill them than accept their help. Nobody said exoneration would be easy.

This updated version of the bestselling "D&D Psionics Handbook" is now larger and with a new cover.

Ghiss seeks a relic that could lead him straight to Lady D?ne?ti. Intel from Mad Emperor Norton has given Jake a fighting chance to beat Ghiss to the punch. Leaving Corina behind, they brave passage across the Traleil Sea to a world called Illenwikiakan. Jake will risk his very soul, paying one heavy toll after another in search of victory.

Read PDF Soulblade Dragon Blood Book 7

Kate Elliott's KING'S DRAGON launched a magnificent new epic fantasy. Now, with PRINCE OF DOGS, one of the most exciting fantasy series of recent years continues . . . Sanglant - the prince of dogs, King Henry's bastard son - is being held captive in the city of Gent by Bloodheart, The Eika warlord. Liath, now one of the King's Eagles - and still grieving over the loss of Sanglant - is desperately trying to unlock the secrets of her own past. Unless she masters her powers she may prove a grave danger to everyone, herself included. Alain, now proclaimed a Count's heir, is increasingly troubled by visions of the enemy he befriended and the Lady of Battles whom he's sworn to serve. And Fifth Brother, least favoured son of Bloodheart, has returned to the lands of his own people to unite the scattered tribes and build an army to do his father's bidding. While King Henry continues this progress through his troubled realm, Sanglant, Liath, Alain and Fifth Brother fight their own individual battles. Only time will tell who will prove triumphant as all of them are caught up in the dangers and turmoil of a world at war . . .

Heroes of Horror

An Epic Fantasy Adventure Series

Under the Ice Blades

Campaign Setting

Magic of Eberron

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Advanced Players Guide P2

Dragon Blood, Book 8

It's been a week since the dragon Morishtomarc fell, and Sardelle is not convinced that Ridge is truly gone. With a companion who thinks he's a god and a soldier who would happily kill her, she heads back to the mountains to look for signs that Ridge survived. What they uncover threatens to destroy their country and all they care about. Meanwhile, the Cofah emperor is furious with Iskandia over the loss of its airships and still has a bounty on Tolemek's head. King Angulus sends Tolemek, Cas, and Kaika on a daring mission that could solve both problems... or leave them all dead.

A thought-provoking cultural study of videogames traces the history of this popular form of entertainment and explains why videogames will become the dominant popular art form of the twenty-first century. Reprint.

Ridge, Sardelle, and their comrades may have rescued Tolemek's sister and freed the dragon, but trouble awaits at home. The king is missing, a secret organization is hunting sorcerers, and the capital is more vulnerable than ever to enemy attack. Worst of all, at least from Ridge's point of view, someone put that jackass Colonel Therrik in charge of the flier battalion. Ridge and his allies have a lot of problems to fix, but they can't show their faces in the capital without being arrested or shot. This time, it's going to take a lot more than magic to save the country. The Blade's Memory is the fifth installment in the Dragon Blood series.

Sardelle Terushan, sorceress and healer, should be lying low. Magic is forbidden in Iskandia, and magic users are drowned, shot, or otherwise slain. The problem? She's fallen in love with ace fighter pilot and national hero, Colonel Ridge Zirkander, a man whom everybody notices, including the king. It's not long before Sardelle has spies dogging her steps and people trying to blow her up. Worse, her presence is jeopardizing Ridge's career. If she can't find a solution to the nation's centuries-old hatred of magic, the only way to protect Ridge-and herself-may be to leave. Ridge Zirkander isn't used to worrying about more than shooting down Cofah airships and keeping the officers in his squadron alive, but his world has gotten more complicated since giving his heart to Sardelle. It's difficult to keep people from noticing a mysterious and enigmatic woman, not to mention her chatty sentient sword. He's been passing her off as an archaeologist to his fellow pilots, but when the king calls him in to a private meeting, Ridge fears his secret has been discovered. But the king-and the rest of the country-has a greater problem. Cofah military scientists have acquired something that shouldn't exist in the world any longer: dragon blood. In addition to having countless mysterious properties, it's a powerful energy source that can be used to create devastating weapons. Ridge, Sardelle, and their allies must travel to the empire as part of a secret strike force to steal the dragon blood. If they fail, the Cofah will finally have the power to destroy all of Iskandia.

Dragon Blood, Book 6

Dragon Blood Series, Book 7

Trigger Happy

An Epic Fantasy Adventure

Dragon Blood, Book 5

The Blade's Memory

Advanced Compendium (Pathfinder Rpg)

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. General Ridgewalker Zirkander is getting married.

Sardelle—the woman who’s battled dragons, shamans, and countless enemy soldiers at his side—has accepted his proposal, and it’s the perfect time for a wedding. It’s been two months since any dragons or sorceresses attacked the city, the Cofah haven’t come after their kidnapped emperor, and King Angulus has stopped yelling at Ridge for his inadvertent role in destroying the castle. Yes, it’s the perfect time for a wedding. Never mind that the resident dragon who thinks he’s a god is pressuring Ridge to build a temple for him, or that the pirate-turned-scientist Tolemek has disappeared. Or that Ridge’s mother is on the verge of discovering that magic exists and her future daughter-in-law is a sorceress. These are small hiccups, and the wedding will go smoothly. Ridge is sure of it. Really. Born with a secret power he must hide... Telryn “Trip” Yert has always been a little odd, with hunches that are too accurate to explain. Magic is feared and forbidden in Iskandia, so he’s struggled his whole life to hide his eccentricities. As a boy, he was forced to watch his mother’s execution. Her crime? Witchcraft. Understandably, Trip wants nothing to do with the

power that lurks within him, always threatening to reveal itself. Instead, he dedicates himself to serving as an officer in the king's army, to battling pirates and imperial conquerors. He longs to become a soldier as respected and renowned as the legendary General Zirkander. But his country is in need of more than a soldier. After disappearing for over a thousand years, dragons have returned to the world. A few of them are willing to be allies to mankind, as they were millennia before, but far more want to destroy or enslave humans and claim the world for themselves. There are few people left with the power to fight dragons. For reasons he doesn't understand, Trip may be one of those people. But if he chooses to learn more about his heritage and the power he can wield, he risks losing everyone he loves and everything he longs to be. Responsible for her friend's death, Lieutenant Caslin Ahn wants nothing more than to be left alone. She no longer deserves the company of comrades or the fulfillment she felt as a Wolf Squadron fighter pilot. But a summons from the king leaves her with no choice but to rejoin her teammates. An

ancient evil has been unleashed, bringing death and destruction to the nation, and they are the only ones with a chance of stopping it. Dragon Blood 6 brings back Cas, Tolemek, Ridge, Sardelle, Kaika, and Tylie, as well as her dragon, for a new epic fantasy adventure.

Ravenswood

Oaths

Dragon Blood 5.5

Shattered Past

Blood Runs in the Family

Dragon Storm

Blood Charged

Everyone knows dragons have been extinct for over a thousand years. Everyone is wrong. At least one dragon remains, and military scientists from the Cofah Empire are experimenting with its blood, using the magical substance to power deadly new weapons that could be used to bring the world to its knees. That's a concern for Zirkander, Cas, and the rest of the Iskandians, but all Tolemek wants is to find his missing sister.

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The last time he saw her, their father had locked her in an asylum because of a mental illness with no cure. Now the military has taken her. What use the Cofah have for her, Tolemek can only guess, but he is certain she is in danger. He must save her before it's too late. But her fate is inexplicably tied to the dragon's, and he must find it to find her.

"The Order of the Stick: Blood Runs in the Family brings the titular band of heroes to a strange desert land where hidden family secrets await! We're not going to tell you what they are, because they're secrets. I mean, seriously. But they're pretty great, at least if you're a fan of Rich Burlew's record-smashing fantasy-comedy-action-drama webcomic, The Order of the Stick. Thrill as Roy and the gang face reptilian bounty hunters, mysterious death priests, dinosaur-riding soldiers, and a little something we like to call 'personal responsibility' as they brave the elements in the fifth book in the bewilderingly popular figure saga!"--Page 4 of cover.

Underneath the deep red barrier Edmund has placed over the city, Prague is in ruins; Vil hide in the darkened alleys, waiting to attack anyone who passes, while Edmund's men roam the blood-

soaked streets, scouring every crumbling building in a mad attempt to flush out Ilyan and his men. Among the danger, Ilyan and Joclyn are trapped, unable to leave the city. trying to keep their people safe behind a powerful shield, unseen from Edmund and his scouts. Wyn spends her days haunted by her daughter and watching Thom waste away from the mysterious curse slowly taking him. Ryland has risen above his father's control, ready to take his place as his brother's second. However, Sain needs his help first for a simple assignment, or so he thinks. Their safety is about to be shattered.

Dragons have returned to the world, and they're wreaking havoc on human civilizations. Only one man has the power to stop them. Born an outcast who's never fit in, Telryn "Trip" Yert has spent his entire life hiding a secret that could get him killed: In a world where magic is forbidden, the ancient blood of dragons flows through his veins. Joined by a snarky sentient sword, a band of equally snarky allies, and the smart scholarly woman he longs to impress, Trip must master his powers, learn the secrets of his heritage, and go on a quest to save mankind. If he fails, dragons may take over the world and enslave all of humanity.

Read PDF Soulblade Dragon Blood Book 7

This is the complete five-novel Heritage of Power series, full of adventure, romance, and fast-paced page turning fun. It includes: 1. Dragon Storm 2. Revelations 3. Origins 4. Unraveled 5. Gold Dragon

Star Nomad

Book 3 of the Blood War Chronicles

Book of Heroic Races

Sinister Magic

Soulblade (Dragon Blood, Book 7)

Deathmaker

Of Blood and Fire

A tough, snarky heroine and an aloof dragon shifter must work together to save Seattle in this new urban fantasy series.

Colonel Ridge Zirkander isn't the model of military professionalism—he has a tendency to say exactly what's on his mind, and his record has enough demerits to wallpaper the hull of an airship—but as the best fighter pilot in the Iskandian army, he's used to a little leniency from his superiors. Until he punches the wrong diplomat in the nose and finds himself issued new orders: take command of a remote prison mine in the inhospitable Ice Blades Mountains. Ridge has never been in charge of anything larger than a flier squadron—what's he supposed to do with a frozen fortress full of murderers and rapists? Not to mention the strange woman who shows up right before he arrives... Sardelle Terushan wakes from three

hundred years in a mage stasis shelter, only to realize that she is the last of the Referatu, the sorcerers who once helped protect Iskandia from conquerors. Their subterranean mountain community was blown up in a treacherous sneak attack by soldiers who feared their power. Everyone Sardelle ever knew is dead, and the sentient soulblade she has been bonded to since her youth is buried in the core of the mountain. Further, what remains of her home has been infested by bloodthirsty miners commanded by the descendants of the very soldiers who destroyed her people. Sardelle needs help to reach her soulblade—her only link to her past and her last friend in the world. Her only hope is to pretend she's one of the prisoners while trying to gain the commander's trust. But lying isn't her specialty, especially when the world has changed so much in the intervening centuries, and if Colonel Zirkander figures out who she truly is, he'll be duty-bound to sentence her to the only acceptable punishment for sorcerers: death.

An amazing demonstration of the power of Zen in martial arts - Roshi Kitabu, who can physically defeat a powerful opponent with just one finger, shows the reader how to tap into the power of 'no mind', to connect with the Divine Spirit, and to overcome all the obstacles that life throws in his way.

This series of four scenes was originally published on Lindsay's blog. They take place after the events of Soulblade (Dragon Blood, Book 7) and before Shattered Past (the Therrik novel). They're now available in ebook format for your convenience.

The Dreaming Dark

Videogames and the Entertainment Revolution

City of Towers

Dragon Blood, Book 2

Soulblade

Blood Ties

Forgotten Ages (The Complete Series)

*When Lieutenant Caslin Ahn joined Wolf Squadron, she was prepared for the reality that she might one day be killed in the line of duty. She was less prepared for being shot down, assumed dead by her own people, and dragged off to the Cofah Empire as a prisoner of war. As if being thrust into a dungeon and interrogated wasn't bad enough, the sadistic commandant decides to give her a cellmate: the notorious pirate Deathmaker. Given the crimes he's committed against Iskandia, Cas owes it to her people to try and kill him. Part warrior and part scientist, Tolemek "Deathmaker" Targoson has not only slain thousands with his deadly concoctions, but he has a special loathing for Iskandian pilots. It was Ahn's commander, Colonel Zirkander, who ruined his military career, forcing him to leave his country in shame and join a pirate organization. Years later, he uses his dreadful reputation like a shield to keep people away; all he wants is to be left alone to work in his laboratory. But when fate lands him in a cell with Zirkander's protégé, he sees a chance for revenge. Why kill the lieutenant when he can use her to get to his old nemesis? There's just one problem: it's hard to plot against your enemies when you're in prison with them. Cas and Tolemek will have to work together if they hope to escape the Cofah dungeon. In the process, they may find that neither is what the other expects, and that they have far greater problems to worry about than ensnaring each other... Deathmaker is a full-length 85,000-word novel. It is set after the events in *Balanced on the Blade's Edge*, but it can be enjoyed even if you haven't read the first book.*

From USA Today Bestseller Christine Zolendz, comes a new, haunting paranormal series. They're

DYING to get in... In the southern swamps of Louisiana, an ominous and foreboding mansion beckons the young and curious tourists. But once they enter Ravenswood, they never return. And New Yorker Rainey Halerow knows nothing about it... That is until her grandmother is brutally murdered under her nose and the answers to her mysterious and heinous death lie within the walls of Ravenswood. As the mansion lures her in, Rainey knows one thing is certain: more than death is trapped inside.

Heroes Assemble! From the seas below to the skies above, from the land to the stars, heroes are all around us, and they come in many different forms. Now you can go beyond the common races and play a member of these 12 imaginative races in your game. Delve into each race's culture and see the world from their unique point of view. Play a character that you have always dreamed of playing, with all-new specific character options tailored to each race's flavor. Expand your horizons and your gaming experience with these Advanced Races today! The Book of Heroic Races: Advanced Compendium is the essential guide for playing untold numbers of characters. This 252-page supplement features: Racial Traits to play 12 different races, plus 60 Alternate Racial Traits and 49 Character Traits to customize your character for your desired unique play experience 125 New Character Class Options, including archetypes, sorcerer and bloodrager bloodlines, oracle mysteries and shaman spirits, cavalier orders, cleric domains and subdomains, rogue talents, alchemist discoveries, familiars and animal companions, time thief temporal talents, soulknife blade skills, and much more 93 New Feats, including martial arts styles, metamagic feats, combat feats, and feats to enhance your chosen racial traits 84 New Magic Items, Mundane Items, and Technological Items 61 New Spells and Psionic Powers 23 New Deities and Philosophies, reflecting the unique viewpoints and values of each race Details for crafting your unique adventurer, as well as suggestions for GMs

on how to incorporate each of these races into your campaign world Be Heroic With These Advanced Races Today!

IN A LAND WHERE MAGIC IS BANNED and where cruel high priests rule, Elena steals the most valuable jewel in the empire in the hopes to sell it and start a new life. But she is caught, and the punishment for stealing is death. And yet in that moment she is given a choice-death or to become one of the High priests' champions in The Great Race. Elena is catapulted without warning into the bloodiest race in all the realms, forced to compete with a man she hates while she develops a growing passion for another. She struggles to understand her special skills, her mysterious healing powers that she must keep secret. Within a world built on a religious sect and dangerous secrets, she becomes a woman torn between obligation and desire, between a man she supposedly hates and another. As Elena comes to terms with her own secret, she discovers the truth behind the race and must stop the ancient, wicked evil that threatens all living things before it's too late. From the award winning author of MARKED comes a new mesmerizing series full of action, adventure, and steamy romance.

Pathfinder Rpg

Breaking Chaos

The Fall

Blood Oath

Dragon Blood Series

Prince Of Dogs

Dragon Blood, Book 1

"Imperial law enforcer Amaranthe Lokdon is good at her job: she can deter thieves and

pacify thugs, if not with a blade, then by toppling an eight-foot pile of coffee canisters onto their heads. But when ravaged bodies show up on the waterfront, an arson covers up human sacrifices, and a powerful business coalition plots to kill the emperor, she feels a tad overwhelmed. Worse, Sicarius, the empire's most notorious assassin, is in town. He's tied in with the chaos somehow, but Amaranthe would be a fool to cross his path. Unfortunately, her superiors order her to hunt him down. Either they have an unprecedented belief in her skills... or someone wants her dead"--P. [4] of cover.

The dead are rising! This blasphemous tome gives players and GMs everything they need to bring the shambling menace of the undead to their Pathfinder adventures. This book includes tools for fighting against the undead horde, but also options for the players themselves to control or even become undead creatures. GMs will find new tools and haunts, as well as information about the undead-plagued lands of the Lost Omens campaign setting. A massive bestiary section full of undead creatures brings more threats for GMs to use and summonable creatures for players, including more versions of classic undead like vampires, skeletons, and zombies. This 224-page hardcover rulebook also includes a full adventure themed around fighting the undead!

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.

An elite forces officer with a dreadful reputation. A bookish paleontologist with a love for mysteries. An ancient stronghold full of secrets that will take both of them to unearth. Professor Lilah Zirkander (yes, she's related to the famous pilot, and no, she can't get him to autograph your undergarments) is looking forward to a summer in the paleontology lab, researching and cataloging new fossils. But that summer takes an unexpected turn when the king sends her into the Ice Blades to a secret mine where ancient dragon bones have been discovered. Rumor has it that they're cursed and dangerous, but Lilah is more concerned about dealing with the outpost commander, a fierce officer with the temperament of a crabby badger. As punishment for irking the king, Colonel Vann Therrik is overseeing the hardened criminals working in the remote Magroth Crystal Mines. He would like a chance to redeem himself—and escape the loathsome duty station—but nothing is going his way. Cursed fossils have delayed production, miners are trying to escape, and now a scientist has shown up, making demands on his time. Worse, she's the cousin of his nemesis General Zirkander. As if one Zirkander in his world wasn't bad enough. Investigating the fossils leads Lilah and Vann into the depths of Magroth Mountain where centuries-old secrets lurk, and a long-forgotten threat stalks the passages. To have any chance at survival, they'll have to work together and perhaps learn that neither is what the other expected. Shattered Past is a stand-alone novel set in the author's Dragon Blood world.

The Way and Mind of a Zen Warrior

Dawn of Ash

Balanced on the Blade's Edge

Dragon Blood, Book 4

Fallen Empire, Book 1

The Emperor's Edge

Heritage of Power (The Complete Series, Books 1-5)

Recently appointed Crown Agents Jev and Zenia must prove that they're worthy of their new jobs and young King Targyon's trust. Their mission? To research the strange "disease of the blood" that killed Targyon's three cousins and left him unexpectedly ruling an entire kingdom at barely twenty years of age. There are just a few problems. If someone was responsible for creating that disease, that person could still be in the city, forcing Zenia and Jev to deal with someone very smart and very dangerous. Meanwhile, since Targyon has the same blood flowing through his veins that his cousins had, he's at risk of becoming the next victim. And as it so happens, Jev shares some of that blood too. Might he become a target before Targyon? When Jev and Zenia signed on for this job, they didn't realize how deadly it

might become.

A follow-up to the Dungeon Master's Guide, designed to aid Dungeon Masters and reduce game preparation time. The Dungeon Master's Guide II builds upon existing materials in the Dungeon Master's Guide. It is specifically designed to facilitate play, especially when the Dungeon Master has a limited amount of preparation time. Chapters include discussion on running a game, designing adventures, building and using prestige classes, and creating campaign settings. Ready-made game elements include instant traps, pre-generated locations, treasures, and a fully realized and rendered town. JESSE DECKER is the development manager for Wizards of the Coast, Inc. whose recent roleplaying game design credits include Complete Adventurer, Races of Stone, and Unearthed Arcana. DAVID NOONAN is an RPG designer/developer at Wizards of the Coast, Inc. Recent credits include authoring Complete Divine and co-authoring Races of Stone and Unearthed Arcana. CHRIS THOMASSON previously served as Editor-in-Chief of Dungeon Magazine. His design credits include Fiend Folio and Monster Manual III, as well as Bow and Blade for Green Ronin Publishing. JAMES JACOBS is the associate editor of Dungeon

Magazine and has published numerous articles in Dragon Magazine. His most recent credits with Wizards of the Coast, Inc. include co-authoring The Book of Aberrations, Races of Faerun, and Frostburn. ROBIN D. LAWS, game designer and novelist, is best known for the roleplaying games Feng Shui, Heroquest, and Dying Earth, along with, Robin's Laws of Good Gamemastering.

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

Of Blood and Fire is a classic Epic Fantasy adventure. It takes all the familiar fantasy tropes - elves, dwarves, giants, and dragons - and adds a fresh, contemporary twist.

Pathfinder Book of the Dead

An epic fantasy dragon series

Raptor

Dungeon Master's Guide II

Dark Currents

Expanded Psionics Handbook

Steel Maiden

The Alliance has toppled the tyrannical empire. It should be a time for celebration, but

not for fighter pilot Captain Alisa Marchenko. After barely surviving a crash in the final battle for freedom, she's stranded on a dustball of a planet, billions of miles from her young daughter. She has no money or resources, and there are no transports heading to Perun, her former home and the last imperial stronghold. p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 20.0px 'Helvetica Neue'; -webkit-text-stroke: #000000} p.p2 {margin: 0.0px 0.0px 0.0px 0.0px; font: 20.0px 'Helvetica Neue'; -webkit-text-stroke: #000000; min-height: 24.0px} span.s1 {font-kerning: none} But she has a plan. Steal a dilapidated and malfunctioning freighter from a junkyard full of lawless savages. Slightly suicidal, but she believes she can do it. Her plan, however, does not account for the elite cyborg soldier squatting in the freighter, intending to use it for his own purposes. As an imperial soldier, he has no love for Alliance pilots. In fact, he's quite fond of killing them. Alisa has more problems than she can count, but she can't let cyborgs, savages, or ancient malfunctioning ships stand in her way. If she does, she'll never see her daughter again. Fans of Firefly and Star Wars should enjoy this fun, fast-paced new series from USA Today best-selling author, Lindsay Buroker.

The final book in the Chasing Graves Trilogy sees the stories of Caltro and Nilith come to a climactic conclusion. Although Caltro's freedom almost within grasp, and Nilith has reached Araxes, the whims of the dead gods, the Cult and vengeful royals hold sway over their fates. And all the while, the River Nyx beneath their feet is drying up.

It's been a week since the dragon Morishtomarc fell, and Sardelle is not convinced that Ridge is truly gone. With a companion who thinks he's a god and a soldier who would happily kill her, she heads back to the mountains to look for signs that Ridge survived. What they uncover threatens to destroy their country and all they care about. Meanwhile, the Cofah emperor is furious with Iskandia over the loss of its airships and still has a bounty on Tolemek's head. King Angulus sends Tolemek, Cas, and Kaika on a daring mission that could solve both problems... or leave them all dead.

The greatest military leader of his time. The most talented code breaker her people have. Sworn enemies. When deadly secrets from the ancient past are unearthed, secrets capable of fracturing the world and destroying all life on the planet, these two enemies will have to work together. They are humanity's only hope. The Forgotten Ages series is recommended for fans of epic fantasy, action-adventure, mystery, and romance. This bundle includes: Encrypted (novel) Enigma (short story) Decrypted (novel) Bonus extras with the author

Eberron

Patterns in the Dark

The Fowl Proposal Bonus Scenes

Soul Sword

Heritage of Power, Book 1

The Order of the Stick

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.