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## **Players guide to eberron pdf**

Secrets Every Hero Should KnowWhat does an elf from Shae Cairdal know about the nation of Aerenal? How do you play a half-orc from the Shadow Marches? What does your character know about the Blood of Vol or the royal line of Galifar? Player's Guide to Eberron answers these questions and more. This companion to the Eberron™ Campaign Setting explores the world from the player's point of view and presents exciting new options for Eberron characters.Player's Guide to Eberron 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, this book provides new feats, prestige classes, spells, and magic items.For use with these Dungeons & Dragons® core booksPlayer's Handbook™ Dungeon Master's Guide™ Monster Manual™ Eberron Campaign Setting 8/11/2019 D&D 4E Eberron Player's Guide 1/1588/11/2019 D&D 4E Eberron Player's Guide 2/158 CONTENTS 2L- L I F E I N E B E R R O N 6The Wor ld 8Khorvaire 8Beyond Khorvaire 10The Planes 10LifeAcross Khorvaire 12Government 12Everyday Life 12Money 13Adventurers 13Languages 13Naming Conventions 14Faiths of Eberron 14The Sovereign Host 14The Dark Six 17The Silver Flame 18The Blood of Vol 18The Path of Light 18The Spirits of the Past 18The Undying Court 18Evil Deities 19Time and History 19The Dawn of Time 19The Age of Giants 19The Age of Monsters 19The Current Age 20Calendar 20Movers and Shakers 21The Draconic Prophecy 21The Dragonmarked Houses 21Royal Families 23Universities 23Adventures 24Dungeons 24Investigation 24The Planes 25Travel 25Z. 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Will it descend once more into brutal conflict and end in spectacular annihilation, or will the world merge at last into a new era of peace and prosperity? At this moment, a handful of heroes you and your allies might hold the fate of the world in their hands. This is a world whose destiny is hidden in the mysterious prophecies of dragons, tempered by powerful magic, and forged in bloody warfare.TEN IMPORTANT FACTS What makes the world of Eberron unique? Here are ten key pieces of information about the world to bear in mind.1. If it exists in the D&D™ world, then it has a place in Eberron. Eberron is all about using the core elements of the D&D world in new ways and interesting combinations, with some unique elements thrown in. It's still a D&D setting, so any information for players that appears in another D&D core rulebook or supplement from the classes and races in a Player's Handbook™ to the new powers and other features in books such as Divine Power! should fit right in to your Dungeon Master's EBERRON campaign. (Of course, your DM always has the final word about what parts of the D&D game are allowed and not allowed in the campaign.)2. Tone an attitude. Eberron takes all the cinematic action and swashbuckling adventure of traditional D&D games and adds in a strong dose of mystery and scheming. In this campaign, stories don't always end well, and there isn't always a right answer to every problem. The Last War turned old allies into bitter enemies and destroyed an entire nation, leaving terrible scars behind. Crime and corruption lurk in the largest cities. Your character's allies might become his or her enemies in the blink of an eye, and well-known agents of evil might provide assistance when it's least expected. Hidden dragons shape the course of history. Sinister fiends influence the dreams of the unwary. An army of horrors lingers just beyond the edge of reality, struggling to breakthrough. Nothing is exactly what it seems.3. A world of magic. The setting supposes a world that developed not through the advancement of science, but by the mastery of magic. Magic allows for conveniences and services and dreamers of traditional medieval fantasy. Bound elemental creatures power elemental airships, rail transport, and high-speed ocean vessels. A working class of mages uses ritual magic to provide energy and necessities in towns and cities. Advances in magic item creation have led to everything from self-propelled farming implements to sentient, free-willed constructs.4. A world of adventure. From the steaming jungles of Aerenal to the colossal ruins of Xen'drik, from the towering keeps of Sharn to the bluffs of Page 2 James Wyatt, Keith Baker, Luke Johnson, Steven "Stan" Brown What does an elf from Shae Joridal know about the nation of Aerenal? How do you play a half-orc from the Shadow Marches? What does your character know about the Blood of Vol or the royal line of Galifar? The Player's Guide to Eberron supplement answers these questions and more. This companion to the Eberron Campaign Setting explores the world from the player's point of view and presents exciting new options for Eberron characters. Players Guide to Eberron describes important locations, events, organizations, races, and features of the Eberron campaign setting, organized in an accessible and digestible format so that players can use the book as a handy reference guide. In addition, this book provides new feats, prestige classes, spells, and magic items. External Links[] Player's Guide to Eberron Map Gallery G A M E DESIGN JAMES WYATT, KEITH BAKER, LUKE JOHNSON, AND STAN! D E V E L O P M E N T ANDY COLLINS E D I T O R S MICHELE CARTER, SCOTT GRAY E D I T I N G MANAGER KIM MOHAN D E S I G N M A N A G E R CHRISTOPHER PERKINS D E V E L O P M E N T M A N A G E R JESSE DECKER D I R E C T O R OF R P G R & D BILL SLAVICSEK P R O D U C T I O N M A N A G E R RANDALL CREWS A R T D I R E C T O R RYAN SANSAVER C O V E R ILLUSTRATION WAYNE REYNOLDS I N T E R I O R A R T I S T S ANNE STOKES BRENT CHUMLEY DAVID BECK DRAXALL JUMP ENTERTAINMENT ERIC DESCHAMPS FRANCIS TSAI HOWARD LYON LUCIO PARRILLO STEVE PRESCOTT G R A P H I C D E S I G N E R LISA HANSON CARTOGRAPHY LEE MOYER G R A P H I C P R O D U C T I O N SPECIALIST ERIN DORRIES IMAGE T E C H N I C I A N ROBERT JORDAN Based on the original DUNGEONS & DRAGONS\* rules created by E. Gary Gygax and Dave Arneson, and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison. This product uses updated material from the v.3.5 revision. The Red Gauntlet Regiment was created by David Noonan. This Wizards of the Coast\* game product contains no Open Game Content . No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 System License, please visit www.wizards.com/d20. DUNGEONS & DRAGONS. D&D, EBERRON, WIZARDS OF THE COAST, Player's Handbook, Dungeon Master's Guide, Monster Manual, Player's Guide to Eberron, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the U.S.A. and other countries. U.S., CANADA, ASIA, PACIFIC, & LATIN AMERICA Wizards of the Coast, Inc. P.O. 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Visit our website at www.wizards.com/dnd 620-95368720-001-EN 9876 5 4 3 2 1 First Print ing : January 2006 1SBN-10: 0-7869-3912-5 ISBN-13: 978-0-7869-3912-1 CONTENTS Chapter 1: Building an Eberron Character... 7 C h r o n i c l e r 7 Devotee of the Host 8 House Renegade 8 House Scion 9 I n n o c e n t V i c t i m 9 Inquisitive 10 Outlander 10 Restless Wanderer 11 Scholar - A d v e n t u r e r 12 Streetwise Scoundrel 12 War - T o r n H e r o 13 Chapter 2: A Guide to Eberron 15 What Do You Know? 15 Exotic Classes and Races 15 PC Organizations 15 Adventuring 16 D u n g e o n s 16 Epic-Level Adventures 17 Aerenal 18 Land of the Dead 18 The Dead 20 Dead, Deathless, and Half-Living 21 The Blood of Vol 22 Heirs of Vol 22 The Blood touched Rite 23 Challenging 24 Masters of Disguise 24 How to Spot a Challenger ..... 25 Church of the Silver Flame 26 The Glory of Light 26 Templars of the Silver Flame ..... 26 Creation Myths 30 The First Ages of the World ..... 30 The Dark Six 32 Powers of Darkness 32 The Demons 33 Wastes 34 Ancient Ruins 34 The Rakshasa Rajahs 34 The Sakha 35 The Horrors of the Wastes 37 The Library 37 Documents 38 Rules and Regulations 38 Dragons 42 Scaled Masters of Argonnessen 42 The Prophecy 42 The Chamber 44 Heirs of the Draagonmarks 46 Heirs to Power 46 Power and Prophecy 46 The Korath Edicts 47 The Twelve 47 Draagonmarks 48 Draognshards 50 Fragments of the First Draagonmarks 50 Draon 52 Monsters of Civilization 52 Graywall : Gateway to Draagon 53 Dwarves 54 Gold Fuels 54 Eldeen Reaches 56 The Draugr 56 Woods of the West 56 The Draugr Sects 57 Everyday Magic 62 Alarans 62 Steeped in Magic 62 The Five Nations 64 Heirs of Galifar 64 Frostfell and Everice 66 North and South 66 Gnomes 68 The Home of the Wise 68 The Trust 68 The Library of Korranberg 69 Goblinoids 70 Fallen from Domination 70 Half-Elves & Urban Elves 72 Old Traditions Seen Through New Eyes 72 Urbans 74 Life on the Plains 74 History 76 The Sweep of World Events ..... 76 His tory beyond Khorvaire ..... 77 Human 78 His tory of Exploration and Blood 78 Intrigue and Espionage 80 No Secrets 80 Kalashtar 82 The Mountainains of Refuge 82 The Path of Light 82 Psionics beyond Sarlona 83 Khyber 84 The Darkness Within 84 Gateways to Khyber 84 The Daelkyr 85 Aberrations 86 The Cults of the Dragon Below 87 Gatekeeper Mystagogue 88 The Last War 92 A Century of Conflict 92 The Day of Mourning 93 The Ronde 93 Red Gauntlet Regiments 94 Lhazaar Principality 98 Tides of Blood and Gold 98 The Heavenly Fleet 99 Isles of Mystery 99 Magical Traditions 100 Modes of Power 100 The Passage 100 The Passage 101 The Arts 102 The Academy 103 High Elementa 104 Monastic Traditions 108 Perfect Body 108 Morggrave University 110 Scholars and Adventurers ..... 110 The Campus 111 Morggrave Outreacher 112 The Mournlnd 116 Devastation Everywhere 116 Orcs 118 The Land of the Shadows 118 The Orcs of the Marches ..... 118 Life on the Frontier 118 Planes of Existence 120 Worlds beyond the World 122 Races of the Planes 123 Manifest Species 124 Q'barra 128 The Frontiers 128 Riedra 130 The Land Across the Sea 130 Quorien and the Inspired ..... 130 Worship 130 The Sovereign Host 138 Powers of Light 138 Valenar 140 Warriors of Glory 140 Travel in Valenar 141 Revenant Blade 142 Villainous Organizations 146 Forces of Darkness 146 The Aurora 146 The Elemental Dark 146 The Lords of Dust 147 The Order of the Emerald Claw 148 Warforged 150 New Warforged 151 Xen'drik 152 Continent of Mysteries 152 Index 156 CHAPTER ONE BUILDING AN EBERRON CHARACTER The EBERRON Campaign Setting provides all the rules necessary for creating a character to play in Eberron. Key elements include four new races: changelings, kalashtar, shifters, and warforged, and one new class, the artificer, as well as a number of new feats, prestige classes, and spells. It also offers guidance in choosing race, class, feats, and prestige class based on a character's region of origin, so you can make a Brelish character feel more Brelish than one from Aundair or Khyber. What the EBERRON Campaign Setting doesn't tell you is how to make your character feel like he or she belongs in the world of Eberron. That's what this section does. It outlines a dozen character archetypes: basic personal traits and background packages that can help you make a character who feels like a coherent part of the setting. Some of these character types are fairly generic: Any setting could feature outlaws, for example, or restless wanderers. Others are quite specific to Eberron, including chroniclers and inquisitives. Most archetypes work just fine for characters of any class and race. An outlander, for example, could be a half-ling barbarian from the Talenta Plains or a half-orc warlock from the Shadow Marches. Not every combination of race, class, region of origin, and archetype will make sense to you, though. Try to find a combination that appeals to you and works from there. There is no game-mechanical benefit to choosing a character archetype. Rather, each archetype consists solely of suggestions for developing the background, personality, and mannerisms of your character. CHRONICLER 'What a story!' -Kalva Dannor, gnome bard When you can sell a story to a public figure such as the Korranberg Chronicle or the Sharn Inquisitive, everything that happens around you star ts to look like a story that needs to be written. You seek out adventure wherever you can find it but you sometimes act more like an observer than a participant. Adventurer inPage 2







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