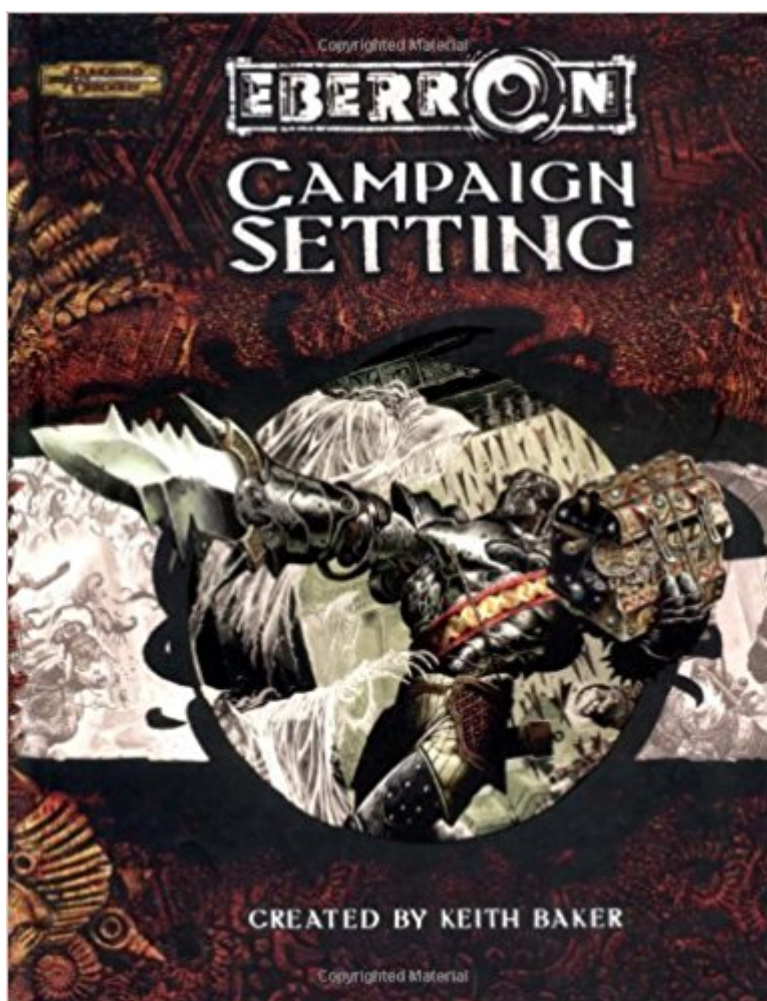




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Eberron Campaign Setting (Dungeons & Dragons D20 3.5 Fantasy Roleplaying)



Synopsis

An entirely new campaign setting for the Dungeons & Dragons® roleplaying game. During the spring and summer of 2002, Wizards of the Coast, Inc., put out a request to the gaming community for proposals for a new D&D game setting. 11,000 proposals and two years of development later, the Eberron Campaign Setting is the result of that search. This brand-new setting for the Dungeons & Dragons roleplaying game is an avenue for any D&D fan to experience swashbuckling adventure and explore mysterious new territories. Designed to introduce a new, fresh world with unlimited possibilities for exploration, the Eberron Campaign Setting includes everything needed to develop characters and run campaigns in this exciting new arena. It includes new character races, monsters, prestige classes, feats, organizations, and equipment unique to the world, and it introduces a new base class to the D&D game. It contains substantial information on new elements of magic, including spells, domains, items, artifacts, and more. Also included are historical and cultural details of the world, along with extensive illustrations and a wealth of maps that put the setting into vivid context. This title will also include both adventure hooks and a full adventure so that players and Dungeon Masters can immediately begin enjoying everything this rich new setting has to offer.

Book Information

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Customer Reviews

Lead author and setting creator Keith Baker is a computer game developer whose setting was chosen out of 11,000 submissions. He has done previous roleplaying work for Atlas Games and is also writing *Shadows of the Last War*, the first RPG adventure for the Eberron setting. Bill Slavicsek is the director of roleplaying game development at Wizards of the Coast, Inc. His most recent credits include the d20 Modern Roleplaying Game, the Star Wars Roleplaying Game

Revised Core Rulebook, and the Urbana Arcana Campaign Setting. James Wyatt is currently an Origins award-winning RPG game designer for Wizards of the Coast, Inc. His most recent credits include authoring Oriental Adventures and City of the Spider Queen and contributing to Fiend Folio, Draconomicon, and Player's Guide to Faerûn.

One of the better campaign settings in my opinion. Refreshing take on a classic game that reminded me of old Greyhawk. Steampunkish world of Eberron was what I hoped would make it into Pathfinder. I still use this material in my personal Pathfinder campaign :p

It is a really flavorful campaign setting, something unique. It may lack the depth and complexity of Forgotten Realms, but it finds its niche and its very accommodating of alternate rules, stating where they can be found in Eberron in some of the other books eg. Players Guide to Eberron. This is a good place to start if you want to play an Eberron Campaign. I recently finished the adventure in the back with my gaming group and it went surprisingly smoothly (however this may vary from group to group), the encounters were challenging but not lethal and the group had a great time solving all the puzzles.

Eberron is a setting written for D&D 3.5 and its idiosyncrasies. Everything "Core D&D" has a well thought out place in Eberron, which makes the setting really evocative, and full of twists when compared to its peers. More than that, its new addition to the game are iconic and interesting, deeply rooted within the setting and doesn't seem to be there "just for the sake of cool".

I love this book. I know, 3.5 is so 2005. But you know what? I recently got this book again to help me run a 5e game and it still holds up. Glad to repurchase this wonderful and complex world.

This book changed D&D for the better, in my opinion, and I'm glad to own a piece of my personal history from my college days.

As my title suggests, I think Eberron is an excellent exercise in looking at D&D with a different perspective than the traditional "medieval / low fantasy" point of view. It gets rid of the whole "you can't do high tech magic" D&D schtick from the early days of the game. I would recommend it for any DM looking for new ideas to add into their campaign. If your group does city / political adventuring, this gives you an excellent overview of a different way of setting it up. It won't be to

everyone's taste, but that's why there is chocolate and vanilla. I think, however, that almost any DM could pull some decent ideas for adventures out of the main campaign book. My main gripe with the whole Eberron series (and the reason for 4 stars) is that the organization is a bit weak and there are few indexes. An Eberron concordance which gives you pointers to various pieces of information in the books would be very helpful, especially if it were on line so it would be updated as new material came out. Of course that would be useful for the whole D&D product line as well. Anyway, stuff is scattered throughout the books. I know that WotC treads a fine line between redundancy of information and having multiple sources, but the Eberron materials seem a bit more scattershot than necessary. That said, I think the Campaign Setting book is an excellent reference guide and resource. One could easily swipe whole countries out of it and use them more or less intact in other campaigns with minor changes. The rest of the Eberron materials are less useful (as many of the basic adventuring ideas are repeated) unless you are actually planning an Eberron or Eberron style campaign.

Eberron, when advertised, claimed it would bring something new to the D&D world. Surprisingly, it has delivered and done so with style and grace. The first thing to remember is that Eberron is a campaign setting, not the new face of D&D that negates what came before. Eberron is an option, a world that actually feels modern while staying true to the roots of magic. In Eberron, there are constructs (magic powered robots) who have become sentient known as warforged. This "race" is rather young, or at least this incarnation of it--its possible they are in fact 1000 or more years old. There's also Sharn, the city where magic has given birth to technology meaning there's a lightning powered train, air ships like in anime, and many more surprises. There is even a class dedicated to making magical constructs and items known as an artificer. Eberron continues this "modern" take with a loosening of the alignment system, making it less defined and once again more akin to our real world politics. Now, why does this matter--because going through the campaign you suddenly start thinking about how great it would be to run your favorite anime, or a story like Bladerunner in Eberron, or Indiana Jones. You could even take the Star Wars series and fit it in with a few adjustments. As skeptical as I was, I can pleasantly admit that I was wrong about this setting which gives you a world where Moorcock and Cthullu can be mixed with Dick Tracy without seeming stupid.

This is a great book for all those dungeon masters who don't have time to make an entire world for their campaigns. It not only has really nicely detailed kingdoms to adventure through, it gives you

new classes and races too. It also has some interesting NPC builds to use for jumping in. There are a lot of great pictures as well, making it nice to just look at. Highly recommended for a new twist in the D&D multiverse.

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