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Eberron player's handbook 4e pdf

in: Eberron, Rule Supplements, June 2009 launches Share Player's Guide to Eberron GenreRole-playing gamePublisherWizards of the CoastPublication dateJanuary 2006Media typePrintISBN0-7869-3912-5 Player's Guide to Eberron is a supplement to issue 3.5 of the Dungeon role-playing game & Dragons. Contents Player's Guide to Eberron is an accessory for the Eberron stage that explores the world from the player's point of view and introduces new options for the characters. The Eberron Player Guide describes important locations, events, organizations, races, and features of Eberron's campaign setup, organized so players can use the book as a practical reference guide. This book also offers new feats, prestige classes, spells and magical items. History of Player's Guide to Eberron was written by James Wyatt, Keith Baker, Luke Johnson and Stan!, and published in January 2006. The cover was by Wayne Reynolds, with interior art by Anne Stokes, Brent Chumley, David Michael Beck, Draxhall Jump Entertainment, Eric Deschamps, Francis Tsai, Howard Lyon, Lucio Parrillo, Steve Ellis and Steve Prescott. Receive This section is empty. You can help by adding it. (March 2013) External Links Product Information https://en.wikipedia.org/w/index.php?title=Player%27s_Guide_to_Eberron&oldid=945464390 Recovered References Starts your review of Eberron Player's Guide: A 4th Edition D&D Supplement A pretty good setup book, although I felt trying to look more for that dungeon-punk aesthetic. D&D4e is my favorite edition of D&D, and Eberron is definitely up there for the top 10 favorite settings. It's great. However, a few more paragraphs on the Five Nations and history would have been more appreciated. Loving all things D&D doesn't stop me from seeing that this is one of the best guides out there. And I love the Eberron Campaign as a whole. Eberron is, hands down, my favorite D&D world. In fact, it can be my favorite scenario for any role-playing game. Combining fantasy tropes with noir, pulp adventure and a general atmosphere after World War II, along with the converted magical technology that feels a bit like steampunk, it's one of the most unusual worlds Wizards of the Coast (or TSR) has ever produced. It was well supported in D&D 3.5, not surprising since it was essentially the official world for 3.5. It bothered me that Eberron was never, hands down, my favorite D&D world. In fact, it can be my favorite scenario for any role-playing game. Combining fantasy tropes with noir, pulp adventure and a general atmosphere after World War II, along with the converted magical technology that feels a bit like steampunk, it's one of the most unusual worlds that of the Coast (or TSR) has never produced. It was well supported in D&D 3.5, not surprising since it was essentially the official world for 3.5. I was depressed because we never have a book like Five Nations for Eldeen Reaches, Talenta Plains, etc., but overall I have a lot of useful information to run this world. What I need to run it in 4E are two things: Rules for dragon marks and some Eberron-specific monsters. The first ones are in this book, let's hope there are a few of the seconds in the campaign book. My general reaction to this book is a slight disappointment. It's not much changed from 3.5 Eberron, but the changes made are quite opposite to what I like about the setting. Changing things a little bit so that civilized Eberron becomes a point-of-light adjustment risks making it a little more generic, and Dragonmark's new rules make dragon marks much less effective for anyone who doesn't specialize in any class that has those abilities. So no more Halfling Fighter whose healing mark allows you to heal. Instead, virtually any Jorasco dragon-branded smart healer is going to be a clergyman, a bard, or another kind of leader. Forget about being a Ranger or Rogue in Orien's smugglers' division... you want Warlock so you can benefit from that teleportation. The Paragon Ways compensate for this a little, but essentially the dragon marks have been very de-fed, and at the same time made considerably less flexible and less interesting. A pity, given its prominence in the environment. The new Artificiero is great. The settings for the Changeling, Warforged and Kalashtar are also pretty good. But overall, as someone who is a great believer in 4E, and a great believer in Eberron, I am a little annoyed that I am no more excited about 4E Eberron right now. While it didn't receive the massive (unpopular) update made by the Forgotten Realms, even making small adjustments on stage feels like a false step, as this was a cool, young setting that didn't need many adjustments. I'd rather they worked harder to mix the new 4E mechanic (which I love) with the existing Eberron flavor than try to adjust the dragonmarks paper or try to adjust light points. It's a solid book. WOTC rarely produces any D&D book these days that is not at least solid. But it's a disappointment for this big fan of both 4E and Eberron. ... more very closed to finish reading and I have to say it's as good as the campaign guide. Of course, concise, fun and interesting! makes you want to play/run the game right away! Eberron Player's Guide: A 4th edition D&D supplement by David Noonan (2009) You are reading a free preview of pages 7 through 12 are not shown in this preview. These free preview pages are not displayed in this preview. These preview pages are not shown in this preview. These free preview pages on pages 37 through 45 are not displayed in this preview. These free preview pages are not displayed in this preview. These free preview pages are not displayed in this preview. 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