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Eberron map of khorvaire



You've spent the last year working hard as an adventurer in the Forgotten Kingdoms - killing monsters, clearing dungeons, trading with the local guild of thieves. You're ready for a vacation. You deserve a vacation! Can we suggest Eberron's world? Come and enjoy its rich history built on heroic acts, evolving magic... and yes, we assume, his wounds of a long and devastating war. Here we offer some more maps to help plan your trips! Khorvaire Most of the players' characters begin their Adventures of Eberron on the continent of Khorvaire, home to a wide range of peoples and cultures. Once unified under the Kingdom of Galifar, today Khorvaire is divided into many nations - some ancient, others newborn from the crucible of war. Eberron: Rising from the Last War includes a map of Khorvaire posters. For ease of reference, we have included a digital version below, along with different labeling options: Tagged (Select to view) (high res image here) Wireless V1 (Select to see) (high res image here) V2 untagged (Select to view) (high res image here) The city of Sharn All major themes of Eberron manifest in Sharn, the largest city of Khorvaire. It's a place of magic, with sky-coaches circling towers a mile high and mystical forges working incessantly in the bowels. It's a place of adventure and intrigue. Humans make up about a third of their half a million people, and dwarves are one-sixth of them; the rest of its population is a mixture of each breed found in Khorvaire. War refugees still find their way into the city, along with tourists, spies, merchants and people hoping to find their fortune in eberron's largest metropolis. Also known as the City of Towers, Sharn can be a bit confusing for visitors. You can reference the following cutting view for help: (high res image here) Demonic ruins There are far more savage parts of Khorvaire than the City of Towers. Evil entities generated at the beginning of time still haunt the earth; and while the cities created by these ancient rulers are now only ashes, the Dust Lords still dream of restoring their primordial dominion. These lords maintain a variety of safe houses and shrines in Eberron, but their lightest sites are ruins scattered by the Demonic Waste. We include the map of one of these ruins, without labels in several ways: without grid, and also with the lava left without coloring in case you prefer to have this place flooded by water, mud, ooze... or how about chocolate? What a group of adventurers wouldn't be attracted to a huge river of chocolate! Checked (Select to view) (high res image here) V1 unmarked (Select to view) (high res image here) V2 unchecked (Select to view) (image eberron: Rising From The Last War released on November 19, 2019 with an MSRP of \$49.95. You can order it now at your local game store, from bookstores like Barnes & Noble, too too In addition, Roll20, and Fantasy Grounds. It is also available on Steam, or online at retailers such as Amazon. DUNGEON OF THE MAD MAGE When it comes to dungeon maps, it's hard to beat the wonder of those found within Waterdeep: Dungeon of the Mad Mage. We take a level of the book for use in their games: Level 2: Arcana Chambers This level is particularly relevant because it includes a gang of wererat (not to mention a tribe of elves, a troubled sleep, and members of a doomed adventurous party), which is in accordance with the spirit of the Rat Year that was infused throughout this edition of Dragon+. Tagged (Select to view) Untagged (Select to view) Waterdeep: Dungeon of the Mad Mage released on November 20, 2018 with an MSRP of \$49.95. You can order it at your local game store, at bookstores like Barnes & Noble, or online at retailers like Amazon. Waterdeep: Dungeon of the Mad Mage is also available via Fantasy Grounds, Steam, Roll20, and at D&D Beyond. TOLSTOFF KEEP Elsewhere in this issue, Dragon Classics looks back on Copies of Evil — specifically, the Villainous Tolstoff brothers. Below we include maps of his chapter, including Tolstoff Keep and his inner encounters: Tolstoff Keep (Select to view) (high res image here) Barbican (Select to view) (high res image here) Chapel (Select to view) (high res image here) Catacombs (Select to view) (high res image here) Copies of Evil can be found in the DMs Guild in PDF form for \$14.99. Cartographers As always, our appreciation goes to our amazing cartographers; this issue, these include Mike Schley, Dyson Logos, and Lee Moyer. in: Continents, Geography, Khorvaire Edit Share Khorvaire is the main continent of the world of Eberron. Most of the materials published for Eberron's campaign concern Khorvaire and its residents. Geography[edit | editing source] Khorvaire is found in the northern hemisphere of Eberron. It is bounded by the Bitter Sea to the north, the Lhazaar Sea to the east, the Barren Sea to the west and the Thunder Sea to the south. Khorvaire's landscape varies widely, from vacant terrain and forbidden mountains in the north to deserts and jungles in the south, with everything in between. Nations and Regions[edit | editing source] Khorvaire is a large continent with many autonomous nations and regions. The borders of many of these areas are disputed, although they have been determined in the Treaty of Throne. The main nations and regions of Khorvaire are: Aundair, Breland, Karmath, Thrane and Mournland (formerly known as Cyre). Races and Cultures[edit | source of edition] Many races make Khorvaire their home. The largest cities on the continent are melting pots of many different species and cultures. Humans[edit | editing source] Humans are not native to Khorvaire, having emigrated the continent of Sarlona thousands of years ago. However, since then they have come to dominate the continent, both in numbers and in power. Humans founded the Five Nations, and most of them still live in these areas. The largest human populations are in Aundair, Breland, Karmath, the Principalities Lhazaar and Thrane. The Kingdom of Galifar spread throughout the areas now known as Aundair, Breland, Karnath, Cyre/Mournland, and Thrane collectively known today as The Five Nations. The collapse of the Kingdom of Galifar was, in fact, what started the Last War. Dwarves[edit | editing source] Dwarves are native to Mror Holds. The largest dwarven settlements are there, but can be found throughout the continent. Strong family ties and clans are the core of dwarf society. In addition to being experienced craftsmen and craftsmen, dwarves are also Khorvaire's financial experts, using the wealth of their mines as collateral for a successful banking system as administered by Casa Kundarak. Khorvaire's dwarves dominated the art of corporate warfare and used much more than bloodshed to achieve their goals. This section is a stub. You can help us by expanding it. Elves[edit | editing source] Elves are also not native to Khorvaire. There are three distinct cultural groups of elves that can be found in Khorvaire: the aetheus elves come from the subcontinent of the island of the same name. There are no large settlements of aetheus elves in Khorvaire, but they can be found in almost every major city. The Valenar elves, or Tairnadal, have their home in the nation of Valenar. Valenar was part of Cyre, but was conquered by elf mercenaries during the Last War. Members of houses marked by elven dragons (Phiarlan and Thuranni) can be found throughout the continent, especially in cities that have Phiarlan or Thuranni enclaves. Gnomos[edit | editing source] Gnomes are native to Zilargo, and can be found throughout the continent. Although typically friendly and charming, gnomes are also prone to engage in deception and enjoy games of intrigue. The scale of these games can be large or small, from discovering gossip about a city mate to trafficking in state secrets. However, other breeds tend to underestimate gnomes with their friendly manners and short stature. Above all, gnomes are extremely social people who work hard to keep their families and society intact. To this end, The Sivs Sane Sivs works in diplomacy and communications, helping to keep Khorvaire's largest society intact. From the smallest family and circle of friends to national treaties and large corporate contracts, members of Casa Sivs work very hard to keep the continent connected. This section is a stub. You can help us by expanding it. Goblinoids[edit | source of Goblins, hobgoblins and bugbears once ruled most of Khorvaire before human settlement. Although only ruins remain remain most of his empire, some are trying to rebuild it in Darguun. Like Valenar, Darguun was once part of Cyre, before being captured by hobgoblin mercenaries in the Last War. Many elves can also be found in the nation of Droaam. Elves exist as an impoverished subclass in many human cities. In addition, hobgoblins and insect bears employed as mercenaries by House Deneith are common in conflicts across the continent. Half-Elves (Khoravar)[edit | editing source] Half-elves are common in Khorvaire as a distinct race, called Khoravar. Most are descendants of elves who came to the mainland with the houses marked by the elf dragon. Many Khoravars are associated with the Semi-Elven, Medani and Lyrandar Houses. Due to its association with The Lyrandar House, Khoravar can be found almost everywhere in Khorvaire. Half-elves who are children of human/elf couples are much less common, but can be found in places with large human and elf populations. Halflings[edit | editing source] Halflings are native to the Talenta Plains. Halflings living there have a very traditional, nomadic tribal lifestyle. Halflings that have migrated to large cities tend to be more cosmopolitan and human-like culturally. Orcs and Half-Orcs[edit | editing source] Orcs and their descendants, the half-orcs, inhabited the western part of Khorvaire for millennia. They can be found in all regions there, mainly in the Shadow Marches, the Demonic Waste and Droaam. Gallery[edit | edit source] References[edit | edit source] Eberron campaign configuration. Keith Baker, Bill Slavicek and James Wyatt (2004). Wizards of the Coast. ISBN 0-7869-3274-0. Eberron Campaign Guide. James Wyatt and Keith Baker (2009). Wizards of the Coast. ISBN 0-7869-5099-4. Continents Geography The content of the Khorvaire community is available under CC-BY-SA unless otherwise noted.

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