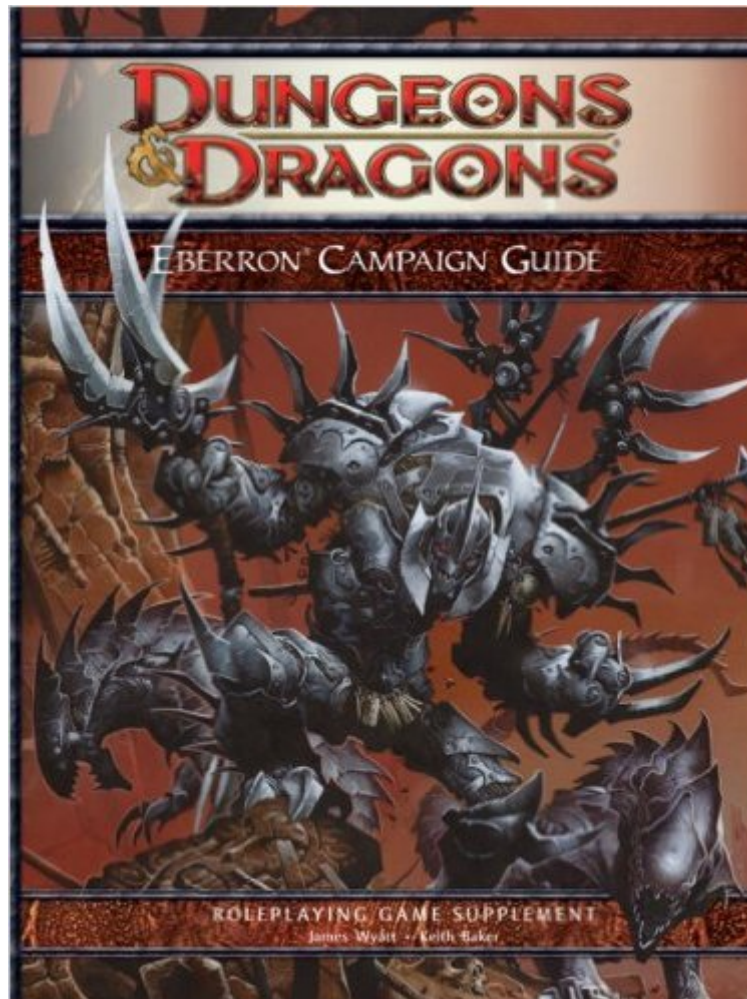


The book was found

Eberron Campaign Guide: Roleplaying Game Supplement



Synopsis

The Eberron(R) world moves into 4th edition D&D(R)! This book contains all the information any DM would need about the world of Eberron. This exciting world is complete with soaring cities, vicious wars, and a gritty mean-streets style that harkens back to the traditions of film noir. The Eberron campaign setting is updated into the 4th edition D&D family with the Eberron Campaign Guide. Featuring all of the character elements from the core rulebooks, this updated version of the Eberron world is a must for any gamer that likes the magic-as-technology, film noir, high-adventure campaign setting that was chosen from over 15,000 game submissions.

Book Information

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Customer Reviews

Hey there space cadets, All of the fans of D&D out there know this already, but it bears repeating: this month sees the release of the second Campaign sourcebook for Eberron, and the second campaign guide for 4e. The question to be answered here is simple. Is the Eberron Campaign Guide worth my \$30+ dollars? The short answer is yes. The longer answer is maybe. (By 2 letters!) First all, to anyone out there reading this who isn't a DM (and has no aspirations to be one) this book will not be of use to you. Go get Divine Power this month instead. Now, to my fellow DMs: ask yourselves a question. What kind of stories do I like to tell? If the answer is high action, swashbuckling, intrigue filled, noir-influenced, gritty, pulp, etherpunk (thanks goes to a buddy of mine for that word) style games, then Eberron is a perfect match. If your answer is high fantasy, good vs. evil, light vs. dark, order against chaos, heroes and villains, ancient swords and reborn kings, then you probably want to look at Forgotten Realms. But then again, maybe you need a change ... Eberron games have been described (by the folks at Wizards, no less) as cinematic in

nature. Encounters (both combat and social) are set pieces, with one major item of information to be imparted during the course of the scene. And there is plenty of cinematographic stuff: the high towers of Sharn, battles on flying airships, monsters on the high seas, train robberies on the lightning rail, eldritch monsters from the age of demons trapped in ancient ruins deep beneath the earth, old jungle temples choked with vines and dark spirits, and on and on.

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