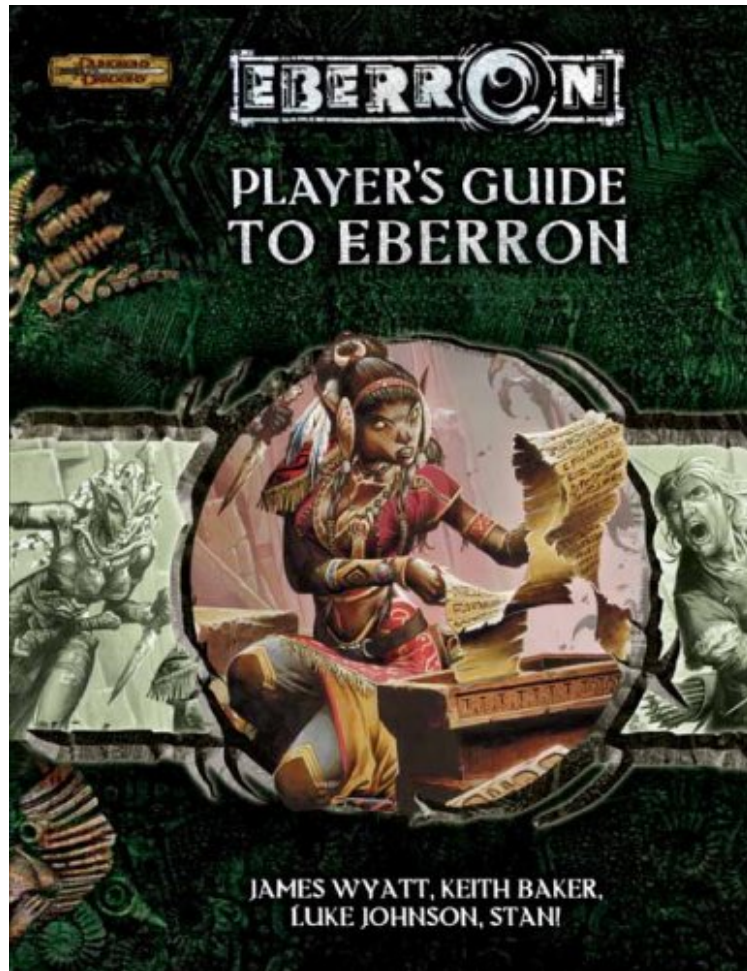


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Player's Guide to Eberron (Dungeons Dragons d20 3.5 Fantasy Roleplaying, Eberron Supplement)

*James Wyatt, Keith Baker, Luke Johnson, Steven Brown
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James Wyatt, Keith Baker, Luke Johnson, Steven Brown : Player's Guide to Eberron (Dungeons Dragons d20 3.5 Fantasy Roleplaying, Eberron Supplement) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Player's Guide to Eberron (Dungeons Dragons d20 3.5 Fantasy Roleplaying, Eberron Supplement):

8 of 8 people found the following review helpful. A Pleasant Surprise By K. Kanitz Frankly, I was hesitant to pre-order this book--I thought it might be little more than 'Eberron Campaign Setting Book Lite'. I was pleasantly surprised at the contents. 1) The book introduces a variety of character archetypes to help in roleplaying your character, from the

world-weary hero who survived the last war (barely) to the reporter eagerly chasing down stories of corruption to the master detective who unravels mysteries--11 character concepts in all. These are not new classes, but ways to play one of the existing character classes--the world weary hero could be a fighter or a wizard, for example. I found these archetypes to be well thought out and interesting.2) The book shows you how material in other DD books show up in Eberron; the goliaths, raptorans, and illumians from the Races books, the new character classes introduced in Complete Warrior/Adventurer/Divine/Arcane books, material from Frostburn, Sandstorm, Stormwrack, Magic of Incarnum--if you like using any of these supplements, this book shows you how and where to incorporate them in Eberron.3) The book is laid out like an encyclopedia; subjects are presented alphabetically, each receiving (at minimum) a two-page spread (a few receive four or even six pages). Each includes a sidebar listing Difficulty Checks for PCs to know the information contained in the article. Over all, a nice presentation. I definitely recommend this book for those interested in Eberron.3 of 3 people found the following review helpful. Very UsefulBy Karl A. RodriguezOf all the books at my fingertips in a gaming session, this one (besides the core Eberron book, PHB, DMG, MM) gets the most use. I really like the information provided to the players based on their skills. Furthermore, it is easier to track down this information than in the Eberron Campaign Setting book.0 of 0 people found the following review helpful. Not my favorite setting, but it's well organized and representedBy Mark PackerNot my favorite setting, but it's well organized and represented. A lot of people enjoy it, so you probably will too.

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? Players Guide to Eberron answers these questions and more. This companion to the Eberron Campaign Setting explores the world from the players 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 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 booksPlayers Handbook Dungeon Masters Guide Monster ManualEberron Campaign Setting