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Eberron: Explorer's Handbook



Synopsis

The ultimate sourcebook for players wishing to explore the world of Eberron. The Explorer's Handbook showcases the multi-continental aspect of the Eberron setting. The chapter on travel discusses instantaneous and played out travel and provides deck plans for airships, the lightning rail, and galleons, plus other methods of conveyance. A chapter on Explorer's Essentials offers information on travel papers, preassembled equipment kits, how to join the Wayfarers' Foundation, and more. This handbook encourages players to explore the entire world rather than remain fixed in one region.

DAVID NOONAN is an RPG designer/developer at Wizards of the Coast, Inc. Recent credits include authoring Complete Divine and co-authoring Races of Stone and Unearthed Arcana. RICH BURLEW is a freelance writer whose previous design credits include Monster Manual III. He was also one of the three finalists in Wizards of the Coast, Inc.'s new campaign setting search in 2002. FRANK BRUNNER has been working in the game industry for four years and has written several articles for Dragon Magazine and Dungeon magazine.

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Customer Reviews

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It arrived in superb condition. I couldn't have asked for a better sale.

This is a very solid supplement for Eberron. One of the primary elements of Eberron is exploration and mystery. This book delves into that aspect of the Eberron game world. Running around the jungles on Xen'drik, crawling the depths of Khyber, wandering the wastes inside the Gray Mist? There is something here for you. There are some cool prestige classes, new skills, feats, etc.... This isn't the end all of supplements, but it can prove to be invaluable for any Eberron campaign. Enjoy!

Very useful in the Dungeon & Dragons games that my son enjoys playing. Will probably order more in the future.

This guidebook has tons of great insights to making an interesting and fun adventure in the world of Eberron. Although definitely not a necessity, I'd recommend it to any beginner or intermediate DM.

Needed some 3.5 books glad to find these! They were in perfect condition now my set is almost complete! It is always nice to find quality books for a good deal!

Well, another Eberron book, and another winner. The artwork in this book is awesome, the cover art, the chapter beginning and pictures throughout are all of consistent high quality. The content seems to be well laid out, however the lack of index in reference books is becoming frustrating. The book contains the following Chapters (you will need the TOC as there is no index...) Introduction Intro and overview, how to read the stat block etc. Chapter 1: Travel Reasons for travel, motivations for travel, (I especially liked the section on travel vs. teleport, which gives a range of situations in which travel not teleport is appropriate.), how to travel, modes of transport, travel encounters Chapter 2: Tools of the trade Elemental vessels, everything you wanted to know, how to construct, controlling bound elementals, freeing them and so forth. Airships, attacking airships, elemental landcars. Lightning rail, movement of, battles on and a useful lightning railcar map. Stormships and wind galleons and other vessels. The chapter then goes on to boarders, forged papers, funded expeditions, organisations and then has... 3 Prestige classes Cataclysm Mage A seer like mage who's desire for forgotten knowledge and prophecy leads to great power and greater risk Thunder Guide A sort of scout/ranger adventurer Windwright Captain Most likely an NPC class as it revolves around piloting

elemental vessels. Chapter 3: Points of Origin (Containing 4 Map Sites) Where adventures start, a few adventure hooks, a map of the docking tower at stormhome, a lightning rail station etc. The Crimson Ship deserves special mention as an inventive and potentially exciting role-play side adventure. Chapter 4: Midpoints (Containing 4 Map Sites) The places along the way, along with many further adventure ideas to go with them. Chapter 5: Destinations (Containing 9 Map sites) The final destination of the adventure, described in the chapter are several fairly well detailed locales. The Khyber Dragonshard Cavern, the Shalquar Monastery and Tharkgun Dhak appeal particularly to me. Appendix: Ancient Treasures Giant and Dhakaani Antiquities Magic items from past ages, some cool new items and a new special material (Eldritch whorlwood) The book is packed with adventure hooks, detailed maps and ideas. Looks like it will be a fantastic game aid and the artwork is fantastic. 4 stars, possible 4.5, however the lack of index prevents a 5 star rating.

As others have stated, this book really is more valuable for DMs than players. Being a DM playing in the Eberron setting, however; I find that this book includes many of those little tidbits of information like travel times and side adventure material that really fill in a world. A lot of the information in this book could be made up by a DM if they didn't have it, but having concrete rules in place lends a stability to the world. I found that reading a 'starting location' entry can give numerous adventure ideas that can easily be fleshed out. Again, really much more useful for a DM than a player, but interesting either way.

Accidentally ordered two. Gave one to a friend because the information and price were worth it. Timely shipping and arrived in the condition that they said it would.

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