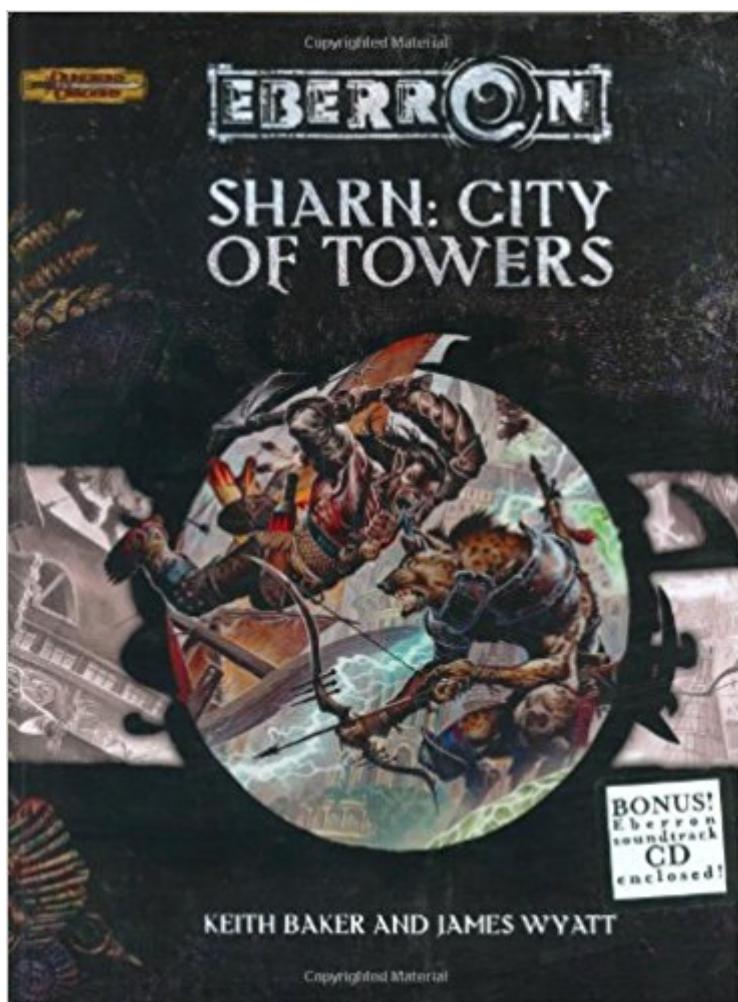


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Sharn: City Of Towers (Dungeons & Dragons D20 3.5 Fantasy Roleplaying, Eberron Supplement)



Synopsis

The first sourcebook detailing the central metropolis of the Eberron campaign setting. Sharn: City of Towers illustrates and characterizes the most important city in the entire Eberron setting. The city of Sharn is a source of great intrigue and adventure on Eberron, making it the launching point for most campaigns and adventures. Sharn: City of Towers describes how Sharn looks and works, from power and politics to trade and commerce, and with four-color illustrations throughout. There are detailed geographical descriptions of every part of the city, with a complement of maps for visual reference. Monsters and villains prevalent in the city make an appearance, and there is detailed information on what characters can do and obtain in Sharn to improve their adventuring skills. Dungeon Masters will find a wealth of information on running campaigns in Sharn, and adventure hooks are provided for immediate gameplay.

Book Information

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Customer Reviews

Author and Eberron setting creator Keith Baker is a computer game developer who has done previous roleplaying design work for Atlas Games. His most recent credits with Wizards of the Coast, Inc., include the new Eberron Campaign Setting and the Eberron adventure *Shadows of the Last War*. James Wyatt is currently an Origins award-winning RPG game designer for Wizards of the Coast, Inc. His most recent credits include authoring *Oriental Adventures* and *City of the Spider Queen* and co-authoring the Eberron Campaign Setting, *Draconomicon*, and *Player's Guide to Faerûn*.

I picked up this book to use for my new D&D 4 Eberron game. While the Eberron Campaign guide

for 4e has tons of useful DM info, I decided I wanted a more exhaustive and detailed guide for the largest metropolitan center of Khorvaire. This book while set in 3.5e is still a very useful guide to Sharn in 4e. Some minor changes have to be made but about 99% of the material in this book is easily translatable to 4e. The book does an amazing job of detailing every level of this labyrinthine city including its power, political, mercantile and judicial structures and NPCs of note. The book is mostly fluff text so you need not worry that you wont be able to use this for 4e.

An index would be great. And more maps. This does give quite a lot of background on the city and the inhabitants. Motives, goals, ideals. Excellent source book

Sharn: City of Towers is a nice addition to any Eberron collection. I found that it was a good book to help plan an adventure or a course of action because the layout of the book is not very good. So it actually takes a while to find a district of Sharn on the spot. There is no index in the book so you kinda have to guess where to look. Unless you read this book all the way through you will never really know what's in it. It does do a good job laying out the different districts of Sharn and gives some good NPC info. Otherwise I would say the book is a DM manual for sure. I do enjoy this book and the content of it is useful, it's just hard to figure out. Also the CD that comes with this book is a nice soundtrack for gameplay.

After going through the book, reading the details, I have so many plot hooks and adventure ideas, I am almost overwhelmed as a dungeon master! Very happy I added this to my collection!

My husband does a lot of tabletop gaming and has informed me these work well with any game because it can mesh well with all systems. Highly recommended!

The content of this book is 5 stars, like the Eberron campaign setting itself. I've already started using the four criminal organizations, we've had a trip to the Silver Flame temple in Fallen, and I hope to contrast that with the corrupt but rich Silver Flame church in the Sovereign Towers. The Cogs and Sewers are next. There is more information than I will ever need on the many districts of the city, but it all helps to reinforce the whole feel of the Eberron setting. Unfortunately, unless you have a photographic memory you're going to have trouble bringing it all together since there's no index. Even reading cover to cover there are a number of forward references with no quick way to look them up. Wondering who the Blackened Book is? Can't remember who The Lady of the Plague

is when she's mentioned under The Children of Winter entry? Where does the secret head of the assassins live? Don't count on quickly finding something in the middle of play. Combined with a small number of typos and mistakes a good editor should have caught, I have to give this book two to three stars. This is the second time I've been disappointed by WotC's choice to not include an index in a reference book. I know Keith Baker is putting together an index on his personal web site, but WotC should have included one from the beginning. If I hadn't already been so taken by the Eberron setting I would have passed up this book in protest.

If you're looking for a highly detailed city book for an Eberron campaign you can't go wrong here. Sharn provides endless outlets for adventure, from thieves guilds to corrupt officials to exotic and interesting locales in the city itself. This setting book is focused almost exclusively on the city of Sharn itself, with only a brief discussion of the rest of Eberron and how it relates to Sharn politically and economically. Those who are looking for additional crunch - rules and Prestige Class - will be disappointed, though what is here is very well integrated with the city. The bulk of the book breaks the city down into Districts and presents extensive information on these smaller sections of the city. Prominent businesses, guilds, NPCs, and other such information is presented. Politics, law and order, and life in Sharn each receive their own detailed chapter. Eberron fans can't pass this one up. While the information is only focused on the city of Sharn, the feel of the book is entirely Eberron.

This book is only useful if you are a DM running an Eberron Campaign. If that describes you, then this book is a must have. Most modules, characters or general adventures start out in Sharn, the capital of Korivare's melting pot. It's the only place really that anyone of any race and nation can meet up, without half of them being persecuted and hunted before you start. This book details down to every district and level what Sharn is. It also provides NPCs, such as the Mayor of Sharn. This book also normalizes an important city, in that since you don't need to invent it, the city's integrity will run throughout your campaign and someone else's. Take note that this book is only background fluff. There are a few city maps, but other than that it's purely information. Also take note that the CD is poor at best.

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