



RACES OF EBERRON™

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Introduction

Races of Eberron is a rules supplement for the DUNGEONS & DRAGONS® Roleplaying Game. It is primarily a player resource focusing on new options and expanded rules for D&D players whose characters are shifters, changelings, kalashtar, or warforged. DMs can use this book as a resource for creating NPCs and adventures, either in the EBERRON campaign setting or in any setting of their own creation that includes these unique and interesting races. This book also includes the basic descriptions of the races that it covers, making it possible to make and play characters of these races even if you don't own the *EBERRON Campaign Setting* book.

WHAT IS A RACE OF EBERRON?

The four races described in the *EBERRON Campaign Setting*—the subtle changelings, the introspective kalashtar, the feral shifters, and the mighty warforged—are all thoroughly described and fleshed out in this book, making them part of the core D&D experience in addition to preserving and accentuating the roles they play in the world of Eberron.

Why is *Races of Eberron* a core D&D supplement and not an Eberron-specific book? Changelings, kalashtar, shifters, and warforged are excellent additions to any D&D campaign, offering fun and unique experiences and enriching any setting. However, players should check with their DMs before creating such characters, just to be sure they're valid options in the campaign. And, frankly, we're so pleased with these new races that we want all DMs and players to think about including them in their games.

WHAT'S IN THIS BOOK?

This book contains information for players and DMs, showcasing new options for characters and creatures with a connection to these races.

Warforged (Chapter 1): This chapter goes beyond the warforged description in Chapter 2 of the *EBERRON Campaign Setting*, detailing warforged psychology, with its emphasis on the strange mindset that these living constructs have, the limitations inherent in their recent creation, and many of their traditions and abilities. This chapter also discusses how to act and talk like a warforged and describes what it's like to spend time immersed in warforged culture.

Shifters (Chapter 2): Swift and feral humanoids with a trace of lycanthrope blood in their lineage, shifters can take on animalistic characteristics for a short time.

In addition to the traditions, roleplaying advice, and descriptions of shifter attitudes that you'll find in this chapter, it includes four new shifter traits, providing even more options for this powerful race.

Changelings (Chapter 3): Chapter 3 delves into the difficulties of changeling life, highlighting the ways in which they deal with the distrust that others often show them. Changelings deal with their abilities and the mistrust they engender in remarkably diverse ways, and this chapter provides detailed advice on the ways that changelings express their abilities.

Kalashtar (Chapter 4): The thoughtful kalashtar fight an unending struggle against the dreaming dark and the forces of the Inspired. The kalashtar have developed powerful psionic and martial traditions, and many of these are discussed along with the race's description.

Other Races (Chapter 5): A mix of subraces and cultural writeups appears here, and the humanoid races from the *Player's Handbook* are discussed in terms of their role and characteristics within the EBERRON setting. Although this information might seem at first applicable only to an EBERRON campaign, the traditions, customs, and roleplaying advice described in this chapter can be adapted to nearly any race, culture, or campaign.

Character Options (Chapter 6): This chapter offers new racial substitution levels and new feats for the races of Eberron. The new feat types introduced in the *EBERRON Campaign Setting* for warforged and shifter characters are greatly expanded, and other feat choices designed for changelings, kalashtars, elves, dwarves, and the other races of Eberron abound.

Prestige Classes (Chapter 7): This chapter provides eight prestige classes, two for each of the main races described in this book.

Equipment (Chapter 8): Included here are magic items and exotic gear that enhance the abilities of the races described in this book.

Magic and Psionics (Chapter 9): The final chapter of *Races of Eberron* offers new arcane and divine spells, artificer infusions, and psionic powers.

WHAT YOU NEED TO PLAY

Races of Eberron makes use of the information in the three D&D core rulebooks—*Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. In addition, it includes references to material in the *EBERRON Campaign Setting*, the *Expanded Psionics Handbook*, *Complete Divine*, *Complete Arcane*, *Monster Manual III*, and *Manual of the Planes*. Although possession of any or all of these supplements will enhance your enjoyment of this book, they are not strictly necessary.