

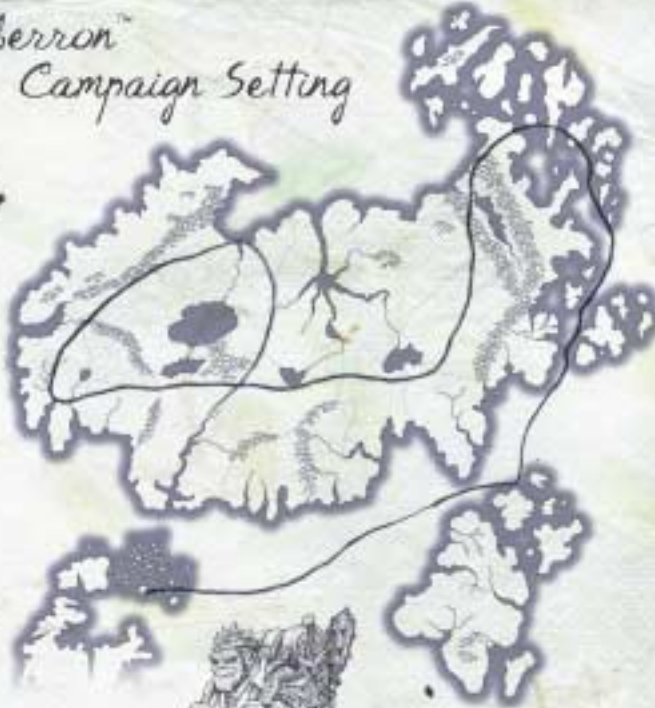
Now that the dust from the war is settled (and that misunderstanding in Trolanport has certainly died down), it's time to stretch my legs, flex my sword arm, and give this pen something worthwhile to record.

Exciting as this city can be, I'm anxious to be on the move again—to see the sights and fight the fights.

To make a name and a fortune for myself.

Eberron is waiting

*Eberron™
Campaign Setting*



*Self-portrait
Thunvarch*

Concept Art Dana Knutson, Steve Prescott, Mark Tedin

DUNGEONS & DRAGONS, Eberron, and the Wizards of the Coast logo are trademarks or registered trademarks of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. ©2003 Wizards of the Coast, Inc.

Exploring ruins in Xen'drik—
finally some real action

Exterior looks blasted
in places

Strange footprints



Columns with carved
runes are set farther back



This strange
marking was found
on several walls



Can't shake feeling that something is watching us

We recovered a magic staff and
some sort of glowing thurible.
Not sure what they do yet



Caught this
thing—
some sort of
goblin, I suppose—
rummaging through our supplies

Odd that we haven't run into
anything more hostile.

Need to find a good place to
hole up before dark.



No dragon shards yet

Flying over Sharn—the City of Towers



Headwear and hairstyle
from the Lhazaar
Principalities — piracy
must be in fashion
this season

Booked passage through
Wroat and Aundair
on the Lightning Rail



Translation
book
my next journal
pass
note
inexpensive

Discovered an unattended Inquisitor's
Utility Pack — it'll come in handy

This trip's off
to a good start

Exploring the Eldeen Reaches

Eldeen Star map



ornate metalwork



Tiamat was very visible



Our 'esteemed' shifter guide led us into the Shadow Marches

Anticipation by soldiers - short work

The shifter got us within 100 yards of this one dwelling

He said he could take us closer

We'd probably end up as decorations



What kind of heads are those?

Sailing through the Lhazaar Principalities



Old wind-powered ship
(much slower than ours)



One of the crewmen
from that 'slow' ship
(has an elemental
kenning) sails)

The pirates offered
to sell us our own
ship at a very
reasonable rate



Ambassador of the Aerenal Ebies
to the Lhazaar Principalities
returning home

Spent the whole voyage talking
with her gruesome entourage

Wouldn't sit for another sketch



Better company than
the 'ambassador'



Teeth can tear holes
in a ship's hull



"Borrowed" an etching of a
sea tiger to make this sketch

Arrived in Karrn'ath

the capital city of Karrn'th was visible when we were still nearly a half-day's travel away



Caught a glimpse of a man who matches inscriptions of Kasas Res

impressive nature



Destroyed by Throne Knights during the war to cut off direct access



Lord Rhodryk
Aarane



Wombat?

Lady Conarina
Aarane and her
pet (familiar?)

Met dwarf couple that were absolutely charmed by the idea of providing me passage on their airship

Flying East

Another airship passing overhead slowed to match our course



Elemental ring looked very powerful-

this thing was built for speed

Dropped below the cloud line and skimmed along the edge of the Mountain

More comfortable ride

I want to explore these structures on the horizon

I need to 'persuade' the Captain to take us closer.



What in Kifer was this?

Attacked by warforged before I could sketch the ruins

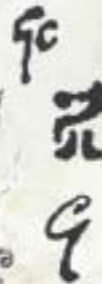
There were about 6 or 7 of them

Got out of there too fast to remember much else

Inquisitive described ruins from some of the other warforged



Note the rune



Lharvion 5

Joined caravan crossing Valenar

One of the Valenar elf guides hired by the caravan to take us through the desert—good insurance against attack by any of the Valaes Tairn

His name is Ehlyrran



Small herd of tribes also headed for the Talen's Plains



Aundair Dragonhawk

This one's been circling overhead for over an hour

Don't think I'll wander away from the main caravan today

I never realized how BIG those things were



More-primarily tribe

It swooped down and carried off a tribes with no effort

Talenta Dinoriders—stopped us as we neared
their encampment

Fiercest-looking
halflings I've
ever met

Those tents can hold about
25 Talenta halflings each



Look at the
claws on this thing

Interesting
marks—I'll try to get
one to add to my
collection



The Clawfoot is a disturbingly fast dinosaur
(even with the riders)

Lookout/Signal tower?

Finally—a halfling
'city' carved right into the
cliff face

Long
over

Very defensible



Last year, Wizards of the Coast explored
11,000 worlds to find the best in epic fantasy
and swashbuckling adventure.

The long search is over.

Eberron™

A Dungeons & Dragons®
Campaign Setting

Created by Keith Baker

- Roleplaying games
- Novels
- Electronic games
- Miniatures

Coming Summer 2004

