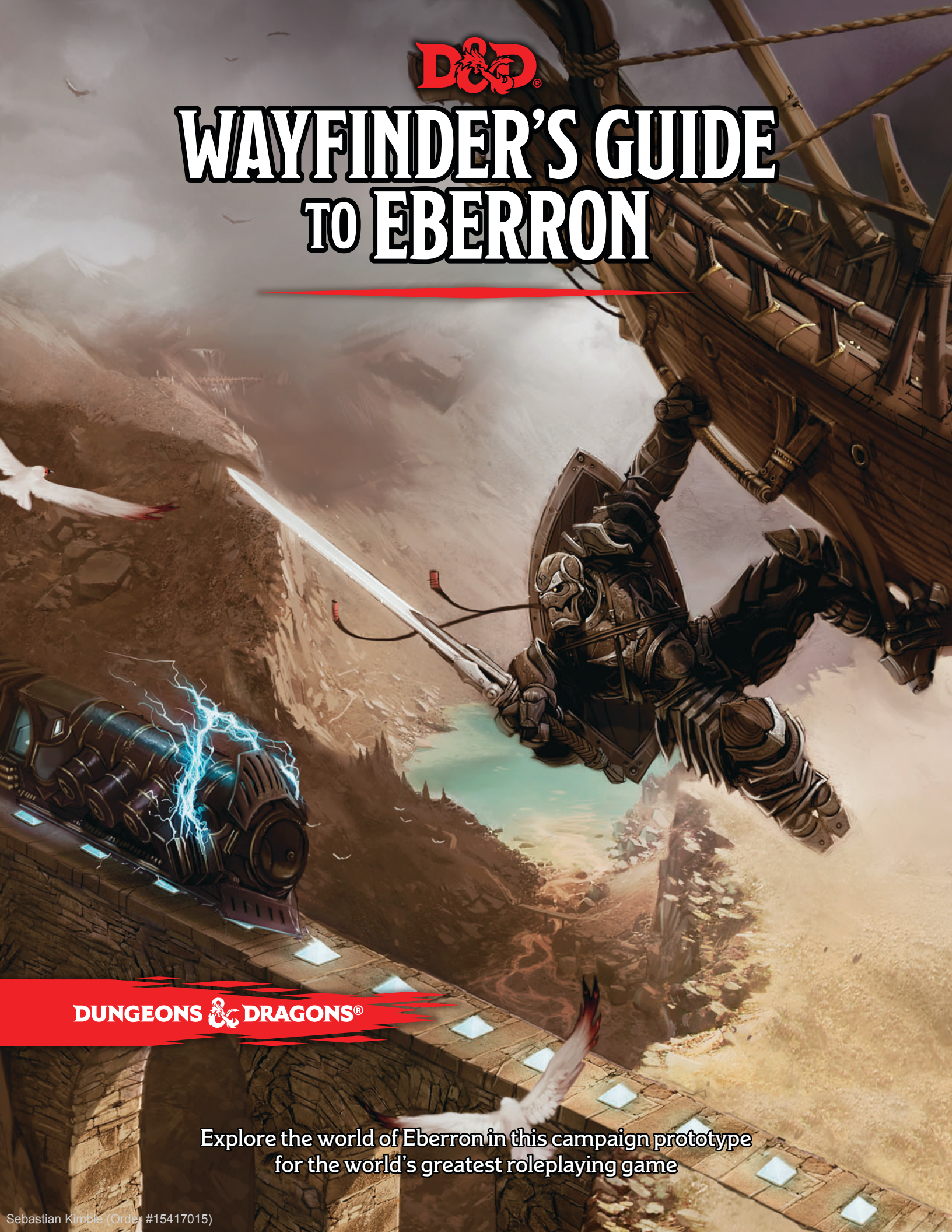


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INTRODUCTION

Arcs of electricity spark and flare, carrying the lightning rail toward the bridge. If Sundry is telling the truth, the train holds a fortune in Cyran gold… a fortune that rightfully belongs to the refugees scattered across Breland. And if Sundry is telling the truth, that gold is guarded by a cadre of undead soldiers, the elite warriors of Karrnath.

The airship Revenge *glides towards the bridge. The warforged ranger Pierce holds his sword in his right hand; with his left, he clings to the edge of* Revenge. *Pierce is a living weapon, built to fight for the people of Cyre. In a moment he'll release his grip, and if he times it right he'll land atop the coach and have a chance to reclaim the lost treasure. If he times it wrong, he'll be smashed to pieces at the bottom of the canyon.*

A human would hold his breath, but Pierce doesn't breathe. He just waits as Revenge *passes over the bridge, and then he releases his grip.*

EBERRON WAS BORN IN 2002 WHEN Wizards of the Coast launched a worldwide search for a new campaign setting. I imagined a world of swashbuckling adventure and dark fantasy, a place where magic formed the foundation of civilization. Over the course of the next year I worked with a team of amazing artists and game designers to refine and develop that core idea, and the end result was the *Eberron Campaign Setting*. In the years that followed, a host of authors, designers, and dungeon masters across the world have continued to expand and explore this setting.

This book brings Eberron to the fifth edition of DUNGEONS & DRAGONS, providing an overview of the core themes of the setting and the rules to connect them to current campaigns. It explores the continent of Khorvaire and the great city of Sharn. *The Wayfinder's Guide* provides ideas and hooks for compelling adventures, as well as an appendix with a list of sources you can use to learn more about the setting.

Bear in mind: this book presents *my* vision of Eberron. This is the world I run at my own table, and the way that I've converted its ideas to the fifth edition rules. All of the material here is presented for playtesting and to spark your imagination. The game mechanics are in draft form, usable in your campaign but not refined by final game design and editing. They aren't officially part of the game and aren't permitted in D&D Adventurers League events. If Wizards of the Coast decides to make this material official, it will be refined based on your feedback and then appear in a D&D book. Beyond that: Eberron is *your* world as much as it is mine. I hope that this book provides you with inspiration, but don't be limited by my ideas or decisions. Think of this as something you can build upon, not a codex of absolute law.

Welcome to Eberron: let's explore!



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CHAPTER ONE: WHAT IS EBERRON?

In an ancient ruin beneath the Demon Wastes, a band of heroes race to claim the Reaper's Heart. If the agents of the Emerald Claw reach it first, they'll unleash an army of the dead against the people of Khorvaire...

In the city of Sharn, a brilliant team of spies pull off an impossible scheme—breaking into the impenetrable vaults of House Kundarak. But instead of gold, they find a secret that could shatter the fragile peace between the Five Nations…

On the deck of an airship, a wizard debates the interpretation of an ancient prophecy with a blood-red dragon. If the sage loses the debate, the dragon will destroy the airship and everyone on it. But if she wins the argument the dragon will take them to distant Argonnessen… and no human has ever seen the land of dragons and returned!

What is Eberron? It's a world bound by a golden ring and surrounded by twelve moons. It's the intersection of thirteen planes of existence, which shift in and out of alignment. It's a place where magic has been harnessed as a tool—used to build cities, to sail ships through the skies, to create both wonders and weapons.

Eberron embraces swashbuckling action and pulp adventure and adds a layer of neo-noir intrigue. Stories don't always end well and there isn't a perfect answer to every problem. The Last War turned old allies into bitter enemies and destroyed an entire nation, leaving terrible scars behind. Crime and corruption lurk in the great cities of Khorvaire. Hidden dragons shape the course of history. Sinister fiends influence the dreams of the unwary. Human greed and ambition may prove more dangerous than any devil or demon. But through this darkness, there are opportunities for a group of bold adventurers to make a difference… for better or for worse.

This chapter explores these core themes and the ways that they can affect the stories or characters you create in Eberron. Here's a quick overview of what lies ahead.

- **A Magical World.** From warforged and airships to the mighty dragonmarked houses, magic is a part of the world and its stories.
- **Pulp Adventure.** Whether you're leaping from an airship or battling demons in forgotten ruins, Eberron encourages cinematic action and swashbuckling adventure.
- **Neo-Noir Intrigue.** Eberron is a world of difficult choices. The line between hero and villain is easily blurred, and even the champions of the light may have things they regret.
- **The Last War.** Eberron has just emerged from a century-long civil war, and the scars of that bitter conflict remain. How did the war affect your character, and how will it shape your story?
- **The Mourning.** This mystical cataclysm destroyed an entire nation and created a deadly wasteland in the heart of Khorvaire. The Mourning brought the war to an end, but it is a mystery and a threat that looms large over Eberron.
- **Ancient Mysteries.** Powerful artifacts are hidden in the ruined cities of giants. Dragons and demons scheme in the shadows, unraveling a prophecy that could shape the future. These ancient mysteries can be a source of fantastic adventures and terrible danger.
- **If it exists in D&D, it has a place in Eberron…** But it may not be the place you're used to.

These elements are all part of Eberron, but you don't have to use all of them in every story. As you go through this chapter, decide which themes appeal to you and best fit the stories you want to tell.

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A Magical World

The creation myths say that magic is the blood of the dragon Siberys, flowing down from the golden ring in the sky. Whether this is truth or mere myth, magic pervades the world.

Magic as a Tool. In Eberron, arcane magic is a form of science. The spells and rituals of wizards and artificers have been developed and honed over centuries, and those principles have been incorporated into daily life. Magic is used for entertainment, transportation, communication, warfare, and much more. While magic is widespread, there are limits to is power. You can book passage on an airship or get an illness cured by *lesser restoration*, but resurrection, teleportation, and similar effects are hard to come by. True wizards are rare and remarkable; most common magic is performed by a working class of magewrights, professional spellcasters who master a small handful of rituals or cantrips. The magical services available in Khorvaire are discussed in more detail in chapter 2, along with the availability of magic items.

Dragonmarked Dynasties. The magical economy is dominated by a handful of powerful families and the guilds they maintain. These are the dragonmarked houses, barons of industry whose influence rivals that of kings and queens. These dynastic houses derive their power from their dragonmarks: arcane sigils that are passed down through their bloodlines. A dragonmark grants limited but useful magical abilities, and over the course of centuries the houses have used these powers to establish powerful monopolies. House Jorasco dominates the medical trade with its Mark of Healing, while only someone with House Lyrandar's Mark of Storms can pilot an airship. Chapter 3 provides more details about dragonmarks and the dragonmarked houses, along with rules for creating dragonmarked characters.



Everyday Magic

Here are a few examples of how magic is integrated into everyday life in Khorvaire.

The **lightning rail** uses bound elementals to drive a train of carriages along a path of conductor stones. The rail links most major cities and is a simple way to travel long distances.

An **elemental airship** uses a fire or air elemental, bound into a ring that holds the ship aloft and provides motive force. The airship is a recent innovation that is transforming the business of transportation.

Everbright lanterns use *continual flame* to light the streets of Khorvaire. The flame never goes out, but metal shutters allow a lantern to be dimmed or shut down.

Speaking stones allow communication between distant communities. A short message can be sent from one stone to another, functionally similar to a telegraph.

Warforged are sentient humanoid golems. Developed during the Last War, warforged were created as weapons. The Treaty of Thronehold forbid the creation of new warforged, while granting freedom to the golems that survived the war. Rules for making warforged characters can be found in chapter 3.

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Pulp Adventure

Eberron is a world of swashbuckling adventure and two-fisted action. Whether you're a DM developing an adventure in the world or a player preparing to explore it, here are a few things to consider.

Exotic Locations. Lightning rails, airships, and other forms of transportation can facilitate travel to exotic locations. Adventures could take you to the colossal ruins left behind by the giants of Xen'drik, the warped landscape of the Mournland, or the dark demiplanes within the underworld of Khyber. Even if you prefer to stay in a town, you could find yourself in the mile-high towers of Sharn… or the ancient goblin tunnels that lie beneath it.

What Are the Stakes? What's better than a battle on the deck of an airship? A battle on the deck of an airship *that's about to crash.* Look for ways to raise the stakes of a scene, so players feel that every decision matters. This could be driven by the consequences of failure: through your actions, you're protecting your friends, your house, or your nation. It could be about time: *The alarm's been triggered, and you only have six rounds before security arrives.* Such things can even be incidental. Did you start a fight in an alley behind a bar? *Now you notice the drunk ogre sleeping in the corner… if he wakes up, this could get ugly.*

Player Characters Are Remarkable. Eberron is a world in need of heroes. Lingering tensions of war remain. From the fanatics of the Emerald Claw and the mad cults of the Dragon Below to the flesh-warping daelkyr and ancient archfiends, Eberron faces many threats… and there's no one out there to stop them. In Eberron, the gods are distant and don't directly intervene. The Silver Flame is a divine force of light, but it can only act through mortal champions. The few powerful benevolent NPCs have limitations: the Keeper of the Flame loses her powers if she leaves her citadel. The mighty great druid is… well… a tree. Most of the powerful people in the setting are driven by selfish goals. If the Tarrasque comes to Sharn,



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there's no one else to deal with the problem: the fate of the city is in your hands.

This is something to consider in developing your character and choosing your background. If you take the soldier background, you can be more than just a grunt. What did you *do* during the Last War? What was your greatest triumph or most tragic defeat? If you're a spy, are you a prized agent or did you break loose from your organization after they pushed you too far? Don't just think of your character as a set of numbers: even at 1st level, you're remarkable.

Hero Points. The heroes of pulp adventure are often able to overcome seemingly impossible odds. One way to reflect this is to use the optional hero points rule from chapter 9 of the *Dungeon Master's Guide.* This is *optional*; hero points change the balance of the game and give player characters an opportunity to turn certain failure into success. It's a way to make heroes feel largely than life, but it's not a good match for every story.

Remarkable Villains. One reason the world needs heroes is because it already has villains. It may be a long time before you're ready to face the archlich Erandis Vol in battle. But part of the flavor of pulp adventure is to have recurring villains who are closely matched with the heroes—rivals who advance in power as you do. One way to create a compelling villain is for the DM and players develop the villain's backstory together. As a DM, you might ask a player: *When you fought in the Last War, Halas Martain served in your unit… until he betrayed you. What did he do, exactly?* Likewise, even when a pulp villain appears to die, they can have their own remarkable escapes from death. Perhaps Halas had a ring that cast an illusion of his death while actually stabilizing him, or cast *feather fall* when he leapt from that tower in Sharn. Here as well, as a DM you could engage the players: *It's Halas Martain, all right. How do* you *think he survived your last encounter?*

This isn't something every group will enjoy, and you never want players to feel as though they can't succeed. But for some groups, this sort of collaboration can produce a compelling story and a sense of investment in the world.

Optional Rule: Environmental Elements

A fight breaks out in The Cat & Biscuit. The gnome rogue leaps from the landing and swings across the room, passing over the heads of the surprised thugs to land in the perfect position for a sneak attack. The shifter barbarian strikes a mighty blow that knocks her enemy into the blazing hearth; the bandit shrieks as the flames spread to his clothes.

Combat can feel very mechanical. *I move 10 feet. I make an attack roll. I use a reaction.* One way for the DM to encourage more cinematic action is to present a list of **Environmental Elements.** In a tavern, this list could include **Chandelier, Plate Glass Window, Roaring Fireplace, Tray of Drinks, Drunk Patron.** If you're fighting in an ancient tomb the list could be **Pile of Gold Coins, Scattered Bones, Rotting Tapestry, Moss-Covered Statue.** Each turn, a player can work one of these elements into their description of their action. The primary purpose of this is to give players ideas; interesting details to use while describing their actions. But if a player comes up with a particularly clever way to use an element, the DM could grant advantage on a check or attack roll, or some other benefit. The rogue needs to cross a room full of enemies and wants to swing on the chandelier? As the DM, I'd let them make a simple Dexterity (Acrobatics) check to avoid opportunity attacks, essentially getting a free Disengage action.

Environmental elements are always optional and largely cosmetic. As a DM, you don't have to grant a bonus for every use of an element. But presenting a list can help players think of the location as more than just squares on a map and challenge them to add more cinematic flair to their actions.

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Neo-Noir Intrigue

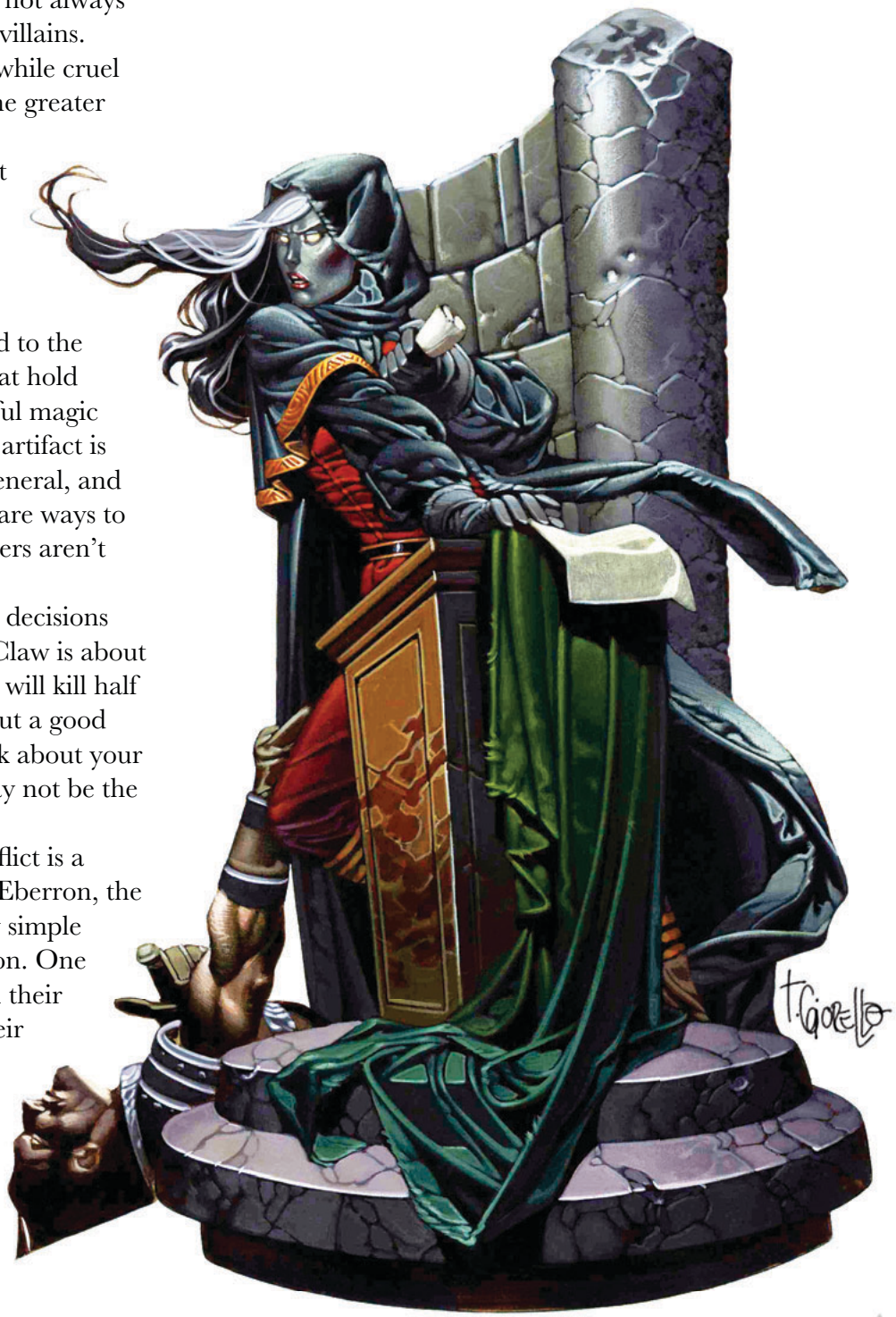
While Eberron embraces the swashbuckling action of pulp adventure, it also draws inspiration from neo-noir and hardboiled fiction. It's a world where stories don't always end well, where there isn't a perfect solution for every problem. In developing characters or stories in Eberron, consider the following concepts.

Shades of Gray. In Eberron, it's not always easy to separate the heroes from the villains. Good people can do terrible things, while cruel or heartless people may be serving the greater good. An inquisitor may torture innocents in a quest to root out a cult of the Dragon Below; but if she's stopped, the cult will survive and flourish. A group of orcs are raiding a human settlement; but the settlers have built their village on land sacred to the orcs and may be disrupting wards that hold evil at bay. The heroes find a powerful magic weapon in an ancient tomb; but this artifact is the sword of an ancient hobgoblin general, and his descendants want it back. There are ways to resolve these problems, but the answers aren't always simple or obvious.

There can certainly be times when decisions are straightforward. If the Emerald Claw is about to detonate a necrotic resonator that will kill half of Sharn, they need to be stopped. But a good Eberron story challenges you to think about your actions, and the simplest solution may not be the best one.

Human Motives. Not every conflict is a fight between light and darkness. In Eberron, the vast majority of people are driven by simple motives: Greed. Fear. Pride. Ambition. One person just wants to get some gold in their pocket. Another wants to impress their paramour. A leader forcing the Five Nations into war is driven both by fear of their neighbors and the sincere belief that Khorvaire would be better off under their rule.

There are ancient and primordial forces at work in Eberron. But there are also misguided patriots, religious extremists, and dragonmarked houses looking to wring a few more pieces of gold out of Khorvaire. There are spies who will do anything to protect their nations and petty criminals trying to build empires. There's a place in Eberron for selfless heroes and truly vile villains, but there's a lot of middle ground in between.



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Regrets Table

1d10	Regret
1	While you were serving in the Last War, you were forced to abandon an injured comrade. You don't know if they survived.
2	You placed your faith and your fortune in the hands of a lover who betrayed you. You don't know if you can ever trust anyone again.
3	You murdered a rival. Your actions may have been justified, but your rival's face still haunts you.
4	Someone put their trust in you and you betrayed them for personal gain. You may regret it now, but you can never repair the damage you've done.
5	You squandered your family's fortune and brought shame and ruin to your household.
6	You engaged in covert operations for a nation (either as a spy or soldier). While you were serving your country, you did unforgivable things.
7	You abandoned your family to pursue a life of adventure. Your village was destroyed in the war and you don't know if they survived.
8	You made a bargain with an extraplanar entity that you now regret.
9	You made a promise to a child or a lover that you failed to keep.
10	You volunteered for mystical experiments. These may be responsible for your class abilities (sorcerer spellcasting, barbarian rage), but you don't know if there will be side effects.

Everyone Has Regrets. Player characters are remarkable people, but that doesn't mean they're perfect. 5E already encourages you to pick a flaw for your character, something that helps define your motivations. But if you want to add a little hard-boiled flavor to your character, you might consider a few additional aspects: Do you have a debt you need to repay and, if so, do you need to resolve this in a week or in a year? Did you make a tragic mistake, and if so, is it something you can ever undo? The Regrets table provides a few examples of missteps that might haunt you.

The Balance of Pulp and Noir. As a setting, Eberron works with both pulp and noir themes. This is a spectrum: on one end you have over-the-top swashbuckling adventure—battling incarnations of evil on the deck of a burning airship! On the other end you have gritty hard-boiled action in the alleys of Sharn, a brutally human scenario where there's no easy choices. The most interesting path often lies between the two extremes, but don't be afraid to focus on one end of the spectrum if that's what suits your story.

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Why Do You Need 200 Gold Pieces?

A flaw or regret is something that shapes your personality, something that plays an ongoing role in your story. But perhaps you have a problem that needs to be resolved *right now*.

This is entirely optional: As a player, you could choose to roll or select an option from the Debts table.

Why would you possibly want to take on a debt? It's a way to add depth to your character and to provide a compelling, immediate motive for adventuring—you're not just out to get rich, you *need* gold to get that bounty off your head. It's also an opportunity to establish something that can be part of your character moving forward. If you're trying to reclaim a magic item from a pawn shop, it lets you establish that your character *has* that magic item—which could be an heirloom, something you created, a gift from a mentor—you've just temporarily lost it. If you're trying to raise money to join a secret society, it establishes that your membership in this organization may be a part of the story later on.

Establishing a debt requires collaboration and approval by both player and DM. Work together to develop the details: who is blackmailing you? What's this secret society? What's the story behind the magic item you've pawned, and what sort of item is it? As a player, you present ideas but the DM has final approval.



Debts Table

1d10	Debt
1	You committed a crime during the Last War, and now you're being blackmailed by someone who has proof. Your actions may have been justified, but the law won't care.
2	You've got a gambling problem. If you can't repay Daask (see chapter 6), you're going to be playing tag with a cockatrice.
3	You own an uncommon magic item, but you had to sell it to a pawn shop. If you can't reclaim it within the month, they'll sell it off.
4	You were making a delivery on behalf of the Boromar Clan (see chapter 6) and you lost the merchandise.
5	Someone knows the whereabouts of a sibling or loved one you thought lost in the Mourning, but that information is going to cost you.
6	You have a degenerative disease that can't be cured by mundane means. If you can't get a *lesser restoration* soon, you're going to start showing symptoms.
7	Your family lost everything in the Last War. 200 gp would get them a stake in a new (farm/inn/stagecoach).
8	You've got a price on your head. Until you settle things with House Tharashk, you'd better keep an eye out for bounty hunters.
9	You've got an opportunity to join an influential secret society. But you've only got one month to raise the membership dues.
10	Roll again. It's not your debt: it's you're lover's problem. Can you solve the problem before they have to face the consequences?

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The Last War

For hundreds of years the continent of Khorvaire was united under the Kingdom of Galifar. This came to an end with the death of King Jarot in 894 YK, just over a century ago. Conflict over the succession spiraled into outright war between the Five Nations.

The Last War was a bitter struggle that forever changed the shape of Khorvaire. It was a century marked by shifting alliances, with years of stalemate interspersed with periods of intense conflict. This grueling conflict left deep scars on the land and the people, but there was worse to come. On Olarune 20, 994 YK the nation of Cyre was consumed in a magical cataclysm now known as the Mourning. The cause of the Mourning remains unknown, and many fear that it was a consequence of the extensive use of war magic. Shock and fear brought the nations to the negotiating table, and the Last War came to an end in 996 YK with the Treaty of Thronehold.

While many celebrated the end of the war, others remain unsatisfied with its outcome. No one won the war, and deep scars remain. War-torn villages and towns are still rebuilding. Once fertile farmlands are scorched and ruined. There are refugees in every major city. And even though people optimistically refer to it as *the Last War*, most believe that it's only a matter of time until it begins anew. The mystery of the Mourning is the only thing holding the warmongers at bay. If the secret of the Mourning can be uncovered—if it can be proven that the Mourning couldn't happen again, or if its power could be harnessed as a weapon—the Last War could begin again. As such, the nations remain in a cold war as each makes preparations and seeks advantages in the conflict that could lie ahead.



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Effects of the War

Here's a few of the major effects of the Last War.

Dragonmarked Power. The dragonmarked houses sold their services to all sides and made considerable profits from the war. The Five Nations are divided and dependent on the services of the houses, and it's questionable if any one nation can impose its will upon them.

Karrnathi Undead. When a series of famines and plagues crippled the nation of Karrnath, it embraced the Blood of Vol and introduced undead into its armies. The religion was largely abandoned towards the end of the war and many of the undead were confined to crypts, but some are still in use.

Magical Innovation. Over the course of a century of war, the nations and dragonmarked houses developed new spells and tools for use in the war. Airships and warforged are recent developments, and the wandslinger tradition emerged from the war.

The Mourning. This magical cataclysm destroyed Cyre and brought the war to an end. Cyre is a vast, unrecoverable wasteland and those Cyrans who survived the disaster are scattered across Khorvaire.

New Nations. Before the Last War, Galifar laid claim to all of Khorvaire. A host of new states emerged over the course of the war. These include the goblin nation of Darguun, the elf kingdom of Valenar, the druids of the Eldeen Reaches, the monsters of Droaam, and more.

Military Backgrounds

The current year is 998 YK. The Last War lasted for over a century and only came to an end two years ago. As a player character in Eberron, you possess remarkable skills. Did you take part in the Last War, and if so, in what capacity? If you fought, which nation did you serve? Were you honorably discharged, or did you abandon your cause? If you didn't take part in the war, why didn't you fight and what did you do instead?

The following table provides ideas about how a background could reflect a connection to the Last War. Feel free to change the suggested backgrounds. While charlatan is an obvious background for a spy, you could easily adapt criminal or urchin to the same role.

Military Backgrounds

1d10	Military Background
1	You were a common soldier, facing the enemy on the front lines of the interminable war. (Soldier)
2	You served on the open seas, whether as a marine, a naval officer, a privateer or a smuggler. (Sailor)
3	You commanded troops and led soldiers into battle. Were you a good leader, or are you haunted by your failures? (Soldier or noble)
4	You were a spy, gathering intelligence for your nation. Are you out of the business, or could you still be called back in? (Charlatan)
5	You were tasked with maintaining morale and raising the spirits of your soldiers. (Entertainer)
6	You provided spiritual support to your troops. Were you always devout, or did you find your faith on the battlefield? (Acolyte)
7	You used your remarkable knowledge as part of a military think tank… or perhaps you provided arcane support on the battlefield. (Sage)
8	You were a smuggler or a profiteer, taking advantage of the war to line your pockets. (Criminal or charlatan)
9	You opposed the war. The actions you took to protect the innocent have made you a local legend. (Folk hero)
10	You used the connections of your influential family to avoid military service. Are you haunted by this, or do you remain indifferent? (Noble)

Sebastian Kimble (Order #15417015)

The Mourning

The nation of Cyre was once the heart of the united kingdom of Galifar. The Last War took a heavy toll on Cyre and its citizens, serving as the battleground where all of the Five Nations crossed swords. But no one was prepared for the disaster that struck in 994 YK.

Accounts of the Mourning vary. Some say that a blinding light engulfed the battlefield near the Saerun Road. Others say that the dead-gray mists began in the capital city of Metrol and spread out from there. What is known for certain is that within the space of one day the nation of Cyre had been engulfed in a wall of mist, and that anything caught within the mists was horrifically transformed. Over a million Cyrans were killed on the day of Mourning. Those who survived were the soldiers fighting in enemy territory, those living on the borders who were able to flee from the advancing mists, those few who were able to escape the interior through magical means. On Olarune 20, 994 YK, the nation of Cyre ceased to exist.

The Mourning threw Khorvaire into a state of shock. Who could unleash such power? Was this a weapon, and if so, when would those responsible issues their demands? Were its borders stable, or could they expand at any moment? What was to be done with the Cyran refugees surging into every adjacent nation?

Fear of the Mourning brought the Five Nations to the negotiating table, and in 996 YK the Treaty of Thronehold ended the Last War. But all of those questions remain unanswered. No one knows the cause of the Mourning or whether it could suddenly expand anew. Breland opened its borders to refugees, and Prince Oargev serves as de facto ruler in the territory now called **New Cyre.** Despite its grand name, New Cyre is little more than a vast refugee camp. Other refugees are scattered across Khorvaire; some are treated with pity, others with suspicion or anger. And fear of the Mourning hangs like a shadow across Khorvaire. *Could it happen again? Is this how the world ends?*

The Mournland

A wall of dead-grey mist surrounds the remnants of Cyre. Beyond the mists lies a land twisted by magic, a wound that will not heal. The land is blasted and strangely transformed. In some places the ground has fused into jagged glass. In others, it is cracked and burned. Broken bodies of soldiers from various sides litter the landscape—soldiers whose dead bodies refuse to decompose. The Mournland is a vast open grave.

In the Mournland, the wounds of war never heal, vile magical effects linger, and monsters mutate into even more foul and horrible creatures. Arcane effects continue to rain upon the land, magical storms that never dissipate. Stories speak of living spells—war magic that has taken physical form, sentient fireballs and vile cloudkills that endlessly search for new victims. Angry ghosts continue to fight their final battles. The only thing that's predictable about the Mournland is that nothing is predictable; any sort of monster or horror could be found within its borders. And yet, it also holds the wealth and treasures of an entire nation, along with the secrets of House Cannith and everything else that was left behind. It's dangerous. It's mysterious. But it's also a dungeon the size of a nation, with opportunities for those brave enough to enter the mists.

The Mourning and You

The Mourning transformed Khorvaire. Shock and fear brought an end to the Last War. In making an Eberron character, think about the impact it had on you. If you're from Cyre, what did you lose in the Mourning? Family? Friends? Are there heirlooms or treasures lost in the mists that you're determined to regain, or loved ones you hope to someday see again? Do you feel loyalty to your nation and hope to see it restored, or have you burned Cyre out of your heart?

Even if you're not from Cyre, the Mourning may have had a profound impact on you. Are you afraid that the Mourning could expand, or do you prefer not to dwell on such things?

Sebastian Kimble (Order #15417015)



If you're religious, did the shocking tragedy of the Mourning cause you to question your faith, or did it reinforce it? If you're an artificer or a wizard, are you interested in studying its effects more closely… might you even hope to unravel its mysteries yourself? Do you see it solely as a tragedy, or do you hope that this awesome power could somehow be harnessed and controlled?

Beyond this, player characters are remarkable people. Perhaps you were caught in the Mourning and survived the experience… but its effects remain with you. Consider these ideas.

- As a **barbarian** you could have been a simple peasant caught in the Mourning. Everyone else in your community was killed, but their spirits were bound to you. Your barbarian rage represents you channeling these vengeful ghosts. Is there a way to lay these spirits to rest? Do they have unfinished business they want you to resolve?
- As a **sorcerer** your arcane powers could be the result of your exposure to the Mourning. Were you physically transformed as well, or are your powers the only manifestation of the Mourning? Are you comfortable using your abilities, or are you afraid that you may be increasing the power of the Mourning with each spell you cast?
- As a **warlock** your patron could be interested in the Mourning and drive you to learn more about it. Your patron could even be part of the Mourning—whether a collective of spirits killed on the Day of Mourning, or even a dark and enigmatic power that might have been responsible for this tragedy. If you take the latter approach, do you feel that by using your warlock powers you are serving the Mourning? Or could it be that you're siphoning your powers from it and believe that you are actually weakening it with your actions?
- As a member of an unusual race, you could say that you are actually a creation of the Mourning. Perhaps your tortle was *an actual turtle* transformed on the day of Mourning. Or maybe your tiefling is touched by the dark power of the Mourning instead of by an infernal power.

Sebastian Kimble (Order #15417015)

What Caused the Mourning?

There will never be an official answer to the cause of the Mourning. As a DM in Eberron, we want *you* to decide the cause of this tragedy… or if you prefer, to leave it as a mystery that will never be solved. With that said, people in Eberron itself have many theories about the cause of the Mourning; it's up to you to decide if any of them are correct.

- The Mourning was the result of a century of extensive use of war magic. If the nations continue to use these magics, the Mourning will expand.
- The dragonmarked House Cannith made a fortune selling magical weapons to all sides during the Last War. The Mourning was the result of research gone horribly awry. The secrets can be found in a Cannith research facility within the Mournland. If this knowledge could be recovered and refined, it could produce a terrifying weapon.
- The Mourning was triggered by the release of an ancient demon overlord trapped since the dawn of time. This mighty fiend is lurking in the Mournland and building its power, but soon it will be ready to act.

As a DM, the question you need to ask is whether you *want* the mystery of the Mourning to be solved, and what the consequences would be. Right now, fear of the Mourning holds war at bay. If it's confirmed that the Mourning is no longer a threat—or if one nation manages to harness its power—the war could begin again.



Sebastian Kimble (Order #15417015)

Ancient Mysteries

Our world was born in strife. The three Progenitor Dragons crafted the planes at the dawn of time, and rested in the space that lies between them. It was then that cruel Khyber turned on the others, killing noble Siberys and scattering the pieces of his body. Eberron fought Khyber, but couldn't defeat the dark wyrm. And so Eberron wound Khyber in her coils and transformed, becoming a living prison that could forever hold the darkness within. And this is the foundation of our reality. Eberron is the Dragon Between, the world on which we stand. Khyber is the Dragon Below, source of demons and foul things. And the ring around our world is the broken body of Siberys, the Dragon Above, whose blood is the source of all magic.

This cosmic struggle was merely the first of many wars that shaped our world. The fiendish children of Khyber spilled out from the underworld and spread chaos across the land. We know little of this time, save that the mighty dragons—the first children of Eberron and Siberys—fought against these demon overlords. In the end, an act of sacrifice kindled the Silver Flame that binds these demons to this day. But they hunger to escape from their bonds and wreak havoc, and we must always be vigilant.

Civilizations rose and fell. The giants of Xen'drik worked great magics, even destroying one of the moons. This rash action led the reclusive dragons to utterly destroy the giant nations, and the continent of Xen'drik remains ravaged by the epic spells unleashed in this battle. In Khorvaire, the empire of the goblins was brought down by a conflict with the vile daelkyr. These flesh-warping lords of madness were eventually trapped in Khyber by wise orcish druids, but ruins are all that remain of that great empire.



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Modern civilization is built on the bones of the past, and these ancient mysteries may have a dreadful impact on the future. Many of the modern cities of Khorvaire are built on the foundations of ancient goblin cities and fortresses, and these may still hold aberrant threats from the war that destroyed their civilization. Older still are the ruins once inhabited by rakshasa and other fiends, and these may hold artifacts and other treasures far beyond the capabilities of any modern artificer. But there is more to the past than treasures waiting to be found. Stories say that demons and dragons are fighting a long, cold war in the shadows. These tales speak of a **Draconic Prophecy**… hidden revelations that grant the power to shape the future. Hidden dragons, undead elves, immortal fiends; all may be fighting to determine the path of the Prophecy, and player characters may be pawns in this great game. As one of the heroes of the age, you surely have a role in the Draconic Prophecy. Will you be a tool of one of these ancient forces, or will you master the game and determine your own destiny?

Dark Forces

Dragons and demons are just a few of the dangerous forces at work in the world. **The daelkyr** came to Eberron from the Plane of Madness. They came with armies of aberrations—forces commanded by mind flayers and bolstered by beholders. They shattered civilizations and spread horrors across Khorvaire. The daelkyr were ultimately bound in Khyber by druidic magic. They linger in the darkness—the Lord of Eyes, the Prince of Slime, Dyrrn the Corruptor—creating new aberrations and waiting for the day they can unleash their full power on the world above.

While the daelkyr themselves can't return to the surface, their minions can. This leads to **the Cults of the Dragon Below**, mad mortals who work with mind flayers and lesser aberrations. A cult of the Dragon Below can spring up anywhere, as a seed of madness takes root in a community or court … and spreads.

As if dragons and demons aren't trouble enough, stories say there are fiends lurking in mortal dreams. According to these tales, **the Dreaming Dark** is an alliance of nightmare spirits from the plane of Dal Quor, fiends that feed on mortal fear and manipulate through dreams. Some stories say the Dreaming Dark can possess people through their dreams, while others claim they have psychic agents hidden across Khorvaire.

Beyond the enigmatic daelkyr and the Dreaming Dark, other threats have arisen in the past century, spinning out of the strife of the Last War. **The Lord of Blades** is a warforged insurgent, a deadly warrior and artificer who seeks vengeance against the humans who created his people as weapons for their war. **The Aurum** is a cabal drawn from the wealthy elite who seek to turn gold into greater power. **The Emerald Claw** was an elite military unit that served Karrnath during the Last War. Disavowed by their king, the Emerald Claw engages in guerrilla strikes across Khorvaire, and includes necromancers, vampires, and undead bound to their service. Some say the Emerald Claw serve an ancient lich known as the Queen of Death, that their true goal is to place her on the throne of Karrnath and the Five Nations.

These are just some of the dark forces working in the shadows of Eberron. There are hungry lycanthropes, clever doppelgangers, and cults devoted to the Dark Six. There are stories of a cabal of assassins with aberrant dragonmarks and elves twisted into creatures of nightmare. And that's not to mention the mundane crime and corruption that can be found in any major city. It's a dangerous world—hopefully you can handle it!

Sebastian Kimble (Order #15417015)

If It Exists In D&D, There's A Place for It in Eberron

… But It May Not Be the Place You're Used To.

Eberron draws on the core elements of *D&D*. It's a world of wizards and rogues, a setting with halflings and dwarves and elves. Want an otyugh? Orcs? Goblins? Paladins? They're all there. Eberron draws on the same basic elements as other settings, but it often diverges from the traditional archetypes assigned to those things. A few factors here:

No fixed alignments. Mortal creatures are shaped by their culture and personal circumstances. An orc is just as likely to be lawful good as chaotic evil, depending on their personal history. A gold dragon, a beholder, a halfling; you can't make automatic assumptions about any of them. In part this is because of Eberron's distant gods. Orcs aren't driven by Gruumsh's fury, and the gnolls aren't tied to Yeenoghu. The exceptions to this rule are creatures whose identities are shaped by magic. Fiends and celestials embody pure ideals of good and evil; lycanthropes are driven by a curse.

Monsters aren't always villains, and the villains aren't always monsters. Many of the gnolls of Droaam are more honorable than the human mercenaries of House Deneith. In Karrnath and Aerenal, undead are used as tools. You certainly *could* find yourself fighting a merciless minotaur in the slums of Sharn… but you're just as likely to cross swords with a cruel halfling cutthroat.

There's a *place* for everything in Eberron… but it may not be a prominent place. Kenku aren't mentioned in any of the canon sourcebooks of Eberron. There's many ways to add kenku into Eberron, but that doesn't mean that there needs to be a kenku nation or that kenku have played a significant role in history; it may be that a dozen kenku were thrown out of the Faerie Court of Thelanis and these are all the kenku in the world. So just because it's possible to put anything you want in the world, don't assume that the streets of Sharn are a zoo flooded with every character race that's ever been suggested.

Chapter 3 provides advice on adding new races to Eberron. Here's a few other ways that you can add something into Eberron with minimal impact on the setting.

- It comes from the vast and largely unexplored continent of Xen'drik.
- It was created or caused by the Mourning—the mystical cataclysm that destroyed Cyre—and has only been around for four years.
- It's a product of the underworld of Khyber, the source of many aberrations and monsters.
- It's the result of recent experiments by one of the dragonmarked houses or a mad artificer.
- It comes from one of the planes and slipped into the world during a recent convergence.

Not everything *has* to exist in Eberron. You can find a place in Eberron for anything. But it's also possible to say that something *doesn't* exist in Eberron. For example, if you wanted to use Gruumsh in Eberron, you could re-imagine him as one of the demon overlords of the first age. You could decide that he's the classic Gruumsh, who has recently found his way to Eberron from the core cosmology. But the DM can always say *"No, there is no version of Gruumsh in my Eberron."*

This comes to a critical point. **Nothing is set in stone.** Like every sourcebook that's come before it, this book is intended to be a source of inspiration: use what inspires you, but always feel empowered to change the world to better suit the story you want to tell. There's a place in Eberron for everything in that exists in D&D… but it's up to you whether to make use of it.

Sebastian Kimble (Order #15417015)

Eberron and the Multiverse

Eberron has always been a part of the multiverse. Eberron is surrounded by its thirteen planes. These planes play an important role in the setting, producing dramatic effects as they shift in and out of alignment with Eberron. But the Astral and Ethereal Planes surround and enfold Eberron, and if someone ventures into the Deep Ethereal it's possible to pass beyond Eberron's closed system and step into the Great Wheel or the World Tree.

As a DM, it's up to you to decide whether such travel is trivially easy or all but impossible… and whether threats from other settings will make their way into Eberron. Most people consider the tale of the Progenitor Dragons to be a fable: a myth to explain the underworld and the golden ring in the sky. But what if it's true? What if three divine beings joined together to build a new creation in the depths of the Ethereal? Elves, orcs, dragons; all of these could have been created in the image of the creatures of the Great Wheel but given a chance to develop beyond the reach of Lolth and Gruumsh. The Ring of Siberys could in fact be a *shield*: a defense that has hidden Eberron since it was first created.

If you're not interested in connecting Eberron to other settings, then that shield is still intact. But if you do want to incorporate elements from other realms, this shield is starting to fail. Perhaps House Cannith will build a planar gateway and accidentally bring the Blood War into Eberron. Maybe Tiamat has only just discovered Eberron and is slowly corrupting its dragons. Ultimately, it's up to you. You can avoid any contact between Eberron and other settings. You can explore the idea of that contact being recent and new (perhaps linked to the Mourning, either as cause or effect). Or you can choose to say that there has always been travel between these realms, adjusting things to incorporate these ideas.

If you choose to explore the idea that contact between settings is recent and limited, consider what that might mean for everyone involved. In the Great Wheel Asmodeus is an ancient threat, with well-established cults, lines of tieflings, and a great deal of lore to be discovered. If Asmodeus has just discovered Eberron, the sages know nothing about him. He has no power base to work with and will have to recruit new followers. And you might see unusual alliances forming against him, as both celestial and fiend might join forces to drive out the outsider. As with everything else, Eberron provides an opportunity to explore existing things in a new way.

Familiar Faces, Unfamiliar Roles

A few things to bear in mind as you step into Eberron…

Dragons have a civilization humanity knows almost nothing about. Shapeshifted dragons may be secretly manipulating human civilization.

Elves are split into two cultures. The reclusive Aereni are gifted wizards ruled by their undying ancestors. The Valenar elves are ruthless warriors who strive to be avatars of ancient heroes. Other elves live among humanity and have adopted its customs.

Gnomes are schemers and scholars who maintain order through intrigue and assassination.

Goblins once had a mighty empire, and a tradition based on honor and martial discipline. Their civilization was crushed by the daelkyr and their land was stolen by humanity. They aren't inherently evil, but they have good reason to loathe the people of the Five Nations.

Halflings can be found as merchants and innkeepers, but in their homeland they're dinosaur-riding rangers and barbarians.

Orcs are a proud and primal people. While they've never built great cities, they were the first druids of Eberron. Many continue these ancient traditions and fight to protect Eberron from aberrations… while others have fallen prey to the madness of the daelkyr.

Sebastian Kimble (Order #15417015)

CHAPTER 2: WELCOME TO KHORVAIRE

Just one century ago, Galifar was synonymous with Khorvaire. This map showed one great nation, harmonious and united. Perhaps that's overstating things. Humanity never crossed the Graywall Mountains or explored the jungles of the east. The Five Nations always had cultural differences and those who yearned for independence. But still, the map showed us at our best: one nation, united in a common cause.

Now I look at the map and I don't recognize my world. Galifar has been shattered. The Five Nations are irreparably severed. There are so many new realms—kingdoms of elves and goblins, even this so-called 'nation of monsters.' Can it possibly last? And if not, will it be another war that brings it down, or will the Mourning consume us all?

—Lyrian Das, Morgrave Historian

Xen'drik is a land of ruins and mysteries. The dragons of Argonnessen have no love for lesser creatures. The psychic tyrants of Sarlona maintain strict control over their borders and their people. So, most player characters begin their adventures on the continent of Khorvaire. While humans make up the majority of the population in the civilized nations of Khorvaire, the continent is home a wide range of peoples and cultures. Once largely unified under the Kingdom of Galifar, today Khorvaire is split into many nations—some old, others newborn from the crucible of war.

This chapter provides an overview of the nations of Khorvaire, along with a glimpse of common life, magic, religion, and the world—and planes—that lie beyond it.



Sebastian Kimble (Order #15417015)



Nations of Eberron

This section provides an overview of the nations of Khorvaire. The focus is on what you need to know to create characters and NPCs from these places. If you want more details on the culture, history, and geography of the nations, you can find additional resources in appendix A. As you go forward, here's a few useful things to bear in mind.

The Five Nations. Aundair, Breland, Cyre, Karrnath and Thrane are collectively referred to as the Five Nations. These nations formed the heart of the Kingdom of Galifar, and while each has a unique cultural identity they are built on this shared foundation. Families are spread across the Five Nations; the rulers of the Five Nations are tied to the Wynarns, the royal bloodline of Galifar. Despite their differences, an Aundairian has more in common with a Thrane than they do with a Zil gnome or a Lhazaar pirate.

Aside from Cyre—which was destroyed in the Last War—the Five Nations remain the largest and most powerful countries in Khorvaire.

The Treaty of Thronehold officially ended the Last War. The treaty recognized the following nations as sovereign states: Aundair, Breland, Darguun, the Eldeen Reaches, Karrnath, the Lhazaar Principalities, the Mror Holds, Q'barra, the Talenta Plains, Thrane, Valenar, and Zilargo. These nations abide by a common set of laws and maintain diplomatic relations. The Demon Wastes and Shadow Marches are regions that have no unified government, while Droaam has declared itself to be a nation but has yet to be recognized by the others.

Getting Around. The Five Nations are connected by an excellent system of roads, and travelers can always make their way by horse or coach. Major cities are tied together by the lightning rail of House Orien, which allows you to avoid the perils—and tedium—of the roads. If speed is an issue, you can book passage on a Lyrandar airship. This is the fastest way to travel, but also the most expensive. Refer to the "Magic in Khorvaire" section for more travel options.

Sebastian Kimble (Order #15417015)

Aundair

Capital: Fairhaven
Noted for Arcane magic, cheese, education, fashion, grains, wine

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Aundair is a realm of grand cities surrounded by fertile farmlands. Its legendary founder was devoted to the acquisition of knowledge and the study of magic, and the floating towers of Arcanix are the finest institute for mystical study in Khorvaire. Magic is a part of daily life throughout the Five Nations, but it is especially common in Aundair; the nation produces more magewrights and wandslingers than any other.

From the nobles in the towers of Fairhaven to the common folk working the vast vineyards of Bluevine, Aundairians value wit and wisdom. Aundairians prefer finesse to brute force and appreciate cunning wordplay and fine fashions. The Sovereign Host is the dominant faith of Aundair, with a particular devotion to Aureon. However, the Silver Flame also has a deeply devoted following—some might say overzealous or extreme.

Aundair is ruled by Queen Aurala ir'Wynarn. Aurala is a just ruler, but she has never abandoned the dream of a Galifar reunited under her rule. While Aundair is a small nation, its arcane superiority allowed it to hold its own during the Last War. Many believe Aurala is pressing Arcanix to develop battle magic that will ensure Aundair's victory in whatever conflicts lie ahead.

Interesting Things About Aundair

- The floating towers of Arcanix are a center for mystical research. Bear in mind that many of its sages specialize in ritual magic and abstract theory; it's not filled with high level wizards.
- Arcane magic is tied into many aspects of Aundairian life—more so than other nations. There's a cleansing stone in every village, and you might encounter animated farming equipment in the fields. The **Knights Arcane** are an elite unit of eldritch knights, and the **Royal Eyes of Aundair** are spies that specialize in divination magic.
- House Lyrandar is based on the island of Stormhome, and House Orien has its ancestral seat in the city of Passage. Aundair is also home to Baron Jorlanna d'Cannith of the House of Making.
- Some Aundairian nobles are bound by arcane pacts handed down through the generations. Only remarkable heirs—such as player characters—develop the full powers of a warlock. Most such lines are tied to archfey, but you could explore other paths.

Aundairian Characters

Regardless of your Intelligence score, if you're an Aundairian you're sure you're the smartest person in the room. Consider the following things.

Arcane Talent. If you're not going to play a magical class, consider being a high elf or a variant human with the Magic Initiate feat. Whether you learn offensive cantrips and fight as a wandslinger or pick up a few practical tools (*prestidigitation*, *mending*, *mage hand*), every Aundairian should know a little magic.

Magic Beats Mundane. Why use your hand when you could use *mage hand*? Who still uses a bow when you could use a wand? "*Sovereigns above, Wyllis. We're days away from the Eleventh Century and you're still shooting people with pointed sticks?*"

Show Some Style. Don't settle for common clothes and a squalid meal when you could wear fine *glamerweave* and drink the best wine. If you're a fighter, focus on finesse and Dexterity instead of crude strength. And never miss an opportunity for a clever quip.

Sebastian Kimble (Order #15417015)

Breland

Capital: Wroat
Noted for Industry, manufactured goods, metalwork, processed ore; organized crime, subterfuge

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In the wake of the Last War, Breland is one of the most powerful nations in Khorvaire. Possessing a large population and abundant resources, Breland leads the Five Nations in industry.

The Brelish are known for their pragmatism and independence. They lack the discipline of Karrns or the faith of the Thranes, but they excel at finding new and innovative solutions to problems. The Brelish also have a talent for intrigue and subterfuge. The King's Dark Lanterns are one of the finest intelligence agencies in Khorvaire, rivaled only by House Phiarlan and the Trust of Zilargo. The dark side of all of these things is a strong streak of cynicism, which allows crime and corruption to flourish in Brelish cities and churches. The Sovereign Host is the dominant religion of Breland, but in general the Brelish aren't as devout as their cousins in other nations.

King Boranel ir'Wynarn of Breland rules in conjunction with an elected parliament. Boranel is a popular leader celebrated for his exploits during the Last War. But his children have yet to prove themselves, and there is a growing movement that advocates abandoning royal rule when Boranel passes.

Interesting Things About Breland

- The great city of Sharn is the largest metropolis in Khorvaire. The City of Towers is almost a nation in its own right and is a hub for commerce and intrigue. Chapter 6 provides more information on Sharn.
- The Boromar Clan is the oldest and most powerful criminal organization in Breland. The Boromar leadership are halflings with ties to the Talenta Plains. Other notable criminal organizations include the monsters of Daask and House Tarkanan, an alliance of assassins and thieves with aberrant dragonmarks.
- Breland's major cities are especially cosmopolitan. Due to its proximity to Droaam, its cities include more monsters—ogres, orcs, goblins, and even sahuagin, harpies, and gargoyles—then are seen elsewhere in the Five Nations.
- Breland has accepted more Cyran refugees than any other nation. The largest refugee camp, New Cyre, has a population of over four thousand and is being converted into a town. Prince Oargev of Cyre considers himself a king in exile, but effectively he's the mayor of this town.

Brelish Characters

As you develop a Brelish character or NPC, consider the following.

Slightly Shady. Many Brelish have a loose relationship with the law. Even if you're a hero, you may have a few questionable connections or friends in low places. Backgrounds such as criminal or charlatan/spy are a way to reflect this, regardless of your class. You could also be a folk hero who's challenged the laws to protect the innocent, or an entertainer who's played in every dive in Sharn.

Innovative and Independent. Find your own path in the world; don't simply follow. As a cleric you might challenge your church and follow your own divine revelations. As an arcane caster you could search for new techniques or to unravel forgotten secrets.

Practical. Whether it's about fashion, food, or conversation, the Brelish tend to be practical and pragmatic. Why spend a fortune on a fancy meal when a simple one will do? You'll use whatever tool gets the job done, and you don't see a need for unnecessary flair.

Sebastian Kimble (Order #15417015)

Cyre (The Mournland)

Capital: Metrol (destroyed)
Noted for Artifice, art, jewelry, music, oratory, philosophy; creativity, versatility

Destroyed at the end of the Last War, Cyre now only exists in the hearts of the refugees scattered across Khorvaire.

Before the war, Cyre was the seat of the kings and queens of Galifar. The wealth of the kingdom flowed through Cyre, and it was a nexus for commerce and culture. By tradition, Cyre's Princess Mishann had the rightful claim to the throne of Galifar. While Cyrans take pride that they alone were in the right in the Last War, they unquestionably lost more to the war than any other nation. As a Cyran, you stand on the moral high ground, but that may offer little comfort.

Cyrans like to say that their culture represents the best that Galifar had to offer… which is to say, a little bit of everything. Cyrans value diversity and versatility, both in talents and thought. Cyre couldn't match Karrnath in martial discipline or Aundair in the arcane arts, but as a nation it was characterized by the flexibility of its forces.

While the Sovereign Host was the dominant faith of Cyre, the Silver Flame had a significant following. Many survivors have questioned their faith in the wake of the Mourning, but some believe that this is a divine trial and a time when faith is needed more than ever.

Queen Dannel ir'Wynarn was in Metrol on the Day of Mourning and is presumed to be dead. Her son Prince Oargev ir'Wynarn holds court in New Cyre, a massive refugee camp set up in Breland. Some refugees support Oargev and the dream of a restored Cyre, while others prefer to focus on the future instead of trying to reclaim the past. As a Cyran you should decide whether you hold tight to your national identity, or whether consider yourself to be an adventurer without a nation.

Interesting Things About Cyre

- Cyre was the ancestral seat of the dragonmarked House Cannith, the house of Making. The house maintained arcane workshops across Cyre. Who knows what treasures wait in Cannith vaults for those who brave the dangers of the Mournland?
- Stories say communities of warforged live in the Mournland, including the insurgent called the Lord of Blades.
- While not as flamboyant as Aundair, Cyran fashions involved bright colors and *glamerweave*. Some have made a point of continuing this custom. Others wear clothing cut in the Cyran style, but entirely in black; this is generally known as "Mourning wear."

Cyran Characters

When creating a character from Cyre, consider the following.

What Have You Lost? Did you lose wealth or status? Did you have family or loved ones lost in the Mourning? Did you lose something you could one day recover from the Mournland—arcane research, an heirloom artifact? Consider the impact this has on your background. As a Cyran noble or soldier, your estates have been lost and your army scattered; but you still have the respect of your comrades or peers.

What Do You Hold Onto? Do you have a trinket that embodies Cyre for you? Is your wand or weapon an heirloom of your family? As an entertainer or guild artisan, are you preserving a particular Cyran tradition?

What Drives You? Are you determined to solve the mystery of the Mourning? Do you want to help other refugees? Or are you only concerned with your personal survival? Is there something you want to recover from the Mournland, or would you prefer to never set foot in it again? Do you hold a grudge against the nations that fought against Cyre in the war, or are you only concerned with the future?

Sebastian Kimble (Order #15417015)

Darguun

Capital: Rhukaan Draal
Noted for Goblinoid mercenaries

Goblins and their kin have always been part of Khorvaire. Their ancient empire spread across the lands now held by the Five Nations, and many human cities are built on goblin foundations. This empire collapsed into savagery, and when humanity arrived, goblins were driven from their ancestral lands or enslaved. Galifar ended the practice of slavery. But goblins have long been a disenfranchised people, living in the shadows of the Five Nations or in wild lands shunned by humans.

The land that's now Darguun was once part of Cyre. The hobgoblin clans known as the Ghaal'dar were based in the Seawall Mountains, but during the Last War the demand for mercenaries drew an ever-increasing number of goblins out of the mountains to fight for Cyre and Breland. Late in the war a brilliant hobgoblin named Haruuc recognized that the goblins had become the dominant power in the region. Uniting the Ghaal'dar under his banner, Haruuc seized the territory he was supposed to protect. The Five Nations were unprepared, and Breland quickly negotiated an alliance with Haruuc to secure the border. Cyre fought the goblins until the Day of Mourning, but when the Treaty of Thronehold was forged the majority of delegates chose to recognize the new nation of Darguun to ensure peace.

Darguun is a young and volatile nation. It is ruled by the hobgoblin Lhesh Haruuc Sharaat'kor. Haruuc remains a brilliant strategist and tactician, but many wonder if he can maintain the web of alliances that hold the Ghaal'dar together, and whether he or his people will be content to abide by the terms of the treaty. And there are stories of other goblins still hidden in the mountains—the enigmatic "Heirs of Dhakaan," who could pose a threat both to the goblins and Khorvaire itself.

Traditionally, the Ghaal'dar worshipped a form of the Dark Six. House Deneith introduced the Sovereign Host to the region, and some goblins have embraced this faith, especially Dol Dorn, Dol Arrah, and Balinor.

Interesting Things About Darguun

- Rhukaan Draal is the largest city in Darguun. As the goblins have little interest in the laws of the Five Nations, Rhukaan Draal is a haven for fugitives and smugglers.
- House Deneith has a strong presence in Darguun. While no one will employ goblin armies in the wake of Haruuc's betrayal, smaller units of goblin mercenaries are valued for their ferocity and skills.

Darguul Characters

Darguun is a logical point of origin for goblin, hobgoblin, or bugbear characters. When creating a Ghaal'dar character from Darguun, consider the following.

Constant Struggle. Among the Ghaal'dar, you are constantly forced to prove your strength and skill or to cede dominance to others. Ghaal'dar rarely kill in a casual battle; you may fight to prove a point, but kill only when you must.

Loyal to Your Clan. While you may challenge your peers in times of peace, when blades are drawn you stand by your clan—or those allies you have bonded with—until death. Note that the Ghaal'dar are an alliance of clans: this loyalty doesn't extend to warriors of *other* clans.

Muut and Atcha. Your ancestors once forged an empire even greater than Galifar. Perhaps you believe that your people can reclaim this lost glory. The Dhakaani were renowned for their martial skill, but also for their discipline. *Muut* roughly translates to "duty"—your duty to your empire, your clan, your commander. Muut is expected; if you have no muut, you have no place in battle. *Atcha* is closer to "honor"; it is your *personal* honor, gained by doing virtuous deeds that go beyond the expectations of muut.

Sebastian Kimble (Order #15417015)

The Demon Wastes

Capital: None
Noted for Fiends, pestilence, violence

Rivers of lava cut across plains of black sand and volcanic glass. The only vegetation you can see is blood-red moss and a thick layer of slime, and that appears to be moving. A jagged rock formation might be a piece of an ancient wall… or perhaps that's just your imagination.

This is the Demon Wastes. Tens of thousands of years ago, fiends ruled Khorvaire. This region was the seat of power of some of the mightiest archfiends, holding cities of rakshasas and demons. These foul spirits were bound long ago, but their power still lingers in this place. Vile creatures continue to crawl up from the depths of Khyber. And there are a handful of primordial ruins sustained by dark magic… ruins that may still be home to fiends and their treasures.

A mountain range known as the Labyrinth separates the Demon Wastes from the Eldeen Reaches. Due to ancient warding magic, any foul thing that wishes to leave must pass through the Labyrinth. These passes are guarded by the Ghaash'kala, tribes of orcs sworn to contain the evils of the Waste. The Ghaash'kala worship a version of the Silver Flame that they call *Kalok Shash*; they consider the people of the Five Nations to be soft and naive.

The Carrion Tribes are savage barbarians who dwell in the Wastes. Each tribe is devoted to one of the archfiends and they engage in endless battles against the Ghaash'kala and the other Carrion Tribes. These people are mostly humans, but there are corrupted orcs, half-orcs, and tieflings mixed in, along with a handful of other races represented. The Carrion Tribes are savage and cruel, and know almost nothing about the world beyond the Labyrinth.

Interesting Things About The Wastes

- Stories tell of the lost city of Ashtakala, a citadel of fiends still populated by rakshasas. The libraries of Ashtakala contain arcane secrets and details about the Draconic Prophecy and its vaults hold untold treasures.
- The Demon Wastes contain portals to Khyber—specifically, to demiplanes within Khyber. These are similar to the layers of the Abyss in the core cosmology, unearthly realms populated by demons. The Ghaash'kala raid these demiplanes to get the supplies they need to survive.

Characters from the Wastes

If you're from the Demon Wastes, you likely fall into one of two categories.

Ghaash'kala. You've been raised in one of the harshest lands in Eberron and spent your entire life battling fiends. Why have you left your post? Have you had a vision from Kalok Shash? Are you pursuing a rogue demon? Have you been given a quest by the leader of your tribe?

Most of the Ghaash'kala are orcs or half-orcs. They're deeply devoted to their faith and might be paladins (Vengeance or Devotion), clerics (Life, Light, or War) or Zealot barbarians. Hermit and outlander are logical backgrounds: you know little about the ways of civilization, but you have have insights and the skills to survive in the harshest environments.

Carrion Tribes. Why have you left the Wastes? Have you turned your back on the vile traditions of your demon-worshipping clan? Or are you the champion of one of the fiendish Overlords—but sworn to hunt down and destroy the servants of a *different* archfiend, who poses a more immediate threat to Khorvaire? Either way, you are a stranger in a strange land: a savage used to a constant battle for survival in a world shaped by demons.

Sebastian Kimble (Order #15417015)

Droaam

Capital: The Great Crag
Noted for Monstrous mercenaries, byeshk

Droaam is a nation of monsters. It is ruled by the Daughters of Sora Kell. Each of these three hags is a legend in her own right, the subjects of tales used to frighten children. Eleven years ago they laid claim to the lands west of the Graywall Mountains and founded the nation of Droaam.

While these barren lands were claimed by Breland, Galifar had never tamed this wild region. It had long been a haven for host of creatures. Gnolls, orcs, and goblins are the most common, but ogres, trolls, harpies, minotaurs, medusas, tieflings, changelings, lycanthropes and many more dwell in this region. In the past these creatures fought one another more often than they raided human settlements. Under the leadership of the Daughters of Sora Kell, they have been given new purpose… and the Daughters use an army of ogres and war trolls to maintain order. To date, the other nations of Khorvaire have refused to recognize Droaam, and it was not part of the Treaty of Thronehold. Most people believe that it can't last—that even the Daughters can't hold this disparate alliance together—but currently it is stronger than ever.

Droaam works closely with House Tharashk, selling the services of monstrous soldiers and laborers and bysehk ore, a form of metal with magical properties. Beyond that, it is a frontier nation that is still expanding. As Droaam isn't bound by the Treaty of Thronehold, it's become a haven for war criminals and deserters, along with other criminals and mages pursuing forbidden paths of magic.

Many of the monsters that make up Droaam have their own unique subcultures. Most worship the Dark Six, but there are other religious traditions as well.

Interesting Things About Droaam

- The city of Graywall lies on the border between Droaam and Breland. The second-largest city in Droaam, it is a center for trade, a haven for Brelish criminals, and a place where monsters and humans can meet on largely neutral ground.
- The Venomous Demesne is city of tieflings on the western shore of Droaam. It is the largest tiefling community in Khorvaire, with arcane traditions developed over the course of thousands of years.
- Droaam uses the supernatural abilities of its citizens as tools, just as the Five Nations use arcane magic. The Daughters of Sora Kell keep their people fed with troll sausage and use harpy's song to quell brawls. Think about how a monster's natural powers could be put to practical use.

Droaamite Characters

Minotaurs, orcs, gnolls, tieflings, changelings, and other monstrous species all have a place in Droaam. Consider these when making a Droaamite character.

What Makes You Different? The people of Droaam aren't just humans with horns or green skin. Think about the strengths of your people and what makes you different from humanity, both physically and culturally.

Are You Proud? Many citizens of Droaam are proud of their nation. You know that the rest of Khorvaire considers you to be a "monster". In Droaam, you are going to prove to them that you and your kind are capable of things humanity can't even imagine. Or you might ignore this big picture and be driven solely by your personal desires or the goals of your family or warlord.

Backgrounds. The creatures of Droaam are very diverse. A Droaamite kobold might be an urchin rogue. A minotaur could be a outlander barbarian with little knowledge of the outside world, while a tiefling warlock could be a sage well versed in history and arcana.

Sebastian Kimble (Order #15417015)

The Eldeen Reaches

Capital: The Greenheart
Noted for Agriculture, animal husbandry, druidic magic

A stretch of fertile farmlands borders a vast, untamed forest. Farmers tend to the fields, while tribes of shifters and circles of druids and rangers roam the woods. These are the Eldeen Reaches.

Druids and shifters have dwelt in the Towering Woods for thousands of years, but the eastern farmlands of the Reaches were part of Aundair until the Last War. The lords of Aundair focused their resources on the war effort, ignoring banditry and other problems faced by the farmers of the east. The Wardens of the Wood—largest of the druid sects—came to the aid of these farmers. Fifty years ago, the people of eastern Aundair seceded and formed the Eldeen Reaches. The Reaches were recognized as a nation by the Treaty of Thronehold, but many fear Aundair will try to reclaim the region.

Druidic magic is a central part of life in the Eldeen Reaches. Most of its people seek to live in harmony with the natural world, and communities have a druidic advisor who helps with planning and planting. The Towering Woods are also home to tribes of shifters, who maintain a nomadic existence. The Wardens of the Wood maintain order and settle disputes, and the Great Druid Oalian—an *awakened* greatpine—is the spiritual leader of the Reaches.

Interesting Things About The Reaches

- The fey have a strong presence in the Towering Woods. The region with the strongest ties to the Faerie Court is called The Twilight Demesne.
- The Gloaming is a region with strong ties to Mabar. It's charged with negative energy and filled with sinister things.
- Varna is the largest city in the Reaches and the seat of the dragonmarked House Vadalis.

Eldeen Characters

Druidic traditions are important to the people of the Eldeen Reaches. Even if you're not a druid, you may follow one of these five paths. As a variant human, you could take the Magic Initiate feat to learn a little druidic magic.

Most of these traditions work with the druidic Circles of Land, Moon and Shepherd; Beast Totem barbarians; clerics with the Nature domain; or rangers with the Hunter or Beast Master archetypes. Other classes or archetypes especially suited to a path are called out below.

The Wardens of the Wood seek to maintain the balance between nature and civilization, protecting each from the other.

The Greensingers see the magic of the fey as a part of nature. They honor the archfey that have influence in their regions and try to live in harmony with other fey creatures. Bards and archfey warlocks are often found among the Greensingers, and the Circles of Dreams works well for Greensinger druids.

The Gatekeepers protect the natural world from unnatural threats, such as aberrations and fiends. They maintain ancient wards that bind the daelkyr in Khyber. Horizon Walker rangers and Ancestral Guardian barbarians fit in here.

The Ashbound are champions of the natural world and fight anything that threatens it. Many of them consider arcane and even divine magic to be such a threat. Ashbound sometimes attack the holdings of dragonmarked houses and seek to release bound elementals. Barbarians are often found among the Ashbound, and Berserker and Storm Herald are logical paths.

The Children of Winter believe that death is a natural part of life. This leads them to fight undead, but also to take actions that cull the weak and strengthen survivors. Extremists have spread plagues, especially in large cities. Warlocks and Gloom Stalker rangers can be a good fit.

Sebastian Kimble (Order #15417015)

Karrnath

Capital: Korth
Noted for Ale, dairy, glass, livestock, lumber, paper, textiles; undead, martial discipline

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The people of Karrnath are stoic and grim. Karrnath is a nation of storms and long winters, and Karrns are accustomed to enduring hardship without complaint.

First and foremost, Karnath is known for its military tradition. Strength, strategy, and discipline are the core values of Karrnath. While Karrnath's soldiers may be the finest in the Five Nations, they lack the magical support of Aundair or Thrane, which evened the odds during the Last War. Nonetheless, Karrns are proud of their martial history, and most are convinced that they would have eventually won the Last War.

Karrnath suffered a series of severe food shortages and plagues early in the Last War. This caused the king to embrace the Blood of Vol as the national religion. The priests of this faith bolstered Karrnath's forces with undead. The current King, Kaius ir'Wynarn III, broke ties with the Blood of Vol and has stopped creating new undead, but Karrnath still has a significant number of skeletons and zombies in service. Many Karrns still follow the faith of the Blood of Vol and approve of the use of undead, but just as many feel that this disgraces Karrnath's proud military history… and that the necromancers themselves might have been responsible for the famines and plagues.

Interesting Things About Karrnath

- Rekkenmark Academy is the premier military institute in Khorvaire; prior to the Last War, all of Galifar's officers trained at Rekkenmark.
- The Sovereign Host has regained its place as the dominant religion of Karrnath, but there is still a strong following for the Blood of Vol. Atur, the so-called "City of Night", is the faith's stronghold in Karrnath.
- The Nightwood is a massive forest with a close tie to the Plane of Mabar. Monsters and undead sometimes slip out of the Nightwood to threaten the surrounding regions.
- The laws of Karrnath are harsher than those of the other Five Nations, closer to a state of martial law.
- King Kaius III is a strong proponent of peace, but many of the local warlords are certain Karrnath could and should unite Galifar, and there are whispers of a coup.

Karrnathi Characters

Karrns are somber folk, and generally disapprove of extravagance or excessive shows of emotion. As you develop a Karrnathi character or NPC, consider the following.

Military Service. Karrns have a strong tradition of military service, and soldier or sailor are appropriate backgrounds for any character. The laws of Karrnath are harsh, and criminals and charlatans have a difficult time here. The Martial Adept feat is a way to give a character a strong sense of military experience.

Martial Tradition. Karrnathi tradition emphasizes teamwork, focus, and force. Heavy armor and weapons are prefered. Battlemasters and Champions are both sound archetypes for fighters, while Karrnathi wizards are typically Evokers or Necromancers. Heavy Armor Master, Sentinel, and Tough are all logical feats for Karrnathi warriors; Polearm Master or Shield Master are also appropriate, depending on personal preference.

The Dead. Undead soldiers have served in Karrnath's armies for decades. How do you feel about the undead? Are you a follower of the Blood of Vol who considers the undead to be a practical tool? Do you have a relative or friend currently serving? Or do you despise the Blood of Vol and the use of necromancy?

Sebastian Kimble (Order #15417015)

The Lhazaar Principalities

Capital: Regalport
Noted for Ships, fish, mercenaries, merchants, pirates

This loose confederacy of pirate lords, merchant princes, and sea barons holds the northeastern coastline of Khorvaire and the many islands scattered across it. While they were recognized as an allied nation under the Treaty of Thronehold, the Principalities are a loose alliance. Each island domain has its own traditions, values, and goals—and each has a long list of vendettas and feuds with other princes. Beyond this, anyone who can win the support of enough ships and people can claim a principality; if you want to establish your own tiny kingdom, this is the place to do it.

The Lhazaar are the finest sailors in Khorvaire. During the Last War, they served all nations as privateers and engaged in piracy on the side. With the end of the Last War they've largely returned to the merchant trade, but there are still pirates on the open seas.

The Lhazaars value their independence. This is a place where anyone can rise to captain a ship or even seize a principality. Leadership is something earned, not given. High Prince Ryger ir'Wynarn of Regalport seeks to forge the Principalities into a unified force. He has the finest fleet, and it was his efforts that saw the Principalities recognized at Thronehold… for which he gave himself the title of "High Prince." But so far, the other princes have rejected his proposals for a greater union.

There are principalities devoted to the Blood of Vol and a few that favor the Sovereign Host. Beyond this, the Lhazaar show little enthusiasm for religion, though many will curse the Devourer when a storm comes.

Interesting Things About Lhazaar

- The Lhazaar Principalities have the largest changeling population in Khorvaire. Many of these are concentrated in the Gray Tide, a domain founded by changelings. However, changelings are found across the Principalities and the Lhazaar are generally used to them.
- The Wind Whisperer principality includes a number of half-elves with the Mark of Storm—excoriates and foundlings with no tie to House Lyrandar. The Wind Whisperers want to obtain airships, by any means necessary.
- Dreadhold is an infamous island prison maintained by House Kundarak. Said to be inescapable, Kundarak houses both infamous criminals and mystical threats.

Lhazaar Characters

As you develop a Lhazaar character or NPC, consider the following.

Seafarers and Swashbucklers. Most Lhazaar spend more time at sea than they do on land. Sailor is an appropriate background for any Lhazaar, but you can also ask your DM if you can switch a tool proficiency for vehicles (water) proficiency. Lhazaar are flamboyant people with little concern for the law, so charlatan, criminal, entertainer, and folk hero are all strong backgrounds.

Local Customs. Each principality is unique. Each has its own martial traditions, fashions, and slang. Think about how your choices reflect your principality. Your dwarf barbarian could be one of the savage Cloudreavers. Your dashing swashbuckler rogue could be a colorful Wind Whisperer. The Bloodsail elves have a strong tradition of necromancy… an excellent match for your elf wizard. There are many principalities, and you can always work with your DM to develop one that fits your character.

Big Dreams. Whatever their circumstances, the people of the Principalities are always looking to the future. What is it you want? To find a forgotten treasure hoard? To command your own ship? To take your place as a prince? Think big, and chase your dreams.

Sebastian Kimble (Order #15417015)

The Mror Holds

Capital: Krona Peak
Noted for Dwarves, banking, mining (precious and nonprecious metals), metalwork

Long ago, the Mror Lords were forced to swear fealty to Karrnath and Galifar. In the early days of the Last War, they declared their independence and the sovereignty of the Mror Holds. That declaration was less than a century ago and that makes it fresh in the mind of many dwarves. The Mror are proud of the wealth of their nation and the talents of their smiths, of the skills of their warriors and the strength of their impregnable fortresses. The Mror star is rising.

When humanity first came to Khorvaire, the dwarves were locked in endless feuds. Over the centuries, they turned their energies to harnessing the astonishing natural resources of their mountain home. The dwarves were reborn as merchant princes. And along the way they made a remarkable discovery: ruins of an ancient dwarven empire. This forgotten realm was destroyed by the daelkyr and its vast halls are held by aberrations and other dark things. Nonetheless, these ruins are another source of pride for the Mror. They're heirs of a mighty empire that may one day rise again.

The Mror Holds are a loose confederation. Twelve noble clans each govern a hold and have a representative on the Iron Council, which resolves disputes and issues affecting the entire nation. Each hold includes a number of lesser clans, who owe fealty to the noble line.

The Sovereign Host is the dominant faith of the Mror Holds. Kol Korran is the most beloved of the Sovereigns, but Onatar, Olladra, Boldrei, and Dol Dorn are also revered.

Interesting Things About the Holds

- The Mror Holds have deep reserves of gold, silver, and other rare and precious metals, along with iron and other ores.
- The Ironroot Mountains have long been home to the Jhorash'tar, a clan of orcs. The Jhorash'tar have been slowly driven into the least hospitable regions of the mountains. A few of the clans are seeking to incorporate the Jhorash'tar into Mror society, while others wish to drive them out once and for all.
- There used to be a thirteenth royal clan. Four hundred year ago, the dwarves of Noldrunhold were wiped out; no one knows if this was the work of the Jhorash'tar, a rival clan, or some force from below the mountains. Other clans have tried to claim the Noldrun lands, but this has always met with disaster.

Mror Characters

As you develop a Mror character or NPC, consider the following.

Clan Focus. Is your clan known for mercantile power or martial skill? Are you a noble—even if you're a few steps removed from true power? Or are you a simple guild artisan or soldier? Most Mror have embraced modern martial techniques, but there are a few minor clans that still cling to the barbarian traditions of the past.

Holding onto the Past. Do you treasure the legends of the ancient dwarf empire? As a Mror artificer, you could be a sage determined to reclaim the lost techniques of the past. And how do you feel about the Five Nations? Do you still hold a grudge for the indignities suffered by your ancestors, or do you feel pity for this broken kingdom?

Pride in Possessions. From the wealthiest clan lord to the simplest miner, the Mror take great pride in their possessions. Quality is more important than appearance, and you are also interested in the history of the things you carry; if you find a magic weapon, you want to know the battles it has seen and the warriors who have wielded it before you.

Sebastian Kimble (Order #15417015)

Q'barra

Capital: Newthrone
Noted for Eberron dragonshards, rare herbs

Q'barra is a young nation on the edge of Khorvaire, an untamed frontier filled with danger and opportunity. During the golden age of Galifar, no human ever bothered to cross the Endworld Mountains to explore the vast jungle beyond. When the Last War broke out, a fleet of settlers came to Q'barra in search of a new home far from the war. As this settlement expanded, the settlers discovered massive deposits of Eberron dragonshards. Over the last decade, a wave of prospectors, wandslingers, refugees, and fortune-seekers have descended on Q'barra, along with brigands, deserters from the war, and all manner of criminals and opportunists.

There's one small complication: Q'barra is home to a number of ancient civilizations humans know nothing about: the lizardfolk of the Cold Sun Federation, the dragonborn of Ka'rhashan, and the confederacy of the Poison Dusk. Most settlers know very little about these cultures, and collectively refer to them as "scales." King Sebastes ir'Kesslan of Newthrone has established a treaty with the Cold Sun Federation, but communication has always been difficult. The prospectors of Hope regularly break the terms of the treaty. There have been a number of clashes with the scales and many here fear that a greater conflict is on the horizon.

Q'barra is split into three main regions. New Galifar is the original colony; it has a feudal structure and holds to the laws of the Five Nations. Its capital city of Newthrone is the largest city and port in Q'barra. To the north, Hope is a collection of small mining towns. In Hope, the law goes only as far as the people willing to enforce it. And beyond these human regions lie the unexplored lands of the scales.

Interesting Things About Q'barra

- There are ruins in Q'barra tied to the Age of Demons. So far the settlers know little of the history of this region, but the Poison Dusk has ties to fiendish powers.
- House Tharashk has a strong presence in both Hope and New Galifar. Tharashk is the primary buyer of Eberron dragonshards, and also runs its own large-scale mining operations.

Q'barran Characters

Q'barra is home to the settlers and prospectors from the west—mostly humans but including members of all races found in the Five Nations. It's also a possible origin for dragonborn and lizardfolk characters.

Settlers. Q'barra is an excellent place to explore some of the traditional archetypes of the classic Western. As a paladin, you could be a lone sheriff seeking to protect your newly formed mining village. Your cleric could be the town preacher. As a sorcerer or bard with a criminal background, you could be a dashing wandslinger looking for trouble and gold. Q'barra can be a land of opportunity for newly freed warforged and Cyran refugees in search of a new home.

Lizardfolk. The lizardfolk have a primitive culture that blends druidic traditions with the beliefs of the Silver Flame. You may have been sent to study the softskins—to learn about them and potentially serve as an envoy for your people. Alternatively, you could be following a personal vision.

Dragonborn. The dragonborn live amid the remnants of ancient glory. They have a proud martial tradition, and a number of dragonborn have ventured west in search of worthy challenges. If you follow this path, you might have served as a mercenary in the Last War.

Sebastian Kimble (Order #15417015)

The Shadow Marches

Capital: Zarash'ak (unofficial)
Noted for Eberron dragonshards, herbs

When most people think of the Shadow Marches, they imagine a fetid backwater where illiterate humans mingle with orcs and other foul creatures, practicing strange rites by the light of the moons. While flawed, this vision isn't entirely inaccurate. The Shadow Marches are a desolate land of swamps and moors. The homeland of the orcs, it was scarred in the ancient conflict with the daelkyr. These fiends left twisted creatures and aberrations in the swamps, and sowed seeds of madness that linger to this day. There are indeed moonlit rituals in the Marches: some to honor the daelkyr, others to maintain the wards that keep them trapped in Khyber. Humans came to the Marches long ago, refugees fleeing a war in the distant land of Sarlona. Over time the two cultures merged, forming the Marches as they exist today.

The Marches had little contact with Galifar or the east until a few hundred years ago, when a House Sivis expedition made two discoveries: the region contained valuable dragonshards, and a number of clans had manifested the Dragonmark of Finding. This led to the foundation of House Tharashk, as these clans joined together to master the economic potential of their mark and leverage their mineral wealth.

The Shadow Marches aren't a nation. No one voice speaks for the clans and tribes, and most of the tribes have no interest in dealing with outsiders. House Tharashk is the largest faction in the region, and their city of Zarash'ak is the center for commerce.

House Tharashk is the main point of contact between the Shadow Marches and the outside world. Tharashk aside, it remains a collection of tribes and cultists following their ancient traditions in the shadows of the swamps.

Interesting Things About The Marches

- The Gatekeepers are a druidic tradition that began in the Shadow Marches. The defeated the daelkyr in the past, and they are sworn to protect Eberron from unnatural and extraplanar threats.
- The Cults of the Dragon Below are wildly diverse, and often driven by madness. Many worship daelkyr or have ties to aberrations.

Marcher Characters

As a character from the Shadow Marches, you could choose to carry the Mark of Finding regardless of whether you have ties to House Tharashk.

As a Marcher, a critical question is whether you have ties to one of the orc tribes or the integrated clans.

The Clans blend the traditions of human and orc, building towns and working with steel. They still rely on skilled hunters, and they have their own unique traditions of art and music. Rangers, rogues, and bards all have a place in the clans, and there are gatekeeper druids among them. Some in the clans worship a limited form of the Sovereign Host focused on Balinor, Boldrei, and Arawai; this is a sound path for a Nature cleric.

The Tribes maintain traditions that predate humanity. They're nomadic hunter-gatherers, and don't work metals; they make their tools from stone, hide, wood, and bone. Tribal Marchers are mostly orcs, but there are a few humans and half-orcs among them. Tribal Marchers are fierce warriors and skilled hunters with a close bond to the natural world; barbarians, druids, and rangers all have a place here. Outlander and hermit are both appropriate backgrounds for a tribal Marcher.

Sebastian Kimble (Order #15417015)

The Talenta Plains

Capital: Gatherhold
Noted for Halflings, livestock, dinosaurs

The halflings of the Talenta Plains live a simpler life than the people of the Five Nations. They have no cities, no industrialized magic. But they do have dinosaurs. The halflings have domesticated the dinosaurs of the plains, and use these creatures as mounts, livestock, and beasts of burden. There is a sacred bond between a hunter and their mount, and few people are prepared to face a raging halfling barbarian riding a furious clawfoot raptor.

Talenta religion is based around reverence for spirits, both departed ancestors and the spirits of the natural world. Each nomadic tribe has a *lath*—a chieftain who guides and protects the tribe—but it is the shamans who consult the spirits and choose the paths of migration.

In the past the tribes have stood alone, but during the Last War many halflings came together under Lathon Halpum to defend their land, and it is Halpum who won recognition for the Plains as one of the Thronehold nations. The Plains have only been considered a nation for two years, and it's still unclear what this means; however, it has resulted in more traffic between the Plains and the outside world.

Interesting Things About the Plains

- Gatherhold is one of the only cities in the Talenta Plains. All tribes come to Gatherhold to trade, hold councils, and settle disputes. House Ghallanda maintains Gatherhold, but it is understood that Gatherhold belongs to the people, not the houses.
- House Ghallanda and House Jorasco both began in the Talenta Plains and still maintain connections to their ancestral homeland. The dragonmarked bloodlines are spread throughout the tribes, and you can play a dragonmarked halfling from the Plains who doesn't work for the houses.
- Stories speak of ancient ruins that date back to the first age of the world, and of a vast graveyard holding the bones of dragons.

Talentan Characters

Review the halfling section in chapter 3 for quirks and other things relevant to characters from the Plains. Also consider the following.

Wild Warriors and Tricksters. You were born in the wild, and your wits and your weapons helped you survive. Talenta warriors are often barbarians or rangers, relying on speed and skill. However, cunning and charisma are equally important, and bards and rogues certainly have a place on the plains. Outlander is a logical background, but you could easily be a bold folk hero, a dashing entertainer, or a clever charlatan. You could even be an urchin who was stranded in a great city at a young age and adapted to hunting in this stone jungle.

Surrounded by Spirits. Fey, fiends, the ghosts of ancestors; these are all part of the spirit world, and they're all around you. Do you believe that the spirits guide your actions? Do you show respect to the spirits of a location? Talentan shamans tend to be Shepherd or Moon druids, often assuming the form of dinosaurs. However, you could reflect a strong bond to spirits by playing an Archfey warlock, Nature cleric, Oath of the Ancients paladin, or a Beast Totem or Ancestral Guardian barbarian. Hermit and Outlander are sound backgrounds, but you could be an acolyte or a sage who consults with spirits instead of reading books. Warriors and shamans alike often wear masks in order to present a particular face to the spirit world.

Dinosaurs. Talenta halflings have a close bond to their dinosaur companions. You can find additional information on this—and statistics for a clawfoot raptor—in chapter 3.

Sebastian Kimble (Order #15417015)

Thrane

Capital: Flamekeep
Noted for Divine magic, the Silver Flame; fine crafts, wool, textiles, fruit, livestock

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The modern Church of the Silver Flame was founded in Thrane, and most of the people of the nation are devout followers of this faith. During the Last War, the people of Thrane chose to set aside the rule of the monarch and to embrace the leadership of the Church. For the last seventy years Thrane has been a theocracy. The head of the state is 11-year-old Jaela Daeran, the divine selected Keeper of the Flame; however, Jaela looks to the Council of Cardinals to perform the practical work of running the nation.

The primary purpose of the Silver Flame is to defend the innocent from supernatural evil. The faith has always had a militant aspect, with battalions of templars and peasant militias prepared to face undead, lycanthropes, or other monstrous threats. But compassion and charity are core values of the church, and the templars are tasked to defend *all* innocents. Even during the Last War, if a fiendish threat were to arise in a Brelish village, Thrane templars would ally with the locals to bring an end to the threat. With that said, this is the *ideal*. There are zealous Thranes who believe the Church is destined to reunite Galifar under the Silver Flame, and corrupt priests interested only in power and wealth.

Not all priests are divine spellcasters, and the typical templar is a mundane warrior; however, due to the deep faith of its people, Thrane has more clerics, paladins, and divine spellcasters than any other nation in Khorvaire.

Interesting Things About Thrane

- Flamekeep is the capital of Thrane and the seat of the Silver Flame. The Keeper of the Flame dwells in the great Cathedral of the Silver Flame, which holds a pillar of fire born when Tira Miron sacrificed herself to bind the demon Bel Shalor.
- Faith is a part of daily life in Thrane, and divine adepts provide many important services. However, arcane magic is still a part of life in Thrane. The streets are lit with everbright lanterns, and there are magewrights and even wizards, just not as many as in other nations.
- The feudal system of nobility remains in place; it's simply that ultimate authority rests in the hands of the church. Queen Diani ir'Wynarn is the "blood regent," serving as a symbolic advisor to the Keeper of the Flame. There is a small fraction of the population who would like to see the traditional monarchy restored to power.

Thrane Characters

As you develop a Thrane character or NPC, consider the following.

The Impact of Faith. Are you a follower of the Silver Flame? Faith doesn't require divine magic, but if you want to reflect a close bond to the Flame, you could gain a few divine spells by taking the Magic Initiate feat. Archery is a devotional practice of the Silver Flame, so as a martial Thrane you might focus on archery-related combat styles and spells or take the Sharpshooter feat. Any Thrane could take the acolyte background to reflect a strong connection to the church, or the soldier background based on service with the templars.

Church or Crown? Do you fully support the theocracy? Or would you like to see Queen Diani restored to the throne? There are many people of faith who believe that miring the church in politics distracts it from its true mission and invites corruption.

Dealing with Darkness. The Shadow in the Flame can tempt even the most virtuous soul. How do you react when you encounter corruption and greed? Are you a compassionate person who seeks to lead people to the light, or a zealot determined to crush all darkness? How will you react when you encounter monsters—minotaurs, ogres, gnolls—in a civilized setting?

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Valenar

Capital: Taer Valaestas
Noted for Elves, mercenaries, horses

In the midst of the Last War, an army of warrior elves seized this region from Cyre, invoking a claim to the land from long before humanity's arrival on the continent. The elves of Valenar are utterly devoted to the arts of war. Their cavalry has no equal in Khorvaire, and they combine a talent for magic with stealth and swordplay. Cyre employed the Valenar as mercenaries and was entirely unprepared for betrayal. When Cyre was destroyed in the Mourning, no one wanted to challenge the Valenar; in the interests of peace, this elf kingdom was recognized by the Treaty of Thronehold.

The elves are already pushing the limits of the treaty. The Valenar constantly search for worthy challenges. While some venture into the Mournland or the untamed jungles of Q'barra, Valenar warbands have launched raids into Darguun and even Karrnath. While High King Shaeras Vadallia has promised to rein in his warriors, some believe that the elves will continue this provocation… that their main interest is conflict with a worthy foe, and that they *want* Darguun or Karrnath to declare war.

Valenar is a feudal kingdom. The elves are warrior princes, but they spend little time at rest. They operate in small units called *warbands*, and those that aren't patrolling the kingdom are abroad seeking adventure. Most of the civic administration is handled by half-elves. Some of these are the children of Valenar elves, but most are immigrants who've come from the Five Nations in search of opportunity. Below this are the natives. Once vassals of Cyre, now they're vassals of Valenar. Some hated the Cyrans and welcome the elves. Others despise their new leaders and are plotting against them. But life hasn't changed much for the commoners, and most don't actually care who wears the crown.

Interesting Things About Valenar

- The dragonmarked House Lyrandar has helped the elves build the infrastructure of their kingdom. The half-elves have no homeland, and some believe that the half-elves of Lyrandar hopes to make Valenar a haven for their people.
- The ancestors of the elves fought the ancient goblins for control of this region many thousands of years ago. Relics of that struggle can still be found scattered across Valenar and the Blade Desert: ruins, haunted fortresses, battlefields that have slipped out of alignment with time.

Valenar Characters

The elf section of chapter 3 provides additional information about creating Valenar elves. Whatever kind of character you're creating, consider the following.

Martial Role. Valenar has always been on a war footing. As an elf, consider your role in a warband. Are you a simple soldier? An outlander scout? An acolyte devoted to the elven ancestors, or a sage familiar both with Valenar history and the lore of potential enemies? As a half-elf you might be an entertainer, a sailor, or a guild artisan working to support the elf army… or a charlatan seeking seeking intrigue and opportunities. As one of the vassals, you could be a guild artisan working for the elves, an urchin born in Taer Valaestas, or even a folk hero fighting to protect the common folk.

Dreams. What is it you hope to achieve as an adventurer? Have you left Valenar behind, or are your aspirations tied to the kingdom? As a half-elf with Valenar blood, do you want to be recognized as a true Valenar—granted a bond to a patron ancestor, a place in a warband, and a chance at immortality? Or are you more interested in building a homeland for your own people? As a native, do you want to work with the elves or do you want to drive them out—and if so, who do you want to replace them?

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Zilargo

Capital: Korranberg
Noted for Gnomes, alchemy, education, elemental binding, entertainment, precious stones

Zilargo is the homeland of the gnomes, and at first glance it appears to be a paradise. The streets are bright and clean. The universities and libraries are the finest in Khorvaire. Everyone seems happy and helpful, and crime is all but unheard of. But Zil society is filled with layers of intrigue and blackmail that are often invisible to human eyes. And below that lies The Trust, a ruthless secret police force that eliminates any threat to society.

Zilargo isn't a tyranny. Each major city has a democratically elected ruling council and a seat on the Triumvirate that governs the nation; the Trust reports to the Triumvirate. The Zil gnomes built this system, and they are quite happy with it. Their streets are safe, and as long as you play by the rules of the game, the Trust won't target you. Outsiders find this casual acceptance of preemptive assassination to be terrifying, but the Zil actually trust the Trust.

Every Zil gnome is in a web of intrigues. This is condoned by the Trust, as long as no laws are broken and the state itself isn't threatened. It's fine for a gnome charlatan to connive another gnome out of a jewel mine—as long as this is accomplished through cunning, negotiation, or deception rather than violence or outright theft, and as long as the mine stays in Zil hands. The same applies to adventurers planning schemes in Zilargo: violence will get one targeted by the Trust, but *intrigue* is perfectly acceptable.

The Trust itself is a network of spies and assassins. Most agents of the Trust simply pass information through dead drops; some estimate that a third of the nation works for the Trust in this capacity. When the Trust identifies a threat, it acts preemptively. If a problem can be solved without violence—by sharing a piece of information, or a whispered warning sent via *message*—that's what they'll do. But the Trust won't hesitate to eliminate a threat, whether with poison, spell, or a blade. Typically, a target will never even see the agent that kills them.

Interesting Things About Zilargo

- The Library of Korranberg is considered to be the finest repository of knowledge in all of Khorvaire.
- The Korranberg Chronicle is the leading source of news in the Five Nations, and gnome chroniclers travel across Khorvaire in search of stories.
- The major cities of Zilargo have temples and shrines dedicated to every religion. Most Zil explore a few faiths before settling on one; others practice multiple religions.

Zil Characters

As you develop a Zil character, consider the following things, along with the suggestions in the Gnome section in chapter 3.

Family Ties. In a nation shaped by intrigue, you have to have someone you can rely on… and for the Zil, that's family. Unless you're an orphan, discuss your family with your DM. What's their business? Who's your favorite relative? Are you currently involved in any family schemes? Family members may call on you for help over the course of your adventurers, but they can also be a resource for you.

Knowledge and Power. The Zil prize knowledge above all else. Sage is a suitable background for any Zil; charlatan and spy are also appropriate, reflecting their love of intrigue. Classes that specialize in melee combat are rare among the Zil. Rogues, bards, wizards, and artificers are the soldiers of Zilargo.

One unusual option is to play a warlock whose pact is with the Trust itself. You receive your orders telepathically. Your class abilities can reflect specialized training or granted abilities—the magical equivalent of super-spy gadgets!

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Everyday Life

There are details you don't need to know, but that you might *want* to know. When something costs 1 CP, you can just say "*one copper piece*" but do the people of Khorvaire have a name for their coins? Is there a convention for naming characters? This *Wayfinder's Guide* is an overview. If you want more information on a particular subject, refer to the sources in the Appendix. But for now, here are a few useful facts about everyday life in Khorvaire.

The Calendar of Galifar

The Galifar calendar tracks the years since the Kingdom of Galifar was founded, using the abbreviation YK. The week is divided into seven days, with four weeks to a month and twelve months to a year. Despite the fall of Galifar, the nations of Khorvaire still use this calendar.

The seven days of the week, in order, are Sul, Mol, Zol, Wir, Zor, Far, Sar.

The twelve months are named after the twelve moons that orbit the world:

1. Zarantyr (mid-winter)
2. Olarune (late winter)
3. Therendor (early spring)
4. Eyre (mid-spring)
5. Dravago (late spring)
6. Nymm (early summer)
7. Lharvion (mid-summer)
8. Barrakas (late summer)
9. Rhaan (early autumn)
10. Sypheros (mid-autumn)
11. Aryth (late autumn)
12. Vult (early winter)

King Jarot ir'Wyrnarn died on Therendor 12, 894 YK. The Day of Mourning occurred almost exactly a century later, on Olarune 20 994 YK.

By default, a new Eberron campaign begins on Zarantyr 1, 998 YK.

The Currency of Galifar

Merchants and nobles often use **letters of credit** to handle large transactions, drawing on the reserves of the dwarvish banks of the Mror Holds. But most day-to-day transactions use coins of precious metal. With the collapse of the Kingdom of Galifar, each of the Five Nations began to mint its own currency, along with the Mror bankers. However, while the designs imprinted on these coins vary based on the source, each of these forces has continued to use the same metals, weights, and denominations set forth in the days of Galifar, maintaining a simple standard for commerce across Khorvaire.

- The **crown** (CP) is made from copper and traditionally depicts the crown of Galifar on one face. The crown is the lowest denomination of coin minted under the rule of Galifar, which spawned the saying "In Galifar, even the beggars have crowns."
- The **sovereign** (SP) is made from silver, and bears the face of a living or recent ruler. An unskilled laborer can expect to earn a sovereign for a day's work.
- The **galifar** (GP) is made from gold. It bears the image of Galifar I, the founder of the old kingdom.
- The **platinum dragon** (PP) bears the image of one of the dragons of legend. With a value of one hundred sovereigns, these coins are used only by the wealthiest citizens of Khorvaire, and the average peasant may never see such a coin.

There are a number of other coins in circulation, such as the double crown of Breland or the silver throne of Cyre, which has a value of five sovereigns. Still, all of the major nations make use of the four basic coins described above.

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Languages in Eberron

In Eberron, languages are tied to culture and geography as opposed to biology. A dwarf raised in Breland might not actually know Dwarvish, while the language of the giants is closely tied to the distant land of Xen'drik. The following optional rules are a way to explore this aspect of the setting.

Optional Rule: Common Languages

Common is the language of the Five Nations. The Mror dwarves speak Dwarvish and the Aereni elves speak Elvish, but they know Common as the language of trade.

In Eberron, there are a number of other languages that serve this role in different regions or cultures. The DM may change the languages assigned to a monster or NPC to reflect this.

Giant is the common tongue of Xen'drik. It is rarely encountered on Khorvaire. Monsters in Khorvaire usually speak Goblin.

Goblin is the common tongue of Darguun, Droaam, and the Shadow Marches, along with most "monstrous" creatures in Khorvaire. It was the language of the goblin empire that dominated the continent before humanity arrived. Orcish is a dead language; it may be encountered in ancient inscriptions, but modern orcs speak Goblin.

Infernal is spoken by spirits that embody evil. This incorporates Abyssal; all fiends speak a common language. Infernal is sometimes called "Khyber's speech," while Celestial is "the tongue of Siberys."

Riedran is the common tongue of the continent of Sarlona. **Quori** is spoken by the kalashtar, spirits native to Dal Quor, and the Inspired lords of Riedra.

Optional Rule: Swapping Racial Languages

This optional rule allows you to exchange a language granted by your race for a different standard language. Your DM must approve the language you select. This is a way to reflect a character with no ties to the culture of their race. Halfling is the language of the Talenta Plains; if a halfling was raised in the Mror Holds, they might replace Halfling with Dwarvish to reflect this.

Names in the Five Nations

Naming conventions vary by nation. The Zil gnomes always use three names—a given name, a family name, and a clan name. Warforged often use a single name. Within the Five Nations, most citizens have a given name followed by a surname. This surname is either a family name or related to an occupation or region of origin. So *Sorn Fellhorn*, *Kara of Windshire*, and *Tellan Magewright* are all names you might find among the common folk of the Five Nations.

The noble families of Galifar—along with those granted land and titles by one of the sovereigns of the Five Nations— add the prefix **ir'** to their surname. So the name *Darro ir'Lain* tells you that this individual is a landed noble. The Wynarns were the royal line of Galifar, and the current rulers of Aundair, Breland, and Karrnath are all heirs of the Wynarn bloodline. Thus, Queen Aurala of Aundair is *Aurala ir'Wynarn.*

Another common prefix is **d'**, used by any heir of a dragonmarked house who has manifested a dragonmark. So *Merrix d'Cannith* is a member of House Cannith who has manifested the Mark of Making.

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MAGIC IN KHORVAIRE

Your airship soars through the skies, approaching the mile-high towers of Sharn. You disembark, walking down a street lit by *everbright lanterns*, and make your way to your favorite Ghallanda tavern. Inside, the halfling bartender uses *prestidigitation* to chill and flavor an array of exotic beverages. A Phiarlan bard entertains the crowd with song and a dazzling display of illusions. An argument between two veterans escalates into violence: the Brelish tough produces a knife, but the Aundairian duelist already has a wand in her hand.

Magic is a part of life in Khorvaire. Arcane magic is a form of science, and the Five Nations are built on this foundation. Magewrights are professional spellcasters who use rituals and cantrips to provide a host of services. The dragonmarked houses provide magical services that are beyond the powers of a common magewright. And manifest zones are specific locations where the energies of the planes bleed into Eberron; these allow dramatic effects that can't be replicated elsewhere, such as the colossal towers of Sharn.

WIDE MAGIC, NOT HIGH MAGIC

While magic is widespread, the *scope* of magic is limited. Low-level spells are a part of everyday life, but high-level magic remains remarkable.

Common Magic. Cantrips and 1st level spells are commonplace. Magewrights, wandslingers, and dragonmarked heirs can all produce these sorts of effects, and you'll see the impact of this magic as part of everyday life. Common magic items can be found in any community and purchased in any major city, provided you can find a shop or dragonmarked enclave that deals in what you're looking for. Common magic items generally range in price from 50–100 gp.

Uncommon Magic. There are magewrights and dragonmarked heirs who can cast 2nd and 3rd level spells, and such services can be bought… but not cheaply. You'll find houses with *arcane locks* on their doors, but that's a sign of a wealthy owner. The same is true of uncommon magic items. It's possible to purchase these in a major city, but selection and quantity will be limited; in a smaller town, they'll be more limited still. Uncommon magic items typically cost between 100–500 gp, though costs can be higher based on scarcity.

Rare magic. Spells of 4th through 5th level are beyond the reach of most people. People are familiar with the concept of spells like *teleportation* or *raise dead*, but few people have ever seen either of these things actually performed. Only the most remarkable magewrights have access to such magic, so these services usually come from the dragonmarked houses—specifically heirs with Greater Dragonmarks and dragonshard focus items.

In theory, rare magic items can be purchased, with prices ranging anywhere from 2,000 gp–20,000 gp. In practice, these things are **rare**. A rare magic item might be the prize of a collection in a Sharn emporium, or the showpiece of a House Cannith forgehold. It's more likely that such items will be acquired as rewards for working with a powerful organization than simply found for purchase in a store. Of course, should you have a ridiculous sum of gold burning a hole in your purse, you might be able to commission House Cannith to create a rare item for you… though this would take time.

Very Rare and Legendary Magic. Spells of 6th level and above are largely the stuff of legends and folktales. The few people known to wield this sort of power are themselves legends: Mordain the Fleshweaver, the Keeper of the Silver Flame, the Daughters of Sora Kell. If encountered in the Five Nations, such magic will likely be tied to an *eldritch machine* or a manifest zone.

Legendary magic items are generally the work of dragons or demons, or relics found in the ruins of Xen'drik. Very rare magic items could be tied to similar sources, or they might be masterworks of the elves of Aerenal or Valenar heirlooms. It's unlikely that such a treasure would ever be sold.

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Magewrights

In Khorvaire, magic is a tool that's incorporated into many jobs. There are entirely magical careers, such as the medium or the oracle. But much of the time, mundane skill and magic are combined together. A lamplighter can work with mundane lanterns, but also learns *continual flame* to create and maintain the *everbright lanterns* that light the streets. A chef can heat and flavor food with a cantrip.

A magewright knows one to four cantrips or spells. Magewrights don't use spell slots. Cantrips can be used casually, but their spells are usually cast as rituals—even if the spell doesn't normally have the ritual tag. When converting a spell to a magewright ritual, it can have a casting time of up to one hour. It's also common for a magewright's ritual to have an additional component cost in dragonshards, the fuel of the magical economy. A typical cost would be 25 gp for a 1st level ritual, 50 gp for a 2nd level ritual, doubled for each subsequent level; but this is only a basic guideline. The point is that the limitations on a magewright are time and money. A locksmith can cast more than one *arcane lock* in a day; but it takes an hour and 50 gp for each lock they want to create.

While the common spell list is a starting point for magewright spells, you can modify these spells to fit the job. Spells used by adventurers are often quite versatile. *Prestidigitation* can heat or chill an object, light or extinguish a flame. Both the lamplighter and the chef may know *prestidigitation*, but the chef's version may only work on food, while the lamplighter can only light or extinguish flames. An actor may know a version of *thaumaturgy* that helps project their voice but doesn't provide any of the other benefits. Artisans often know a version of *guidance* that only helps with their particular art. This could also result in a magewright having a spell that's superior to the usual version of a spell, reflecting their tight focus. An oracle's version of *augury* might be able to predict outcomes up to a week in advance, as it's hard to make a business out of predicting events that occur in the next 30 minutes.

In dealing with a magewright, think about the form their magic takes. A locksmith can perform *knock* as a ritual. But they don't just snap their fingers. They may use lengths of wire or iron rods, tracing patterns around the lock they're dealing with while murmuring incantations. An oracle might work with cards or dice, or study charts of planar conjunctions. The magewright performs magic as both a job and a science.

Here are some examples of magewrights and the services they provide. Not every healer can cast *lesser restoration,* and not every oracle can cast *divination*—these are general guidelines.

- **Chef**. *Prestidigitation* (food only), *purify food & drink* (ritual), *gentle repose* (ritual, food only). Familiar with cook's tools.
- **Healer.** Proficient with Medicine and herbalism kits. *Spare the dying, detect poison & disease* (ritual), *lesser restoration* (1-hour ritual, 50 gp component cost).
- **Launderer.** *Mending, prestidigitation*; both only affect fabric.
- **Lamplighter.** *Light, continual flame* (1-hour ritual, 50 gp component cost); uses tinker's tools to create and repair lanterns.
- **Locksmith.** *Arcane lock* (1-hour ritual, 50 gp component cost), *knock* (ritual, 50 gp component cost); proficient with thieves' tools and tinker's tools.
- **Medium.** *Speak with dead* (ritual, 100 gp component cost). Some mediums use a form of *minor illusion* to conjure an image of the deceased. A medium might be proficient in Insight to help mourners deal with grief—or in Deception.
- **Oracle.** *Augury* (ritual, 50 gp cost); *divination* (1-hour ritual, 200 gp cost).

The term *magewright* specifically refers to an arcane spellcaster. In religious communities (such as those in Thrane) adventurers may find divine casters performing these same functions. Such a divine caster is called an adept. Divine magic is a gift instead of a science, and adepts typically work on behalf of their faith rather than selling their services.

Sebastian Kimble (Order #15417015)

Wandslingers

The Last War saw a dramatic increase in the use of magic in battle. Aundair was the first nation to field units of arcane dragoons, but as the war continued cantrip specialists could be found in the armies of most nations. Due to the considerable training required to master magic, this has remained an elite specialty. The common soldier wields a spear or crossbow but it's not unusual to see a warrior with a sword on one hip and a wand on the other. Within the army, such a soldier is referred to as an arcaneer.

On the streets, they are called wandslingers.

A wandslinger is defined by the ability to cast *at least two* cantrips, typically drawn from the sorcerer or wizard spell list. A common wandslinger also knows a single 1st-level spell, which they can cast once per long rest. An exceptional wandslinger may know up up to three spells of up to 3rd level. A wandslinger's spells and cantrips are almost always combat spells with an immediate effect, such as *fire bolt, ray of frost, burning hands,* or *shield.*

The critical limitation of the wandslinger is a dependence on an arcane focus. A wandslinger must have an arcane focus—a wand, rod, staff, orb, or crystal—to perform magic. Some wandslingers use different focuses for their various cantrips, such as a wand for *fire bolt* and a rod for *burning hands*, but wandslingers can use any arcane focus they get their hands on. As a result, arcane focuses are regarded as weapons throughout Khorvaire.

If you've got a wand tucked into your belt, people may assume you know how to use it.

Playing A Wandslinger

"Wandslinger" isn't a class. Anyone who can perform arcane magic could be considered a wandslinger, and any character could acquire a wandslinger's spell set by taking the Magic Initiate feat. As such, whether your character is a wandslinger is really a question of style.

- Did you serve in the Last War? If so, who did you fight for? Did you learn or hone your magical skills as part of your military training?
- Do you primarily view your magic as a weapon, or do you hate being forced into combat? Do you have a diverse range of spells, or is your magic largely oriented around combat?
- A player character is never required to use an arcane focus when casting a spell. But if you're a wandslinger, you're more comfortable with a focus in your hand. Casting a spell without a focus takes effort. There's no mechanical penalty associated with this; it's just something to consider when describing your actions.

As long as your DM approves, you could justify the abilities of an arcane class as being derived from wandslinger training as opposed to the usual source. If you're playing a sorcerer or warlock, you could say that your choice of Sorcerous Origin or Otherworldly Patron reflects specialized military training. This doesn't change the way these features function; it means that instead of making a pact with a fiend, your warlock has a connection to an elite order of arcaniers that share these abilities. Instead of dealing with the demands of a patron, you might receive requests from your former commander or your comrades from the war. Ultimately, it's about the story you want to tell with your character. Are you an impetuous duelist, quick to draw your wand at the first provocation? A former soldier trained to use magic as a weapon? Or an arcane scholar who despises hotheaded wandslingers who know nothing about the science of magic?

Identifying your character as a wandslinger doesn't change your class features. Chapter 3 offers a wider selection of arcane focus items that can add color to your character.

Sebastian Kimble (Order #15417015)

The Magical Economy

With this general understanding of the sort of magic that's found in the world, here's a closer look at a few particular fields of industry.

Communication

The Couriers' Guild of House Orien runs a standard postal service, delivering messages by horse and lightning rail. Sending a letter to a central station in a major city costs a few copper pieces. A direct delivery within a city could run up to 5 sp. Sending a large or unusual package—or a rushed delivery—costs considerably more.

Should you need to send a message more quickly, you'll turn to the message stations of House Sivis. The basic tool is the *speaking stone*, which allows a dragonmarked operator to send a short message to any other *speaking stone*. Sending a message through the stones costs 1 gp for every five words in the message and takes one minute for every ten miles between the station and the destination. The gnomes at the receiving station will transcribe the message; for an extra gold piece, they'll have a courier deliver it to the intended recipient. Most large communities will have a message station, but small villages or frontier towns may not.

The *speaking stone* network is the backbone of communication, but if it's not fast enough, there is one more option. A Sivis enclave *might* have a heir who can perform *sending*, which can send a message instantly to any Sivis station—and even allow a response, if the recipient is present and waiting at the target station. If available, this service generally costs 200 gp.

Entertainment

While true bards are uncommon, magewright entertainers learn to weave magic into their performances. Illusion is a common tool, used both to enhance a mundane performance or as an art form in its own right. A gymnastic performance might incorporate *jump* or *feather fall*. The effects of the *thaumaturgy* cantrip—booming voice, influence flames, spontaneous sounds—are a boon for any actor. In general, think of ways that such low-level effects might be incorporated into a performance.

The Dragonmarked Houses of Shadow dominate the entertainment industry. House Phiarlan operates west of the Mournland, while House Thuranni is based in Karrnath and the Lhazaar Principalities. Each house has its own theatres, companies, and star performers, but you don't need a dragonmark to get into show business; the houses train and license all manner of artists and entertainers.

Fashion

When it comes to fashion, the most common manifestation of magic is *glamerweave*: clothing imbued with illusion. This can involve concrete images, such as a cloak lined with glittering stars or a gown with a pattern of flames; the wearer might even be able to adjust the intensity of these flames with a word. More elaborate (and expensive) *glamerweave* could even produce the effect of being wreathed in flames. However, *glamerweave* can also have more abstract effects: slowly shifting colors or a shimmering glow, for example. *Glamerweave* can cost anywhere from 10 to 200 gp depending on the effect; it's stylish, but certainly a sign of wealth. Zilargo and Aundair are the primary sources of *glamerweave*, and competition between designers has grown in recent years.

Medicine

The halflings of House Jorasco have long dominated the business of healing. Most large communities have a Jorasco healing house, and even smaller communities often have a lone Jorasco healer. The basic services provided by Jorasco involve use of the Medicine skill and herbal remedies. The next tier of treatment is *lesser restoration*, offering immediate recovery from disease for those willing to pay the price. *Greater restoration* is possible if the house has an heir with the Greater Mark of Healing, though this gift

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can only be used once per day. House Jorasco is also the primary source of healing potions; the quantity and quality available will depend on the size of the healing house.

House Jorasco demands payment before it renders any service. The Church of the Silver Flame and priests of Boldrei often maintain charitable clinics, but most of these facilities only provide mundane healing.

Resurrection is possible in Eberron, but it's rare. House Jorasco has a handful of *altars of resurrection*, and someone with the Greater Dragonmark of Healing and 5,000 gp worth of dragonshards can use one of these *altars* to perform *raise dead*. Beyond this, there's a few divine healers with the power to raise the dead. But no one uses this power lightly. Regardless of the method used, it's hard to pull someone back from Dolurrh, and it grows more difficult with each day that passes after death. Opening a channel to Dolurrh can potentially result in a malevolent spirit taking possession of the body; in a general release of hostile ghosts; or even a marut inevitable manifesting and attacking the spellcaster. All of which means that resurrection is possible for player characters and exceptional NPCs, but it's not a reliable service for the general public. Most of the time, when someone dies, they stay dead.

Transportation

All the standard modes of transportation can be found in Khorvaire. People use boats, barges, horses, coaches, and more. If something moves over land it's likely run or licensed by House Orien. If it moves along the water or through the air, it's likely connected to House Lyrandar. Both houses license independent agents, so the captain of a mundane galleon won't necessarily be a Lyrandar heir, but the Lyrandar seal on a licensed ship assures you of the quality of the vessel and its crew. Eberron also features some unique modes of transport.



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Elemental galleons use bound water elementals to increase the speed of the vessel. These have long been the mainstay of House Lyrandar; an elemental galleon can maintain a speed of 20 miles per hour, more than twice the speed of a mundane ship of similar size. The cost of such travel is likewise twice the cost of a normal journey.

The lightning rail of House Orien is the gold standard for overland travel within the Five Nations. An elemental engine pulls a train of linked coaches over a path of conductor stones, maintaining a speed of 30 miles per hour. The rail links most of the major cities of the Five Nations, though the destruction of Cyre has made travel between eastern and western Khorvaire more challenging. A journey on the lightning rail generally costs twice as much as an inn stay of the same duration, with quality ranging between the modest coaches shared by most travelers (1 gp/day) and the wealthy luxury coaches (4 gp/day). People satisfied with squalid accomodations can try to stow away on a cargo car, but Orien guards discourage such behavior.

Elemental airships are the pride of House Lyrandar, using bound air and fire elementals to propel a vessel through the sky. Airships travel between 20 to 40 miles per hour and have the advantage of being able to cross any terrain. Airships have only been in service for eight years, and as a result many cities don't yet have the facilities required for docking or maintaining an airship. However, airships are quickly becoming the prefered method of travel for those who can afford them. Airship travel generally costs five times as much as an inn stay of the same quality and duration.

Teleportation is the swiftest form of travel, but also the most limited. An Orien heir with the Greater Mark of Passage can cast *teleportation circle* once per day; most major Orien enclaves have permanent circles and can be used as destinations. When this service is available, it generally costs 1,000 gp.

All of these forms of advanced travel require someone with the appropriate dragonmark—the Mark of Storm for elemental galleons and airships, or the Mark of Passage for the lightning rail—to control the vessel. While it may be possible to develop an airship that doesn't require a Lyrandar pilot, the Dragonmarked Houses are quite protective of their monopolies.

Warfare

Magic plays an important role on the battlefield. House Cannith produces a wide range of siege equipment and mystical weapons and made a number of breakthroughs during the Last War. Massive *siege staffs* fill the role of artillery. Semi-sentient warforged titans scatter squads of infantry. Kundarak sappers spread *glyphs of warding* to deny a region to an enemy. Wands and rods haven't replaced the swords or bows, but elite arcaneers are becoming more common.

The armies of Aundair specialize in the use of magic and have the greatest numbers of wandslingers. Karrnath has long been known for its military discipline, but also became infamous for its widespread use of undead soldiers. Thrane is renowned for its peasant archers and use of divine magic, thanks to its fierce devotion to the Church of the Silver Flame. Cyre relied heavily on mercenary services—including the Valenar elves and the goblins of Darguun—and fielded the greatest number of warforged troops. Finally, Breland had the best intelligence and industry of the nations; it was also noted for the use of Zil elemental weapons and for its *floating fortresses*.

Creating Magic Items

House Cannith has an enclave devoted solely to wand production. This facility is equipped with tools that amplify the Mark of Making and channel planar energies; the artisans also have access to a vast array of exotic woods and materials. You can also create a wand, but you're starting from scratch and creating the tools you need. Essentially, when House Cannith creates magic items, it's using factories; while your artificer is the equivalent of the tinkerer working in the garage. You can create magic items, and

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you can potentially create items that House Cannith *can't* make… but it's going to take you more time and gold than it takes for them. Here's an overview of the process.

The Schema. The first step in creating a magic item is to acquire a *schema* for it. This is the equivalent of a recipe or a blueprint; it explains the process and components required to create the item. If you can obtain a schema—from House Cannith, the mystical library of Arcanix, the collection of an experienced artificer—you're ready to move on. Otherwise, you can *create* a schema, but this takes time and skill. An arcane spellcaster uses Arcana to create schema. A divine caster uses Religion, while a druid or ranger relies on Nature. You must have a minimum skill bonus—your proficiency bonus plus your ability score bonus—in order to develop a schema. You must maintain the minimum skill bonus for the duration of your work, so an effect that increases an ability score for a few minutes won't help you.

Schema Creation Requirements

Item Rarity	Work weeks	Minimum Skill
Common	3 days	+2
Uncommon	1	+4
Rare	3	+6
Very Rare	8	+8
Legendary	16	+10

This ability to develop a schema represents remarkable talent. It could take House Cannith years or decades to develop a particular schema; the fact that you can accomplish this in weeks reflects the idea that player characters are innovators. However, it is always up to the DM to decide if you can create a particular schema. The DM can always choose to exclude a particular magic item from a campaign.

Rare Components. Any magic item requires specialized materials—Eberron dragonshards, rare woods or metals, exotic herbs or other substances. While exotic, these things can be purchased or obtained in any major city. But creating a magic item from scratch often requires rarer components that can't simply be purchased. You might need a flower from Thelanis, a feather from a couatl, or the scale of a dragon. More often than not, such this will require an adventure. You may not have to kill something to obtain what you need, but you'll surely have to overcome a challenge. The Magic Item Ingredients table suggests how difficult that challenge could be.

Magic Item Ingredients

Item Rarity	CR Range
Common	1–3
Uncommon	4–8
Rare	9–12
Very Rare	13–18
Legendary	19+

It's possible to find a rare component even when you're not looking for one. You could discover an exotic Khyber crystal in the ruins of an artificer's workshop. Time and study could yield suggestions as to what items could be made with the component; for example, that Khyber shard could be used to create an *iron flask* or *dimensional shackles*.

Creation. Once you have your schema and any rare components, you're ready to begin. The DM can assign skills or tools that are required for this act of creation, so that it requires both proficiency and access to these tools. You must pay the basic costs of materials and services required to make the item. And you must spend a significant amount of time working on it; creating a legendary item can take a year of effort!

Magic Item Crafting Time and Cost

Item Rarity	Work weeks*	Cost*
Common	1	50 gp
Uncommon	2	200 gp
Rare	10	2,000 gp
Very Rare	25	20,000 gp
Legendary	20	100,000 gp

* Halved for a consumable item

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The Magic Item Crafting Time and Cost table provides a basic framework, but various factors could reduce time or cost. Eberron dragonshards are a significant amount of the cost of materials. A remarkable dragonshard could reduce the cost of creating an item by 10 percent. A planar convergence could reduce the time or cost required to make an item with an effect tied to that plane. Ultimately, this is a story, and there are exceptions to every rule.

Complications. These rules for magic item creation are derived from the system presented in *Xanathar's Guide to Everything*. This also offers the idea that the creation of a magic item is a complex procedure and that complications can arise. If you use this rule, there's a 10 percent chance of a complication arising for every five workweeks spent on crafting the item. *Xanathar's Guide* presents a number of possible complications. Here are few tied to Eberron.

Crafting Complications

d6	Complication
1	A Dragonmarked House takes an interest in your work. Do they view you as a threat, or are they impressed by your techniques? Do they want to buy the item, and what will happen if you refuse?
2	A mishap creates a temporary manifest zone.
3	You need to acquire an additional rare component.
4	The shifting balance of the planes interferes with your work; you must wait for the current planar alignment to change.
5	Your efforts draw the attention of one of the conspiracies of Eberron—such as the Chamber, the Aurum, the Emerald Claw, or the Lords of Dust.
6	Your item unexpectedly becomes sentient.

Faiths of Khorvaire

Religion plays an important role in Eberron. While gods don't physically manifest as they do in other settings, people of faith believe that divine forces play a role in everyday life. Beyond this, shared beliefs help to unite communities and to provide hope in difficult times.

Appendix B of the *Player's Handbook* provides concrete details about the primary religions of Eberron, including holy symbols and domains. This section provides a more direct look at what your faith means to you and how to reflect that devotion through your actions.

In creating a devout character, it can be useful to think about the source of your faith. Were you brought up in your religion, or did you come to it later in life? Are you primarily devoted to the principles of your religion, or have you had a personal, transcendental experience? Do you believe that you have a divine destiny to fulfill, or are you still waiting for your purpose to be revealed?

Choosing Archetypes

While the *Player's Handbook* provides a baseline for domains, it doesn't include paladin oaths or archetypes from other sources. As new options are always emerging, there's no way to create an absolute list, and beyond that this is something driven by a character's story. The Oath of Devotion is a logical archetype for a paladin of the Silver Flame, but a zealous paladin specifically devoted to pursuing evil could easily take an Oath of Vengeance. Likewise, the Forge domain should be an option for priests of Onatar or the Traveler. Consider your beliefs and your story and choose an archetype that works with both.

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The Church of the Silver Flame

- The Silver Flame is force of light holding foul demons at bay. Those who seek to defend the innocent from evil may draw on the power of the Flame.
- Battle supernatural evil with steel, fire, and magic. Every mortal soul can be guided to the light. Inspire and guide others to virtuous behavior; force is a last resort.
- Listen to the Voice of the Flame but beware the deceiving whispers of the Shadow in the Flame.

The Church of the Silver Flame has a disciplined hierarchy with a martial aspect. Friars and ministers seek to guide people to the light, while templars defend them from evil.

Eberron is a place where supernatural evil is a very real threat. Demons possess the innocent. Vampires lurk in the shadows. Aberrations can emerge from Khyber at any time. Zealots may go too far in the pursuit of evil and priests may be more concerned with mundane power than faith. But the majority of those who follow the Silver Flame stay true to its principles. They seek to lead virtuous lives, to protect the weak, and to guide the wicked to the light.

The Church is based in Thrane but its followers are spread across Eberron. It's up to you whether you support the theocracy of Thrane or whether you feel that it's a mistake to draw the Church into politics. A number of variant sects worship the Silver Flame; you can always find your own path.

Archery is a devotional practice of the Silver Flame, used both as a means of meditation and a martial art.



The Silver Flame

The Sovereign Host

- The Sovereigns are with us at all times. Onatar stands at every forge and Dol Dorn is with you whenever blades are drawn.
- The Sovereigns shape the world. They offer us guidance and strength, but we must learn to listen.
- Honor each Sovereign in its place and time. If you hear one voice clearly, embrace their path and embody their values.

As a follower of the Sovereign Host, you believe that the hand of the Sovereigns can be seen in all things. What others take to be intuition or instinct, you see as the voice of the Sovereigns offering guidance. You don't need absolute proof: the fact that there is a bountiful harvest is proof enough of Arawai's benevolence.

The Sovereign Host has a looser structure than the Church of the Silver Flame. Many variations and subsects of the faith exist. Many temples are only loosely aligned—in a small village, a skilled smith might double as the priest because people believe he's close to Onatar. A midwife might be seen as speaking for Arawai and Boldrei.

You may feel a particular connection to one Sovereign and, as a divine spellcaster, this could drive your choice of domain or oath. But as a vassal (the common term for a follower of the Host), you are expected to respect and honor all of the Sovereigns.



The Sovereign Host

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The Dark Six

The Dark Six

The Dark Six and the Sovereign Host are opposite sides of the same coin. If you believe it one you inherently believe in the other; the only question is whether you fear or revere the Dark Six. The principles of the faith are the same: just like the Sovereigns, the Six are with us at all times. They shape the world and speak to those who will listen.

In general, the Sovereigns represent values tied to civilization: Law, community, trade, industry, agriculture, honor in war. The Dark Six embody dangerous concepts: Death, chaos and change, the destructive powers of nature, treachery in battle, dark magic and monsters, passion and madness. Those who worship the Sovereigns fear these things; those who revere the Six embrace them and don't consider them to be evil. If you're a barbarian, it's the Fury who unleashes your rage. If you're an assassin, you walk the path of the Mockery as opposed to that of Dol Arrah.

The creatures of Droaam generally revere the Dark Six. Humanity sees the Shadow as a villain who gave the harpy her voice and the medusa her gaze; to the harpy and the medusa, this makes the Shadow a hero.

The Blood of Vol

- Each one of us has a spark of divinity within our blood and our spirit. Find that power within.
- Death is the end, Dolurrh is oblivion, and if the gods exist they are cruel. Stand with those you care for; all we have is this life and each other.

Because of its association with necromancy and the undead, many people believe that the Blood of Vol embraces death and that its followers wish to become undead. Neither of these things are true. The Seekers of the Divinity Within (as the faithful call themselves) don't *revere* the undead; they believe that once someone has died you might as well put the corpse to use. But the spark of divinity is tied to both blood and soul, and the Seekers believe that the undead can never fully harness its power. The vampires and mummies of the Blood of Vol have sacrificed their chance at divinity in order to guide and protect the living. They're martyrs, not something to envy.

Public opinion of the Blood of Vol is often colored by the actions of the Order of the Emerald Claw. This extremist sect serves a lich known as the Queen of Death, and employs undead and necromancy in acts of terror. Most Seekers have no love for the Emerald Claw and don't support its actions.



The Blood of Vol

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The Path of Light

- We live in an age of darkness. We must find the path that leads to the light.
- Act with compassion and courage. Each noble act is a step on the path.
- Hone your body and your mind. You are the tool you will use to change reality.

The Path of Light is the faith of the kalashtar and has few followers in Khorvaire. A Lightspeaker seeks to *change reality*—in the big picture by ushering in an age of light, while on the small scale by excising negative influences and performing good works.

While compassion is important, there are those among the followers of the Path of Light who believe in taking surgical action to eliminate sources of evil. Where followers of the Silver Flame believe that all mortals can be brought to the Flame, some who follow the Path of Light believe that it's more expedient to eliminate an infection and to allow a soul to find the light in its next incarnation.



The Path of Light

The Undying Court

- Our greatest champions and sages will never be lost to us. Their wisdom guides us, and their power protects us all.
- Honor our past. Respect our traditions. Perfect your skills and you may earn your place among the Deathless.
- Destroy those foul creatures that channel the power of Mabar, for they consume the essence of our world.

The elves of Aerenal refuse to allow their greatest souls to be lost to Dolurrh. Using powerful magic, they raise these champions as *deathless*, a form of undead imbued with positive energy. The Undying Court is a council of the deathless, ancient elves who have guided their descendants for twenty thousand years. As individuals, a deathless councilor is no more powerful than a traditional lich. But working in concert, the Undying Court creates a pool of energy that empowers their divine spellcasters.



The Undying Court

Of all of these religions, the Undying Court is the most grounded in reality. You can go to Shae Mordai and seek an audience with the Court. As a follower of the Undying Court, consider why you are so far from home. Were you sent from Aerenal with a mission? Is it for the Court as a whole or are you acting as an agent of a specific counselor—perhaps your own ancestor? Followers of the Undying Court despise negatively charged undead, so without a concrete mission, one should seek to destroy the undead and the necromancers who rouse them.

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Cults of the Dragon Below

- There is a paradise within the world, a vale bathed in the light of the Inner Sun. Earn your passage with the blood of worthy foes.
- Our existence is a chrysalis state, preparing us for transcendent immortality within the bowels of the Gibbering Mouther.
- The Lord of Eyes sees all secrets. His gaze elevates the worthy and slays the unbeliever. Drive all doubt from your heart and you will see reality through new eyes.

The Cults of the Dragon Below are wildly diverse. The tenets above describe the beliefs of three *different* cults, and the image of the holy symbol is one common example—a piece of volcanic glass—not something shared by all cults. There are warlocks who draw power from demon overlords and daelkyr cultists who serve mind flayers and beholders. Others are simply driven by deep convictions that others see as madness. Outsiders use the term "Cult of the Dragon Below" as a blanket term to describe all of these things, but the cultists themselves don't use this name or see themselves as part of a greater whole. New cults can spring up anywhere at any time, as a seed of madness takes root and spreads.

If your character is part of a cult, work with the DM to define your personal beliefs, along with the size and scope of your cult. Does your faith have wide support across the Shadow Marches? Or are you and your family the only people who share your particular beliefs?

Distant Lands

This *Wayfinder's Guide* focuses on the continent of Khorvaire and the city of Sharn. But Khorvaire is only one continent of many, and in time adventurers may wish to explore distant lands. Here is an overview of the other regions of Eberron. If you wish to know more, refer to the sources presented in the appendix.

Aerenal

In Aerenal, you might…

- Consult an elven archmage who's been dead for twenty thousand years.
- Battle sinister forces that have crawled into Eberron from a realm of eternal night.
- Learn secrets of arcane magic unknown on Khorvaire.

The massive island of Aerenal is the ancient kingdom of the elves. Its jungles are a source of strange and valuable lumbers: the soarwood used for the hulls of airships, tough bronzewood, even trees that remain alive after being felled. Beyond this, the island is close to the planes of Irian and Mabar… allowing the lines between life and death to become blurred. This can be dangerous, with dark forces creeping in from the plane known as the Endless Night. But it's also allowed the elves to perform feats of necromancy unmatched in Eberron. Among the Aereni elves, the honored dead walk among the living. Heroes who died in glorious battle return to serve the Sibling Kings. And in the depths of Shae Mordai, the deathless lords of the Undying Court study the shifting balance of the planes and the path of the Draconic Prophecy.

While necromancy is a pillar of Aereni society, it isn't the dark force you're used to. The deathless undead of Aerenal are sustained by *positive* energy—the light of Irian and the devotion freely given by their descendants. The elves of Aerenal despise necromancy that draws on the negative energy of Mabar, and agents of the Undying Court are charged to seek out and destroy vampires, liches, and other such undead.

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Aereni civilization is over twenty thousand years old. They've watched nations of goblins and humans rise and fall, secure in their island sanctuary. The Aereni possess many secrets and powers the Five Nations have yet to discover. But the elves are more interested in practicing and perfecting these ancient traditions than in innovation and discovery. An Aereni wizard might spend a decade refining the pronunciation of a single spell's incantation. For now humanity can't match the power of the elves. If that balance begins to change, will Aerenal take action?

Argonnessen

In Argonnessen, you could...

- Clash with tribes of dragon-worshipping barbarians.
- Explore an ancient city of dragons.
- Discover mighty artifacts and epic spells.

Argonnessen is home to the oldest civilization on Eberron. The dragons wield epic magic, and their homeland is shielded against divination and teleportation. Tribes of barbarians roam Seren Islands and the coastlines of Argonnessen; these include members of almost every humanoid race, perhaps collected by dragons in ages past. These Seren barbarians worship the dragons and protect the coasts from invaders. To date, no one from the Five Nations has ever ventured into the interior of the continent and returned to speak of it.

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No one knows just how many dragons there are in Argonnessen, but people tell stories of vast cavern complexes filled with the treasures of fallen civilizations, of prisons holding bound demons, of cities made from diamond and adamantine. Is there any truth to these tales, or is it all myth?

Everice and The Frostfell

In Everice or the Frostfell, you might...

- Discover an ancient civilization hidden beneath the ice.
- Search for the survivors of a lost expedition.
- Find the source of a mysterious mystical signal.

The poles of Eberron are almost as mysterious as Argonnessen. Some dwarves believe that their ancestors originally came to Khorvaire from the Frostfell, but there's been no contact with Frostfell dwarves in modern times. Legends speak of undead hordes, free-roaming fiends, and terrifying monsters in these arctic lands.

Sarlona

In Sarlona, you could...

- Infiltrate an empire ruled by psychic overlords.
- Defend an ancient mountain monastery.
- Disable a monolith used to control the dreams of a city.

Tens of thousands of years ago, the vast continent of Sarlona was the cradle of human civilization. Three thousand years ago, the first human colonists set forth from Sarlona, setting in motion the events that would shape modern-day Khorvaire. Once Sarlona was home to over a dozen distinct kingdoms, but today only two established nations remain: the mighty empire of Riedra and the mountain sanctuary of Adar. Riedra is ruled by **the Inspired**, humans tied to extraplanar spirits and imbued with psychic powers. Adar is the homeland of the Kalashtar. Riedra maintains an endless siege of Adar, and both nations have little contact with Khorvaire.

Xen'drik

In Xen'drik, you could...

- Seek to destroy ancient mystical weapons before they fall into the hands of villains.
- Battle savage giants in the ruins of their ancient cities.
- Match wits with cunning drow in the depths of a primordial jungle.



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In the distant past, Xen'drik was home to the civilizations of the giants. Now it is a place of mysteries and ruins. The giants were destroyed by the dragons of Argonnessen, and the epic magics unleashed in that battle warped the land. Space and time are unreliable in Xen'drik. But it is a land that holds untold treasures, and the richest source of rare Siberys dragonshards. In addition to savage giants, Xen'drik is home to the enigmatic drow and many other races and creatures never seen in Khorvaire.

The port city of Stormreach serves as the gateway to Xen'drik. It's proven difficult to maintain colonies within Xen'drik, though the end of the Last War has created a new interest in exploration.

Exotic Magic?

One idea suggested in this chapter is that explorers can discover mystical secrets in distant lands. But what does that *mean?* How do you give the Aereni elves or giants of Xen'drik spells no one has seen before?

Spells and magic items are constantly being introduced in new sourcebooks and online content. One option is for a DM to limit access to some or all of this new material. If a player wants to use a spell from *Xanathar's Guide to Everything*, they have to *find* it. When a character has an opportunity to learn new magic—whether by studying with a member of the Undying Court or reading the crumbling pages of a giant's spellbook—the DM can allow them to exchange an existing spell for a new spell.

This applies to arcane magic as well as divine. The Silver Flame is worshipped in many different ways around the world, and the giants had their own form of the Sovereign Host; while exploring an ancient temple, a cleric could learn new ways to invoke the power of the divine.

Eberron: Above and Beyond

While planar travel is uncommon, it can help to have an understanding of Eberron's cosmology and how the influence of the planes can affect your story.

The Material Plane

Eberron is the heart of the material plane. It is surrounded by the Ring of Siberys, a band of golden dragonshards. Beyond this, twelve moons orbit the world. To date, no creature from Eberron has ever explored the moons. None can say whether they are lifeless rocks or thriving worlds in their own right. Some sages believe that the moons are actually connected to the planes, or that they might even be physical extensions of the planes, but this remains a mystery.

To date, no other planets have been discovered within Eberron's material plane. However, the underworld of Khyber contains a host of demiplanes: tiny pockets of reality that exist within the underworld. As such, venturing below the surface of Eberron can lead you to a network of caverns and passages… but if you find the right passage, it can take you to fantastic and deadly worlds inhabited by fiends, aberrations, and other children of Khyber. This is one way to adapt material from *Out of the Abyss* and *Mordenkainen's Tome of Foes* to Eberron. There may be realms of demons and devils deep within Khyber, long held at bay by the influence of Siberys and the Silver Flame.

The Planes of Eberron

The material plane is enfolded by thirteen planes of existence. Many of these have aspects of both outer and inner planes. All of the planes overlap with Eberron in some way, and they influence and are influenced by the material plane. This influence waxes and wanes; scholars often depict the planes as orbiting Eberron, though this purely a metaphor for their shifting

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influence. When the influence of a plane is especially strong it is said to be coterminous. When its influence is weak, a plane is remote. These states can be important for epic rituals, the creation of eldritch machines or interaction with extraplanar entities. There are also manifest zones: places in the material plane where the barriers are thin and where some aspects of a plane can bleed through. Ghosts may linger in a manifest zone to Dolurrh, while a manifest zone tied to Lamannia might have wild vegetation and enhance druidic magic.

Daanvi: The Perfect Order. Daanvi embodies the ideas of law and order, civilization and discipline. It is filled with perfect cities and carefully ordered fields, with immortal courts and endless archives holding every law ever imagined.

Dal Quor: The Region of Dreams. With a few exceptions (such as elves, kalashtar, and warforged), mortal creatures touch Dal Quor when they dream. The outer fringes of the plane are morphic and shaped by the memories and experiences of dreamers. There is a dark core at the heart of the plane, shaped by the nightmare force known as the Dreaming Dark. For reasons unknown to the general populace, Dal Quor is always remote and only touched in dreams.

Dolurrh: The Realm of the Dead. When a mortal soul dies, it is drawn to Dolurrh. It is a place defined by despair and apathy; over time, memories are leached out of the trapped spirits until only a husk remains. While this seems bleak, most religions maintain that Dolurrh isn't the end; it is a gateway to whatever lies beyond. Such

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faiths assert that what appears to be dissolution is the natural process of the soul moving to a higher plane of existence that mortals can never touch: joining with the Sovereigns, merging with the Silver Flame, or simply rejoining the cycle of life in a new form. Nonetheless, Dolurrh is a gloomy plane filled with the lingering traces of the dead. When Dolurrh is remote it is impossible to resurrect the dead. When it's coterminous ghosts become more common. Resurrection spells are easier to perform, but carry the risk of bringing back unwanted spirits.

Fernia: The Sea of Fire. This plane encompasses both the raw elemental force of fire and the *idea* of fire: flame used as a weapon, as a force that holds darkness at bay, as a destructive power and force for change. It is home to all manner of fire elementals and also to celestials and fiends that embody these ideas.

Irian: The Eternal Dawn. A plane of light and hope, Irian is the source of positive energy in Eberron.

Kythri: The Churning Chaos. The plane of chaos and change, Kythri is a morphic realm in constant flux.

Lamannia: The Twilight Forest. While it is called a "Forest", Lamannia embodies primordial nature, and contains every possible natural environment. It is home to massive beasts, lycanthropes, elementals, and other things that reflect the power of nature.

Mabar: The Endless Night. Mabar is the darkness that hungers to consume light and life. It is the source of negative energy in Eberron, and largely serves the same role as the Shadowfell in the core cosmology.

Risia: The Plain of Ice. The counterpart of Fernia, Risia embodies water, winter, and all the ideas that can be embodied by them.

Shavarath: The Battleground. This is the plane of war, and it is gripped by a conflict that will never end. Armies of fiends and celestials have fought in Shavarath since the dawn of time, asserting that their struggles are reflected in the balance of good and evil across all reality.

Syrania: The Azure Sky. Crystal spires float in a perfect blue sky. Farms and calm communities stretch across clouds. This is the plane of peace and all things that flourish in times of peace. This includes commerce; the Immeasurable Market of Syrania draws merchants and travelers from across reality.

Thelanis: The Faerie Court. Similar to the Feywild of the core cosmology, Thelanis is the plane of stories and the home of the fey. It is one of the easiest planes to reach, and many tales begin with a hero unintentionally crossing into Thelanis.

Xoriat: The Realm of Madness. Xoriat is *alien*, the plane of things that are fundamentally unnatural. It challenges ideas of what is possible. Some can look upon Xoriat and see it as a place of revelations; but most mortals who come to close to Xoriat fall prey to madness. Xoriat is the source of many aberrations, along with the terrifying daelkyr.

Astral and Ethereal

The planes of Eberron are bound together in their own cosmology. But the astral and ethereal planes surround and enfold them, functioning exactly as they do in the core cosmology. If you wish to facilitate contact between Eberron and other settings, passage through the Deep Ethereal is the simplest way to accomplish it. The potential impact of contact between Eberron and other realms is discussed in chapter 1.

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Celestials, Gods, and Fiends

Eberron has no parallel to the gods of other settings. It's possible that the Progenitor Dragons were such beings, but many assume that the Progenitor Dragons are entirely metaphorical. As an Eberron DM, you decide the truth of this.

The people of Eberron believe their gods are omnipresent—not bound to a single coherent form but rather present in all places at all times. If you revere the Silver Flame, its power is always with you. The Sovereign Onatar guides the hand of every smith if they know how to listen for his voice, and Dol Arrah and Dol Dorn are present on every battlefield, guiding every soldier.

This means religion is driven by faith as opposed to the concrete actions of deities. The faithful *believe* that their triumphs reflect the hand of the divine. They don't expect a god to physically show up and solve their problems.

Fiends and celestials certainly exist, however. Some have powers rivalling deities in other settings. Extraplanar immortals are generally invested in the own planes and have little interest in Eberron. There are demons and archons battling in Shavarath, but they've been fighting one another since before humanity existed and they can't leave their posts to fool around in Eberron. Rare exceptions occur, such as the Daelkyr or the Dreaming Dark, but extraplanar immortals are mostly concerned with *their* planes.

As such, player characters are more likely to encounter native immortals on Eberron: spirits spawned by Khyber or Siberys.

The Overlords are the most powerful native fiends. A few of the best-known Overlords:

- **Bel Shalor, the Shadow in the Flame.** A spirit of corruption, Bel Shalor is said to be bound in the temple-citadel of Flamekeep. It whispers to all those who follow the Silver Flame, trying to lead them astray.
- **Rak Tulkhesh, the Rage of War.** The embodiment of aggression, Rak Tulkhesh feeds of hatred and drives mortals to battle.
- **Sul Khatesh, the Keeper of Secrets.** A spirit of forbidden knowledge, Sul Khatesh possesses a wealth of arcane secrets and hidden knowledge… but her secrets inevitably lead to tragedy.

When adapting evil gods or archfiends to Eberron, one option is to make them Overlords. For example, Tiamat could be an Overlord embodying the pride and potential for evil within dragons, while Lolth could be an Overlord who preys on the elves.

The rakshasa are the most common native fiends. They still scheme in the shadows, seeking to free their Overlords. However, any fiend—any devil, demon, or other evil immortal—could be a spawned by Khyber if it suits your story. Such fiends may be bound to an Overlord, or they may be independent incarnations of evil unleashed on the world. The most powerful fiends are bound by the same powers that hold the Overlords at bay, and interacting with or summoning such a creature requires the use of magic.

What about native celestials? The primary celestials of Eberron are the couatl. However, in the dawn of time the vast majority of Eberron's celestials sacrificed themselves to bind the overlords. This is why Eberron needs heroes. The Silver Flame holds the essence of this power, but it takes a mortal champion to wield it.

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CHAPTER 3: RACES OF EBERRON

The Bazaar in Sharn is flooded with merchants and customers. An Aereni elf scowls behind a golden deathmask as she argues with a dwarf merchant. As a Talenta halfling makes his way through the crowd, people scramble to get out of the way of the barbarian's reptilian mount. One creature holds his ground—a tall figure formed from steel and leather, who glares at the halfling with gleaming crystal eyes. This warforged spent twenty years on the battlefield, and it has no fear of the halfling warrior. Neither one noticed the changeling who stole the halflings purse, but she alters her features anyway, taking the form of an old man as she moves around the corner.

EBERRON CAN BE HOME TO ANY OF THE creatures found across the multiverse of DUNGEONS & DRAGONS. Humans, gnomes, elves, and orcs have all made their marks on the continent of Khorvaire. However, the creatures of Eberron can be quite different from their counterparts on other worlds. The orcs of Eberron include druids and paladins who fight to defend the world from demons and aberrations. The Valenar elves are fierce warriors, and the Talenta halflings are brave nomads who cross the plains on dinosaur mounts.

This chapter provides an overview of the common races and their role in the world. It also presents four new races that were originally developed for the Eberron campaign setting.

- **Changelings** are clever shapeshifters that can disguise themselves as members of other races. Exceptional spies and rogues, they live in the shadows of humanity.
- **Kalashtar** are humans bound to spirits from the plane of dreams, imbued with wisdom and telepathic talent.
- **Shifters** draw on their distant lycanthropic heritage to manifest bestial traits for short periods of time. A diverse race shaped by the beasts within them, shifters often prefer the wilds to the civilized world.
- **Warforged** are artificial lifeforms built to fight in the Last War. Created as tools of battle, they must now find their place and purpose beyond the war.



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Changelings

Long ago there was a woman named Jes, and she had one hundred children. Her rivals conspired against her and swore to kill her children. Jes begged the Sovereigns for help, but their only answer was the wind and rain. In the depths of her despair, a lonely traveler took her hand. 'I will protect your children if they follow my path. Let them wander the world. They may be shunned and feared, but they will never be destroyed.' Jes agreed, and the traveler gave her his cloak. When she draped it over her children their old faces melted away and they could be whoever they wanted to be. And so it remains. Though the Children are shunned by all, the gift of the Traveler protects them still.

—Chance, changeling priest



A changeling can shift its face and form with a thought. Many changelings use this gift as a form of artistic and emotional expression, but it's an invaluable tool for grifters, spies, and others who wish to deceive. This leads many people to treat known changelings with fear and suspicion.

Hidden People

Wherever humans can be found, there are changelings; the question is whether their presence is known.

Changelings are born to one of three paths. A few are raised in stable communities where changelings are true to their nature and deal openly with the people around them. Some are orphans, raised by other races, who find their way in the world without ever knowing another like themselves. Others are part of nomadic changeling clans spread across the Five Nations who keep their true nature hidden from the single-skins. Some clans maintain safe havens in major cities and communities, but most prefer to wander the unpredictable path of the Traveler.

In creating a changeling adventurer, consider the character's relationships with people around them. Does the character conceal their true changeling nature? Do they embrace it? Do they have connections to other changelines or are they alone and in search of companions?

Masks and Personas

In their natural form changelings are slender and pale, with colorless eyes and silver-white hair. A changeling can alter its physical appearance with a thought. While this can be used to deceive others, it is a natural form of expression for the changeling. A changeling shifts shapes the way others might change clothes. A casual shape—one created on the spur of the moment, with no depth or history—is called a *mask*. A mask can be used to express a mood or to serve a specific purpose and then never used again. However, many changelings develop identities that have more depth. They build an identity over time, crafting a *persona* with a history and beliefs. This focused identity helps a changeling pinpoint a particular skill or emotion. A changeling adventurer might have personas for many situations, including negotiation, investigation, and combat. Personas can be shared by multiple changelings; there might be three healers in a community, but

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whoever is on duty will adopt the persona of Tek, the kindly old medic. Personas can even be passed down through a family, allowing a younger changeling to take advantage of contacts established by previous users of the persona.

Changeling Names

A changeling might use a different name for each mask and persona and adopt new names as easily as they develop new faces. The true name of a changeling tends to be simple and monosyllabic; however, there are often accents to a changeling's name that are expressed through shapeshifting, something single-skins will likely miss. So, two changelings might have the name *Jin*, but one is *Jin-with-vivid-blue-eyes* and one is *Jin-with-golden-cheeks*.

Changelings have a fluid relationship with gender, seeing it as one characteristic to change among many others.

Changeling Names: Bin, Cas, Dox, Fie, Hars, Jin, Lam, Mas, Nix, Ot, Paik, Ruz, Sim, Toox, Vil, Yug.

Changeling Traits

Your changeling character has the following traits.

Ability Score Increase. Your Charisma score increases by 2, and either your Dexterity or your Intelligence increases by 1 (your choice).

Age. Changelings mature slightly faster than humans but share a similar lifespan—typically a century or less. While a changeling can shapeshift to conceal their age, the effects of aging still catch up to them.

Alignment. Changelings hate to be bound in any way, and those who follow the path of the Traveler believe that chaos and change are important aspects of life. Most tend toward pragmatic neutrality as opposed to being concerned with lofty ideals. Despite common fears, few changelings embrace evil.

Size. In their natural forms, changelings average between 5 to 6 feet in height, with a slender build. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Change Appearance. As an action, you can transform your appearance or revert to your natural form. You can't duplicate the appearance of a creature you've never seen, and you revert to your natural form if you die.

You decide what you look like, including your height, weight, facial features, the sound of your voice, coloration, hair length, sex, and any other distinguishing characteristics. You can make yourself appear as a member of another race, though none of your game statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this trait to become quadrupedal, for instance. Your clothing and other equipment don't change in appearance, size, or shape to match your new form, requiring you to keep a few extra outfits on hand to make the most compelling disguise possible.

Even to the most astute observers, your ruse is usually indiscernible. If you rouse suspicion, or if a wary creature suspects something is amiss, you have advantage on any Charisma (Deception) check you make to avoid detection.

Changeling Instincts. You gain proficiency with two of the following skills of your choice: Deception, Intimidation, Insight, and Persuasion.

Unsettling Visage. When a creature you can see makes an attack roll against you, you can use your reaction to impose disadvantage on the roll. You must use this feature before knowing whether the attack hits or misses.

Using this trait reveals your shapeshifting nature to any creature within 30 feet that can see you. Once you use this trait, you can't use it again until you finish a short or long rest.

Divergent Persona. You gain proficiency with one tool of your choice. Define a unique identity associated with that proficiency; establish the name, race, gender, age, and other details. While you are in the form of this persona, the related proficiency bonus is doubled for any ability check you make that uses that proficiency.

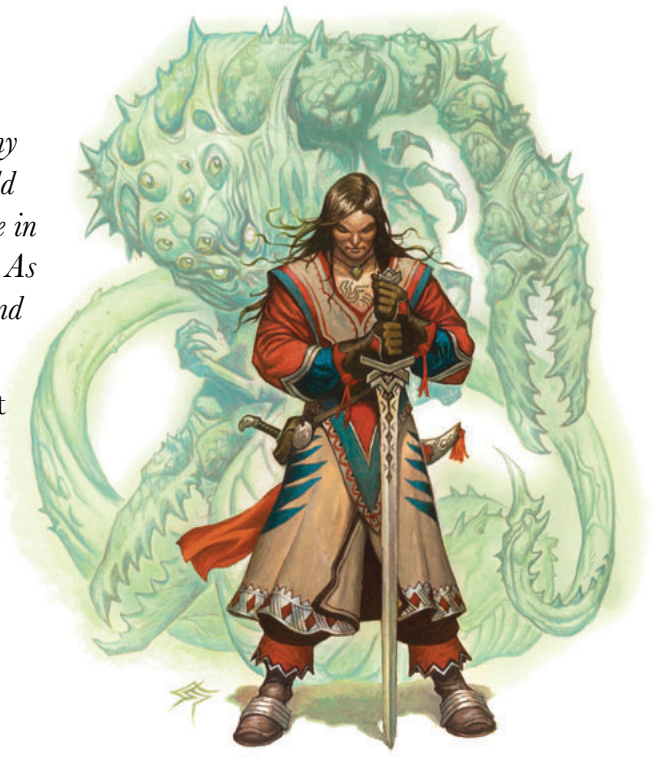
Languages. You can speak, read, and write Common and two other languages of your choice.

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Kalashtar

I am kalashtar, born of two worlds. Over a thousand years ago, my ancestor bound her bloodline to the spirit Kashtai, and I am a child of that union. Kashtai moves within me. Her memories come to me in dreams, and at times her voice whispers in the silence of my mind. As long as at least one of my sisters is alive, Kashtai will survive—and as long as she lives, she will fight il-Lashtavar.

—Lakashtai, servant of the light



The kalashtar are a compound race created from the union of humanity and renegade spirits from the plane of dreams—spirits called quori. Kalashtar are often seen as wise, spiritual people with great compassion for others. But there is an unmistakable alien quality to the kalashtar, as they are haunted by the conflicts of their otherworldly spirits.

Bound to Spirits

Every kalashtar has a connection to a spirit of light, shared by other members of their bloodline. Kalashtar appear human, but the spiritual connection affects them in a variety of ways. Kalashtar have symmetrical, slightly angular features. The eyes of a kalashtar often glow when it is focused on a task or feeling strong emotions.

The kalashtar can't directly communicate with their quori spirits. A kalashtar might experience this relationship as a sense of instinct and inspiration, drawing on the memories of the spirit when they dream. This connection grants kalashtar minor psionic abilities, as well as protection from psychic attacks. All of these dream-spirits are virtuous, but some are warriors and others are more contemplative. Work together with the DM to determine the nature of the linked spirit. Typically, a kalashtar knows the name and nature of their spirit, but for some—for instance, an orphan kalashtar raised among outsiders—may know nothing of their spirit or the source of their psychic gifts.

The bond to the spirit can cause some kalashtar to display unusual quirks of behavior. You can roll or select a trait from the following table.

Kalashtar Quirks

1d10	Quirk
1	You try to understand the motives and feelings of your enemies.
2	You prefer using telepathy over speaking aloud.
3	You feel a strong drive to protect the innocent.
4	You apply dream logic to mundane situations.
5	You discuss things out loud with your quori spirit.
6	You suppress your emotions and rely on logic.
7	You are strongly influenced by the emotions of those around you.
8	You prefer to find nonviolent solutions to problems whenever possible.
9	You are driven by a warrior spirit and will fight for any noble cause.
10	You are obsessed with Dreaming Dark conspiracies.

Hunted by Nightmares

The virtuous spirits tied to the kalashtar fled from the dream-realm of Dal Quor to escape evil spirits

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that dominate the realm. The rebel quori believe that through meditation and devotion, they can change the fundamental nature of Dal Quor, shifting the balance from darkness to light. Most kalashtar communities focus on acts of devotion known as the Path of Light. But the dark powers of Dal Quor have their own plans on Eberron. Through the force known as the Dreaming Dark, these monsters manipulate the folk of Khorvaire to eliminate kalashtar whenever possible.

Many kalashtar defend themselves from the Dreaming Dark by focusing on devotion to the Path of Light but some among the kalashtar seek out the agents of the Dreaming Dark and oppose their plans, or protect the innocent however they can. Some kalashtar grow up isolated from others, knowing nothing about Dal Quor or the Dreaming Dark. Such orphans may use their abilities for personal gain or otherwise act against the virtuous instincts of their quori spirits; this can cause internal conflicts and violent mood swings.

Kalashtar Names

A kalashtar name mixes a personal prefix to the name of the quori spirit within the kalashtar. Each spirit has a gender identity, but this might not match the gender identity of the kalashtar host. A female kalashtar may have what others would consider a masculine name, because she's tied to a spirit with a masculine identity. Kalashtar orphans are unlikely to know the name of their spirit and take names from another source.

Male Quori Names: Hareth, Khad, Kosh, Melk, Tash, Ulad, Vash

Female Quori Names: Ashana, Ashtai, Ishara, Nari, Tana, Tari, Vakri

Kalashtar Names: Coratash, Dalavash, Dolishara, Halakosh, Khoratari, Koratana, Lanhareth, Molavakri, Nevitash, Sorashana, Torashtai, Valakhad, Vishara

Kalashtar Traits

Your kalashtar character has the following traits.

Ability Score Increase. Your Wisdom and Charisma scores both increase by 1. In addition, one ability score of your choice increases by 1.

Age. Kalashtar develop physically at the same rate as humans do and have similar lifespans.

Alignment. The noble spirit tied to a kalashtar drives it toward lawful and good behavior. Most kalashtar combine strong self-discipline with compassion for all sentient beings, but some kalashtar resist the virtuous influence of their spirit.

Size. Kalashtar are similar in build to humans, though they are typically a few inches taller. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Dual Mind. When you make a Wisdom saving throw, you can use your reaction to gain advantage on the roll. You can use this trait immediately before or after you roll, but before any of the roll's effects occur.

Mental Discipline. You have resistance to psychic damage.

Mind Link. You can speak telepathically to any creature you can see within 60 feet of you. You don't need to share a language with the creature for it to understand your telepathic messages, but the creature must be able to understand at least one language or be telepathic itself.

As a bonus action when you're speaking telepathically to a creature, you can give that creature the ability to speak telepathically to you until the start of your next turn. To use this ability, the creature must be within 60 feet of you and be able to see you.

Psychic Glamour. Choose one of the following skills: Insight, Intimidation, Performance, or Persuasion. You have advantage on all ability checks you make with that skill.

Severed from Dreams. Kalashtar sleep, but they don't connect to the plane of dreams as other creatures do. Instead, their minds draw from the memories of their otherworldly spirit while they sleep. As such, you are immune to magical spells and effects that require you to dream, like the *dream* spell, but not to spells and effects that put you to sleep, like the *sleep* spell.

Languages. You can speak, read, and write Common, Quori, and one other language of your choice.

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Shifters

Geth's ancient heritage rose up from deep within him, spreading out from the core of his being. Some shifters manifested terrible claws, others massive fangs, still others astounding speed or heightened senses. Geth's gift from his lycanthrope ancestors was sheer toughness. Strength seeped into his bones and flooded his flesh. His skin hardened, and his hair became coarse like an animal's tough hide. A sense of invincibility spread through him. For the moment at least, he felt unstoppable!

—Don Bassingthwaite,
The Binding Stone



Shifters are sometimes called the weretouched, as many believe that they are the descendants of humans and lycanthropes. They are humanoids with a bestial aspect; while they cannot fully change shape they can temporarily enhance their animalistic features—a state they call shifting. Whatever their origins, shifters have evolved into a unique race. A shifter walks on the knife's edge between the wilds and the world around them. Do they embrace their primal instincts or the path of civilization?

The Beast Within

Early in childhood, a shifter forms a bond with a beast within: a totemic force that shapes their body and mind. Some shifters believe that these spirits are independent entities, and they may speak of Bear or Wolf as ancestors or guides. Most just see the beast within as a formidable expression of their inner nature, something that emerges over time as the shifter's personality takes shape. The beast within is a pool of powerful instincts, and its influence is revealed by a shifter's personality: a feline shifter may be cool and distant, driven by predatory instincts, while a shifter with a lupine spirit is drawn to find and protect a pack. When a shifter fully embraces this beast within they physically transform for a short time.

This beast within is reflected by the shifter's subrace. Four subraces are especially common:

- **Beasthide** often signifies the bear or boar: stoic, stubborn and thick-skinned.
- **Longtooth** shifters typically have lupine traits and prefer to run with a pack.
- **Swiftstride** are often predatory and feline, but a swiftstride could also be a cunning rat who darts through the shadows.
- **Wildhunt** shifters are born from any creature that tracks its prey.

While the beast within certainly has a physical impact on a shifter, it has a spiritual and psychological effect. Two beasthide shifters share the same special ability, but if one has the aspect of the boar and the other is more like a bear, they'll be quite different in personality. With any shifter, identifying the beast within is a crucial part of understanding the character.

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Similar and Diverse

Shifters are similar to humans in height and build but are more naturally lithe and flexible. Their facial features have a bestial cast, with large eyes, flat noses, and pointed ears; most shifters also have prominent canine teeth. They grow fur-like hair on nearly every part of their bodies.

The traits of the beast within affect a shifter's appearance as well. A swiftstride shifter may have catlike eyes and delicate build, while a beasthide shifter might be a massive brute built like a bear. While a shifter's appearance might remind an onlooker of an animal, they remain clearly identifiable as shifters even when at their most feral.

The Journey Yet to Come

Shifters have a strong presence in the Eldeen Reaches, and they often live among humans and can be found in rural areas across Khorvaire. While they form powerful bonds to friends and kin, shifters place great value on self-reliance and freedom. It's a shifter proverb to "always be prepared for the journey yet to come," and most shifters strive to be ready for change or opportunity.

Shifters have a natural inclination toward classes with a primal connection. A shifter barbarian draws their rage from the beast within. A shifter ranger indulges their urge to wander and hunt. A shifter rogue harnesses their own predatory instincts. But shifters can pursue any path or faith.

Shifter Names

Shifters have no language of their own and often live in blended communities. Their names typically overlap with the names of other cultures in their region. Many shifters prefer to keep their personal names for their friends and use "wandering names" with strangers. These are usually tied to a physical or personality trait.

Shifter Names: Badger, Bear, Cat, Fang, Grace, Grim, Moon, Rain, Red, Scar, Stripe, Swift, Talon, Whiskers, Wolf.

Shifter Traits

Your shifter character has the following traits.

Ability Score Increase. Your Dexterity score increases by 1.

Age. Shifters are quick to mature both physically and emotionally, reaching young adulthood at age 10. They rarely live to be more than 70 years old.

Alignment. Shifters tend toward neutrality, being more focused on survival than concepts of good and evil. A love of personal freedom can drive shifters toward chaotic alignments.

Size. Shifters range from 5 to almost 7 feet tall, depending on their subrace. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Keen Senses. You have proficiency with the Perception skill.

Shifting. As a bonus action, you can assume a more bestial appearance. This transformation lasts for 1 minute, until you die, or until you revert to your normal appearance as a bonus action. When you shift, you gain temporary hit points equal to your level + your Constitution modifier (minimum of 1 temporary hit point). You also gain additional benefits that depend on your shifter subrace, described below.

Once you shift, you can't do so again until you finish a short or long rest.

Languages. You can speak, read, and write Common.

Subrace. The beast within shapes each shifter physically and mentally. Four major subraces of shifter are found among the worlds of D&D: Beasthide, Longtooth, Swiftstride, and Wildhunt. Choose one of these subraces.

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Beasthide

Stoic and solid, a beasthide shifter draws strength and stability from the beast within. Beasthide shifters are typically tied to the bear or the boar, but any creature known for its toughness could apply.

Ability Score Increase. Your Constitution score increases by 2.

Tough. You have proficiency with the Athletics skill.

Shifting Feature. Whenever you shift, you gain 1d6 additional temporary hit points, and while shifted, you have a +1 bonus to your AC.

Longtooth

Longtooth shifters are fierce and aggressive, but they form deep bonds with their friends. Many longtooth shifters have canine traits that become more pronounced as they shift, but they might instead draw on tigers, hyenas, or other predators.

Ability Score Increase. Your Strength score increases by 2.

Fierce. You have proficiency with the Intimidation skill.

Shifting Feature. While shifted, you can use your elongated fangs to make an unarmed strike as a bonus action. If you hit with your fangs, you can deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Swiftstride

Swiftstride shifters are graceful and quick. Typically feline in nature, swiftstride shifters are often aloof and difficult to pin down physically or socially.

Ability Score Increase. Your Dexterity and Charisma scores increase by 1.

Graceful. You have proficiency with the Acrobatics skill.

Swift Stride. Your walking speed increases by 5 feet.

Shifting Feature. While shifted, your walking speed increases by an additional 5 feet. Additionally, you can move up to 10 feet as a reaction when an enemy ends its turn within 5 feet of you. This movement doesn't provoke opportunity attacks.

Wildhunt

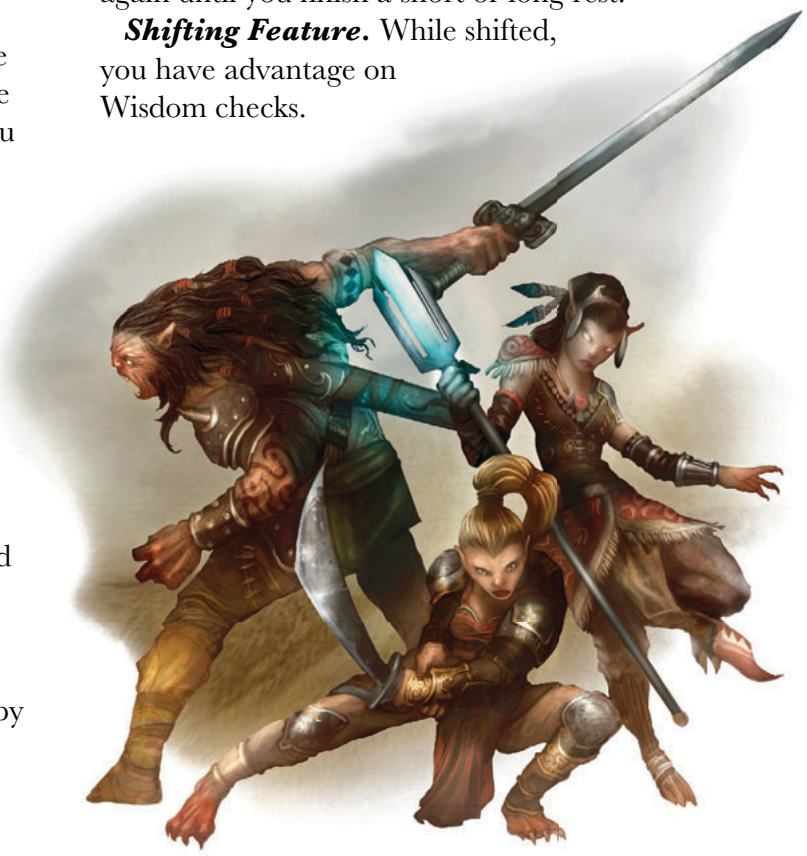
Wildhunt shifters are sharp and insightful. Some are constantly alert, ever wary for possible threats. Others focus on their intuition, searching within. Wildhunt shifters are excellent hunters, and they also tend to become the spiritual leaders of shifter communities.

Ability Score Increase. Your Wisdom score increases by 2.

Natural Tracker. You have proficiency with the Survival skill.

Mark the Scent. As a bonus action, you can mark one creature you can see within 10 feet of you. Until the end of your next long rest, your proficiency bonus is doubled for any ability check you make to find the marked creature, and you always know the location of that creature if it is within 60 feet of you. You can't use this trait again until you finish a short or long rest.

Shifting Feature. While shifted, you have advantage on Wisdom checks.



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Warforged

"Pierce was built by design, while you were built by accident," Lakashtai said. "The soul is what matters, not the shape of the vessel."

"What makes you think he has a soul?" Gerrion said.

"What makes you think you do?"

—Keith Baker, *The Shattered Land*



The warforged were built to fight in the Last War. The first warforged were mindless automatons, but House Cannith devoted vast resources to improving these steel soldiers. An unexpected breakthrough produced fully sentient soldiers, blending organic and inorganic materials. Warforged are made from wood and metal, but they can feel pain and emotion. Built as weapons, they must now find a purpose beyond the war. A warforged can be a steadfast ally, a cold-hearted killing machine, or a visionary in search of purpose and meaning.

Living Steel and Stone

Warforged are formed from a blend of organic and inorganic materials. Root-like cords infused with alchemical fluids serve as their muscles, wrapped around a framework of steel, darkwood or stone. Armored plates form a protective outer shell and reinforce joints. All warforged share a common facial design, with a hinged jaw and crystal eyes embedded beneath a reinforced brow ridge. A sigil is engraved into the center of the forehead; this is unique to each warforged. Beyond these common elements of warforged design, the precise materials and build of a warforged vary based on the purpose for which it was designed. A juggernaut warrior is a massive brute with a heavy steel frame, while a skirmisher can be crafted from wood and light mithral to grant it lithe and elegant movement.

While they're formed from stone and steel, warforged are living humanoids. Resting, healing magic, and the Medicine skill all provide the same benefits to warforged that they do to other humanoids. A warforged can focus its mind on its body as it rests, adjusting its shape and form to assume one of a few defensive postures. A warforged who expects heavy combat might focus on durability, while during a time of peace they might be content to adopt a lighter, less aggressive form.

Warforged Personality

The warforged were built to serve and to fight. For most of their existence, warforged had a clearly defined function and were encouraged to focus purely on that role. The Treaty of Thronehold gave them freedom, but many warforged struggle both to find a place in the post-war world and to relate to the creatures that created them.

The typical warforged shows little emotion. Many warforged embrace a concrete purpose—protecting allies, completing a contract, or

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other pursuits—and devote themselves to this task as they once did to war. However, there are warforged who delight in exploring their feelings and their freedom. Most warforged have no interest in religion, but some embrace faith and mysticism, seeking higher purpose and deeper meaning.

The typical warforged has a muscular, sexless body shape. Some warforged ignore the concept of gender entirely, while others adopt a gender identity in emulation of creatures around them.

Quirks

Whether due to some flaw in their creation or simple ignorance of how other creatures operate, warforged often acquire an odd personality trait or two. A warforged player can choose to roll or select a trait from the Warforged Quirks table.

Warforged Quirks

1d10	Quirk
1	You analyze (out loud) the potential threat posed by every creature you meet.
2	You don't understand emotions and often misread emotional cues.
3	You are fiercely protective of anyone you consider a friend.
4	You often say the things you are thinking aloud without realizing it.
5	You try to apply wartime tactics and discipline to every situation.
6	You don't know how to filter your feelings and are prone to dramatic emotional outbursts.
7	You don't understand clothing beyond its utility and assume that what a creature wears denotes its job and status.
8	You are obsessed with your appearance, and constantly polish and buff your armor.
9	You are deeply concerned with following proper procedures and protocols.
10	War is the only thing that makes sense to you, and you're always looking for a fight.

Warforged Names

Warforged were assigned numerical designations for use in military service. Many of them adopted nicknames, often given to them by their comrades. As free individuals, some have chosen new names as a way to express their path in life. A few take on human names, often the name of a fallen friend or mentor.

Warforged Names: Anchor, Banner, Bastion, Blade, Blue, Bow, Church, Crunch, Crystal, Dagger, Dent, Five, Glaive, Hammer, Iron, Lucky, Mace, Pants, Pierce, Red, Rusty, Scout, Seven, Shield, Slash, Smith, Spike, Stone, Temple, Vault, Wall, Wood.

Warforged Traits

Your warforged character has the following traits.

Ability Score Increase. Your Constitution score increases by 1.

Age. A typical warforged is between two and thirty years old. The maximum lifespan of the warforged remains a mystery; so far, warforged have shown no signs of deterioration due to age.

Alignment. Most warforged take comfort in order and discipline, tending toward law and neutrality. But some have absorbed the morality — or lack thereof — of the beings with which they served.

Size. Your size is Medium. Most warforged stand between 5 and 6 1/2 feet tall. Weight and build are affected by subrace.

Speed. Your base walking speed is 30 feet.

Warforged Resilience. You were created to have remarkable fortitude, represented by the following benefits.

- You have advantage on saving throws against being poisoned, and you have resistance to poison damage.
- You are immune to disease.
- You don't need to eat, drink, or breathe.
- You don't need to sleep and don't suffer the effects of exhaustion due to lack of rest, and magic can't put you to sleep.

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Sentry's Rest. When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

Integrated Protection. Your body has built-in defensive layers, which determine your armor class. You gain no benefit from wearing armor, but if you are using a shield, you apply its bonus as normal.

You can alter your body to enter different defensive modes; each time you finish a long rest, choose one mode to adopt from the Integrated Protection table, provided you meet the mode's prerequisite.

Languages. You can speak, read, and write Common.

Subrace. As a warforged, your body was designed for a specific purpose. Choose one of these subraces: envoy, juggernaut, or skirmisher.

Envoy

As an envoy, you were designed with a certain specialized function in mind. You might be an assassin, a healer, or an entertainer, to name a few possibilities. Envoys are the rarest of the warforged subraces, and yours could be a unique design.

Ability Score Increase. Two different ability scores of your choice increase by 1.

Specialized Design. You gain one skill proficiency of your choice, one tool proficiency of your choice, and fluency in one language of your choice.

Integrated Tool. Choose one tool you're proficient with. This tool is integrated into your body, and you double your proficiency bonus for any ability checks you make with it. You must have your hands free to use this integrated tool.

Integrated Protection

Mode	Prerequisite	Effect
Darkwood Core (unarmored)	None	11 + your Dexterity modifier (add proficiency bonus if proficient with light armor)
Composite Plating (armor)	Medium armor proficiency	13 + your Dexterity modifier (maximum of 2) + your proficiency bonus.
Heavy Plating (armor)	Heavy armor proficiency	16 + your proficiency bonus; disadvantage on Dexterity (Stealth) checks.

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Envoys: Specialized Design

As the name implies, most warforged were built to fight in the Last War. The vast majority of warforged are juggernauts or skirmishers—soldiers and scouts who fought under the banner of one of the Five Nations. Warforged envoys, however, were designed to perform other functions. As an envoy you have a skill, a tool proficiency, and a tool that's part of your body. When you make an envoy character, consider the following questions: what is your purpose? How does your skill and tool reflect that purpose? What form does your integrated tool take? If you have embedded thieves' tools, for instance, are your fingers actually lockpicks, or can you produce keys from various parts of your body? The following characters are examples of warforged with integrated tools.

Lute is a bard with the entertainer background; his namesake instrument folds out of his left arm.

Compass Rose is a wizard with the outlander background. A keen explorer, she uses her built-in cartographer's tools to records the paths she travels.

Masque is an infiltrator. A rogue with the charlatan background and an integrated disguise kit, she was built to blend in and assassinate. Cannith built six warforged of her design, and Masque has vowed to hunt down and destroy the other five.

In developing your integrated tool, remember that you must have your hands free to use it. Masque, the infiltrator mentioned above, doesn't shapeshift like a changeling; she has to manually adjust her appearance.

Juggernaut

You're an imposing war machine built for close combat and raw might. You tower over your comrades; juggernaut warforged stand between 6 and 7 feet in height and can weigh up to 450 pounds.

Ability Score Increase. Your Strength score increases by 2.

Iron Fists. When you make an unarmed strike, you can deal 1d4 + your Strength modifier bludgeoning damage instead of the normal damage.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Skirmisher

You were built to scout the edges of battle and outmaneuver your enemies. You are lean and designed for speed.

Ability Score Increase. Your Dexterity score increases by 2.

Swift. Your walking speed is increased by 5 feet.

Light Step. When you are traveling alone for an extended period of time (one hour or more), you can move stealthily at a normal pace. (See chapter 8 of the *Player's Handbook* for more information about travel pace.)



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Dwarves

"Gold is the gift of the mountains, but iron comes from blood and bone."

—Mror Proverb

The origin of the dwarves is shrouded in mystery. Their legends say that they came to Khorvaire from a land of endless ice; some believe this to mean the arctic Frostfell, while others assert that the first dwarves must have come from the plane of Risia itself. Wherever they began, the dwarves established a mighty nation beneath the surface of Khorvaire. Tales speak of mighty artifacts and vast treasures crafted in the deeps, and of wars fought against the goblin Empire of Dhakaan. No one knows where the line lies between truth and story. The ancestors of the modern dwarves were exiles from this ancient kingdom, and the realm below was destroyed by the daelkyr. Bold adventurers can delve into the haunted darkness of the fallen kingdom… but legends are the only legacy modern dwarves have of this age of glory.

Dwarves of the Five Nations

Dwarves are spread across Khorvaire. Dwarf soldiers and engineers were part of the armies that united the Five Nations, and dwarf masons laid the foundations of the greatest cities of Galifar. While many of the dwarves of the Five Nations still speak the language of their ancestors, they feel a bond to the lands of their birth. A Brelish dwarf feels a deep, personal connection to the towers of Sharn or the great walls of Wroat; the typical dwarf is actually more patriotic than the average human of the Five Nations. This passion caused most dwarves to serve their nation in the Last War, at least for a time; this is the general basis of dwarven weapon training. Most dwarves also have a strong bond to their families, so to a dwarf, family and nation are two edges of the same blade.

As a dwarf of the Five Nations, consider how widespread your family is and where their roots lie. Are they soldiers? Priests or politicians? Architects or stonemasons? Are you close to your relatives or have you had a falling out—or potentially lost your kin in the Last War? Likewise, consider what you did in the war and how that reflects on your current actions. Were you a soldier, and if so, how did that service end? If not, did you serve your nation in another way, or did you turn your back on it?

Dwarves of the Mror Holds

The Mror Holds are discussed in chapter 2. One question to consider is *why you've left the Holds*. Whether you're an heir of a noble clan or a simple guild artisan, what has drawn you away from your homeland? The Mror Past table provides a few ideas.

Dwarves and Dragonmarks

House Kundarak carries the Mark of Warding. In addition to providing all manner of security, House Kundarak dominates the banking industry.

Mror Past

1d6	Reason for Leaving
1	A feud with a rival clan has gotten out of hand, and it's best that you leave the Holds for a few decades.
2	You're in a large family and there's no room for you to shine in your hold; you hope to prove yourself in the wider world.
3	Your clan has arranged your marriage and your future; you've decided to have a few adventures before you settle down.
4	You're pursuing a vendetta with a personal rival. Are you seeking to defeat them in battle or in business?
5	You're searching for a legendary dwarven artifact, removed from the Mror Holds centuries ago by a Karrnathi noble.
6	You want to assemble a band of champions who can help you explore the ancient ruins beneath your ancestral home.

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Elves

Caerys held her double blade in the falcon guard, level with her shoulders and spreading out like wings. "I came in search of legends. Ten thousand years ago Daealyth of Taeri stood this ground and faced your ancestors, and twenty fell before his singing blades. You are no Dhakaani of old, and a mere twenty of you will bring no honor to the Taeri."

The warlord hissed in fury, and his flail flashed in the firelight. The chain wrapped around Caerys' blade but she twisted away. The flail flew into the darkness. She spun forward, her double blade weaving a circle of fire as she danced toward the chieftain. In a moment the song of steel was over.

Caerys watched as the warlord fell to the ground. With a contemptuous snap of her wrist, she flicked the blood from her blade into the eyes of the stunned onlookers. She smiled behind her spirit veil, counting the blades arrayed against her.

"But forty will."

Elven culture began on the distant continent of Xen'drik. Tens of thousands of years ago, the elves rose up against the giants who ruled that land. Ultimately, the elves fled from Xen'drik and settled the island nation of Aerenal. There they split into two distinct cultures: the introspective Aereni and the warlike Tairnadal. While neither of these cultures have much interest in human activities, a small number of elves have immigrated to Khorvaire over the years and have integrated with the cultures of the Five Nations.

As a whole, elves are driven by tradition and respect for the past. Where humans value innovation, elves strive to perfect the techniques of their ancestors. With centuries to devote to their studies, the elves are masters of their chosen crafts; at the same time, their society has changed very little over the last five thousand years, while Khorvaire is constantly evolving. As an elf, consider your relationship with the past. Do you value the traditions of your ancestors? Or do you fear that your people are too mired in the past, and need to find a way forward?



Elves of Aerenal

Aerenal is ruled by the Undying Court, a council of undead elves sustained by positive energy. The Undying Court wields godlike power and has protected your island home for thousands of years. The greatest heroes of your people join the Undying Court after death; if you achieve great things in your life, you too could achieve this immortality.

The Aereni are isolationists who have little interest in the world beyond their island. The Five Nations are a place of chaos and war. With this in mind, what has caused you to leave your island and wander the world? Are you in search of a power that could earn you your place in the Undying Court? Have you been given a quest by one of your own deathless ancestors? Or are you an exile, banished from your homeland for some crime against the Undying Court?

As one of the Aereni, think about your history. What is your family known for, and how can you prove yourself to be a master of these skills? Do you have ancestors in the Undying Court, and if so, what's your relationship with them? Do you find dealing with the short-lived races to be a challenge, or are you patient with them?

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Elf Variants

The Valenar and Aereni are physically similar but culturally distinct. Aereni are typically high elves, while Valenar are usually wood elves; but both of these subraces are options in these cultures. The Aereni place greater importance on perfecting a single skill than on training with weaponry, while the Valenar take pride in their skill with scimitars. These elves have a racial trait in place of the Elf Weapon Training trait. If your DM allows it, your elf character can forgo Elf Weapon Training and instead take the elf trait based on their culture:

- An **Aereni** elf can choose one skill or tool proficiency. Your proficiency bonus is doubled for any ability check you make that uses this chosen proficiency.
- A **Valenar** elf gains proficiency with the scimitar, double scimitar, longbow, and shortbow.

Elves of Valenar

Your people are dedicated to the arts of war. Millenia ago, your ancestors fought an epic war against mighty giants. When they came to Khorvaire, they battled the champions of the goblin empire. The greatest heroes of those struggles live on after death, known as the *patron ancestors*. When you became an adult, one of the patron ancestors formed a bond with you. Now it is your duty to follow in the footsteps of your patron, living your life as they lived theirs, allowing this champion to live on through you. This is why your people constantly seek out conflict; you need to find challenges worthy of a hero.

In creating a Valenar, think about your patron ancestor. Your class should reflect their class; if you're a wizard, your ancestor was likely a legendary archmage. If you're a ranger, was your ancestor a famous blademaster, or a stealthy hunter? Was your ancestor chivalrous or merciless? Bold or clever? Whatever their nature, it's your duty to follow their example. Is this something you proudly embrace, or do you resist it? Each patron ancestor is tied to many Valenar: do you have a particular rival



who channels the same ancestor, or one who channels a rival of your ancestor?

It's also important to think about why you are traveling with a group of player characters instead of serving in a Valenar warband. Are you driven by visions from your patron ancestor? Are you pursuing an epic quest that mirrors their legendary deeds? Do you seek vengeance for the death of a friend or ally? Or have you turned away from your people, either by choice or because of the actions of a rival?

Valenar Double Scimitar

The double scimitar is the signature weapon of Valenar elves. A haft of fine wood supports a long blade on either end. Forged with techniques honed over tens of thousands of years, these blades are strong, sharp, and remarkably light. Each scimitar is a masterpiece, and as a result the double scimitar is an expensive weapon, but few people ever have an opportunity to purchase one. If you're an elf, your blade could have a long and storied history. If you're not an elf, you might have stolen the weapon from a fallen foe or received it from a dying Valenar ally. If you work with your DM to create the story behind

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Double-bladed Scimitar: Martial Melee Weapon

Weapon Name	Cost	Damage	Weight	Properties
Double-bladed Scimitar	100 gp	2d4 slashing	6lbs	Special, two-handed

your double scimitar, you can start with the weapon at 1st level in place of a martial weapon normally granted by your class. However, it can be dangerous for a non-elf to carry a double scimitar. Valenar may demand its return or challenge you to prove that you're worthy to wield it.

Special. When you take the attack action and make a two-handed attack with a double-bladed scimitar, you can use a bonus action to make a melee attack with the blade at the opposite end of the weapon. This attack uses the same ability modifier as the primary attack. The weapon's damage die for this attack is a d4, and it deals slashing damage.

Feat: Revenant Blade

Prerequisite: Elf

You are descended from a master of the double blade and their skills have passed on to you. You gain the following benefits:

- Increase your Dexterity or Strength score by 1, to a maximum of 20.
- While wielding a double-bladed weapon with two hands, the weapon has the *finesse* trait for your attacks with it, and you gain +1 AC.
- On your turn, when you use a bonus action to make a melee attack with the blade at the opposite end of the weapon, the weapon's damage die for this attack increases to 2d4, instead of 1d4.



Elves of Khorvaire

Throughout history, elves have occasionally immigrated to Khorvaire—some by choice, some through exile. Many of the finest wizards in the Five Nations are high elves, along with renowned artisans. Wood elves are found among the rangers and druids of the Eldeen Reaches, though you could just as easily be a wood elf who hunts in the darkest alleys of Sharn. Subrace is a matter of aptitude as opposed to genetics, and the people of Khorvaire will see you only as an elf.

As an elf in Khorvaire, you have grown up among short-lived races. You may not be as concerned with history and tradition as the Aereni and Valenar; you could even live your

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life entirely in the moment, with no care for your family or your legacy. Nonetheless, you may have outlived many human friends; how does that affect you? Did you know the parents or grandparents of another member of the party… and if so, might you be trying to repay a debt to that long-dead friend? Do you remember a time before the Last War? Did you fight in the war, and if so, for which side?

The Drow of Eberron

During the ancient war between giants of Xen'drik and their elf slaves, the magebreeders of the giants bound the essence of shadows into the loyal elves. These were the first drow, assassin bred to fight prey on their sunlit kin. The drow were made to kill elves, and while thousands of years have passed, a deep enmity remains between them.

The drow remained on Xen'drik and were caught in the collapse of its civilizations. Today they linger in the shadows of Xen'drik and are all but unknown on Khorvaire. There are three distinct drow cultures. The **Vulkoori** are tribal hunters who worship totem spirits, especially the scorpion Vulkoor. They hunt giants and may threaten anyone who travels in the shattered land. The **Sulatar** live in obsidian cities and wield powerful fire magic; they seek to one day unleash fire across the world. And the **Umbragen** live in the underworld below Xen'drik, wielding sophisticated shadow magics as they battle against aberrations and the daelkyr.

Most of the people of Khorvaire have never seen a drow, and you likely know little about the Five Nations. As a drow PC, are you a Vulkoori hunter who somehow made your way to Khorvaire—a primitive warrior finding your way in this strange new world? Are you an Umbragen shadow-wielder seeking powers that can help your people in their endless war? Or a Sulatar fire-binder pursuing a personal path to glory? Do you despise elves you encounter and seek out conflict, or are you willing to forget the ancient war between your people?

Corellon and Lolth

The elves of Eberron weren't created by the gods you may know from other settings. In Eberron, the Sulat Giants created the drow as a weapon to fight the rebellious elves: there is a lingering enmity between drow and elf, but it's not driven by the influence of Lolth. Meanwhile, the elves revere their ancestors—many of whom still linger and guide them—as opposed to distant gods.

This is an opportunity to explore these traditional races in a new light. However, if you want to incorporate Corellon and Lolth, there's a few ways to do it. One possibility is that Eberron was created as a *copy* of the distant realms of the multiverse, hidden away to prevent the gods from influencing it. As such, while the drow of Eberron have no knowledge of Lolth, if she found her way through the Ring of Siberys and into Eberron, she might be able to poison their hearts and turn them to her service.

Alternately, you could present both Corellon and Lolth as legendary champions from the past. Corellon could be one of the great heroes and patron ancestors of the Valenar, or one of the leaders of the Undying Court; while Lolth could be the legendary first commander of the drow, whose spirit lingers and hungers for revenge.

Ultimately, it's a question of the story you want to tell. Do you want to preserve the unique cultures of Eberron? Incorporate Corellon and Lolth into those cultures organically? Or explore the idea of these powers just discovering Eberron and awakening hidden memories in the blood of elf and drow?

Elves and Dragonmarks

The elven houses of Phiarlan and Thuranni carry the Mark of Shadow. They control the business of espionage throughout Khorvaire, but they also operate more legitimate businesses related to art and entertainment. Once they were a single house, but they split during the Last War; now they are ruthless competitors in both espionage and entertainment.

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Gnomes

"Five words can defeat a thousand swords."

—Zil proverb

Gnomes possess a love of knowledge that many would describe as lust. Most gnomes hate physical violence and prefer to solve their problems with words—whether that's a wizard's word of power or a rogue's careful threat. The common view of the gnome is that of a friendly busybody, always ready to lend a hand or share a story. But in fact, that cheerful gnome is often gathering information that could one day be useful.

Gnomes of Zilargo

It would be an exaggeration to say that every Zil gnome is a ruthless schemer. But intrigue is the favorite pastime of the Zil. As a Zil gnome, you've been taught to manipulate and deceive since childhood. You've been involved in dozens of schemes and feuds, and you're likely still tied up in a few of them (consult the Zil Schemes table). Even if you have a good heart and noble goals, you may still prefer to use trickery and cunning instead of relying on honesty or brute force.

Zil gnomes typically use the forest gnome subrace. The natural illusionist trait is a part of daily life in Zilargo, used both for entertainment and for trickery. The *Thurimbar rod* is a common magic item that amplifies this natural gift for purposes of creating music. The power to speak with small beasts is likewise something often put to practical use, and the Zil often use small animals as messengers or guides. While Zil gnomes don't automatically have proficiency with Deception or Persuasion, these skills are common in Zil society; you could take the charlatan or criminal background as a way of reflecting your Zil upbringing.

As a player character, one question is why you've left Zilargo and what ties you still have to it. You could be a sage gathering information for the Library of Korranberg, or an investigator sending stories of your adventures back to the Korranberg Chronicle. Family is very important to the Zil, and you could be pursuing the interests

Zil Schemes

1d10	Scheme
1	Your family is working on a new form of elemental binding, but they need Khyber dragonshards—lots of them.
2	You have a mysterious contact who sends you missions via sending; when you follow their instructions, you invariably receive a reward.
3	You've acquired a plot of land in Xen'drik. You've never been there, and if you don't visit it within a year, you'll lose the claim.
4	Due to an unusual twist of Triumvirate law, you share the same name with a number of other Zil and you're all legally considered to be the same person.
5	You've acquired a spellshard that contains a vast amount of text in a seemingly unbreakable code.
6	You know the location of a wanted war criminal. Will you turn them in, or try to get something in exchange for your silence?
7	You've been selling false treasure maps. But now you've found one that might be real.
8	You've acquired a controlling stake in a distant dragonshard mine, but the mine was abandoned centuries ago due to "problems." Kobolds? Aberrations? There's only one way to find out.
9	Your family is facing financial ruin and they've taken out a lucrative life insurance policy on you. It only pays out if you die under unusual circumstances, and they're encouraging you to seek out ever more dangerous adventures.
10	You're peddling a life extension scheme where clients are petrified by a medusa and then restored after a predetermined amount of time.

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of your family… or seeking to interfere with the plans of a rival family. You could even be working for the mysterious Trust, the conspiracy that maintains order in Zilargo. If you are working for the Trust, you could have a specific mission, but you could also be a sleeper agent—gathering information and allies and waiting for the day when your skills will be put to use.

Zil Names

Zil society is divided into major houses, each of which is composed of multiple families. Each gnome has three names: their personal name, their family name, and their house name. For example, Alina Lorridan Lyrris and Tallian Talius Lyrris are members of different families within House Lyrris. Gnomish names are long and lyrical; a Zil proverb claims "the sweetest song is the name of a friend." Personal and clan names average three syllables in length, and there is a strong tradition of alliteration.

Male Names: Alian, Castar, Dorius, Elymar, Haliar, Hasal, Illian, Jassian, Lassius, Sanadal, Tallian, Torius

Female Names: Alina, Cassia, Dalia, Jandia, Lysse, Myssia, Ranadala, Saralyssa, Talina, Tandria, Tassi, Vassilia

Family Names: Alyre, Alysse, Canatar, Del, Dorian, Hal, Josilyn, Kan, Lin, Lorridan, Lyrriman, Sil, Suvius, Syrralan, Talius, Til, Torralyn

Clan Names: Adredar, Clebdecher, Dalian, Davandi, Harlian, Hebberdesh, Korrian, Lonadar, Lyrris, Nezzelech, Santiar, Tarliach

Gnomes of the Five Nations

Gnomes are found across the Five Nations, and most are well-integrated into the local cultures. Gnomes are often encountered as merchants, magewrights, chroniclers, scholars, and scoundrels. While the gnomes of the Five Nations aren't as inherently devious as their Zil cousins, family is usually important to them. You may have a network of old favors and connections to the community you grew up in. But you might also have chosen to find your own path in life, avoiding the intrigues your cousins adore.

Gnomes and Dragonmarks

The gnomes of House Sivis carry the Mark of Scribing. Members of the house are scribes and notaries, but they also maintain the sending stones that facilitate long-distance communication in Khorvaire.

Half-Elves

"I'm not 'half' anything. You humans come from Sarlona. The elves are from Aerenal. Me? I'm a true child of Khorvaire."

—Nandon Tam, Khoravar activist

Half-elves are spread across Khorvaire, from the Towering Woods of the Eldeen Reaches to the slums of Sharn. New half-elves are born in every generation as a result of pairings between humans, elves, and half-elves, and these newborns typically cling to the cultures of their parents. However, over the course of centuries half-elves have developed their own communities and traditions; this sense of identity has been strengthened by the rise of House Lyrandar and House Medani.

In making a half-elf character, think about whether you were born into a Khoravar community, or if you were born to parents of different races. Is your half-elf identity a source of pride, or something that has been difficult for you? The elves of Aerenal have never allowed a half-elf into the Undying Court, and the Valenar elves don't consider half-elves to be capable of channeling a Valenar ancestral spirit.

The Khoravar

When two half-elves conceive, the child is always a half-elf. Over the course of generations, families and communities of half-elves have developed their own cultural identity. Members of these

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families generally dislike the term "half-elf;" they call themselves **Khoravar**, an Elven term meaning "children of Khorvaire."

Khoravar culture places a strong emphasis on generosity and hospitality toward other Khoravar. You aren't expected to put yourself in danger for a stranger, but when possible, half-elves do what they can to help other Khoravar and to share information. Khoravar communities have weekly unity dinners where local news and events are shared; if you're playing a half-elf, a unity dinner is a good opportunity for you to hear about local events and rumors. Of course, this is a double-edged sword; should you gain a reputation as a capable adventurer, Khoravar in need may approach you and ask for your assistance.

Khoravar speak both Common and Elven, and among themselves they often blend these two together. This pidgin makes perfect sense to anyone who speaks both languages, but someone who only speaks one of the two languages could have to make an Intelligence check (DC 10) to understand the full meaning of a statement.

While some Khoravar prefer to follow their own paths, many espouse the idea of "the bridge between:" encouraging Khoravar to facilitate communication and cooperation between members of different cultures or species. Such Khoravar often become mediators, diplomats, translators, or bards. Others are fascinated by their distant connection to the Fey, becoming Greensinger druids or warlocks bargaining with Archfey. As a Khoravar, do any of these paths appeal to you?

Half-Elves and Dragonmarks

Half-elves families carry two dragonmarks. House Medani holds the Mark of Detection, and offers services related to investigation, threat assessment, and security. House Lyrandar carries the Mark of Storms. Lyrandar has long dominated the shipping industry, and the recent development of the airship has increased its power and potential. House Lyrandar presents itself as a pillar for the Khoravar, and even if you don't have a dragonmark you could work for the house, whether as a sailor or a house agent.

Half-Orcs

"We're hunters in a world of sheep."

—Kalaash'arrna,
Tharashk Inquisitive

Half-orcs can be found anywhere orcs and humans meet. The Ghaash'kala orcs of the Demon Wastes are devout servants of the Silver Flame who devote their lives to containing the evils of the Wastes; as a half-orc paladin, you might have been sent south on a divine mission, hoping your human blood will help you deal with these soft creatures. You could be the orphan child of an unusual pairing, forced to find your own way in the world. But the greatest concentration of half-orcs is in the Shadow Marches, where humans and orcs have coexisted for centuries. With the rise of the dragonmarked House Tharashk, orcs and half-orcs have spread out through the Five Nations and beyond.

Overall, the people of the Five Nations know little about half-orcs. The archetype of the Tharashk half-orc is that of a bounty hunter or inquisitive, though there's also a touch of "simpleton from the swamps." People may be uneasy around you or assume that you know little about the ways of civilization. With that said, while orcs are typically seen as primitives who live on the fringes of civilization, in Eberron orcs aren't inherently EVIL. People may be afraid of you because they think you're a dangerous bounty hunter, but there's no immediate assumption that you're cruel or bloodthirsty... Most of the time.

Half-Orcs of the Shadow Marches

Where the people of the Five Nations know little of your kind, in the swamps of the Shadow Marches half-orcs are celebrated. Human refugees settled in the Shadow Marches centuries ago, and the first half-orcs helped to cement the bond between these outsiders and the native orcs. Many Marchers feel that the half-orc carries the

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best traits of both races, with the strength of the orc and the cunning of the human.

The rise of House Tharashk has brought prosperity to the Marches. Many of the Marcher clans work for the house in some capacity, and you could be an agent of the house even if you don't carry the Mark of Finding, working as a bounty hunter or a clever investigator. But there are other paths you could follow.

- The Gatekeeper druids of the Shadow Marches have defended Eberron from aberrations and the daelkyr for thousands of years. As a druid, ranger, or barbarian, you could be a Gatekeeper initiate pursuing a quest in the wider world.
- The Cults of the Dragon Below also have deep roots in Shadow Marches. While cultists are often evil, the main thing about the Cults is that their beliefs generally seem like madness to others. You could be a half-orc barbarian who's ventured beyond the Marches so you can find worthy enemies; slaying powerful foes is the only way to earn your passage to the paradise that lies within the heart of the hollow world. This is also a logical path for a warlock using the Great Old One pact.
- You could be a simple hunter from the Shadow Marches. You might have fought as a mercenary in the Last War, or you could be seeking your fortune or a real challenge in the world that lies beyond.

Half-Orcs and Dragonmarks

The half-orcs of House Tharashk carry the Mark of Finding. House Tharashk licenses bounty hunters, inquisitives, and prospectors; if you want something found, turn to Tharashk.

Halflings

"Zombies? Minotaurs? Those things don't scare me at all. But a howling halfling warrior charging you on a clawfoot raptor? Most terrifying thing I've ever seen."

—Sir Danton ir'Lain,
Brelish knight

The halflings of Eberron began in the east of Khorvaire, and nomadic tribes still wander the Talenta Plains. However, many halflings followed their dragonmarked houses into the lands to the west, and they've been a part of the Five Nations since before the rise of Galifar.

In Eberron, halfling subraces represent personal aptitude as opposed to genetics. Most halflings are lightfoot, especially in the Talenta Plains, but stout halflings can be found in any community. Ghostwise halflings are extremely rare; in the Talenta Plains they are considered to be touched by the spirits and often become respected druids, while in the Five Nations they are generally seen as oddities.

Halflings and Dragonmarks

Halflings carry two dragonmarks. House Jorasco carries the Mark of Healing and dominates the business of medicine. House Ghallanda holds the Mark of Hospitality and runs inns, hostels, and taverns across Khorvaire.

Halflings of the Five Nations

Halflings can be found in every city in Khorvaire. Quick and charming, halflings are often found as merchants, politicians, barristers, and bards. Of course, these same talents are useful for grifters and other criminals.

Most notably, the halflings of the **Boromar Clan** are the most powerful criminal organization in Breland. They are based in Sharn, but their influence can be felt across the nation and even in the distant city of Stormreach. If you decide to play a halfling rogue—or

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any character with a criminal or charlatan background—you should decide if you have a connection to the Boromar Clan, and discuss this with your DM. You could be a freelance operative who occasionally gets jobs from a Boromar underboss. You could have a cousin in the Boromar Clan, who occasionally pulls you into their problems. Or you could even be the reluctant heir of a powerful Boromar leader; you've gone on the run rather than taking your place in this criminal empire, but someday your past may catch up with you.

Talenta Halflings

The Talenta Plains and its people are described in chapter 2. As a Talenta halfling, a critical question is *why you've left the Plains*. Perhaps you served as a mercenary scout in the Last War and you've remained with the comrades you met in the conflict. Maybe your tribe was wiped out by a foreign enemy—the Aurum, the

Talenta Halfling Quirks

1d10	Quirk
1	You are constantly amazed by things the people of the Five Nations take for granted.
2	You pattern your behavior on a particular species of dinosaur.
3	You are extremely curious, and you're always searching for new experiences.
4	You love to boast, and you're always telling exaggerated stories of your amazing adventures.
5	You wear a mask that you believe holds the spirit of your former mount, and you talk to it when you are troubled.
6	You don't understand the concept of "truth." To you, everything is a story and it's all about how you tell it.
7	You are annoyed by buildings and tools designed without consideration for small creatures.
8	You seek vengeance for a wrong done to your tribe or family.
9	You never forget an insult or injury.
10	You see the hand of the spirits in everything that occurs around you.

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Emerald Claw—and you are traveling the wider world in search of information and revenge. Perhaps you're guided by the spirits, who send you whispers and visions driving you on your adventures. You could be an official envoy of your tribe seeking allies in the world, or simply sent to learn more about the lands beyond the plains. Are you amazed by the wonders of the Five Nations and their everyday magic, or do you take the world of the big folk in stride? The Talentan Halfling Quirks table provides ways to reflect your outsider perspective.

Dinosaurs play an important role in Talentan culture. How does this affect you? Do you have a clawfoot companion? As a druid you can assume dinosaur forms; as a monk you could use fighting styles based on different dinosaurs. Likewise, in playing a Beast Totem barbarian or Circle of the Shepherd druid, consider replacing the traditional totems with the following.

Bear: Hammertail (ankylosaurus)
Eagle: Glidewing (pteranodon)
Wolf: Clawfoot raptor

Clawfoot Raptor

Medium Beast, Unaligned

Armor Class: 14 (natural armor)

Hit Points: 16 (3d8+3)

Speed: 50 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17(+3)	13 (+1)	2(-4)	12 (+1)	10 (+0)

Skills Athletics +5, Perception +5, Stealth +5

Senses passive Perception 15

Languages —

Challenge 1/2 (100 XP)

Pounce. If the clawfoot moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the clawfoot can make one bite attack against it as a bonus action.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4+3) piercing damage



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Humans

"The dwarf is stoic. The elf is wise. The gnome is cunning. And humans? They can't make up their mind, so they try to be all of these things at once."

—Kessler, Sharn bard

Humans have dominated Khorvaire for thousands of years. They founded the Five Nations and make up the majority of the population in these countries. Despite their relatively short lifespan—or perhaps because of it—humans are innovative, adaptable, and aggressive, always pushing their limits and pursuing new ideas.

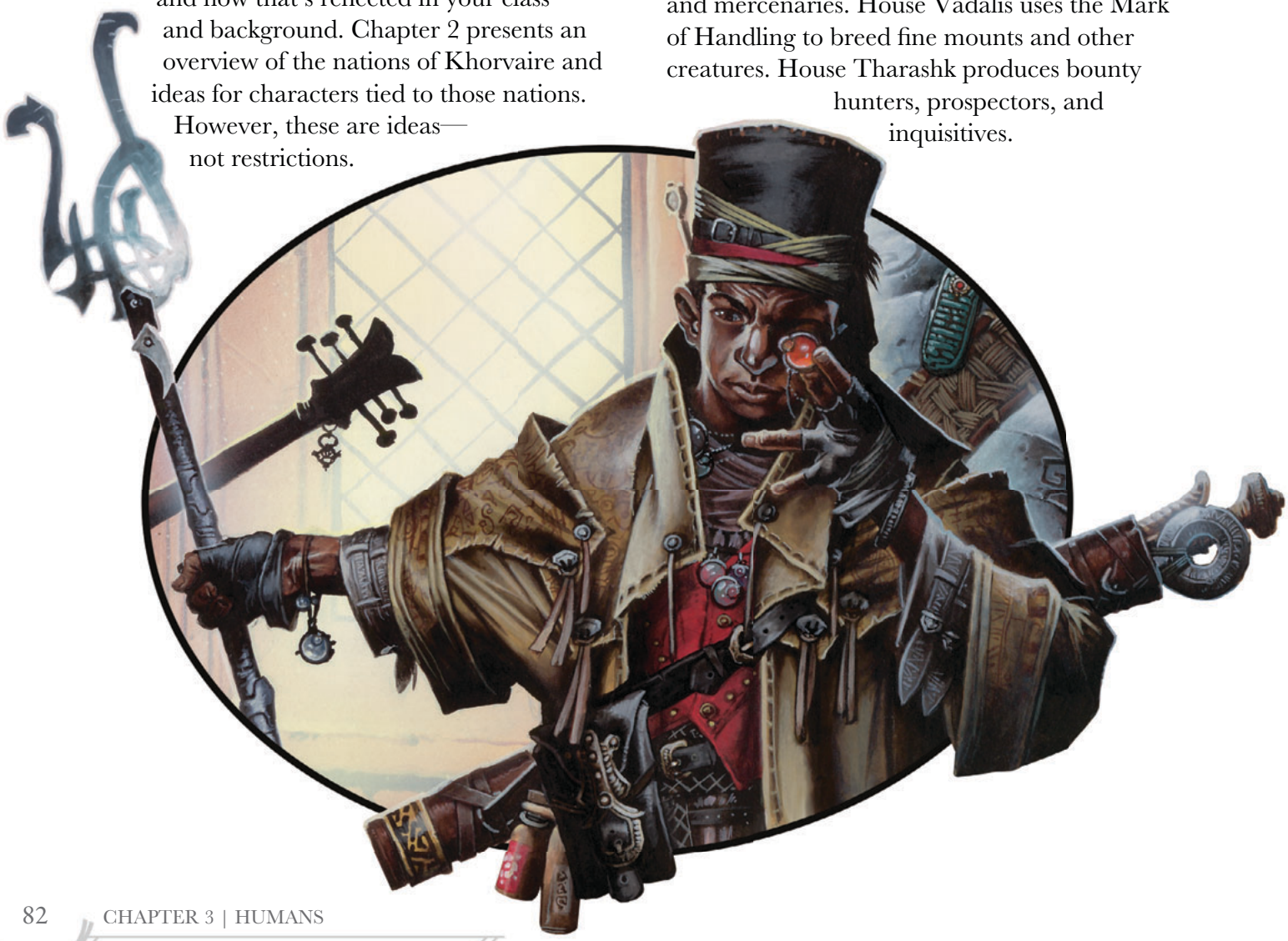
Humans are extremely diverse; a barbarian from the Demon Wastes has little in common with a Brelish rogue. When you're creating a human character, consider where you're from and how that's reflected in your class and background. Chapter 2 presents an overview of the nations of Khorvaire and ideas for characters tied to those nations. However, these are ideas—not restrictions.

Aundair is a logical origin for a wizard, but your wizard could be a down-and-out arcanist from the alleys of Sharn or a Lhazaar pirate with a knack for the mystic arts.

The variant human presented in the *Player's Handbook* provides an additional opportunity to capture some of the flavor of Eberron. Does your choice of skill proficiency and feat reflect the culture you were raised in?

Humans and Dragonmarks

Humans possess a wide range of Dragonmarks, and their houses are spread across Khorvaire. House Cannith is one of the most powerful houses, creating both magic and mundane items with the Mark of Making. House Orien maintains the Lightning Rail and trade caravans that run across the continent. House Deneith brokers the services of bodyguards and mercenaries. House Vadalis uses the Mark of Handling to breed fine mounts and other creatures. House Tharashk produces bounty hunters, prospectors, and inquisitives.



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Other Races

The races described so far are those commonly found in the Five Nations. However, there are many other creatures in the world. Here's a brief overview of some of these other races and what you might do with them. It's always up to the DM to decide if an unusual race is an option for player character; there's a place for dragonborn in Eberron, but if a DM doesn't want to use them in a campaign, they remain hidden and unknown.

Aasimar

In Eberron, aasimar aren't a race as such. Rather, each aasimar is a unique individual touched by a celestial power. An aasimar bound to the Silver Flame has a couatl as an angelic guide, driving it to protect the innocent from supernatural evil. An archon from Shavarath could exhort its aasimar to fight tyranny and injustice in the name of Dol Arrah, while an angel from Syrania might encourage its aasimar to seek out knowledge and uphold the law as a servant of Aureon. On the other side of things, a fallen aasimar could have a bond to a spirit of Mabar or a cruel fiend from Shavarath. An aasimar could even be an elf channeling the power of the Undying Court, though they'd possess the standard aasimar traits in place of any elf traits.

The appearance of an aasimar will depend on the nature of their angelic guide. An aasimar might appear to be a normal human or elf until they unleash their celestial gifts. Most people have heard stories of aasimars, but have never actually met one.

Dragonborn

Tens of thousands of years ago the dragons of Argonnessen established a garrison of dragonborn in what is now Q'barra. These warriors were assigned to protect the region against the influence of the Lords of Dust. Over time they drifted away from their duties, building an empire in western Khorvaire and clashing with the Dhakaani goblinoids. This came crashing down when one of the ancient Overlords stirred, unleashing fiends and corrupting many of the dragonborn themselves. Their empire collapsed and the dragonborn retreated to the darkness of Q'barra. They have remained their ever since, fighting the forces of the Poison Dusk and guarding against further corruption.

To date the dragonborn have largely ignored the humans of Q'barra, and the few humans who've encountered dragonborn believe they're some exotic type of lizardfolk. If you're a dragonborn PC, what has caused you to emerge from Q'barra? Are you on a quest to help your people or to oppose the Lords of Dust? Are you driven by wanderlust or curiosity? Did you serve as a mercenary in the Last War?

Githyanki and Githzerai

The githyanki city of Tu'narath lies in the Astral Plane, while the githzerai have established their stronghold in the chaos of Kythri. If you wish to have traffic between Eberron and the wider multiverse, Tu'narath can lie between Eberron and the planes that lie beyond; an incursion by the githyanki could be the first sign of contact with the outer multiverse. On the other hand, it's just as easy to say that the gith of Eberron are tied to the setting and have no traffic with the broader multiverse.

The gith are a race enslaved by the mind flayers, who overthrew these cruel masters and raised fortresses in the planes. This story holds true in Eberron, with one twist. It was the daelkyr who invaded the world of the gith. The daelkyr created the first mind flayers from gith stock and turned these monsters against their own people. So it was the mind flayers who destroyed the gith—but worse still, the mind flayers are themselves a twisted reflection of the gith.

To date, the githyanki and githzerai have played no significant role in the history of Eberron, and only the wisest sage would recognize one. If you play a gith character,

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consider what brings you to Eberron. Are you a githyanki scout gathering information for a future incursion… or a rebel who wants to protect the world from such a fate? Are you here to hunt mind flayers or to oppose the schemes of the daelkyr? Or are you just a curious explorer?

Gnolls

In ancient times, the gnolls were servants of the fiendish Overlords. Some are savage creatures that remain in the thrall of these demons. But the largest population of gnolls is the Znir Pact of Droaam. Thousands of years ago, these gnolls purged themselves of demonic influence and swore to never allow any other creature to hold dominion over them. The Znir Pact sell their services as soldiers and trackers. Most of the Pact currently serves the Daughters of Sora Kell in Droaam, but some fought in the Last War as agents of House Tharashk, and Tharashk continues to broker their services.

As a gnoll, you could be a former mercenary who's chosen to stay with comrades you met during your service; as a rule, Znir gnolls are deeply loyal to those that they consider to be members of their pack. You might be driven by curiosity, eager to explore the world beyond Droaam. You could be driven by visions of a demonic power rising in the Five Nations or working on behalf of the Daughters of Sora Kell. Or you could be a mercenary still, insisting on regular payment for your ongoing services to the party.

Goblinoids

The goblinoid species—including goblins, hobgoblins, and bugbears—were once the dominant civilization in Khorvaire. The goblinoid Empire of Dhakaan ruled most of Khorvaire for thousands of years. It was crippled by a long and bitter conflict with the daelkyr and their aberrant armies; even though the daelkyr were defeated, the seeds of madness took root in the empire and tore it apart. Today, there are four primary goblinoid cultures in Khorvaire.

City Goblins

Goblins are found in most of the major cities of the Five Nations. When humans first came to Khorvaire, they enslaved many goblins and built their cities on the foundations of Dhakaani ruins. Galifar ended the practice of slavery, and these goblins are technically citizens of the Five Nations, but most remain as an impoverished underclass found in slums and ghettos. However, gifted goblins can be found in all walks of life, and goblins served in the armies of the Five Nations during the Last War.

The Ghaal'dar

The Ghaal'dar tribes arose from the remnants of the Dhakaani Empire. Hobgoblins are the leaders of the Ghaal'dar, enforcing their will on the goblins and bugbears. The history of the Ghaal'dar is filled with strife; when they weren't fighting with Galifar or Zilargo, the tribes usually turned on one another. This came to an end with the Last War. House Deneith hired Ghaal'dar mercenaries, and this gave focus to the divided tribes. A brilliant hobgoblin, Haruuc, united the Ghaal'dar and under his leadership they seized control of what is now Darguun (see chapter 2). The aging Lhesh Haruuc remains as the ruler of Darguun, and many fear that his death could throw the region into chaos.

Among the Ghaal'dar, you hold your place through cunning and strength. As a Ghaal'dar goblinoid, you may have been a former mercenary now seeking adventure. You could be working as an emissary for one of the Ghaal'dar tribes, or even Lhesh Haruuc himself. Or you could have been driven from your tribe by the actions of a rival; perhaps you're seeking allies to reclaim your birthright.

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The Marguul

The Marguul bugbears threw off the yoke of the Ghaal'dar long ago, seizing territory in the Seawall Mountains in the south of Darguun. They are infamous raiders, and while they have brokered a truce with the Ghaal'dar, anyone venturing into the Seawall Mountains had best travel with a Marguul guide.

As a Marguul bugbear, you are savage and proud of it. The Marguul worship the Mockery and believe in victory by any means necessary: there is no such thing as honor on the battlefield. It's certainly an unusual choice for a player character, but if you've taken a liking to a particular group of the small folk, you could be a powerful ally.

The Heirs of Dhakaan

Though the Dhakaani Empire defeated the alien daelkyr, the war left seeds of madness strewn throughout the empire. As Dhakaan began to fall, a number of generals and governors gathered their forces and retreated into shelters deep within the earth, determined to preserve their civilization until the Empire could finally be restored. After thousands of years, their descendants have finally emerged. They are competing among themselves to determine which leader deserves the Imperial crown; once this is settled, they will turn to the conquest of Darguun and Khorvaire.

The Dhakaani are far fewer in number than the Ghaal'dar; they had to carefully limit their population in their deep vaults. However, they have held onto the martial discipline and techniques that allowed their ancestors to dominate the continent. Their weaponsmiths are superior even to the artificers of House Cannith, and they are experts in the working of adamantine and other exotic metals. Anyone who takes goblinoids for granted should be surprised by the skills of the Dhakaani.

The Heirs of Dhakaan are an agnostic society and don't have clerics, paladins, or druids. Their focus is on martial excellence, and their spiritual leaders are bards, who inspire their warriors with tales of past glory.

Among the Dhakaan, all goblinoids work together, using their talents for the greater good. Hobgoblins are the strategists and commanders, typically having the skills of fighters, bards, or rangers. Bugbears cultivate a focused battle rage and are typically barbarians, serving as shock troops. Goblins are largely artisans and laborers, but exceptional goblins join the *khesh'dar* ("silent folk"), learning the skills of rogue, monk, or ranger. The khesh'dar are spreading agents across the Five Nations, and you never know when a city goblin might turn out to be a deadly assassin.

As an adventurer from a Dhakaani clan, why are you working with the other player characters? Are you a scout gathering information? Are you searching for allies to defeat a rival clan, or to support your own unlikely bid for the Imperial throne? Are you an exile… and if so, do you hope to regain your position, or have you abandoned your ties to the Dhakaani?

Kobolds

Many kobolds live in simple tribes scattered across Eberron. The **Iredar** kobolds claim to be descended from the Progenitor Dragon Eberron herself, and generally live in mountain caverns. The **Irvhir** claim kinship with Khyber and live in deep caverns. While these claims are unlikely, many kobolds do develop some degree of sorcerous ability. In addition to these tribal kobolds, there's a large population of kobolds in the nation of Droaam. Traditionally these kobolds have been enslaved by more powerful creatures; now the Daughters of Sora Kell have granted them their own domain under their warlord Kethelrax the Cunning. Beyond this, a handful of Kobolds can be found scattered across Khorvaire, sometimes mingling with the city goblins in the great cities.

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Lizardfolk

The lizardfolk of Khorvaire dwell in the region known as Q'barra. Most are part of a tribal alliance known as the **Cold Sun Federation**. Their civilization is ancient, but they are quite primitive by the standards of the Five Nations and they've never sought to expand beyond Q'barra. Over the last thirty years humans have begun to settle Q'barra. Treaties have been established with the Cold Sun Federation, but communication is difficult and there have been clashes started by forces on both sides.

As a lizardfolk, you may be a scout sent out into the wider world to learn more about these mysterious soft-skinned creatures. You might be driven by a mysterious dream. You could have been driven from your tribe for a crime; what was it, and are you actually guilty?

Minotaurs

In Eberron, minotaurs are found in the monstrous nation of Droaam. Most minotaurs worship an entity commonly called the Horned Prince, but each clan has its own personal interpretation and name for the Prince. Some present the Horned Prince as a savage demon who must be satiated with the blood of enemies. Other clans see the prince as a noble war god—analogous to Dol Dorn and Dol Arrah—who demands that his children display both courage and honor on the battlefield. While the cruel minotaurs are primarily encountered as raiders on the borders of Droaam, honorable minotaurs often work with House Tharashk and serve as mercenaries in the Five Nations.

As a minotaur character, decide on your version of the Horned Prince and how this affects you. Are you a former mercenary seeking adventure? Are you following a divine mission? Are you working for House Tharashk, a minotaur warlord, or the Daughters of Sora Kell?

Orcs

The orcs are an ancient race. Their ancestors were scattered by the Dhakaani goblins, and they largely live in harsh and unwanted lands: the swamps of the Shadow Marches, the Demon Wastes, the depths of the Ironroot Mountains.

The orcs of Eberron weren't formed by Gruumsh, and they aren't inherently driven to evil. However, they are an extremely passionate and primal race, given to powerful emotion and deep faith. The Ghaash'kala orcs of the Demon Wastes are servants of the Silver Flame who devote their lives to battling the fiends of the Wastes. The Gatekeeper druids of the Shadow Marches were the first druids on Khorvaire. The Gatekeepers played a crucial role in defeating the alien daelkyr and binding this evil in Khyber, and their descendants continue to maintain the ancient seals and fight aberrations. However, many orcs were corrupted by the daelkyr and embraced the madness of the Cults of the Dragon Below. These cultists also live in the Shadow Marches, and battles between Gatekeepers and the servants of the Dragon Below have diminished both sides.

Beyond the Gatekeepers and the cultists, the Shadow Marches are home to orcs who have joined with humans to create mixed clans. The dragonmarked House Tharashk arose from this union. While full orcs cannot carry the Mark of Finding they are an important part of the house and can be found across Khorvaire as part of Tharashk operations.

As an orc, you could be a Ghaash'kala paladin seeking to protect the innocent from evil. You might be a Gatekeeper druid or ranger hunting aberrations working to prevent the return of the daelkyr. You could be a barbarian or a warlock driven by the mad dreams of the Cults of the Dragon Below. Or you could just be an unmarked member of House Tharashk, seeking your fortune in the wider world!

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Tieflings

Tieflings are rarely seen in Eberron, but there are a few paths for a tiefling characters.

Many tieflings are born to the Carrion Tribes, the barbarians who live in the Demon Wastes. Such tieflings are touched by the fiendish forces bound beneath the Wastes and are considered to be blessed by the tribes. If you're playing such a tiefling, why have you left the Wastes? It could be that you were destined to serve an evil purpose—perhaps even serving as an avatar for an imprisoned demon Overlord—and you are fleeing from that destiny.

Other tieflings are shaped not by demonic powers, but by the influence of the planes. Such tieflings may be born in manifest zones when planes are coterminous. Planar tieflings are isolated oddities, often seen as exotic and strange, but not necessarily evil.

There is one tiefling nation in Khorvaire: The Venomous Demesne, a city-state hidden on the far side of Droaam. The tieflings of the Venomous Demesne are descended from Sarlonan mages who bargained with dark powers, and the lords of the Demesne are powerful warlocks and wizards. The Venomous Demesne has had no significant contact with the Five Nations and few people know it exists; your character could be an envoy, an exile, or simply an adventurer driven by a desire to see what lies beyond your magical kingdom.



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Others

What about kenku in Eberron? How about tritons or tabaxi? How do genasi fit into things? There's a place for everything in Eberron, but it's always up to the DM to decide how significant that place is. If you want to play a member of a race that hasn't been addressed here, talk with your DM and come up with an option. What role do you want the race to play in the world?

Widespread. It's always possible to change the default assumptions of the setting. If both you and your DM like the idea that the Dhakaani Empire was a nation of goliaths rather than goblinoids, you can make that change. So there's nothing wrong with adding a new race into the common population of the Five Nations, as long as everyone likes the idea of it.

Exotic. There are many places in Eberron where a small population of unusual creatures could exist. Perhaps there's a lost city of tabaxi in the jungles of Xen'drik, or a clan of Kenku dwelling at the top of Sharn's tallest tower. The Mourning could have transformed a city of humans into bee-people. As with dragonborn or tieflings, this allows these races to have some sort of culture to interact with but keeps them from affecting the world in a significant way.

Unique. When introducing a character of an unusual race, one option is to say that you're the *only* member of that race. Perhaps you were created by the mysterious daelkyr or the brilliant transmuter Mordain the Fleshweaver. Maybe you're the result of magebreeding experiments conducted by House Vadalis and House Jorasco. Perhaps you began life as a member of another race and were transformed by the Mourning.

While the DM always has the final say as to whether to allow an unusual race into the campaign, the important thing is to determine the story you're looking for!



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CHAPTER 4: DRAGONMARKS

A halfling healer touches a dying man; the mark on her forehead blazes with blue fire as his wounds close and vanish. A half-orc bounty hunter reaches out with the power of his mark to find his prey. A human artificer touches a creation forge and the symbol on her hand flares as the eldritch machine rumbles to life.



EACH OF THESE PEOPLE possesses a dragonmark, a symbol etched on the skin in colors more vivid than any tattoo. This sigil is a source of mystical power. A dragonmark enhances the user's ability to perform certain tasks. The Mark of Making guides the hands of the smith, while the Mark of Shadows helps its bearer avoid enemies. The power of a dragonmark can also manifest in more dramatic ways. An heir with the Mark of Storms can scatter enemies with a blast of wind, while someone with the Mark of Shadows can weave illusions. While these effects may function in the same way as spells, the power is drawn and focused through the dragonmark.

You can't buy a dragonmark, or simply choose to develop one. Each mark is tied to specific bloodlines. A dragonmark appears around adolescence, but not every heir manifests the mark. Long ago the families that carry the marks joined together to form the dragonmarked houses. Over the course of centuries, the houses have used their gifts to establish powerful economic monopolies. House Jorasco holds the Mark of Healing, and Jorasco maintains the vast majority of healing houses and clinics. Only House Lyrandar heirs with the Mark of Storms can pilot airships. Control over vital services—medicine, transportation, communication, manufacturing— gives the houses tremendous power.

In the past, the dragonmarked houses were held in check by the united kingdom of Galifar. But in the wake of the Last War, people wonder if any one nation has the power to enforce its wishes on the houses. Some say the dragonmarked barons wield more power than kings and queens.

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Creating a Dragonmarked Character

Dragonmarks are associated with race, depicted by a combination of variant races and subraces.

- For humans and half-orcs, a dragonmark is a variant race that replaces normal traits associated with those races.
- For half-elves, a dragonmark is a variant race. You keep some of the standard half-elf traits and replace others with the traits associated with your mark.
- For dwarves, elves, gnomes, and halflings, the dragonmark replaces your subrace.

So, if you're making an elf character, you can choose to take the Mark of Shadow instead of being a wood elf or high elf.

There are two additional options related to dragonmarks. As your dragonmarked character grows in level, you can take the Greater Dragonmark feat to reflect the growing power of your dragonmark. Alternatively, the Aberrant Dragonmark feat grants limited but dangerous magical abilities. Aberrant dragonmarks aren't tied to the dragonmark houses and can be taken by any character.

Dragonmarks and Backgrounds

Dragonmarks are bound to certain bloodlines, and by choosing a mark you are establishing that your character has a blood connection to one of the families in the dragonmarked houses. However, it's up to you to decide on your relationship to the house. Were you brought up in the house? Or are you completely independent from it? This is best represented by your background. Consider the following options.

Agent. You have a close, ongoing relationship with your house. The house agent background is a good choice if you are actively working for the house. Alternately, you could take the noble background to reflect a blood tie to the leaders of the house.

Independent Scion. You were raised or trained by the house, but you've kept your independence. This means you don't have many special privileges, but you also don't have responsibilities. Guild artisan is a good choice to reflect basic house training, but you could choose entertainer for the Mark of Shadow, sailor for the Mark of Storms, soldier for the Mark of Sentinel, sage for the Mark of Scribing, and so on.

Dragonmarks and Houses Table

Dragonmark	House	Race	Guild Specialties
Detection	Medani	Half-Elf	Bodyguards, Investigation, Risk Management
Finding	Tharashk	Human, Half-Orc	Bounty Hunting, Investigation, Prospecting
Handling	Vadalis	Human	Animal Training and Breeding
Healing	Jorasco	Halfling	Healing
Hospitality	Ghallanda	Halfling	Food, Lodging, Urban Information
Making	Cannith	Human	Manufacturing
Passage	Orien	Human	Land Transportation
Scribing	Sivis	Gnome	Communication, Translation, Verification
Sentinel	Deneith	Human	Bodyguards, Mercenaries
Shadow	Phiarlan	Elf	Entertainment, Espionage
	Thuranni	Elf	Entertainment, Assassination
Storm	Lyrandar	Half-Elf	Air and Sea Transportation
Warding	Kundarak	Dwarf	Banking, Storage, Prisons

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Excoriate. When a dragonmarked heir defies their house, they may be cut off from it. In the past, your mark would be flayed from your body. Although this mutilation is no longer practiced, such exiles are still called excoriates. If you're an excoriate, consider what you did to deserve this punishment. Were you a criminal? A charlatan? Or perhaps a sage who engaged in forbidden research?

Foundling. Your ancestors left the house long ago. You have no ties to the house and may not have known you were connected by blood before you manifested your dragonmark. As an outlander or an urchin you might know nothing about the houses. As an acolyte or hermit, you could have put your faith ahead of worldly things, choosing not to pursue a connection with the houses. Whatever you decide, this is an opportunity to talk with your DM about the role you'd like the house to play in a campaign. Do you want them to be your enemy? Would you prefer to avoid them completely? Or do you want to work your way into a position of power in the house, despite being an outsider?

The Powers of the Mark

Each dragonmark grants a set of abilities that reflect the inherent powers of the mark. For most marks this includes an Intuition die. This can reflect supernatural instincts or guidance from the mark, or other minor magical effects. Many dragonmarks grant limited magical abilities. Over the centuries the houses have developed tools that enhance and channel the powers of a mark, and it's these dragonmark focus items that give the houses much of their power.

A dragonmarked race gives you a very specific set of traits. However, you can also explain your class abilities as being a result of your exceptional connection to your dragonmark:

- If you're playing a bard with the Mark of Shadow, you could say that your illusion spells are drawn from your mark. If you're a halfling bard with the Mark of Healing, you could describe your mark as the source of your healing magic.
- As a life cleric with the Mark of Healing, you're able to use your mark to channel positive energy and perform remarkable feats of healing. You could combine this with religious faith or you could say that the mark alone is the source of your divine magic.
- If you're a warlock with an aberrant dragonmark, you could say that the mark itself is your fiendish patron and the source of your arcane powers. You don't fully understand the nature of your mark, but you know that it's growing stronger and you're afraid you might lose control of it.

These descriptions don't change your character's abilities in any way. It's simply a way to add flavor and story to your character. Though if you're channeling divine power through your dragonmark, you might use a crystal (normally an arcane focus) as your holy symbol, representing a makeshift dragonmark focus item.

Intuition Dice

A dragonmark improves your ability to perform a specific type of task. The Mark of Finding sharpens your senses and improves your perception, while the Mark of Making guides your hands when you work with artisan's tools.

Each dragonmark has a trait that allows you to roll an Intuition die, a d4, when you perform an ability check with a particular skill or tool. You add the number rolled to the ability check. You don't have to be proficient with the skill or tool to gain this benefit.

Feats, magic items, and other features may improve your Intuition die. This increases the type of die you roll by one size (d6, d8, d10) to a maximum of a d10. You can only roll one Intuition die for a check; if you receive Intuition dice from multiple sources, increase one die by one type and roll that one.

For example, if a dragonmarked trait and feat both grant intuition with Dexterity (Stealth) checks, you roll a d6, instead of a d4. Three instances would increase your Intuition Die to a d8, and so on.

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Dragonmark Appearance

A dragonmark is a distinctive symbol that appears on the skin. There are twelve known dragonmarks, each unique in design and power. A dragonmark can appear on any part of the body. One half-elf could have the Mark of Detection across an eye, while another has it in the palm of their hand. Dragonmarks are painted in vivid shades of blue and purple and seem to shimmer or even move slightly. When used, they grow warm to the touch and may glow (though this doesn't produce useful illumination). A dragonmark can't be removed—even if a limb bearing a dragonmark is cut away, the mark eventually manifests on another part of the bearer's body. All dragonmarks share the same initial appearance but a dragonmark can grow in size and complexity if a character takes the *Greater Dragonmark* feat or if the mark is tied to class abilities.

While dragonmarks share the same general appearance, your dragonmark could have a unique quality. If you'd like to explore this, roll on the Dragonmark Quirks table.







Dragonmark Quirks

1d6	Quirk
1	Your dragonmark is unusually small or remarkably large.
2	Your dragonmark slowly moves around your body.
3	Your dragonmark glows dramatically when you use it.
4	Your dragonmark tingles when you're near someone with the same mark.
5	Your dragonmark tickles when you use it.
6	Your dragonmark is an unusual color but a normal shape.

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All About the Houses!

Every house has traditions, cabals, and secrets. Here's a few facts that apply to most of the houses.

- Most Dragonmarked houses maintain *enclaves* in major cities. These serve as hubs for house businesses and strongholds for the house families. A city may also have any number of businesses tied to the house—a Ghallanda inn, a Cannith smith, a Sivis message station—but these are simply providing services and don't have any direct connection to house leadership.
- Any heir of the house who develops a dragonmark is allowed to add the *d'* prefix to the house name: *Merrix d'Cannith.* Regional leaders within the houses are called Barons. Most houses are led by a matriarch or patriarch, though some are led by councils.
- **The Twelve** is an organization that facilitates communication and cooperation between the Dragonmarked houses. **Excoriates** are dragonmarked heirs who have been cut off from their houses. **Foundlings** are people who develop a mark outside of a house and have no connection to it.
- Dragonmarks manifest around adolescence. Each house puts its heirs through a trial called **The Test of Siberys**. The specific trials vary by house, but they place the heir in circumstances where they are likely to manifest the mark, if they have it. About half of the members of a bloodline manifest the mark.
- The **Korth Edicts** prevent the houses from owning land, holding noble titles, or maintaining military forces (with an exception for Deneith). The Edicts were established long ago when the Five Nations were united. Today, many in the houses feel the Korth Edicts have become obsolete in the wake of the Last War.

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Background

Here is an important background for Eberron.

House Agent

You have sworn fealty to a dragonmarked house, one of the mighty mercantile guilds that shapes Khorvaire. If you possess a dragonmark, you're likely a member of one of the influential families within the house, otherwise you're an outsider who hopes to make your fortune by allying with this great power. Your primary task is to observe, gathering useful information and serving as the eyes of your house. But you could be called upon at any time to act as a hand of the house. Such missions can be dangerous—but they'll surely be lucrative.

Skill Proficiencies: Investigation, Persuasion
Tool Proficiency: Two tools by house:

- *Cannith:* alchemist's supplies and tinker's tools
- *Deneith:* one gaming set and vehicles (land)
- *Ghallanda:* brewer's supplies and cook's utensils
- *Jorasco:* alchemist's supplies and herbalism kit
- *Kundarak:* tinker's tools and thieves' tools
- *Lyrandar:* vehicles (sea/air) and navigator's tools
- *Medani:* thieves' tools and disguise kit
- *Orien:* vehicles (land) and one gaming set
- *Phiarlan:* disguise kit and one musical instrument
- *Sivis:* calligrapher's tools and forgery kit
- *Tharashk:* thieves' tools and one gaming set
- *Thuranni*: poisoner's kit and one musical instrument
- *Vadalis*: vehicles (land) and herbalism kit

Equipment: A set of fine clothes, house signet ring, ID papers, and a purse containing 20 gp.

Role

You are always gathering information for your house. But when the barons come to you with a specific mission, what sort of work do you usually do? Choose your role or roll on the table below.

House Agent Role

d8	Role
1	Acquisition
2	Investigation
3	Research & Development
4	Security
5	Intimidation
6	Exploration
7	Negotiation
8	Covert Operations



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Feature: House Connections

As an agent of your house, you can always get food and lodging for your friends at a house enclave. When the house assigns you a mission, it will usually provide you with necessary supplies and transportation. Beyond this, you have many old friends, mentors, and rivals in your house and you may encounter one of them when you interact with a house business. As a Lyrandar agent you may know the captain of an airship; as a Ghallanda agent you know a lot of innkeepers and bartenders. The degree to which such acquaintances will be willing to help you out will depend on your current standing in your house.

Suggested Characteristics

House agents are a diverse lot. Consider the house you serve and the type of work you do in developing or selecting characteristics.

d8	Personality Trait
1	I never let emotion complicate work.
2	I'm always looking to improve efficiency.
3	I share trivia about my house's business (medicine, ships, warforged).
4	I hold myself and anyone I work with to extremely high standards.
5	I never forget an insult made against myself or my house.
6	I'm very excited and enthusiastic about everything my house does.
7	I'm representing my house and take great pride in my personal appearance.
8	I'm critical of monarchies and opposed to any restrictions on the houses.

d6	Ideal
1	**Common Good**. My house serves a vital function, and its prosperity will help everyone. (Good)
2	**Tradition**. I uphold traditions of my house and bring honor to my family. (Lawful)
3	**Innovation**. Abandon old traditions and find better ways to do things. (Chaotic)
4	**Power**. I want to ensure the prosperity of my house and wield its power myself. (Evil)
5	**Discovery**. I want to learn all I can, both for my house and for my own curiosity. (Any)
6	**Comfort**. I want to ensure that me and mine enjoy the best things in life. (Any)

d6	Bond
1	My house is my family, and I would do anything for my family.
2	I love someone from another house, but such relationships are forbidden.
3	Someone I love was killed by a rival faction within my house, and I will have revenge.
4	I don't care about the house as a whole, but I would do anything for my old mentor.
5	I believe my house needs to evolve to survive, and I need to lead that change.
6	I am determined to impress the leaders of my house, and to become a leader myself.

d6	Flaw
1	I'm overly concerned with following established procedures and protocols.
2	I'm obsessed with conspiracy theories and worried about secret societies and hidden demons.
3	I believe that my house and bloodline makes me better than everyone else.
4	I'm concealing a secret that could get me driven from my house.
5	I have strong religious beliefs that aren't shared by others in my house.
6	I'm working for a hidden faction in my house that gives me secret assignments.

Sebastian Kimble (Order #15417015)

The Mark of Detection

"If you want a wall of muscle to get between you and a blade, go to House Deneith. If you want someone to anticipate the threat and make sure you aren't even in the room with whoever's holding that blade… that's what we do."

—Baron Trelib d'Medani

The Mark of Detection is an inquisitive's dream. It sharpens powers of observation and intuition, allowing the bearer to draw connections and interpret clues others might miss. By actively drawing on its powers, the bearer can detect poisons and study the energies of magic.

House Medani

The Warning Guild of House Medani brokers the services of bodyguards and inquisitives. Medani advisors specialize in risk assessment and management, protecting clients from both physical and social threats. While Medani overlaps with the inquisitives of House Tharashk and the bodyguards of House Deneith, the Warning Guild specializes in subtle threats and complex mysteries.

The members of House Medani are half-elves with deep roots in Breland. Medani has little interest in the power struggles that sometimes break out between the other dragonmarked houses. Many Medani heirs are more interested in helping their communities than in raw profit, and Medani heirs often work with local law enforcement or help those who can't afford their services.

Dragonmarked Characters

Here are a few examples of characters with the Mark of Detection.

House Agent Bard. With the kind of threats your house deals with, words are often more effective than weapons. You serve as one of the eyes of the house, listening for rumors and watching for dangerous cabals and conspiracies. Along the way you do your best to mediate disputes and defuse dangerous situations.

Rogue Folk Hero. You're an inquisitive trained by your house. You grew up in a bad neighborhood, and while you could make more gold solving the problems of nobles, you're more interested in helping your community. You've had a few good cases and you've helped a lot of people, and word has spread.

Sage Wizard. You're a brilliant diviner and inquisitive, and your talents have gotten you into trouble. You have a knack for uncovering conspiracies, and you found one in House Medani. It might involve shape-changed demons or dragons—or both. You don't know how deep it goes, but you're certain that other dragonmarked houses and noble families have been infiltrated. People think you're a little intense. Some say paranoid. But you'll show them all when you finally get to the bottom of this draconic conspiracy!

Mark of Detection Traits

The Mark of Detection manifests exclusively on half-elves. If your character has the Mark of Detection, these traits replace the half-elf's Ability Score Increase, Skill Versatility, and Languages given in the *Player's Handbook*.

Ability Score Increase. Your Intelligence and Charisma scores both increase by 1. In addition, one ability score of your choice increases by 1.

Deductive Intuition. When you make an Intelligence (Investigation) or Wisdom (Insight) check, you can roll one Intuition die, a d4, and add the number rolled to the ability check.

Sense Threats. You can cast the *detect magic* and *detect poison and disease* spells, but only as rituals. Intelligence is your spellcasting ability for these spells.

Languages. You can speak, read, and write Common and Elvish.

Sebastian Kimble (Order #15417015)

The Mark of Finding

"My ancestors used their gift to track beasts in the swamps. I use mine to find fugitives in the slums of Sharn. I'm still a hunter. I always find my mark."

—Hondar'Aashta,
Tharashk bounty hunter

The Mark of Finding sharpens the senses, guiding the hunter to prey. Alone among the dragonmarks, the Mark of Finding is carried by two races: humans and half-orcs. It first appeared in the Shadow Marches, where clan hunters used it to find their prey. The mark helped unite humans and orcs in the Marches and brought House Tharashk to the Five Nations.

House Tharashk

House Tharashk traditionally licenses inquisitives and bounty hunters. Recently the Finder's Guild has expanded into dragonshard prospecting. Dragonshards are the lifesblood of the magical economy. A talent for finding this resource has given the house new wealth and influence.

Tharashk is the youngest of the dragonmarked houses and hasn't embraced all of the customs of the Twelve. Heirs often use family names instead of the house surname and many hold on to beliefs and traditions carried from the Shadow Marches—like the druidic faith of the Gatekeepers or secretive cults of the Dragon Below.

Dragonmarked Characters

Here are examples of characters with this mark.

Druid House Agent. House Tharashk is home to an ancient order of druids who protect the world from aberrant threats. Although you are officially an operative of the house, you are truly an agent of the Gatekeepers, and investigate the activities of mad cultists and the Daelkyr.

Criminal Rogue. You're an inquisitive who works the mean streets of Sharn. You've got friends on both sides of the law. Sometimes you walk a crooked line to unravel a tough case.

Mark of Finding Traits

The Mark of Finding can appear on either humans or half-orcs. If your character has the Mark of Finding, these traits replace all racial traits given in the *Player's Handbook* aside from Age, Size, and Speed. Your Ability Score Increase depends on your race, while all other traits are shared by both humans and half-orcs.

Ability Score Increase (Human). As a human, your Dexterity and Wisdom scores both increase by 1. In addition, one ability score of your choice increases by 1.

Ability Score Increase (Half-Orc). As a half-orc, your Strength and Wisdom scores both increase by 1. In addition, one ability score of your choice increases by 1.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hunter's Intuition. Your mark sharpens your senses and helps you find your prey. When you make a Wisdom (Perception) or Wisdom (Survival) check, you can roll one Intuition die, a d4, and add the number rolled to the ability check.

Imprint Prey. As a bonus action, choose one creature you can see within 30 feet of you. The target is imprinted in your mind until it dies or you use this trait again. Alternatively, you can imprint a creature as your quarry whenever you succeed on a Wisdom (Survival) check to track it.

When tracking your quarry, double the result of your Intuition die. When your quarry is within 60 feet of you, you have a sense of its location: it can't be hidden from you, gains no benefit from invisibility, and your attacks against it ignore half cover. Once you use this trait, you cannot use it again until you finish a short or long rest.

Nature's Voice. When you reach 3rd level you gain the ability to cast *locate animal or plant,* but only as a ritual.

Languages. You can speak, read, and write Common and Goblin.

Sebastian Kimble (Order #15417015)

The Mark of Handling

"Don't get sentimental. A beast is a tool. Our role is to find the right tool for the task and to make sure they're of the finest quality. Nature is our kingdom; never forget that we were born to rule it."

— Baron Hella d'Vadalis

The Mark of Handling gives its bearer a primal connection to beasts and the natural world, granting the power to calm and coax. This extends beyond purely natural animals; the mark allows its bearer to guide a hippogriff as easily as a horse.

House Vadalis

House Vadalis plays an important role in daily life. Vadalis ranches produce meat, mounts, and more. Vadalis isn't one of the most powerful houses, but its barons are generally content; they're more interested in discovering new monstrosities than engaging in the politics of the dragonmarked houses.

House Vadalis breeds and trains beasts for a wide range of purposes. While they maintain vast cattle ranches and train horses and hounds, the Mark of Handling allows Vadalis to work with more exotic creatures as well. Griffons, hippogriffs, and even bullettes can be bred and trained. Vadalis also works with more intelligent beasts, such as giant owls, displacers beasts, and pegasi. Even with the Mark of Handling, this is dangerous work; there's a lot of turnover at the bullette ranch. But these exotic creatures aren't enough to satisfy the most innovative members of the house, and this has led to the practice of magebreeding. Using the Mark of Handling and dragonshard focus items, Vadalis has found ways to create magical creatures. Typically, this results in a superior version of a mundane creature—an animal that is stronger, faster, and smarter. But rumors claim that Vadalis has crafted monsters of its own. Some rumors even insist that Vadalis has been trying to magebreed better *humans*...

Dragonmarked Characters

Some characters with the Mark of Handling:

Noble Druid. Your family is one of the most powerful in the house, and they've learned to use its power to do amazing things: shapeshifting, manipulating animals and the world. While you're mechanically a druid, you don't share any druidic beliefs; rather, you believe that your mark gives you rightful dominion over the natural world.

Ranger House Agent. You've been trained to track and handle the wildest monstrosities. You're still mastering your skills, but you want to get out into the world and discover new beasts that have never been harnessed—new creatures that you can bring back to your house.

Outlander Druid. Your dragonmark gives you a powerful connection to the natural world. You hate what your house is doing with this power—turning this gift into a *business*, exploiting the creatures you're connected to. You have abandoned the house and loathe them all now.

Mark of Handling Traits

The Mark of Handling only manifests on humans. If your character has the Mark of Handing, these traits replace the human's Ability Score Increase trait given in the *Player's Handbook*.

Ability Score Increase. Your Dexterity and Wisdom scores both increase by 1. In addition, one ability score of your choice increases by 1.

Wild Intuition. When you make a Wisdom (Animal Handling) or Intelligence (Nature) check, you can roll one Intuition die, a d4, and add the number rolled to the ability check.

Expert Handling. You can use the Help action to aid an ally animal companion or mount within 30 feet of you, rather than 5 feet of you.

Primal Connection. You can cast *animal friendship* once with this trait and regain the ability to do so when you finish a short or long rest. Wisdom is your spellcasting ability for this spell.

The Bigger They Are. When you cast a spell that affects only beasts, it also affects monstrosities with an Intelligence score of 3 or lower.

Sebastian Kimble (Order #15417015)

The Mark of Healing

"What's the price of a life? Well, I've got a rate sheet right over here. I'd be happy to discuss it."

— Bessi d'Jorasco, Fairhaven healer

A halfling with the Mark of Healing can save a life with a touch, restoring vitality and the will to live. When dealing with mundane medicine, the mark helps its bearer sense the nature of maladies and afflictions and find the best solution. When equipped with dragonshard focus items, the mark can even draw the dead back from the depths of Dolurrh.

House Jorasco

The Healer's Guild provides a vital service to Khorvaire, and the Last War ensured that there was great need for healers. The guild runs the schools that teach medicine and houses of healing that provide both mundane and magical services. If it could save a life, it's probably tied to Jorasco… and it will come with a cost. If you have the gold, Jorasco healers can remove a disease instantly with *lesser restoration*. If you can't afford such a service, they will treat you with mundane techniques (the Medicine skill). House Jorasco is also the source of *potions of healing.* While many criticize Jorasco's demands for payment, the leaders of the house maintain that it's not about greed; it's about ensuring the survival and prosperity of the house, so they can continue to help future generations.

While the public face of Jorasco is that of the healer, there are rumors that the house engaged in disturbing experiments during the Last War, working with House Vadalis to develop biological weapons and strange new creatures. A Jorasco heir will have to decide if they want to investigate these rumors… and what they'll do if the rumors are true.

Dragonmarked Characters

Here are a few examples of characters who carry the Mark of Healing.

Noble Cleric. You are one of the heirs of Baron Ulara, the matriarch of House Jorasco. Your mark is remarkable (and the source of your clerical abilities) and you feel that you're just beginning to unlock its power. Are you willing to devote your abilities to your house? Or do you think that you may have a greater calling?

Folk Hero Bard. You served as a medic in the Last War, using humor and stories to keep up the spirits of your patients. You've seen too much suffering, and you need to do something about it. You've broken away from the house and you've been doing charitable work in your community. But you want to find a way to do more.

Criminal Rogue. You grew up as an orphan in Sharn. One of your parents must have been tied to Jorasco, but you found a different family: the Boromar Clan, a criminal guild run by halflings. You've learned how to heal and how to hurt people. Now you need to decide which path you want to follow.

Mark of Healing Traits

The Mark of Healing manifests exclusively on halflings. If your character has the Mark of Healing, this is your halfling subrace.

Ability Score Increase. Your Wisdom score increases by 1.

Medical Intuition. When you make a Wisdom (Medicine) check, you can roll one Intuition die, a d4, and add the number rolled to the ability check.

Healing Touch. As an action, you can draw power from your dragonmark to spend one of your Hit Dice and revitalize yourself or a creature you touch. Roll the die, add your Wisdom modifier, and the creature regains a number of hit points equal to the total. Once you use this trait, you can't use it again until you finish a short or long rest.

Sebastian Kimble (Order #15417015)

The Mark of Hospitality

"Welcome, welcome! So good to see you again. Let me get your drink—blackroot tal with honey, yes? And then you have to listen to this story I've heard about the strange things going on in the Cogs."

— Alara d'Ghallanda, halfling bartender

They may not always have gold, but a halfling with the Mark of Hospitality is sure to be rich in friends. The magic of the mark allows the bearer to keep a place clean, and to heat, chill, and season food. But it also helps the bearer connect with others, setting troubled minds at ease—a powerful tool, though it can cause anger if abused.

House Ghallanda

The majority of inns, taverns, and restaurants in the Five Nations are either directly owned by House Ghallanda or licensed by its Hosteler's Guild. Most people give little thought to House Ghallanda; when compared to the soldiers of House Deneith and the factories of House Cannith, an alliance of innkeepers seems harmless and inconsequential. But Ghallanda's strength lies in charm and connections. A Ghallanda innkeeper hears many things—if you want to know what's really going on in a community, talk to the halfling bartender. The leaders of House Ghallanda don't sell information; they prefer to build friendship and deal in favors. But should a Ghallanda baron every truly need something, they likely have a favor they can call in.

Ghallanda has a number of "bound businesses"—franchises run directly by the house. The Gold Dragon Inn is such a business, and Gold Dragon Inns can be found in every major city, each serving a familiar menu and providing similar services. But many Ghallanda heirs take pride in creating their own unique businesses. There are also many independent restaurants, inns, and taverns that are licensed by Ghallanda. The blink dog seal is an assurance that a locale meets Ghallanda standards of health and quality—but not every inn is run by a halfling.

Dragonmarked Characters

Here are some examples of characters who carry the Mark of Hospitality.

Noble Warlock (Archfey). Your parents run a score of Gold Dragon Inns. You've never gotten your hands dirty with the family business; you've been too busy doing important things, like going to all the best parties. Just the other day you were dancing with some Greensinger druids, and they summoned some sort of Archfey from Thelanis. Honestly, you don't remember all the details… it was one of *those* parties… but it seems like you made some sort of deal with this fey prince. You're not sure exactly what you agreed to; you'd better gather a few friends and figure it out.

Guild Artisan Bard. You used to run the finest bar in Cyre... until the Mourning destroyed it. You know a group of adventurers—regulars from your lost tavern—and you're tagging along with them until you figure out your next step. Perhaps you'll earn enough gold to buy a new bar… or perhaps you'll find a different path.

Mark of Hospitality Traits

The Mark of Hospitality manifests exclusively on halflings. If your character has the Mark of Hospitality, this is your halfling subrace.

Ability Score Increase. Your Charisma score increases by 1.

Innkeeper's Charms. You know the cantrips *friends* and *prestidigitation.* Charisma is your spellcasting ability for them.

Ever Hospitable. When you make a Charisma (Persuasion) check or an ability check involving brewer's supplies or cook's utensils, you can roll one Intuition die (a d4) and add the number rolled to the ability check.

Sebastian Kimble (Order #15417015)

The Mark of Making

"My house built the modern world. Orien may drive the lightning rail, but it's Cannith who builds the cars and lays the stones it travels on. Cannith makes the everbright lanterns hold the night at bay. Smith, carpenter, alchemist—the best all carry my seal."

— Baron Merrix d'Cannith

The Mark of Making guides its bearer through any act of creation. The bearer of the mark can mend broken things with a touch, and always has a minor magic item they've been working on. An artificer or a wizard will get the most out of the mark, but anyone can find a use for an enchanted blade.

House Cannith

House Cannith dominates all forms of manufacturing, both mystical and mundane. Cannith forgeholds use streamlined forms of production to quickly produce common goods. Even independent artisans often learn their trade at Cannith academies and adhere to Cannith standards. The House of Making builds the tools the other houses rely upon, and it has always been the unspoken leader of the Twelve.

The Last War was a time of great opportunity for Cannith. Every nation wanted weapons and warforged, along with mundane arms and armor. The war raised the house up, and then tore it down. House Cannith was based in Cyre, and the Mourning destroyed the house leadership and key facilities. Now three barons jockey to fill the leadership vacuum: the alchemist Jorlanna of Fairhaven, weaponsmith Zorlan of Korth, and warforged innovator Merrix of Sharn. It remains to be seen whether one of these leaders will unite the house, or if it will shatter under the strain. If you're an heir of House Cannith, you should decide which of these barons you serve—or if you have other ideas about the future of the house.

Dragonmarked Characters

Some characters with the Mark of Making:

Noble Wizard. Born to one of the most powerful families in House Cannith, you're a diletante who has so far squandered your arcane training. Will you find purpose in your life as an adventurer? Or will the house demand that you live up to the duties of your rank?

Criminal Artificer. Your parents were excoriated from House Cannith for engaging in forbidden research. They died when you were young. You've never learned what they were working on. But you inherited their talent for artifice and you've been hiding in the shadows of Sharn. It's time to pursue your parents' legacy.

Mark of Making Traits

The Mark of Making only manifests on humans. These traits replace the human Ability Score Increase trait in the *Player's Handbook*.

Ability Score Increase. Your Intelligence and Dexterity scores increase by 1. Increase either Intelligence or Dexterity by an additional 1 point.

Artisan's Intuition. When you make an ability check with artisan's tools, roll 1d4 and add it to the result.

Maker's Gift. You know the cantrip *mending* and gain proficiency with one type of artisan's tools.

Magecraft. You can create a temporary magic item out of common materials. Choose a cantrip from the wizard spell list. Describe the item connected to it. As long as you possess the item, you know that cantrip. At the end of a long rest, you can replace it with a new item and select a new cantrip from the wizard spell list. Intelligence is your spellcasting ability for these cantrips.

Spellsmith. You can spend one minute to weave a temporary enchantment into a nonmagical suit of armor or weapon. For the next hour the object becomes a magic item, gaining a +1 bonus to AC if it is armor or a +1 bonus to hit and damage if it is a weapon. Once you use this trait, you can't use it again until you finish a long rest.

Sebastian Kimble (Order #15417015)

The Mark of Passage

"We get things where they need to go. It doesn't matter if it's a letter, a person, or a hundred tons of steel. Whether we have to cross mountains, rivers, or the Mournland itself, Orien finds a way."

— Bali d'Orien, veteran courier

The Mark of Passage governs motion, allowing its bearer to move with uncanny speed and precision. Running, leaping, climbing—the Mark of Passage enhances every form of movement. The bearer of the mark can even slip through space, leaping from point to point in the blink of an eye.

House Orien

The House of Passage manages land transportation. The Lightning Rail is the house's most dramatic tool, but Orien runs caravans and coaches across the length of Khorvaire. Dragonshard focus items ensure that the fastest vehicles are those driven by heirs with the Mark of Passage, but the house also licenses unmarked teamsters. The Courier's Guild of House Orien delivers mail and packages and has a branch that handles more covert and dangerous deliveries.

Orien has dominated transportation for centuries, but now the house is facing challenges. The Mournland is a dramatic obstacle for ground transportation, and the expanding role of Lyrandar airships threatens Orien's business. Long distance teleportation is a service only the strongest Orien heirs can provide. Now Orien, seeking to expand its use of teleportation, is working with Cannith to find ways to unlock and enhance this ultimate gift of the Mark of Making. Orien heirs may be caught up in these experiments or in the rivalry with House Lyrandar, or they may stay close to the ground and just keep moving.

Dragonmarked Characters

Here are examples of characters who carry the Mark of Passage.

Outlander Ranger. You're a courier who specializes in dangerous deliveries to exotic locations. Your assignments take you into the wilds, the Mournland, and worse. Hopefully you have a team of capable friends!

Rogue Urchin. You grew up as a foundling in the worst slums of Sharn. For you, the city is a vast vertical jungle, and you love climbing towers and leaping between bridges. You value friendship and freedom. You're more interested in having fun and helping your companions than in joining up with some stuffy house.

Mark of Passage Traits

The Mark of Passage only manifests on humans. These traits replace the human Ability Score Increase trait given in the *Player's Handbook*.

Ability Score Increase. Your Dexterity score increases by 2 and one other ability score of your choice increases by 1.

Courier's Speed. Your base walking speed increases to 40 ft.

Intuitive Motion. When you make a Strength (Athletics) check or any ability check to operate or maintain a land vehicle, you can roll one Intuition die, a d4, and add the number rolled to the ability check.

Determined Stride. When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.

Shared Passage. As a bonus action you can teleport a distance up to your walking speed, ending in an unoccupied space that you can see. You can bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you use this trait. Once you use this trait, you can't use it again until you finish a long rest.

Sebastian Kimble (Order #15417015)

The Mark of Scribing

"Communication is the foundation of civilization."

— Lysse Lorridan d'Sivis,
House Matriarch

The Mark of Scribing deals with communication—both the written and spoken word. A gnome who bears the mark can *feel* words as though they are living creatures, struggling to make their meaning known. The mark provides a range of gifts. It translates languages, but it also allows its bearer to communicate with others at a distance.

House Sivis

The gnomes of House Sivis facilitate communication. This is seen most literally in *speaking stones*, magic items allowing a Sivis heir to send a short message to another speaking stone; House Sivis's network of message stations is the backbone of long-distance communication. But Sivis also trains and licenses scribes, notaries, interpreters, cartographers, barristers, heralds, bookbinders and more. House Sivis has an especially close relationship with House Kundarak, as Kundarak letters of credit must be notarized with a Sivis arcane mark.

House Sivis has taken great pains to maintain the trust of its clients and takes a position of absolute neutrality in all disputes, whether between houses or nations. Gnomes have a natural love of intrigue, and the different families within the house often engage in subtle schemes and feuds, but these are never allowed to threaten the house as a whole. Sivis gnomes are typically friendly, curious, and engaging; but that kindly exterior may conceal a scheming mind.

Dragonmarked Characters

Here are examples of characters who carry the Mark of Scribing.

House Agent Bard. The Draconic Prophecy is one of the greatest mysteries of all. You're an observer tasked to keep your eyes open for any sort of manifestation of the Prophecy. You are part detective, part spy. Always keep your eyes open for leads and see where they take you.

Sage Wizard. You started out as a scribe and discovered a talent for arcane magic and a love of history. You're eager to explore ancient ruins and lost civilizations, and you're especially interested in uncovering old records, spellbooks, and ancient lore.

Hermit Warlock (Great Old One). The Mark of Making allows you to read the code of reality itself, to understand voices no one else can hear. You have no interest in the business of your house; you are on a grander quest, unraveling a secret that lesser minds can't comprehend. Your patron could be a daelkyr or your mark may truly be connecting you to some primordial force.

Mark of Scribing Traits

The Mark of Scribing manifests exclusively on gnomes. If your character has the Mark of Scribing, this is your gnome subrace.

Ability Score Increase. Your Charisma score increases by 1.

Gifted Scribe. You are proficient with calligrapher's supplies and forgery kits. When you make an ability check using either one of these tools, you can roll one Intuition die, a d4, and add the number rolled to the ability check.

Scribe's Insight. You can cast *comprehend languages* once with this trait, and you regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for it.

Whispering Wind. You know the cantrip *message*. Intelligence is your spellcasting ability when casting it.

Extra Language. You can speak, read, and write one extra language of your choice.

Sebastian Kimble (Order #15417015)

The Mark of Sentinel

"Protection is my purpose. I defend the innocent from those who would do them harm. For my siblings, this is a job; for me, it's a calling."

— Harric d'Deneith,
Sentinel Marshal

The Mark of Sentinel warns and protects. It heightens senses and reflexes, allowing an heir to respond to threats with uncanny speed. It can shield its bearer from harm. Whether on the battlefield or the ballroom, someone who carries the Mark of Sentinel is prepared for danger.

House Deneith

House Deneith was born in Karrnath, and war flows in its veins. For centuries, the Blademarks Guild of House Deneith has governed the mercenary trade. While warriors with the Mark of Sentinel are among its most elite forces, House Deneith brokers the services of a wide range of soldiers, including Valenar warbands and the goblins of Droaam. Beyond the battlefield, the Defender's Guild provides exceptional bodyguards for those who can afford their services. House Deneith is also renowned for its Sentinel Marshals, agents that hold the authority to pursue criminals and enforce the law across the length of Khorvaire. The Sentinel Marshals hold the honor of the house in their hands. Being a Marshal is a privilege, and it comes with high expectations.

The dragonmarked houses aren't allowed to own land or hold noble titles. House Deneith has always abided by these edicts, maintaining absolute neutrality and selling its services to all sides of a conflict. However, there's a faction that feels that Deneith should use its power for its own purposes, not just in the service of others. House Deneith is also caught in an escalating rivalry with House Tharashk, which is edging into the mercenary trade.

Dragonmarked Characters

Some examples of characters with this mark:

Paladin Soldier. You're a Sentinel Marshal, and you feel a divine calling to the cause of justice. You may follow Dol Arrah or the Silver Flame, but your paladin abilities could reflect the powers of your mark and your devotion to justice itself. Your "military rank" benefit reflects your authority as a Sentinel Marshal and will be recognized by law enforcement as opposed to soldiers.

Monk Entertainer. You love being in the thick of battle, but you've never had an interesting in being a mercenary. Instead, you found your path as a gladiator. You draw your Ki through your mark, enhancing your reflexes and speed. You love life in the arena and the fans love you, but perhaps it's time to find a greater purpose.

Mark of Sentinel Traits

The Mark of Sentinel only manifests on humans. These traits replace the human Ability Score Increase trait given in the *Player's Handbook*.

Ability Score Increase. Your Strength and Wisdom scores both increase by 1. In addition, one ability score of your choice increases by 1.

Sentinel's Intuition. When you roll for Initiative or make a Wisdom (Perception) check to notice a threat, you can roll one Intuition die, a d4, and add it to the ability check.

Sentinel's Shield. You know the cantrip *blade ward.* You can cast *shield* once with this trait and regain the ability to do so after you finish a short or long rest.

Vigilant Guardian. As an action, you can designate an ally you can see as your ward. You have advantage on Wisdom (Insight) and Wisdom (Perception) checks made to spot threats to your ward. In addition, when you are within 5 feet of your ward, and that creature is the target of an attack that you can see, you can use your reaction to swap places with your ward. When you do, you become the target of the attack.

Sebastian Kimble (Order #15417015)

The Mark of Shadow

"The illusions that I weave dazzle and deceive. Sometimes that deception eases your burdens, letting you forget your troubles for a moment. But I can also ease your burdens by ending your life."

— Lady Elara d'Thuranni, shadow dancer

The Mark of Shadows lets an elf weave illusions from shadows, crafting sounds and images to distract or delight. The mark also allows its bearer to draw on the shadows, making it an easy matter to avoid detection or even disappear while in plain sight. It is a valuable tool for an entertainer, a spy, or an assassin.

The Houses of Shadow

The elves have carried the Mark of Shadow for thousands of years. The families that carry the mark left Aerenal after the conflict that wiped out the Mark of Death and established House Phiarlan in Khorvaire. These elves are the finest entertainers in the land, giving them access to all manner of places and secrets. But the elves do more than entertain. There has always been an elite force of spies and assassins within the house. Common folk know nothing of this. Only special clients—powerful nobles, merchant lords, and the like—have access to these shadow-marked spies.

Toward the end of the Last War, a bitter feud broke out between the major families of the house. Known as the Shadow Schism, it resulted in a split withinin Phiarlan—and the foundation of House Thuranni. House Phiarlan continues to offer entertainment and espionage in the lands west of the Mournland, while Thuranni operates in Karrnath, the Lhazaar Principalities, and the eastern lands. As a rule, Phiarlan elves are the better spies and Thuranni agents are superior assassins. On the surface Thuranni and Phiarlan maintain a peaceful relationship, but rivalries run deep.

Dragonmarked Characters

Here are a few examples of characters who carry the Mark of Shadow.

House Agent Rogue. You're a young agent in House Thuranni. You've studied the performing arts, but you're far more interested in the darker side of the house. At the moment you're building your skills and reputation as an observer and investigator, but once you prove yourself you hope you'll get to be a player in the shadow war.

Bard Entertainer. You're a rising star. Your performances have already earned you a name across the Five Nations, and your fame will surely only increase as you develop your talents. The house has helped with your career, and they've dropped hints to see if you want to get involved in the other side of the house, but at the moment you're just in this for the music.

Mark of Shadow Traits

The Mark of Shadow only manifests on elves. If your character has the Mark of Shadow, this is their elf subrace.

Ability Score Increase. Your Charisma score increases by 1.

Natural Talent. You gain proficiency with one musical instrument or the Performance skill.

Gift of the Shadows. When you make a Charisma (Performance) or Dexterity (Stealth) check, you can roll one Intuition die, a d4, and add the number rolled to the ability check.

Shape Shadows. You know the *minor illusion* cantrip. Charisma is your spellcasting ability for this trait.

Slip Into Shadow. You can use the Hide action as a bonus action, even if you have no cover or if you're under observation. Regardless of whether you succeed or fail, once you use this ability, you can't use it again until you finish a short or long rest.

Sebastian Kimble (Order #15417015)

The Mark of Storm

"Sovereigns and Firstborn, grant me the four blessings promised to our people: dominion over the air, dominion over the water, fortune for my family, and fortune for my future."

— From the Oath of Lyrandar

Wind and water welcome the half-elf who carries the Mark of Storms. The wind catches them when they fall, and they swim with remarkable speed. Those who possess the Greater Dragonmark and dragonshard focus items can call on even greater powers, shaping the weather and calling on the power of the storm.

House Lyrandar

House Lyrandar has long ruled the seas. Their galleons harness air and water elementals and are faster than any mundane vessel. Control of the sea and river trade gave Lyrandar considerable power. Now they reach out to the skies. Merely a decade old, Lyrander airships are already shifting the balance of power in overland travel, previously dominated by House Orien's lightning rail. House Lyrandar also controls the air in a more literal way. The Raincallers' Guild can use the Mark of Storms to control the weather for its clients, but at a considerable price.

House Lyrandar is made up of half-elves. For many of its members, it's more than simply family or business—it is the closest thing their people have to a homeland. House Lyrandar is ambitious and often acts in what it sees as the interests of all half-elves. Lyrandar heirs have been helping the Valenar elves run their young kingdom, and some believe that Valenar could become a true homeland for the Khoravar.

Dragonmarked Characters

Here are a few examples of characters who carry the Mark of Storms.

Noble Sorcerer. You are heir to one of the oldest families of Lyrandar, a direct descendant of the Firstborn. You can draw on your mark and your bloodline to wield power beyond those of other heirs. You're a noble of the house: are you a carefree celebrity, or are you driven by duty and a deep desire to help your house and your people?

Sailor Fighter. You served on the first airship that went into service, and spent the Last War fighting in the skies. You know your way around the clouds and on the water, and you're looking for adventurers that will take you back to either of them.

Criminal Rogue. You've never been one to play by the rules. You always dreamed of being a smuggler or a sky pirate, and when you were old enough, you stole a small airship and headed to Sharn. You and your DM will have to decide how that worked out and if you still have the airship; it turns out they're hard to hide. Either way, you've been kicked out of the house and you're looking for jobs that cater to your sense of adventure.

Mark of Storm Traits

The Mark of Detection manifests exclusively on half-elves. These traits replace the half-elf Ability Score Increase, Skill Versatility, and Languages traits given in the *Player's Handbook*.

Ability Score Increase. Your Dexterity and Charisma scores both increase by 1. In addition, one ability score of your choice increases by 1.

Sea Monkey. Your base walking speed is 30 feet, and you have a swim speed of 30 feet.

Windwright's Intuition. When you make a Dexterity (Acrobatics) check or any ability check involving operating or maintaining a water or air vehicle, you can roll one Intuition die, a d4, and add the number rolled to the ability check.

Storm's Blessing. You have resistance to lightning damage.

Headwinds. You know the *gust* cantrip. When you reach 3rd level, you can cast the *gust of wind* spell once with this trait and regain the ability to do so when you finish a long rest.

Languages. You can speak, read, and write Common and Elvish.

Sebastian Kimble (Order #15417015)

Gust

Transmutation Cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You seize the air and compel it to create one of the following effects at a point you can see within range:

- One Medium or smaller creature that you choose must succeed on a Strength saving throw or be pushed up to 5 feet away from you.
- You create a small blast of air capable of moving one object that is neither held nor carried and that weighs no more than 5 pounds. This object is pushed up to 10 feet away from you. It isn't pushed with enough force to cause damage.
- You create a harmless sensory effect using air, such as causing leaves to rustle, wind to slam shutters closed, or your clothing to billow impressively in a breeze.



Sebastian Kimble (Order #15417015)

The Mark of Warding

"My family has the finest vaults you can imagine. They forge the locks that secure the jewels of kings and queens. And I learned to pick those locks when I was barely out of the crib."

— Cutter, burglar and Kundarak excoriate

The Mark of Warding helps its bearers protect things of value. Using the mark, a dwarf can weave wards and seal portals with mystic force. It also provides its bearer with an intuitive understanding of locks and mechanisms used to protect and seal. The decision each heir has to make is whether they'll use this power to keep things safe, or whether they're more interested in opening locks and taking what's inside.

House Kundarak

If you want to keep something safe —jewels, secrets, prisoners—Kundarak is there to help. The Defenders Guild of House Kundarak trains locksmiths, security specialists, and more. It maintains the infamous prison of Dreadhold, along with a number of smaller prisons. As useful as these services are, it's the Banking Guild that truly defines the house. Kundarak's lands in the Mror Holds include deep veins of precious metals and stones, and the dwarves have used this wealth to establish the banking industry of Khorvaire. Anyone who makes a living from coin—from bankers to goldsmiths—likely learned their skills at House Kundarak. The security of Kundarak banks is legendary. The house also provides a special service to those who can afford it: a system of extradimensional vaults, allowing a client to store their goods in one location and retrieve them at any other Kundarak enclave.

House Kundarak has a close alliance with House Sivis. Like the House of Scribing, Kundarak has worked to earn the trust of its clients and to establish a reputation for unshakeable integrity. The house has no love of renegade dwarves using their marks to turn a profit, and such rogues will want to avoid the eye of Kundarak.

Dragonmarked Characters

Here are examples of characters with the Mark of Warding.

Artificer House Agent. Some people want to build a better mousetrap. Better isn't enough for you—you want to build the *best*. Your basic job: go out in the world, find the finest and most unusual security systems, and see what you can learn from them. When you go into an ancient ruin, you're *hoping* there are traps.

Criminal Rogue. It's not that you're a bad person. You've just never met a lock you didn't want to open. It's like they speak to you, whispering "Free me! Free me!" You're not even in it for the gold; you've just fallen in with a bad crowd because most people who like opening locks are criminals. Perhaps it's time to make some new friends.

Mark of Warding Traits

The Mark of Warding manifests exclusively on dwarves. If your character has the Mark of Warding, this is their dwarf subrace.

Ability Score Increase. Your Dexterity and Intelligence scores increase by 1.

Master of Locks. When you make an Intelligence (History), Intelligence (Investigation), or Thieves' Tools check involving lock and trap mechanisms, you can roll one Intuition die, a d4, and add the number rolled to the ability check.

Wards and Seals. You can use your mark to cast the *alarm* spell as a ritual. Starting at 3rd level you can cast *arcane lock* once with this trait and you regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells.

Sebastian Kimble (Order #15417015)

Greater Dragonmarks

The **Greater Dragonmark** feat represents the evolution of a dragonmark—an exponential increase in the mark's size and the powers it carries and bestows.

Only a fraction of dragonmarked heirs ever develop a Greater Dragonmark. The powers they possess are more powerful than the wide magic that serves as the foundation of the magical economy. Teleportation, instant communication across vast distances—these services are rare, remarkable features of the dragonmarked houses.

Having a Greater Dragonmark doesn't automatically give a character greater status but it makes that character a valuable tool for the house. When you acquire a Greater Dragonmark, talk with your DM and decide if you want your relationship to your house to change. Do you want to work more closely with them? Do you want to get involved with family politics? Do you want to explore a story in which the house puts pressure on you, or would you prefer to remain independent?



Sebastian Kimble (Order #15417015)

Feat: Greater Dragonmark

Prerequisite: 8th level, character must possess a dragonmark

Your dragonmark has grown in size and power. This enhances your existing dragonmark, and the benefits are based on the mark that you already possess. A greater dragonmark provides the following benefits:

- The die type of your dragonmarked Intuition Die increases by one (for example, from a d4 to a d6).
- Increase one ability score by 1, to a maximum of 20. The abilities available to you are based on your mark, as shown on the Greater Dragonmark Benefits table.
- You learn a set of spells, each of which you can cast once without expending a spell slot or using a material component. The list of spells, the spellcasting ability for them, and the type of rest you must complete to regain the use of these spells are shown on the Greater Dragonmark Benefits table.

To cast *Leomund's secret chest* using this feat and the Mark of Warding, you must have a Siberys dragonshard with a value of at least 100 gp. While you have this dragonshard in hand, it serves as the spell's focus, and you can use it to summon and dismiss the chest.

Greater Dragonmarks Benefits

Dragonmark	Ability	Spells	Spellcasting Ability	Rest Required
Detection	Charisma or Intelligence	*See Invisibility, True Seeing*	Intelligence	Long
Finding	Dexterity, Strength, or Wisdom	*Locate Creature, Find The Path*	Wisdom	Long
Handling	Dexterity or Wisdom	*Beast Sense, Dominate Beast*	Wisdom	Long
Healing	Dexterity or Wisdom	*Mass Healing Word, Greater Restoration*	Wisdom	Long
Hospitality	Charisma or Dexterity	*Sanctuary, Mordenkainen's Magnificent Mansion*	Charisma	Long
Making	Dexterity or Intelligence	*Fabricate, Creation*	Intelligence	Long
Passage	Dexterity or Constitution	*Blink, Teleportation Circle*	Constitution	Long
Scribing	Intelligence or Charisma	*Sending, Tongues*	Intelligence	Long or Short
Sentinel	Strength or Wisdom	*Compelled Duel, Warding Bond*	Wisdom	Long or Short
Shadow	Charisma or Dexterity	*Nondetection, Mislead*	Charisma	Long
Storm	Charisma or Dexterity	*Control Water, Control Wind*	Charisma	Long
Warding	Dexterity or Intelligence	*Knock, Glyph of Warding, Leomund's Secret Chest**	Intelligence	Long

Sebastian Kimble (Order #15417015)

Aberrant Dragonmarks

"Your sigil creates, child of Cannith. Mine holds the power to destroy."

—Rotting Bal,
Tarkanan Enforcer

The twelve dragonmarks are tied to specific bloodlines and passed down through families. They are reliable and predictable, and their powers are constructive. They create; they heal; they protect.

But there is another kind of dragonmark: marks that are unpredictable and dangerous to both the bearer and the people around them. Someone with such a mark can kill with a touch or control minds with a glance. Aberrant marks often appear when people from different dragonmarked families produce a child, and for this reason such unions are absolutely forbidden by the Twelve. But aberrant dragonmarks can appear on members of any race, at any age, regardless of bloodline. No two aberrant dragonmarks are exactly alike—even if they grant the same power, they may appear and manifest in different ways. If two aberrant marks might grant *fire bolt*, one mark may be formed from scar tissue while another is traced on the skin in lines of cold fire.

While aberrant dragonmarks can be disturbing, on the surface an aberrant mark seems no more dangerous or threatening than the powers of a sorcerer. So, what makes them significant? First of all, aberrant marks always have flaws. These may not actively hurt a character, but they are always a burden in some way—a burden that could drive a weak-willed person to madness.

It takes time for a character to learn to control their mark, and in time people may be hurt. If an aberrant mark grants *fire bolt*, the person who carries it might have severely burned or even killed a loved one. Imagine having the power to cast *charm person* but being unable to control it and having people you care about suddenly becoming slavishly devoted to you. All of these factors have led to the general superstition that people with aberrant dragonmarks are dangerous, that their marks drive them crazy or turn them into sociopaths. These are things that can happen; people have a right to be afraid. But it is possible for an aberrant to learn to control their mark and to endure the flaw.



Aberrant marks are feared for another reason, too. Long ago aberrant marks were more frequent and some people had aberrant marks that held greater powers. Aberrant leader Halas Tarkanan could devastate cities with powerful earthquakes, while the Dreambreaker shattered minds. The Lady of the Plague wielded

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disease and commanded hordes of vermin. The dragonmarked houses united in an inquisition called The War of the Mark. Some say that this was a persecution of innocents; but most feared the aberrants and stood by as the houses hunted them down. Ever since the War of the Mark, aberrant dragonmarks have been few in number and relatively week. But since the Mourning aberrant marks have been appearing in greater numbers, and people wonder if those who carry them could develop greater power.

If you develop an aberrant mark, you can choose a flaw from this list, or you and the DM can develop a unique flaw of your own.

Aberrant Mark Flaw

1d8	Aberrant Mark Flaw
1	Your mark is a source of constant physical pain.
2	Your mark whispers to you, though you may not understand what it says.
3	In times of stress, your mark may trigger a cantrip effect involuntarily.
4	The skin around your mark has an unusual appearance: burned, scaly, withered, etc.
5	Mundane animals become uneasy around you.
6	You have dramatic mood swings any time you use your mark.
7	Your appearance changes in a minor way every time you use your mark.
8	You have horrific nightmares after you use your mark.



Feat: Aberrant Dragonmark

Prerequisite: No existing dragonmark.

You have manifested an aberrant dragonmark. Determine its appearance and the flaw associated with it. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You learn a cantrip from the sorcerer spell list. In addition, choose a 1st-level spell from the sorcerer spell list. You learn that spell and can cast it at its lowest level. Once you cast it, you must finish a long rest before you can cast it again. Constitution is your spellcasting ability for these spells.
- You can increase the power of your aberrant spells at the risk of your own vitality. When you cast a spell with your aberrant mark, you can use one of your Hit Dice to increase the spell's level by 1. Immediately after you cast the spell, roll the Hit Die. You take damage equal to the number rolled.

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CHAPTER 5: MAGIC ITEMS

Arcane magic plays a vital role in the Five Nations. Common magic items are widespread in the world. The crystals known as **dragonshards** serve as the fuel of the magical economy and are used in focus items that amplify the powers of dragonmarks.

Dragonshards

Dragonshards are crystals imbued with raw mystical energy. They are the fuel that drives the magical economy, playing a vital role in the creation of magic items and the performance of arcane rituals.

Dragonshards come in three distinct varieties, each of which are found in different environments. **Eberron dragonshards** are found in shallow soil, and often encased in geode-like stone shells. Eberron shards can be found almost anywhere, but the most significant deposits have been discovered in jungle environments, notably Q'barra and the distant land of Xen'drik. In their raw form, Eberron shards are rosy crystals with crimson swirls flowing their depths.

Eberron shards are the most common form of dragonshard. They are primarily refined into a glowing powder. This dragonshard dust can be used to fuel almost any act of magic. When casting a spell, you can use dragonshard dust in place of any spell component that has a cost, unless the DM says otherwise. Dragonshard dust is used in the creation of magic items, and many powerful tools—such as the lightning rail and elemental airships—require an ongoing expenditure of Eberron dragonshards to maintain their enchantments.



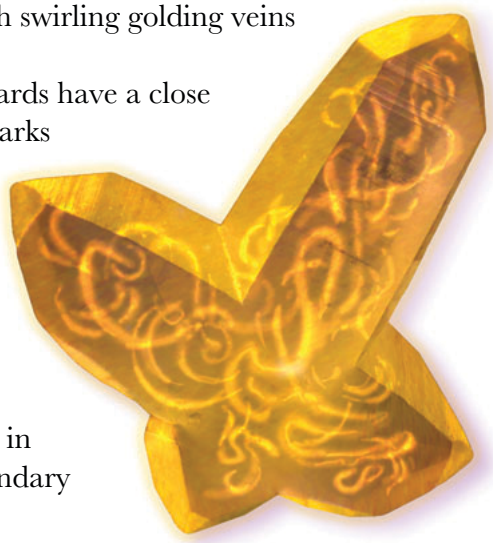


Khyber dragonshards are found deep in the earth, often near layers of magma. These living crystals typically grow on cavern walls, and superstition says they flourish in areas with significant fiendish activity. Khyber dragonshards are deep blue or dark violet, laced with gleaming veins.

Khyber dragonshards have a affinity for binding magics. Elemental binding—which is behind airships, the lightning rail, and elemental galleons—requires a Khyber shard to hold the elemental. Khyber shards are used for phylacteries, planar binding, any other effects that trap or manipulate spirits. Khyber dragonshards are also used for many necromantic rituals.

Siberys dragonshards fall from the Ring of Siberys, the ring of crystals that encircles the world. While rare in Khorvaire, there are significant shard fields in the continent of Xen'drik, and this is a potential source of great wealth for explorers. Siberys dragonshards are amber in color, with swirling golding veins gleaming within.

Siberys dragonshards have a close affinity to dragonmarks and are a vital part of any dragonmark focus item. Larger shards may be required for **eldritch machines** or used in the creation of legendary items or artifacts.



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Magic Items

Consider how these magic items from throughout Khorvaire can add to your campaign.

Arcane Focuses

Go to the Bazaar in Sharn or any enclave of House Cannith and you'll find a wide selection of arcane focuses to choose from. For a wandslinger, the choice of an arcane focus carries the same weight as a duelist deciding between a rapier or a maul. Do you use a *wand of Fernian ash* to focus your *fire bolt*, or do you harness defensive energies with a *Risian orb?*

An arcane focus is a tool, and only provides its benefits while you're actively using it. An *orb of shielding* provides no protection when it's in your pack; you must have it in your hand.

In Khorvaire, arcane focus items are recognized as weapons: if guards are securing swords and bows, they'll also require you to turn over your staff.

Imbued Wood

Wondrous Item, common (requires attunement)

Powerful manifest zones can infuse local trees with planar energies. A gifted artificer can tap into this to create a wand, staff, or rod that is especially effective at channeling a particular type of energy.

An arcane focus provides a +1 bonus when you roll damage for a spell that inflicts a specific type of damage, as shown below.

- *Fernian Ash:* Fire damage.
- *Irian Rosewood:* Radiant damage.
- *Kythrian Manchineel:* Acid or poison damage.
- *Lamannian Oak:* Lightning or thunder damage.
- *Mabaran Ebony:* Necrotic damage.
- *Quori Beech, Xorian Wenge:* Psychic damage.
- *Risian Pine:* Cold damage.
- *Shavarran Birch:* Force damage.

Orb of Shielding

Wondrous Item, common (requires attunement)

An *orb of shielding* is made from crystal or stone aligned to one of the planes. While you are holding the *orb*, it shields you from a particular type of energy. Any time you take damage of that type, reduce it by 1d4. The materials and their associated damage types are listed below.

- *Fernian basalt:* Fire damage
- *Irian quartz:* Radiant damage
- *Kythrian skarn:* Acid or poison damage
- *Lamannian flint:* Lightning or thunder damage
- *Mabaran obsidian:* Necrotic damage
- *Quori celestine, Xorian marble:* Psychic damage
- *Risian shale:* Cold damage
- *Shavaran chert:* Force damage

Optional Rule: Two-Handed Arcane Focuses

In Eberron, an arcane focus is a weapon. As such, it can be interesting to give a focus some of the same trade-offs as mundane weapons: do you sacrifice your free hand for greater power?

If you use this optional rule, when a caster uses a two-handed arcane focus to cast an offensive cantrip (a cantrip requiring a saving throw or an attack roll), the range of the cantrip is increased by 50 percent.

By this rule, a staff always requires two hands, while rods can be used with either one or two hands. Using a two-handed arcane focus fulfills the somatic component requirement for a spell.

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Common Magic Items

Band of Loyalty

Ring, common (requires attunement)

If you are reduced to zero hit points while attuned to a *band of loyalty*, you instantly die. These rings are favored by spies who can't afford to fall into enemy hands.

Cleansing Stone

Wondrous Item, common

A *cleansing stone* is a stone sphere one foot in diameter, engraved with mystic sigils. When touching the stone, you can use an action to activate it and remove dirt and grime from your garments and your person. *Cleansing stones* are often embedded into pedestals in public squares in Aundair or found in high-end Ghallanda inns.

Everbright Lantern

Wondrous Item, common

An *everbright lantern* contains an Eberron dragonshard imbued with the effect of a *continual flame* spell. This bright light is mounted inside a normal bullseye lantern, allowing the light to be shuttered off. An *everbright lantern* provides clear illumination in a 60-foot cone and shadowy illumination in a 120-foot cone, just like a mundane bullseye lantern, but its flame never goes out.

Feather Token

Wondrous Item, common

This small metal disk is inscribed with the image of a feather. While the token is in your possession, you can cast *feather fall* as a bonus action. A *feather token* only holds sufficient charge for a single use, after which it loses its power. While it's an expensive form of insurance, frequent airship travelers and citizens of Sharn often appreciate the security it provides.

Glamerweave

Wondrous Item, common

Glamerweave clothing is imbued with cosmetic illusions. Traditionally, these patterns are contained within the cloth, but higher-end *glamerweave* can have more dramatic effects. You could have a gown that appears to be wreathed in flames, or a hat that's orbited by illusory butterflies. Regardless of the design, these are cosmetic effects and have no impact on combat.

Shiftweave

Wondrous Item, common

Transmutation magic is woven into the fabric of *shiftweave* clothing. When a suit of *shiftweave* is created, up to five different outfits can be embedded into the cloth. By taking an action and uttering a command word, you can transform your *shiftweave* outfit into one of the other designs contained within it. To determine the price of a suit of *shiftweave*, combine the value of all of the outfits it contains and add 25 gp to that amount.

Spellshard

Wondrous Item, common

A *spellshard* is a polished Eberron dragonshard, sized to fit into the palm of a hand. The shard is imbued with a particular work of literature. By holding the shard and concentrating, you can see its pages in your mind's eye. Thinking of a particular phrase or topic will draw you to the first section that addresses it, and a simple ritual allows you to add content to the shard.

An arcane caster can use a *spellshard* instead of a spellbook; the *spellshard* costs 1 gp per "page" in the shard, and otherwise functions as a mundane spellbook. Spellshards can also be used as diaries or journals. More advanced (and uncommon) shards can require a particular mental passphrase to access the contents of the shard.

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Dragonmark Focus Items

These items harness and expand the powers of a dragonmark, allowing the dragonmarked houses to provide a wide range of useful services. You must possess a particular dragonmark in order to use or attune to a dragonmark focus item.

Many dragonmark focus items have unique effects related to their marks, as described in this section. Alternately, a dragonmark focus item can duplicate the power of an existing magic item with a power closely related to the mark. For example:

- A *cape of the mountebank* or *boots of speed* tied to the Mark of Passage, or *horseshoes of speed* that only function if the rider has the Mark of Passage.
- A *cloak of elvenkind* or *deck of illusions* tied to the Mark of Shadows.
- *Dimensional shackles* that can only be activated by someone with the Mark of Warding.
- A *gem of seeing* that requires the Mark of Detection.

It's easier to produce an item that amplifies an existing power than one that generates it on its own, and generally a focus item costs half as much as the standard version of that item. However, the Siberys shards required to make focus items are rare, and it's always up to the DM to decide what focus items are available in the world.

Bag of Bounty

Wondrous Item, uncommon

This is a sturdy leather sack with tiny Siberys shards embedded into the lining. If you have the Mark of Hospitality you can use an action to cast *create food and water,* drawing a feast from within the bag. You shape this meal with your thoughts. You can create the standard bland fare without requiring any sort of check, but you can attempt to create finer food by making a Charisma check; if you're proficient with cook's utensils, add your bonus to this check. A failed check results in a sour and squalid meal.

Food Quality	Difficulty
Poor	No roll required
Modest	10
Comfortable	13
Wealthy	15
Aristocratic	18

A *bag of bounty* can be used up to three times over the course of a day. After that, the bag can't be used again until the next dawn.

Inquisitive's Goggles

Wondrous Item, uncommon (requires attunement)

The lenses of these goggles are carved from Siberys dragonshards. While garish in appearance, these goggles are a boon to any Tharashk inquisitive. To attune to the goggles, you must possess the Mark of Finding. As long as this condition is met, you gain the following benefits.

- You can add your Intuition die from the *Hunter's Intuition* trait of the mark when you make Wisdom (Insight) checks.
- When you examine an object, you can make a Wisdom (Perception) check to identify the aura of the last living creature to touch the object. The DC is 13 + the number of days since the last contact occurred. If the check is successful, you learn the species of the creature and you can immediately use your *Imprint Prey* ability to target this creature.

Keycharm

Wondrous Item, common

This simple object plays a vital role in the work of House Kundarak. If you possess the Mark of Warding, when you cast *alarm, arcane lock, glyph of warding*, or similar abjuration effects, you can tie the effect to the *keycharm*. Whoever holds the keycharm is considered to the owner of this

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enchantment; they receive the notification from *alarm*, they can safely avoid a *glyph*, and they can deactivate any associated effect.

Rings of Shared Suffering

Ring, uncommon (requires attunement)

These rings come in linked pairs. It you possess the Mark of Sentinel, you can use a bonus action to form a link to the creature attuned to the other ring; from then on, whenever that creature suffers damage, they only suffer half of that damage and you take the rest. This effect continues until you end it as a bonus action or until you or the other creature removes their ring. This effect isn't limited by range. A creature cannot be attuned to more than one *ring of shared suffering.*

Scribe's Pen

Wondrous Item, common

If you possess the Mark of Scribing, you can use this quill to write on any surface. This can be visible—traced in glowing mystical lines—or invisible to any creature without the Mark of Scribing. Invisible writing will be revealed by *Detect Magic*, *See Invisibility*, or *True Seeing*. Any creature with the Mark of Scribing can also reveal your writing or make it invisible as an action. If you mark a living creature, the mark will fade within a week.

Wheel of Wind and Water

Wondrous Item, uncommon

When mounted at the helm of an elemental galleon or airship, this allows a character who possesses the Mark of Storm to telepathically control the elemental bound into the vessel.

If a *wheel of wind and water* is mounted on a mundane sailing ship, a character with the Mark of Storm can create an area of ideal conditions around the vessel, increasing its speed by 5 miles per hour.



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Eldritch Machines

In a Cannith enclave, a team of artificers maintain the *creation forge* that produces the warforged. In the Shadow Marches, druids guard the seals that hold the Daelkyr at bay. In the sewers below Sharn, a mad genius puts the final touches on a device that will turn the people of the city into undead monstrosities.

All of these are *eldritch machines*. They are wondrous locations: magic items of immense power, but so large that they cannot be moved. *Eldritch machines* always require rare components but creating an *eldritch machine* could require one or more planes to be coterminous or it might only be possible to build it in a manifest zone.



Ultimately, *eldritch machines* are plot devices. Their powers are far beyond the standard level of what is possible in Eberron, but such a device can reflect the culmination of a villain's master plan or a last defense against evil that must be protected at all costs.

Dimensional Seal

Eldritch machine, legendary

A *dimensional seal* is a massive stone slab covered with a complex pattern of runes and sigils. The *seal* projects an invisible field with a radius of two miles. This field blocks all forms of conjuration magic and any other effect that involves teleportation or planar travel. It also negates the effects of any manifest zone within the field.

Dimensional seals are usually found in the Eldeen Reaches and the Shadow Marches, as relics of the conflict between the Gatekeeper druids and the daelkyr. The techniques used to create these seals have been long lost. It's said that as a whole, the *dimensional seals* keep the daelkyr bound in Khyber and prevent Xoriat from becoming coterminous with Eberron. If enough of these *seals* are destroyed, there could be serious consequences for the world.

Mabaran Resonator

Eldritch machine, legendary (requires attunement)

This horrific device draws on the power of Mabar, infusing the dead with the malign energies of the Endless Night. While it is active, any creature that dies within two miles of the *resonator* reanimates in one round as a zombie under the control of creature attuned to the device. At the DM's discretion, more powerful creatures can return as other forms of undead.

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Master's Call

Eldritch machine, legendary

While this looks like a scrap heap assembled from shattered constructs and wreckage from the Mournland, this *eldritch machine* possesses tremendous power. You gain the following benefits while you are attuned to the *master's call* and within one mile of the device.

- You can sense the presence and location of all warforged within ten miles.
- You have advantage on any Charisma-based check made against a warforged.
- While you are in contact with the *master's call*, you can use an action to target a warforged within ten miles of the device. You can send a telepathic message of up to 25 words to the target. They must make a Wisdom saving throw, with a difficulty of 14 + your Intelligence modifier. On a failed save, the target is affected by a *suggestion* compelling them to follow your command. This effect doesn't require concentration; it lasts for eight hours, until you choose to end it, or until the victim successfully fulfils the command, whichever comes first. You can control up to eight warforged at once using this effect.

Spell Sink

Eldritch machine, legendary

This device creates an *antimagic field* that covers a three-mile radius around the *spell sink*. The form that it takes will depend on the nature of its creator. The Ashbound druids despise unnatural magic, and if they create a *spell sink* it will be a living artifact—a twisted tree that consumes the mystical energies around it. Conversely, a mad artificer would create a massive vessel of dragonshards and exotic metals. It might be that the sole purpose of the device is to negate magic, or it could be that it is absorbing all magical energies in the area and storing that power for a cataclysmic effect!

Storm Spire

Eldritch machine, very rare (requires attunement)

This *eldritch machine* is a form of dragonmark focus item; you must have the Greater Mark of Storms to attune to this device. *Storm spires* allow House Lyrandar to influence the weather, which can be a boon for the local population or a curse if the Lyrandar baron chooses to demand payment for desired conditions. You gain the following benefits while you are attuned to a *storm spire*.

- You can sense weather patterns within a 100-mile radius of the *spire* and accurately predict the weather for up to 24 hours.
- While you are within 60 feet of the *spire*, you can use an action to cast any of the following spells: *call lightning*, *gust of wind*. You cast these as 5th level spells, and Intelligence is your spellcasting ability.
- While you are within 5 feet of the *spire*, you can cast *control weather* as a ten-minute ritual. This allows you to pick a point within 100 miles of the spire and influence the weather within a 10-mile radius of that point. Maintaining this effect requires concentration.
- You can also use an action to influence the weather within a ten-mile radius of the *spire* itself; you don't have to use concentration to maintain this effect, and you can sustain this at the same time that you're manipulating distant weather.

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Warforged Components

The warforged are living constructs. House Cannith has designed a number of magic items that can interface directly with the body of a warforged. Once attached, a component cannot be removed unless the warforged allows it.

The *armblade* is an example of an item created by House Cannith. *Docents* are mysterious wondrous items discovered in Xen'drik. These are just a few of the components that can be encountered in the world.

Armblade

Weapon (any one-handed melee weapon), common (requires attunement)

An *armblade* is a weapon designed to integrate with the forearm of a warforged. If you're a warforged, you can attach an *armblade* by attuning to it. An attached *armblade* cannot be disarmed or removed from you against your will, but while the weapon is attached you cannot use that hand for other actions. You can spend one minute to end the attunement and remove the *armblade*.

An *armblade* isn't inherently considered to be a magic weapon for purposes of overcoming damage resistance. However, any sort of magical melee weapon could be created as an *armblade*, so you could acquire a *vicious armblade* or a *vorpal armblade*.

Docent

Wondrous item, rare (requires attunement)

A *docent* is a small metal sphere, approximately 2 inches across, studded with dragonshards. Despite a strong magical aura, it has no obvious abilities. If you're a warforged, you can attune to the *docent*, at which point the sphere becomes embedded in your chest and comes to life—literally.



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A *docent* is an intelligent magic item designed to advise and assist the warforged it's attached to. A typical *docent* has an Intelligence score of 16 and Wisdom and Charisma scores of 14. Once you're attuned to the *docent*, it can communicate with you telepathically and can perceive the world through your senses. One of the simple functions of a docent is to serve as a translator. All *docents* understand Common and Giant, but a *docent* knows up to four additional languages. Elven and Draconic are common options. If a docent knows less than six languages in total, it can add new languages to its repertoire after encountering them. So a *docent* found in Xen'drik may have never encountered a dwarf before… but after spending some time in Khorvaire studying dwarves, it could pick up the Dwarven language.

In addition, a *docent* possesses up to three of the following traits.

- Can cast *Detect magic* at will
- Can cast *Detect evil and good* at will
- Can detect any form of divination or scrying targeting the warforged host.
- Intelligence (Arcana) +7
- Intelligence (History) +7
- Intelligence (Investigation) +7
- Intelligence (Nature) +7
- Wisdom (Insight) +6
- Wisdom (Perception) +6
- The *docent* can make Wisdom (Medicine) checks targeting its warforged host, with a +7 bonus. If the host is rendered unconscious, the docent will automatically attempt to stabilize them once each turn.

You can use a bonus action on your turn to request that the *docent* use one of its traits on your behalf. In the case of skills, this uses the docent's bonus; your abilities and proficiencies have no effect on the outcome. These traits are under the control of the *docent*, and if you have a bad relationship with your *docent* it may refuse to assist you… or simply lie about information that it obtains. However, if you treat your *docent* well it could serve as a useful ally.

The origin of *docents* is a great mystery. House Cannith created the first warforged thirty years ago. But the *docents* come from the distant land of Xen'drik and appear to be thousands of years old. Were they created to interface with some other form of construct? Or are the modern warforged a new interpretation of an ancient design? The *docents* claim to have forgotten their creators… but this is a mystery waiting to be unraveled. While all *docents* come from Xen'drik, some have been brought to Khorvaire by explorers and it's possible to encounter them in the Five Nations.



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Wand Sheath

Wondrous Item, common (requires attunement)

An *wand sheath* is designed to integrate with the forearm of a warforged. If you're a warforged, you can attach an *wand sheath* by attuning to it. While the *wand sheath* is attached, it cannot be removed from you against your will. You can spend one minute to end the attunement and remove the *wand sheath*.

You can insert a wand into the sheath as an action. While the wand is sheathed, you gain the following benefits.

- You can retract the wand into your forearm or extend it from your forearm as a bonus action. While it is retracted, it cannot be damaged or removed.
- While the wand is extended, you can use it as if you were holding it, but your hand remains free for other actions.
- If the sheathed wand requires attunement, you must attune to the wand before you can use it. However, the *wand sheath* and the attached wand only count as a single item for purposes of the maximum number of items you can be attuned to. If you remove the wand from the sheath, you immediately lose your attunement to the wand.



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CHAPTER 6: SHARN, CITY OF TOWERS

I've been here a week, and it's still hard not to be overwhelmed by the city. The towers rise up until they disappear into the clouds. Lights gleam in a thousand windows. Skycoaches work their way through the maze of bridges connecting the massive towers, and up above I can see the burning ring of an elemental airship.

Staring into the sky, I nearly walk into a massive warforged juggernaut. It's my first time seeing one… but there's so many things I've never seen in this place. A tattooed elf haggles with a masked halfling, arguing about the price of lizard meat. A gargoyle watches from a high perch. I gather my senses and keep moving.

It's not until I reach the lift that I realize… that warforged stole my purse.

All of the themes of the setting are made manifest in the great city of Sharn. It's a place of magic, with skycoaches circling mile-high towers and mystic forges toiling endlessly in the bowels. It's a place of adventure and intrigue. A fallen angel is gathering minions in the ruins below the city. A gang war is unfolding in Callestan. The corpse of a murdered nobleman has just been discovered in his floating mansion. A Cannith artificer is experimenting with a planar gateway—and something is about to go terribly wrong.

All of these adventures and a hundred more are waiting in the City of Towers.

This chapter provides an overview of Sharn, with a host of story hooks to help you get started. For more information about the city and its inhabitants, refer to the sources in the Appendix.



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Sharn Backgrounds

The City of Towers draws people from across the world. What's brought your character to Sharn? Do you have deep roots in the city, or have you just stepped off the lightning rail?

Backgrounds provide a strong foundation for building a story. If you're a noble, are you tied to one of the founding families of Sharn, or are you a scion of another nation visiting the City of Towers for the first time? If you're an entertainer, are loved in the upper wards or a favorite in Sharn's lowest dives? The tables provide a range of ideas that can be used for PCs or NPCs with strong ties to Sharn; work out the details with your DM.



Acolyte

Shrines and temples can be found across Sharn. The Pavilion of the Host is Breland's largest temple to the Sovereign Host, and the Cathedral of the Cleansing Flame is the bastion of the Silver Flame in Breland. Of course, Sharn's churches are infamous for harboring corruption. Are you part of the local establishment, or have you come to Sharn from afar?

1d4	Acolyte
1	You've come to Sharn to investigate corruption in your church. Have you been sent by authorities in your faith, or are you driven by a divine vision?
2	You're tied to a small temple in one of the lower wards of Sharn. It's poor and dilapidated, but it's a true bastion of your faith and doing good work for the struggling people of the ward.
3	You're here on a pilgrimage, seeking an audience with the head of your faith in Sharn… but the intermediaries have demanded a small fortune to set up this meeting.
4	You're a minor acolyte at one of the major temples. It's a maze of intrigue, graft, and politics. You're playing the game, working with a patron within the church. Do you hope you can improve things once you rise up in hierarchy? Or are you only interested in power and influence?

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Charlatan

Whether you're a grifter or a spy, there's plenty of opportunities in Sharn.

1d4	Charlatan
1	You're a con artist from the lower wards, but you've established a false identity as an upper ward noble.
2	You've crafted the identity of a prophet driven by holy visions. If you are a divine spellcaster, your actual faith may be entirely different from the one you profess.
3	You've adopted the identity of a refugee from the war, but in fact you're running from an infamous past. Are you a war criminal? An agitator? A former spy hiding from your employers?
4	You're a covert operative working for another nation, or for a powerful agency (a dragonmarked house, the City Watch, a criminal organization). Are you carrying out missions, or are you a sleeper agent building a deep cover?

Criminal

Sharn is home to a number of powerful criminal organizations, and your background gives a tie to one of them. Work with your DM to decide which group you're connected to, and use this table to determine the nature of that connection.

1d4	Criminal
1	You have family or friends in the organization, but you've still got to prove yourself to the gang.
2	You retired from the criminal life long ago. But you still have deep roots with the organization, and now they're pulling you back in.
3	You're secretly working for the City Watch or a foreign crime agency, trying to worm your way into the underworld of Sharn.
4	You're an independent agent working with more than one of Sharn's gangs. While you value your freedom, if you're not careful you could make enemies on all sides.

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Entertainer

As an entertainer, you can find a place to perform anywhere in Sharn. But where are you recognized? Another thing to consider: House Phiarlan and House Thuranni train and license entertainers. Do you have a license with one of the houses, or are you entirely independent?

1d4	Entertainer
1	You're a favorite in the toughest taverns of the lower wards. The darker the dive, the better.
2	You're an understudy at one of the grand theaters in Upper Menthis.
3	You specialize in religious music and performance. You will usually be welcomed at any temple of your faith.
4	You're preserving an unusual artistic tradition through your work. You have an eccentric patron who's driving you to explore the roots of this tradition.

Folk Hero

As folk hero, you have your roots among the common people. Where are you from, and who do you fight for?

1d4	Folk Hero
1	You grew up in the lower wards. You fight to protect your people both from the depredations of gangs and abuse at the hands of the wealthy.
2	You're working to improve the image of a marginalized minority group (goblins, changelings, warforged) in Sharn.
3	You're a refugee driven from your home by the war. You want to protect other refugees, but you're also an opponent of the monarchies that drove the nations into war.
4	You're celebrated for an amazing feat of heroism, which may have happened in Sharn or during the war. The problem is that you didn't actually do it. Can you live up to everyone's expectations and become the hero they believe you to be?



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Guild Artisan

There's always work for a talented individual in Sharn. Masons work on the towers. Smiths hammer away in the cogs. Bakers and brewers tend to the endless appetites of the common folk. The largest guilds are tied to the dragonmarked houses. The Fabricator's Guild of House Cannith deals with manufacturing trades, while the Hosterler's Guild of House Ghallanda covers inns, taverns, and restaurants. Are you part of one of these international guilds, or tied to a smaller local organization?

1d4	Guild Artisan
1	You're a young prodigy. You've just joined the guild, but your comrades are amazed at your early talent and push you to excel.
2	While you've still got your guild ties, you retired from the business some years ago. You hate the newfangled techniques the kids are using today.
3	You're a respected member of one of the dragonmarked guilds, but you're concerned about the policies of the house and the direction of its leadership.
4	You're a member of a small alliance of independent artisans. You're fighting to keep your collective from being crushed by the dragonmarked houses.

Hermit

As a hermit, you spent a considerable time in seclusion before making a discovery that drew you back to the world. Were you isolated in Sharn, or did you discover something that's drawn you to the City of Towers?

1d4	Hermit
1	You spent the last ten years meditating on a pillar on one of the highest points in Sharn. A recent revelation has brought you down from your perch; what is your quest? Over the course of your isolation you became something of a tourist attraction; a gnome merchant used to sell plaster statues of you on your pillar.
2	You spent your life in a hidden monastery in Sharn. Did the master of your order send you out on a mission? Or are you the lone survivor of an attack that destroyed your monastery?
3	You were the lone survivor of an airship crash and spent years in a remote location until you were found. In that time, you experienced a remarkable revelation. Did you have a religious experience, or did you have an arcane insight into the workings of the universe?
4	You're a librarian. You've spent your entire life in the labyrinth of books below Morgrave University. A few weeks ago you stumbled on a secret buried in the vaults—something so big that it's driven you from your beloved books and into a life of adventure. Is it a fragment of the Draconic Prophecy? A complex puzzle leading to an ancient treasure?

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Noble

Are you part of one of the noble families of Sharn, or you a scion of a distant line? If you have your roots in Sharn, you likely have a family estate in an upper ward. However, being so close to your family means that you'll have to deal with their demands and expectations… and your actions could tarnish your family's reputation.

1d4	Noble
1	You're ashamed of your family. Were they war profiteers? Are they taking advantage of refugees? Whatever the cause, despite being an heir to wealth and power, you're currently keeping your lineage a secret.
2	You're a local celebrity. You delight in slumming in the lower wards, but wherever you go in Sharn, gossip is sure to follow.
3	Your family is involved in a long-term plot to overthrow the monarch of your homeland. Your job is to find capable comrades to help you with your quest and to gain the support of other powerful people.
4	While you are still recognized as a noble, your lands were lost in the war and your title is all but meaningless. Can you find a way to regain your birthright?

Outlander

You are unfamiliar with the ways of civilization. So what's drawn you to the greatest city in Khorvaire? Are you dazzled by the wonders of Sharn, or do you find the city to be disturbing and unnatural?

1d4	Outlander
1	You were born in the ruins of Fallen and grew up feral in Sharn, hunting in the cogs and sewers. What finally drew you out into civilization?
2	You served as a mercenary scout in the Last War and followed your comrades to Sharn in the wake of the war.
3	You were brought to Sharn as a curiosity. You were exhibited in the upper wards for a time until people grew tired of you.
4	You are an exile from your homeland. Did you commit a terrible crime? Was your tribe wiped out in a feud? Are you following a divine vision?



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Sage

You're well versed in history and arcane lore, and you have a gift for uncovering the information you need. What is it that drives your pursuit of knowledge?

1d4	Sage
1	You're an untenured researcher at Morgrave University. You're fascinated by history, and you're desperate to delve into actual ruins.
2	People think you're crazy. Yes, you have a lot of unorthodox theories. You're certain that hidden dragons and disguised fiends are manipulating governments and that the Mourning was an inside job. And sure, maybe your "library" is a collection of rotting books and old issues of the Sharn Inquisitive pasted on the walls of a burnt-out bookstore. But what if you're right? Hmm?
3	You're with the press. You're a freelance chronicler for the Sharn Inquisitive, always on the lookout for breaking news. You know your history and you know how to research a story. But if you want to make headlines, you need to be on the scene for something big.
4	You're on the cutting edge of arcane theory. House Cannith, Arcanix—they're all idiots. You're on on the verge of a major discovery (The cause of the Mourning? The nature of warforged souls? Establishing a connection to new realms of existence?) but the pieces you need are out there in the world.

Sailor

Sharn is one of the most important ports in Eberron. It's the gate to the Thunder Sea, and ships come in from across Eberron. Are you a local, or did you come to Sharn on a Lhazaar vessel or an Aereni galleon?

1d4	Sailor
1	You've got deep ties in Sharn. Your family owns a ship, and you've spent as much time on the water as you have on land. Are your people merchants? Explorers? Or privateers?
2	Your family works the docks in Sharn. You know everything there is to know about ships, and you know half of the captains who pass through the port, but you've never had the chance to take to the open sea.
3	When you were a child, you served as a deckhand on a ship that explored the coast of Xen'drik. You saw many wondrous things… including a secret location you've never forgotten. Now you're a capable adventurer in your own right. Someday you'll lead a ship back to that forgotten cove!
4	You're an infamous pirate. You never harmed a Brelish vessel, but you were the terror of the Thunder Sea, raiding merchants and smugglers alike. At least, you were… until your crew mutinied, leaving you humiliated and stranded in Sharn. But you are sure new fortune lies just ahead!

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Soldier

The echoes of the Last War can still be heard across Khorvaire. Many player characters may have served in the Last War, but your Military Rank feature means that you still have clout from your service. Did you fight for Breland, or did you serve in a foreign army?

1d4	Soldier
1	The war is never over. You know your enemies are still plotting, and you're going to do whatever it takes to protect your nation. If you're not from Breland, that means serving the interests of your nation in Sharn—whatever those may be.
2	You're an old soldier: you served with distinction and retired with honor decades ago. You've got an endless supply of stories of your heroic deeds. It's been a long time since you've been in combat and your skills are a little rusty. But you're sure that if you pick up a sword, it will all come back to you soon enough.
3	You're an officer of the Cyran army. You once held a fairly high rank, but your nation is destroyed and your soldiers scattered. Do you still feel bound to protect your people, are you only looking out for yourself?
4	Your ties aren't to the traditional military; they're to the Sharn Watch. You were forced out of the Watch by a group of corrupt officers. You still have friends among the guards, but there's a lot of bad apples in the barrel. Do you want to clean up the Watch, or are you content to enforce justice on your own?

Urchin

The lower wards of Sharn are riddled with poverty. You had to find your own path in the harsh city. Are you an orphan, or were you scavenging to help ailing parents or needy siblings? Are you still young, or is your time as an urchin a thing of the past?

1d4	Urchin
1	You grew up on the streets of Lower Dura. You had to find or steal the things you needed to survive. You don't trust anyone or anything… except the few friends you've made over the years. You'd do anything for your friends—even become an adventurer.
2	As an orphan, you were recruited by a gang of thieves. The rest of your crew was wiped out in a brutal gang war, and now you're looking for a new team.
3	You grew up crawling the walls, and you know the city better than anyone. The world's a ugly place, but there's a lot of wonders in these towers… and you're happy to share those secrets with your friends.
4	You're a refugee. You were put in the camp in High Walls, but no walls can hold you. Sharn itself is an adventure, and you're dealing with the horrors of your past by exploring your new home.

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The Shape of Sharn

When you live on the inside low, you never see the sun. People hear 'towers', they think of graceful little spires, the sort of thing you see poking up in the corner of your lord's keep. We've got those, and lots of 'em. But the foundation of the city is the core towers. The walls of these towers are so thick, you could fit your lord's entire castle in one.

You've got your outside districts where you get the open air, built on the bridges and platforms that connect the core towers together. You've got the little turrets, built on the core tower walls and the bridges between. You've got the folk in the middle, who live and work in the walls themselves. And then you've got those of us on the inside, our districts entirely contained in the hollow well of a great tower. You look up in Callestan, you see twinkling lights, to be sure. But those aren't stars, and that isn't the sky. You're looking up through a mile of bridges and platforms crossing the well, looking up at the districts above you.

You live up high, you can touch the sky. In the middle you can still see the sun. Down on the inside low, all we have is gloom and the constant drip, water and worse flowing from down from the streets above us.

Sharn is the largest city in Khorvaire, with a permanent population of approximately 210,000 people. Humans make up about a third of that number, and dwarves are a sixth of it; the rest is a blend of every race found across Khorvaire. Halflings, elves, and gnomes have a significant presence in the city, but even kalashtar and changelings have communities in Sharn. Beyond the permanent population, tens of thousands of people pass through Sharn every day. Refugees from the war still find their way to Sharn, along with tourists, spies, merchants, and people hoping to find their fortune in the grandest city in Eberron.

Sharn stands above the Dagger River. It's an important port for anyone dealing with Aerenal, Xen'drik, or Sarlona. Mountains line the shores of the Dagger, and Sharn can't spread out… so instead it's grown ever upward.

Sharn is broken into five "quarters": Central Plateau, Dura, Menthis Plateau, Northedge, and Tavick's Landing. Each of these quarters is a hub of massive core towers. A web of bridges and platforms connects these vast spires, and a host of smaller turrets sprout from the edges of the core towers. The district of Skyway floats above the highest towers, while the tunnels of the Cogs stretch out below the lower city.

Sharn is a vertical city, and height is a simple indicator of status and wealth. Each quarter is roughly divided into three levels, and the combination of quarter and level defines a ward. Thus, wards include Lower Dura, Upper Central, and Middle Menthis. This distinction gives a general sense of the tone of a ward.

- **Upper wards** are home to the wealthy and powerful. Here you'll find the finest goods and the most expensive services. The typical quality of meals and inns is wealthy or aristocratic, and rough adventurers may be treated with suspicion. Violence is rare; the City Watch is active in these areas, and if they're corrupt, they're at least taking bribes from people richer than you.
- **Middle wards** are home to the middle classes. Here you'll find bustling markets and taverns, along with a wide range of entertainment and housing. Services range from modest to comfortable, with a few wealthy-grade options tucked away. The City Watch has a presence, but not as strong as in the upper districts.
- **Lower wards** house the hard-working laborers, but they're also home to the destitute and the desperate… refugees who've lost everything in the war, orphans and urchins who never had anything to begin with. Modest services can be found, but overall the lower districts are squalid and poor; a visitor in fine clothes might attract unwanted attention. The City

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Watch pays little attention to the lower districts, making them a haven for criminals and gangs.

This is a broad stereotype that doesn't apply to all wards. Dura is a particularly poor quarter, and Upper Dura is effectively a middle ward; meanwhile, Central is a center of wealth and power, and Lower Central is also effectively a middle ward.

Each ward is further subdivided into districts, neighborhoods defined by an economic role, a specific community, or both. Lower Northedge includes the districts of Stonegard, Longstairs, and North Market. Lower Dura includes seven distinct districts. This book doesn't delve deeply into unique features of each district; the broad flavor of a ward is enough to drive an adventure. If you'd like to know more about the districts of Sharn—along with more information about its many factions, plots, and locations—refer to the sources presented in the Appendix.

Getting Around

Sharn is an enormous city and traveling from one side to the other can be quite an ordeal. As a rough guideline…

- It takes up to 30 minutes to move around within a particular ward.
- If you're traveling between wards, add 30 minutes for each ward you pass through.
- Dura and Tavick's Landing are especially large; double the time to move through one of these quarters.

So traveling from Lower Menthis to Upper Central involves passing through three wards (Lower Menthis to Lower Central, then ascending two levels) and can take up to 90 minutes. If you want to add a little color to your travels, you can roll on the Street Encounters tables when you pass through a district. The Central quarter is only connected to Northedge and Menthis, and there's no bridges between Dura and Northedge.

Skycoaches

Skycoaches are small flying vessels. They come in a wide range of shapes and sizes. A typical air taxi might resemble a rowboat, while a touring vessel could be the size of a longship and have an enclosed cabin for guests.

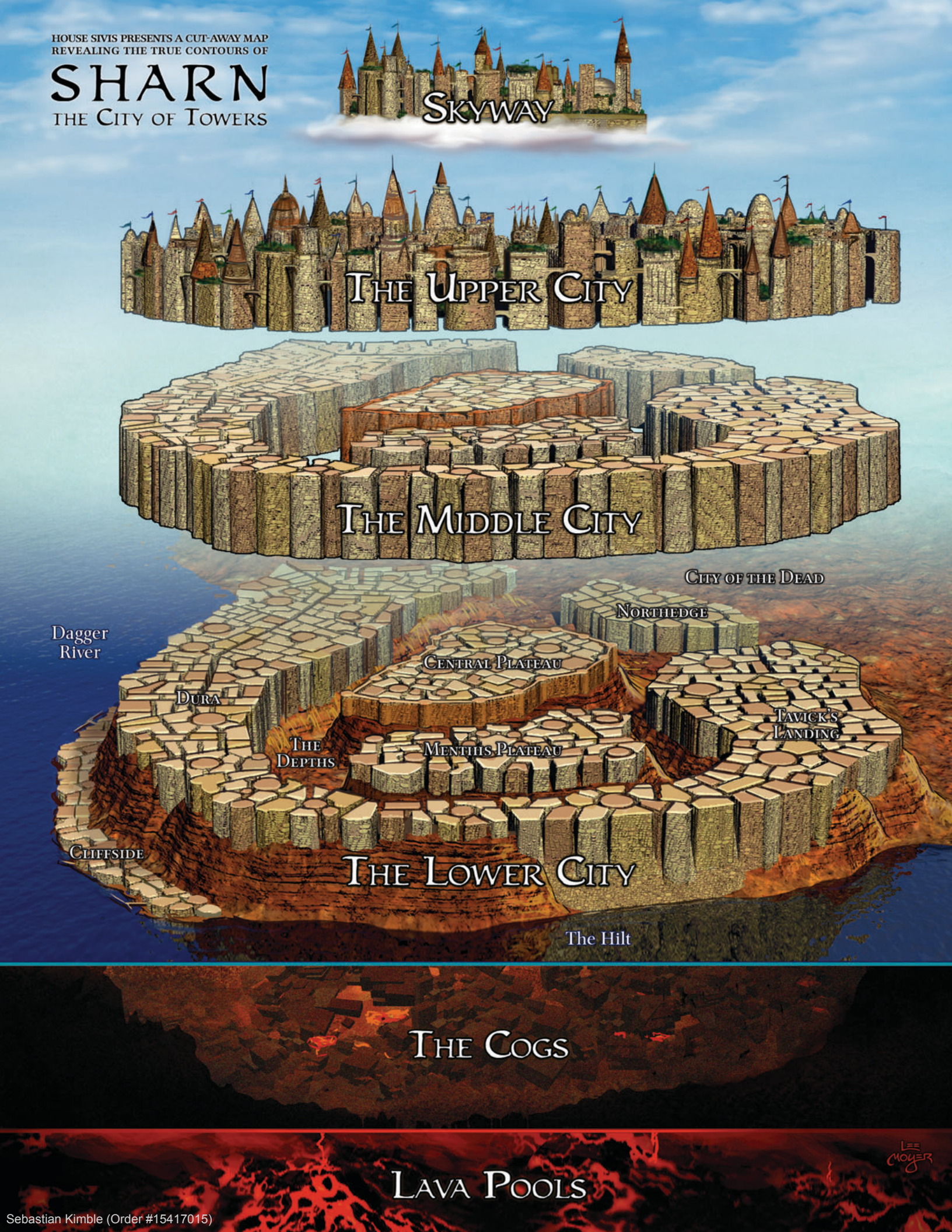
Unlike airships, skycoaches don't make use of bound elementals. Sharn is located in a manifest zone that enhances magics tied to flight and levitation, and this is what makes both skycoaches and the towers themselves possible. If a skycoach is taken more than a mile away from Sharn, its enchantments will fail and it will crash.

House Lyrandar maintains and licenses most of the skycoaches in Sharn, but you don't have to have the Mark of Storms to pilot an skycoach. It does require specialized training—a tool proficiency with air vehicles—so if you're planning to steal an airship you'll need to make sure you've got someone who can pilot it.

Traveling from district to district involves lots of bridges and ramps, along with magic lifts—vast floating disks that slowly ascend and descend along threads of mystical energy. Lifts are designed to move cargo and can be up to 30 feet in diameter. Most lifts have rails but aren't fully enclosed; when fighting on a lift, pushing someone off the edge is always a possibility. Should this happen to you, the section on falling later in this chapter may prove useful!

There are many ways to speed up travel in Sharn. House Orien manages a system of coaches; taking an Orien coach cuts travel time in half and costs 2 CP per ward travelled. Flight is the prefered way to get through Sharn, cutting travel down to a sixth of the usual time (5 minutes per ward). It's also more expensive: 2 SP per ward involved. The most common form of flight is the skycoach, but many flying mounts can also be encountered in Sharn: hippogriffs, griffons, glidewings (a small Talentan pteranodon), and giant owls can all be found around the city.

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Central Plateau Quarter

The power and wealth of Sharn are concentrated in the Central Plateau. It's the safest place in the city, combining the most capable units of the City Watch with the headquarters of Sharn's elite forces. Whether you're looking to deal with powerful merchants, city councilors, dragonmarked barons, or the ambassadors of other nations, Central Plateau is a place where deals are made and gold changes hands.

Upper Central

Both gold and power flow down from Upper Central. The Council Hall is the seat of city government, while the Korranath—the grand temple of Kol Korran—is the heart of Sharn's financial district and the location of House Kundarak's largest bank… along with the legendary Kundarak Vaults. Upper Central houses the mansions and estates of powerful nobles, along with businesses that cater to them. Between the Sharn Watch and private security forces, this is a bad place to start trouble, and player characters who appear suspicious may be challenged by guards.

Middle Central

A center for intrigue and espionage. The district of Ambassador Towers includes embassies and consulates from the Thronehold Nations, along with Aerenal and Sarlona. Ambassador Towers is also home to the King's Citadel, headquarters of Brelish intelligence. Across the ward, the district of Dragon Towers holds the primary enclaves of the dragonmarked houses. Rounding things out, the district of Sovereign Towers is home to Sharn's greatest monuments of faith, including the Pavilion of the Host (Sovereign Host) and the Cathedral of the Cleansing Flame (Silver Flame). While it's a middle ward, services are comfortable to wealthy in quality.

Lower Central

This district is peaceful and largely residential; it's the safest and most pleasant of the lower wards. Services are largely comfortable in quality, and the Sharn Watch is plentiful and well paid.

Things to Do in Central Plateau

Attend an Auction. The Aurora Gallery (Upper Central) is the finest auction house in Sharn and specializes in auctions of exotic magic items and relics from Xen'drik. You never know what's going to be available—or who will be bidding against you.

Plan a Heist. Rob the Kundarak Bank of Sharn (Upper Central) or the Brelish Museum of Fine Art (Middle Central).

Go to Jail. The Citadel in Middle Central is also Sharn's high-security prison.

Pray. The primary temples of the Sovereign Host and the Silver Flame are located in Middle Central, along with a host of shrines to specific Sovereigns and lesser faiths. Take part in a festival or drop in for some spiritual guidance!

Espionage! Whether you work for your nation or get entangled in the schemes of the dragonmarked houses, there's a lot of powerful people in Middle Central with a use for capable agents.

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Dura Quarter

Sharn began with Dura, but the city has left it behind. Dura is the oldest quarter of Sharn, and many consider it to be a blight on the City of Towers. There are cracks in the stones and places where enchantments have failed and never been restored. Dura is riddled with poverty and crime, and overall, it's the most dangerous section of the city. But it also holds opportunities you can't find anywhere else… and if you're looking for smuggled goods or a place to lay low, head to Dura.

Upper Dura

This ward is full of life, home to talented artisans and successful merchants. There's a seedy edge to Upper Dura, and in general it has the qualities of a middle ward. But it's a place that welcomes all manner of suspicious customers… which makes it a haven for adventurers. Clifftop is a home away from home for explorers and mercenaries. The Sharn Watch maintains a fortress garrison in Daggerwatch. The Highhold district is an upscale dwarven neighborhood; it's said that the strongest spirits in Sharn are served at Morragin's Tavern. Hope's Peak is a temple district, notable for the Citadel of the Sun. Dedicated to Dol Arrah, this church is considered to be a true bastion of light. Finally, the Overlook district is home to most of the kalashtar in Sharn.

Middle Dura

Middle Dura caters to the working class of Sharn. It's inns and taverns are modest in price, but there's gold among the dross. The Bazaar is the largest commercial district in Sharn, though it's certainly shadier than the other major markets in the city. Middle Dura is home to a host of inns and taverns. The King of Fire is a popular tavern and reputable gambling establishment. Ghallanda Hall has the only comfortable rooms in the ward; this old inn was the first Ghallanda enclave in Sharn, and it also has modest and poor rooms for the common folk of Dura.

Lower Dura

The district of Precarious is the gateway to Cliffside and the docks of Sharn. The Sharn Watch maintains an active presence in Precarious, securing passage to the docks and watching the many warehouses. The rest of Lower Dura has been left to rot. Ignored by the Watch, it is the domain of gangs and crimelords. The district of Fallen is a haunted ruin; this temple district was abandoned after a floating tower collapsed onto it. Malleon's Gate is home to the goblins of Sharn, along with other monstrous immigrants from Droaam and Darguun. Callestan is a center for criminal activity.

Things to Do in Dura

Talk About the Race. The inhabitants of Dura are devoted to the Race of Eight Winds and are always willing to discuss the latest news.

Gamble. Legal gambling is heavily taxed and limited in its scope. Dura is home to a wide range of shadier and more profitable games.

Go Shopping. If you're looking for expensive goods shop elsewhere. But the Bazaar of Middle Dura is an excellent source for *exotic* goods… legal or otherwise. Clifftop caters to adventurers and has a reasonable selection of magical goods.

A Little Crime. Looking for a fence? Need to find a smuggler or an assassin? Do you want to set up a meeting with a Boromar lieutenant? Lower Dura is the nexus for criminal activities in Sharn.

Suffer A Terrible Accident. The Sharn Watch ignores Lower Dura, and even in the higher wards they're spread thin. There are even stories of dragonmarked houses and mad wizards conducting dangerous experiments in Lower Dura… who's going to stop them?

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Menthis Plateau Quarter

The hub of Sharn's entertainment industry and home to Breland's largest university, Menthis Plateau is one of the most diverse quarters in Sharn. Whether you're looking for classical theater, a fine bookstore, or an illegal fighting ring, Menthis has something to offer.

Upper Menthis

Elegant and civilized, Upper Menthis is home to four of the finest theaters in Breland: The cutting-edge Art Temple, colorful Khavish Theater, traditional Grand Stage, and the open-air Stargazer Theater, along with the Kavarrah Concert Hall. It's the location of Morgrave University. It includes upscale shops with a focus on fine food and fashion; the most remarkable *glamerweave* in Sharn can be found in Den'iyas, a gnome district known as "Little Zilargo." Adventurers who visit Den'iyas should be careful not to get involved in the many intrigues and feuds that play out between the gnome residents.

Middle Menthis

This ward is the most diverse in Sharn, and includes communities drawn from across Khorvaire. The Little Plains district draws halfling immigrants from the Talenta Plains. Cassan Bridge has a significant population of orcs and half-orcs from the Shadow Marches. Immigrants from the Lhazaar Principalities have settled in Warden Towers. And Smoky Towers had a significant Cyran community even before the Last War; this has become a haven for Cyrans wealthy enough to avoid the refugee camps of High Walls. This results in a diverse array of cuisine, entertainment, and services drawing on the traditions of these places.

The Everbright district may be of particular interest to adventurers. This is a hub for mystical goods and services. There's a wide assortment of magewrights, and the shops have a good selection of common and uncommon magic items. With that said, the people of Middle Menthis are law-abiding folk; if you're looking for spellcasters to help you with illegal activities or want to sell stolen artifacts, you should turn to Lower Dura.

Lower Menthis

Providing cheap entertainment to the masses, Lower Menthis is crowded. It's filled with sketchy taverns and theaters ranging from the innocent to the risque. There are gambling halls, brothels, and spontaneous performances in the streets. Lower Menthis is also home to the Burning Ring, a fight club where spectators bet on amateur gladiators. Technically illegal, the Burning Ring moves around the ward. Competitors are armed but unarmored; matches continue until a contestant yields, but fatalities do happen.

Things to Do in Menthis Plateau

Consult a Sage. Morgrave University may not be the finest institute of learning in Khorvaire, but it's the best Sharn has to offer. Whether you want to conduct your own research in the library or to find a specialist in goblin history or the theory of manifest zones, Morgrave is your best option.

Show Business. Menthis has a host of performance venues, from the Grand Stage to the many taverns of Lower Menthis. Spontaneous street performances are common throughout the quarter. In addition to enjoying the entertainment, you could always try to find work—either showcasing your artistic talents on stage or displaying your prowess in the Burning Ring.

Join an Expedition. Scholars at Morgrave often sponsor expeditions to Xen'drik and into the ruins below Sharn. Cyran nobles in Smoky Towers look for brave souls to venture into the Mournland to reclaim lost treasures.

Cultural Exchange. Den'iyas brings a touch of Zilargo to Sharn. You might find a clawfoot raptor running down the streets in Little Plains, or a Gatekeeper druid casting bones on Cassan Bridge.

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Northedge Quarter

The residential area is the quietest quarter of Sharn. At first glance there's little to attract adventurers, unless you're interested in quality real estate. On the other hand, you never know when this charming and innocuous quarter could be hiding a nefarious cult or devilish plot!

Upper Northedge

This is the perfect place for the noble who can afford a manor in the clouds but wants to avoid the bustle of Upper Central. It's also home to most of the elves of Sharn. In particular, the district of Shae Lias is a bastion of Aereni culture and traditions. The heart of Shae Lias is Gates of Passage, which serves as the Aereni embassy and a temple to the Undying Court. The Oaks is one of the finest restaurants is Sharn (aristocratic quality… at aristocratic prices). The Veil of Flesh specializes in body art, both traditional tattoos and temporary illusions woved directly into the skin.

Middle Northedge

This ward caters to the middle class of Sharn, with a wide range of comfortable housing. Dwarves make up the majority of the population, especially in the district of Holdfast. In contrast to Highhold in Upper Dura, the dwarves of Holdfast have deep roots in Sharn and feel no strong connection to the Mror Holds or its traditions. High Hope is a temple district; while the most impressive churches and shrines are located in Upper Central, it's commonly known that if you're looking for a truly devoted priest, you should go to High Hope.

Lower Northedge

While poor, Lower Northedge is a significant step up from the slums of Lower Dura. The people of Lower Northedge don't look for trouble, and they don't like it coming to their doorstep. North Market is one of the largest markets in Sharn, though it specializes in simple, everyday goods. The Stoneyard district has a significant shifter population; the Rat's Nest is a tavern catering to shifters, while the Bear's Rest is a shifter inn.

Things to Do in Northedge

Settle Down. If you're looking for a place to live in Sharn, Lower Northedge combines reasonable quality and price with more security than Lower Dura.

Die in Style. The elves of Shae Lias are experts in funerary customs and embalming. In addition, Mayne Jhaelian of the Gates of Passage is one of the few people in Sharn capable of raising the dead.

Find a Patron. There are many eccentric nobles in Upper Northedge. A patron of the arts could take an interest in the career of a bard or entertainer. A collector might keep capable adventurers on retainer with the understanding that they'll deliver any Dhakaani artifacts they come across in their travels. You never know what benefits a patron will provide; at the least, they can give you an introduction to high society.

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Tavick's Landing Quarter

If you come to Sharn by land or air, you'll enter the city through Tavick's Landing. The quarter took on a martial aspect during the Last War, and this can still be felt today. On the positive side, the Watch Commander Iyanna ir'Talan has gone to great efforts to purge corruption in the local garrisons of the Sharn Watch; this is one of the few districts where the Watch is both helpful and competent. On the downside, citizens of any nation that fought against Breland during the war may be greeted with suspicion or hostility.

Upper Tavick's Landing

This ward is effectively a self-contained city catering to the nobles that live there. It has fine housing, skilled services, a luxurious mercantile district, and even an entire district—Sunrise—devoted to the *servants* of the nobles. Services and lodging in Sunrise are poor to modest, as opposed to the wealthy to aristocratic goods found elsewhere in the district. During the war, fears of attacks by foreign agents resulted in the establishment of a number of laws that affect adventurers.

- The soldiers of House Deneith have full authority to act as agents of the Sharn Watch within Upper Tavick's Landing, and a hundred elite Blademark mercenaries maintain checkpoints at the district's edges.
- You need a license to carry a weapon in Upper Tavick's Landing. This costs only 5 gp, but you'll have to plead your case to a clerk; it's generally understood that this is a tool to keep undesirables out of the ward. Any Blademark or member of the Watch can demand to see your license and may confiscate unauthorized weapons.
- You also need a license to cast spells in the ward. This costs 10 gp and you must specify the spells you wish to cast. A fine can be levied for any unauthorized use of magic.
- Inhabitants must dress "in a manner that upholds the solemn dignity of this proud ward." Blademarks and officers of the Watch can choose how to interpret this. Typically, armor is considered inappropriate unless you're tied to House Deneith, the Sharn Watch, or you've served with the Brelish military. Anyone held to be in contempt of this law is escorted out.
- Any sort of unruly behavior—fighting, shouting in the streets, etc—earns a fine of up to 5 gp and temporary expulsion from the ward.

For those willing to put up with these restrictions, Upper Tavick's Landing has many fine features. Wyredd's Spirits is the best source for wine in Sharn. The Crystals of Denion buys and sell rare magic items, though it only has a handful of such items at any given time; it also sells expensive magical works of art. Transmutation is the name of a renowned beauty salon. House Deneith maintains a fortified garrison and training facility in the Copper Arch district. To get licenses for weapons or spellcasting, you'll have to go to the courthouse in the Twelve Pillars district.

Middle Tavick's Landing

In contrast to the upper ward, Middle Tavick's Landing welcomes travelers and tourists. There's a host of lively taverns and excellent inns. The Cornerstone is a massive arena that hosts everything from circuses to aerial jousting. The Deathsgate district caters to adventurers, much like the Clifftop district of Upper Dura. Like Clifftop, it has an adventurer's guild—though the Deathsgate Guild has a dark reputation, and its members often pick fights with Clifftop adventurers. House Jorasco has a large house of healing in the ward, and House Deneith has a recruiting station for would-be mercenaries. The Graywall district has deep roots in Karrnathi culture that predate the Last War, and Slogar's and The Bloody Mug are places where you can find blood sausage and Nightwood ale. Tavick's Market is one of Sharn's main market

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districts; it's right above Terminus station and is a source for produce and goods brought in by local farmers.

Lower Tavick's Landing

Visitors arrive at Wroann's Gate or Terminus, but they leave through Black Arch, the gateway to the rest of Sharn. This is a heavily fortified garrison district, designed to withstand a full siege. The ward includes other services catering to travelers; the Dragoneyes district is a maze of taverns, inns, brothels, and gambling halls. Dragoneyes is also noteworthy for having one of the few changeling communities in Breland.

These days, Lower Tavick's Landing is best known for High Walls—a former residential district converted into a home for refugees from the Last War. High Walls is filled past capacity, mostly with Cyrans displaced by the Mourning. Today, the gates are open; but High Walls is designed to serve as a fortress prison if need be, and the Sharn Watch keeps an eye out for any signs of unrest.

Things to Do in Tavick's Landing

Gamble. Dragoneyes is filled with opportunities to lose your wages, both in established halls and on street corners. One especially noteworthy venue is Chance. If you believe the rumors, Chance can arrange and cover almost any sort of contest.

Hug a Shifter. Middle and Lower Tavick's Landing are home to much of Sharn's shifter population. Middle Tavick's Landing has the only official court for the shifter sport *hrazhak*.

Find Refuge. While most of the refugees in High Walls come from Cyre, the district is a haven for anyone displaced in the war, including Brelish victims of the war. It's over-crowded and resources are stretched thin. Tensions are high, and there are feuds and power struggles among the refugees. If you're from Cyre, you might have a cot in High Walls with your name on it; even if you don't, you could have friends or family living in High Walls.

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Sharn: Above and Below

The five quarters of Sharn make up the bulk of the city, but here are additional regions that you may wish to explore during your time in Sharn.

Skyway

There are a number of floating towers orbiting the upper wards of Sharn, but these are dwarfed by Skyway, an entire district that floats above and between Central Plateau and Menthis Plateau. Built on an island of solidified clouds, Skyway holds the estates of the wealthiest people in Khorvaire—nobles whose feet need never touch the ground. Skyway contains a host of aristocratic boutiques and restaurants, along with astonishing mansions. Chief among these is Tain Manor, home to most powerful family in Sharn. Celyria ir'Tain is the queen of high society. She holds a ball at the manor each month, and the guest list at the Tain Gala defines the social order in the city. If you need to mingle with celebrities, find a way to wrangle an invitation to the Tain Gala. And if you're looking to pull off a heist on some of the richest people in Eberron, Skyway is the place to start.

Cliffside

This small ward contains the docks of Sharn. Cargo is hoisted up to the city with magical cranes, and people take levitating lifts. All traffic into Sharn passes through the district of Precarious in Lower Dura, and Cliffside has much in common with Lower Dura. It's rough and poor, filled with sailors and dockworkers. On the other hand, some people swear that Cliffside has the finest taverns in Sharn.

The Depths

Sharn was built on the foundations of an older city, which was itself built atop goblin ruins. This old city was destroyed by dark magic—the elemental powers of the infamous Halas Tarkanan and his consort, the Lady of the Plague. It's said that vile powers still linger in these ruins, and for this reason King Galifar I had all passages to this undercity sealed with gates of metal and magic. These portals remain sealed today, and it's illegal to tamper with them. But it's generally assumed that there may be many treasures hidden in the ruins of Old Sharn, along with untold secrets of the past.

The Cogs

The Cogs lie deep below Sharn, below the sewers and even beyond the Depths. Incorporating natural tunnels and ancient goblin ruins. Streams of Fernian lava flow beneath Sharn, and over the centuries House Cannith has helped Breland establish vast foundries that tap this mystic resource. Ashblack and Blackbones are industrial districts, largely inhabited by warforged laborers and miserable workers of other races. It's said that House Cannith maintains a massive forgehold in the depths, and that this is where Baron Merrix d'Cannith conducts his arcane experiments. In addition, The Red Hammer is Sharn's only tavern catering specifically to warforged.

Beyond Ashblack and Blackbones lies **Khyber's Gate**, a maze of tunnels and tenements carved into the stone. The Sharn Watch has no presence in Khyber's Gate, and the closest thing to an authority is the criminal organization known as Daask. Many of the inhabitants of the Gate are goblins and immigrants from Droaam, but it's also home to fugitives and other desperate people. You can find mad cultists, undead, and even demons, along with a handful of hermits and visionaries seeking to escape the city above. Shamukaar is the most successful tavern in Khyber's Gate. This bar is a safe haven for all within it, regardless of species or politics; once you make it through the door, you can breathe easy.

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Things to Do in Sharn

Sharn is the largest and most cosmopolitan city in Khorvaire. Covering all the things that you could do in Sharn could fill an entire book (and does, as covered in the Appendix!). But here's a few things you might want to do during your time in Sharn.

Celebrate

There's always a celebration in Sharn, whether it's a parade in a single district or a festival across the entire city. Here's a few to put on your calendar.

The Ascension (1 Sypheros). A celebration of the sacrifice of Tira Miron, who gave her life to serve as the Voice of the Silver Flame. There are services at all Silver Flame churches and shrines, and the faithful are encouraged to find some way to help their communities.

Aureon's Crown (26 Dravago). A celebration of knowledge. Elders share their knowledge with the young. Morgrave University holds its graduate services on this day, and there are public lectures at the Great Hall of Aureon in Upper Menthis.

Boldrei's Feast (9 Rhaan) is a celebration of community. There are gatherings across the city, and the wealthy compete to throw the grandest parties.

Brightblade (12 Nymm). The festival of Dol Dorn, celebrated across the city with prizefights, wrestling matches, archery contests, and other tests of strength and skill. This culminates with a grand contest of champions at the Cornerstone in Middle Tavick's Landing.

Crystalfall (9 Olarune). During the Last War, saboteurs caused a floating tower to fall into Lower Dura. This devastation can still be seen today in the district now known as Fallen. On 9 Olarune, people gather to commemorate this tragedy. There's a tradition of crafting elaborate ice sculptures and throwing them into the Dagger River.

The Day of Mourning (20 Olarune). The nation of Cyre was destroyed four years ago on the Day of Mourning. While the Mourning had an impact on everyone in Khorvaire, this day is especially important for Cyran survivors. It is a time when Cyrans come together to remember their lost kingdom. Some tell stories or sing traditional songs, ensuring their culture isn't forgotten. Others seethe with anger at the enemies who brought Cyre to this place, and it can be a time for riots or violence.

Fathen's Fall (25 Barrakas) commemorates a priest of the Silver Flame martyred while exposing hidden lycanthropes in Sharn. It is a time when followers of the Flame come together, but often causes tensions with the shifter community.

The Hunt (4 Barrakas). In honor of the Sovereign Balinor, a fierce beast is brought to the city and released into an isolated section of the Depths. Anyone can participate in the Hunt by making a donation of 5 gp; the hunter (or hunting party) who brings down the beast wins a purse of 500 gp and the blessing of Balinor. The Hunt can vary; some years multiple beasts are released and the hunter who catches the most of them is marked as the victor. Often, though, the other hunters are a greater threat than the beast!

Long Shadows (26-28 Vult). It's said that the power of the Shadow—sinister deity of the Dark Six—is at its height on these three nights. Wise people spend these nights indoors with friends, but those who celebrate the darkness may take to the streets to prey on the weak and foolish.

The Race of Eight Winds (23 Lharvion) is an aerial race that takes place around Dura Quarter. See the sidebar for more information.

Sun's Blessing (15 Therendor). The festival of Dol Arrah, this is a day of peace and a time for enemies to find a peaceful resolution to their conflicts. It's one of the safest days in the city.

The Tain Gala (First Far of each month). The ir'Tains are the richest and most powerful family in Sharn. Each month, Celyria ir'Tain holds a ball at her Skyway mansion. The guest list defines the social order of the city; those families with permanent invitations—known as the Sixty—are

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the royalty of Sharn. However, Celyria does invite unusual guests each month, and an up-and-coming entertainer or a renowned folk hero might get the call!

Thronehold (11 Aryth) is the day that the Treaty of Thronehold officially ended the Last War. This year (998 YK) is only the third time this event has been celebrated, and the Lord Mayor of Sharn has promised a truly epic festival.

Wildnight (18-19 Sypheros). Supposedly the Fury—Sovereign of Passion and Madness—reaches the height of her power on this night. Emotions run high and impulse control runs low. Shy and superstitious folk stay indoors, while others see it as a time to cast aside all inhibitions. The streets fill with raucous revelry and wild celebrations stretch into the night… though riots, brawls, and other crimes are all too common on Wildnight.

The Race of Eight Winds

Legends say King Galifar II used Dura as a proving ground for aerial cavalry. Over the centuries this evolved into the sporting event known as the Race of Eight Winds. Dura is divided into eight regions for the race, each of which is represented by a particular creature. The beasts of Lower Dura include the Gargoyle, the Glidewing, and the Griffon. Middle Dura fields the Owl, the Hawk, and the Eagle. Upper Dura supports the Hippogriff and the Pegasus.

The race takes place on the 23rd day of Lharvion, but the inhabitants of Dura are devoted to the event. Preparations and debates are ongoing throughout the year, and as the race grows closer there are feasts, parades, and ever more serious arguments between the people of different districts. The race is an easy topic of conversation with anyone from Dura, but professing support for the wrong beast can be a dangerous thing.

Communicate

Need to get a message to someone? If you're not in a hurry, the Orien post has boxes across the city; you can mail a letter for 1 cp. Hiring a courier generally costs between 5 cp to 5 gp, depending on the size of the package and where you need it delivered. You can find Sivis message stations in every upper and middle ward, and if you absolutely have to get a message to someone instantly, the Sivis enclave in Dragon Towers (Middle Central) can perform *sending* for 200 gp.

House Tharashk has brought a new innovation to message delivery in Sharn: gargoyles. Tharashk has licensed a score of gargoyles, and these flying couriers are a quick way to get a message across the city. If you spot a gargoyle you can flag it down, and it costs 5 gp to deliver a letter or small package.

Have A Great Fall

Sharn is the City of Towers, but it's also a city of bridges and balconies. These can be extremely narrow or remarkably wide. There are entire districts largely spread across vast bridges. While there are walls and rails on most bridges, there's always the chance that your time in Sharn will end with someone going over the edge. So, what does that mean?

Those who can afford it usually carry a *feather token* (see chapter 5) as insurance. No token? Don't panic! Because of the maze of bridges and spans connecting the towers, there's an excellent chance that you won't fall more than a hundred feet before hitting a lower bridge. While this may seem like small comfort, the major bridges in the upper and middle wards are enchanted with *feather fall* enchantments that trigger automatically… keeping you from crushing an innocent passerby in your fall.

Of course, there are many things that could happen during a lengthy fall. It's always up to the DM to decide if you have a straight fall to the bottom. But the Falling in Sharn table presents a few of the many possibilities.

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1d10	Falling in Sharn
1	You fall hundreds of feet before striking the ground at the base of the towers.
2	You fall 3d6x10 feet before striking a bridge. A major bridge in an upper or middle ward will have a feather fall enchantment, otherwise it's going to be a hard landing.
3	You fall 2d4x10 feet and land in a passing skycoach. Do you crush an innocent passenger?
4	You fall 4d4x5 feet and strike an outcropping, flagpole, or projecting statue. If you survive, you're still stranded on the edge of a tower or bridge.
5	You fall past a hippogriff—make a Dexterity (Acrobatics) check (DC 15) to catch its leg!
6	A giant owl catches you… and threatens to drop you if it doesn't get a reward.
7	You can fly! Actually, a nearby magewright cast *feather fall* to save you, but for a moment it feels like you can fly.
8	You strike a small air elemental that was drawn to the city. This cushions your fall… but now you're on top of an air elemental.
9	A guardian angel manifests and catches you. Is this sheer luck due to Sharn's proximity to Syrania? Or does this celestial have a purpose for you?
10	You slip through the manifest zone surrounding Sharn and find yourself in the plane of Syrania.

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Criminal Activities in Sharn

Crime takes many forms. Any sort of theft is illegal, including "*malicious theft of identity*"—the use of shapeshifting abilities or illusion magic to impersonate someone with the intent to cause harm. Assault, murder, and fraud will all land you in hot water. Other crimes walk the edge of legality. Both gambling and prostitution are legal in Sharn, but these industries are heavily taxed and regulated; the most profitable games are found in the shady halls that operate off the books. Likewise, smuggled goods include strictly illegal things—illicit drugs, mystical explosives—but also highly taxed goods from Xen'drik or other nations.

While crime occurs throughout Sharn, it is most visible in Lower Dura and the Cogs. The Sharn Watch has a minimal presence in these wards, and these are the easiest places to sell stolen goods or to hire an assassin. Of course, they're also good places to get robbed or caught up in a street brawl.

Sharn is home to a host of minor gangs and independent criminals. However, most criminal activities ultimately fall under one of four criminal organizations; even independents will usually have an arrangement with one of these major powers. If your character has the criminal background, you should work with the DM to determine which of these organizations you're connected to.

The Boromar Clan

- … is the oldest and most powerful criminal organization in Sharn.
- … dominates gambling, theft, and smuggling, including the dreamlily trade.
- … governs a wide network of lesser gangs and crimelords reaching across Sharn.
- … has halflings in many leadership roles but includes members of all races.
- … is facing a serious challenge from Daask.

The Boromar Clan began with a family of halfling immigrants from the Talenta Plains. Today the Boromars are one of Sharn's most influential families. There's a Boromar on the City Council. The Boromars have close ties by marriage to the local branch of House Jorasco. Boromars can be seen at every Skyway gala. But it's an open secret that they've been running crime in Sharn since the first days of the city. They've been bribing the Sharn Watch for so long that in many districts, the Watch effectively works for the clan.

Having a connection to the Boromar Clan makes you part of the established power in Sharn. It's an organization that values tradition and prefers to avoid violence. However, you'll be expected to respect the hierarchy and follow the rules… and you may be targeted by Daask.



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Daask

- … is led by monsters from Droaam.
- … is based in the Cogs but has been recently expanding into the lower wards.
- … specializes in violent crime and extortion.
- … is aggressively targeting the Boromar Clan.

Formed by monstrous immigrants from Droaam, Daask has been building its power for a decade and has recently begun an aggressive campaign of expansion. Humans, shifters, goblins, and changelings are all found in Daask, but the organization is built around a monstrous core: gnolls, ogres, minotaurs, harpies, even a handful of trolls. The leaders of Daask include oni and medusas. Daask doesn't have the connections or infrastructure of the Boromar Clan, but the sheer physical force it can bring to bear is impressive.

Daask has almost no influence in the middle or upper wards, but it is a powerful and dangerous force below. It's a simple organization with few traditions or layers of leadership. Having ties to Daask gives you allies in the undercity and few restrictions. But it sets you against the Boromar Clan and makes you complicit in Daask's increasing aggression.

House Tarkanan

- … is a small, elite force of thieves-for-hire and assassins.
- … is comprised of people with aberrant dragonmarks.
- … has a rivalry with the dragonmarked houses.
- … remains neutral in the brewing gang war.

The members of House Tarkanan all possess aberrant dragonmarks. Rumors say that the gang began as a secret Brelish black ops team. True or not, the members of this small gang are skilled thieves and assassins whose natural talents are enhanced by their aberrant marks.

The organization takes its name from Halas Tarkanan, an aberrant-marked leader who fought against the dragonmarked houses centuries ago. In addition to its criminal activities, House Tarkanan is known to offer shelter to people with aberrant dragonmarks, and protects persecuted aberrants.

While anyone can have a contact with the House, you must have an aberrant dragonmark to join it. House Tarkanan remains neutral in the conflict between the crimelords and won't accept contracts against gang leaders.



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The Tyrants

- … include members of all races, but primarily changelings and doppelgangers.
- … specialize in information, forgery, blackmail, and fraud.
- … remain neutral in the Boromar-Daask conflict.

The Tyrants are forgers and grifters, specialists in deception and the acquisition of information. The majority of the Tyrants are changelings, who use their shapeshifting abilities to fool marks and acquire secrets. There are magewrights among the Tyrants who can permanently alter your appearance. So, the Tyrants can steal someone's identity, but they can also provide a fugitive with a new life.

The Tyrants are an enigmatic organization. They act to protect the changelings of Tavick's Landing and they pursue schemes that generate profits. But they also gather secrets they might never use and, sometimes, even provide assistance when they don't appear to benefit from it themselves.

They have an longstanding truce with the Boromar Clan and remain neutral in the current struggles.

Having a connection with the Tyrants gives you access to expert forgers—and could provide you with unexpected secrets. One of the tricky issues with the Tyrants is that many of its members maintain shared identities. A particular persona is a job and different changelings may take it on from day to day. So if you have a contact in the Tyrants, the *contact* you meet seems consistent, but you may actually be speaking to a different changeling each time you meet with the organization.

Others

The four organizations mentioned here are the ones people have heard of. The Boromar Clan is well known in Sharn. The Tyrants have been around for centuries and are often considered an urban myth by people who haven't encountered them. Daask and House Tarkanan have both appeared within the last decade, but both are known to anyone who's spent much time in the lower wards.

These are the major players in Sharn's underworld, but there's a host of minor players. Both the Boromar Clan and Daask support a number of smaller gangs and criminal organizations, and it may not be immediately obvious who a gang is working with. And there's always new people looking for opportunities, who haven't yet been noticed by the Boromars. So, this is a partial list. Don't assume you know everything about crime.

Dreamlily

A psychoactive liquid that smells and tastes like your favorite beverage, essence of dreamlily is a Sarlonan opiate. First imported to manage pain during the Last War, it's now the most commonly abused illegal substance in Sharn. Dreamlily dens can be found across the lower wards.

Dreamlily causes disorienting euphoria and remarkable resistance to pain. While under the effects of dreamlily you are poisoned; you are immune to fear; and the first time you drop to 0 hit points without being killed outright, you drop to 1 hit point instead.

A dose of dreamlily typically costs 1 gp, and the effects last for one hour. However, there are many varieties, and this may affect the duration or the price.

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Starting Points

Sharn holds the potential for endless adventures. The City of Towers can serve as the foundation of a single adventure or an entire campaign. Defining a starting point is a way to give an initial focus to the campaign—setting a tone and giving players an initial investment in the story. The player characters may be meeting in a tavern—but it's their *favorite* tavern. The bard performs twice a week and the barbarian has a huge bar tab to resolve.

This section explores three different starting points.

- **Callestan** is in Lower Dura. It's a dangerous district riddled with crime and gang conflict. A Callestan campaign is a dark neo-noir story.
- **Clifftop** in Upper Dura is a district catering to established adventurers. This is a place for pulp heroes, established explorers whose services are in demand.
- **Morgrave University** is in Upper Menthis Plateau. This is a college for adventurers, and an opportunity to add a little levity to your story.

Choosing and developing a starting point should be a collaborative process between the players and the DM. A starting point sets a tone; if half of the players want a light-hearted romp, Callestan is a poor choice.

Once you've agreed on a starting point, the next step is to work together to develop the story. This section provides details about each district, including prominent NPCs and locations. Using this as a foundation, each player should work with the DM to answer the following questions.

Why Are You Here? What has drawn your character to this place, and what keeps you here? The idea of using a starting point is that it's your *home*—what does it say about your character that this place is your home?

Friends and Rivals. Who do you know in the district? The DM should work with each player to develop a friend or rival in the area… or both. A character's background is always a good place to start. If you're a criminal, do you have a friend in a local gang? If you're an entertainer, do you have a professional rival? If you're a folk hero, did you deal with a thug causing trouble in your favorite tavern—earning you the gratitude of the owner and the enmity of the villain?

This is a collaborative process and the goal is to enhance the story, not to spoil it. You may be friends with a Morgrave professor, but that doesn't mean they'll magically solve all your problems; more likely, they might ask you to help solve one of *their* problems. If you're having trouble coming up with ideas, the DM can propose something and have you flesh out the details: "*You've made an enemy of a Daask ogre named Brokentooth. How'd that happen?*"

You Meet at a Tavern … But Which Tavern? Where do you spend your off hours? As a group, once you settle on a location, each player can add one cosmetic detail about it. This could involve a staff member ("*The bartender is an old dwarf named Clanky; he's got a prosthetic arm.*"). It might be something about the food, or about events hosted at the location ("*Once a week, the local mediums hold a public seance.*"). All of these ideas are subject to DM approval.

You don't have to have a starting point, and even if you pick one, you don't have to answer all of these questions. The goal of this is to set a tone—if this campaign is a movie, what kind of movie is it?—and to give each player a personal investment in that story.

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Starting Point: Callestan

The Sharn Watch won't set foot in Callestan. Located at the base of Lower Dura, it's been abandoned by the city above. Colors are faded, stones are cracked, and half the buildings should be condemned. The closest thing this district has to law is the Boromar Clan… and now they're being challenged by the monsters of Daask. Every day there's the chance that a war will break out on the streets.

A Callestan campaign combines gritty dark fantasy with the classic Western. Callestan is effectively a frontier town in the middle of Sharn. The law is what you make it and brigands walk the streets. But it offers freedoms and opportunities you won't find in the towers above!

Setting the Tone

Callestan is a district shaped by poverty and neglect. People come to Callestan to engage in criminal activities: visiting dreamlily dens, buying or selling stolen goods, negotiating with a Boromar lieutenant or hiring a Tarkanan assassin. The thing that holds the district together on a daily basis is personal reputation and relationships. The reason no one robs the Anvil is because people love Eranna… and because they know Ilsa Boromar would hunt them down.

Poverty is a part of a Callestan campaign. Most of the people in this district have never seen a platinum piece, and a single gold piece has considerable value. Maintaining a comfortable lifestyle can be a challenge, and an uncommon magic item is a significant treasure. The material rewards of adventure should be lower than in a heroic fantasy campaign. But reputation and relationships are the true treasures of this style of campaign. If you save Ilsa Boromar, she might give you a purse with 10 gp for your trouble… but her favor may provide you with far more protection than a set of *+1 armor*.

An important piece of the tone is that *no one cares what happens to Callestan*. Things can occur here that would never happen in the upper towers. Daask might release a gorgon into the streets. The necromancers of the Emerald Claw could test a necrotic weapon or a new form of undead. A pack of wererats could take root, unnoticed by the Church of the Silver Flame. It's a grim truth that anything can happen here… but it's also a great source of adventure.

Why Are You Here?

What brought you to Callestan, and should your fortunes change, why would you stay?

You may have roots in the district. Perhaps your mother ran a small gang that was wiped out when you were a child. Maybe your family still lives here, running a struggling business.

For many people, the appeal of Callestan is its freedom. If you're a criminal or a charlatan, you're likely connected to one of the gangs and you appreciate the opportunity to ply your trade. As a sage you could be engaging in research that your compatriots feel is dangerous. As an acolyte you might harbor heretical beliefs.

A variation of this is that you're hiding. As a devout cleric or paladin, you may have made enemies of the corrupt authorities in the local churches. If you use the haunted one background, you may have *seen* something in the upper wards that has driven you into the darkness. Any character could have run afoul of the Sharn Watch, a powerful noble, or a sinister conspiracy; if you leave the lower wards, you may have to evade this enemy.

Another option is that you've taken on a role in the community. Your cleric is the preacher for the district, trying to help these troubled people find the light. Your soldier or folk hero serves as the unofficial sheriff, protecting the innocent as best you can. You might work as a ratcatcher, a healer, or a private inquisitive solving mysteries. Callestan may be miserable, but it's your home and these are your people.

What Do You Want?

Once you know what you're doing in Callestan, the next question is where you want to go from

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here. What motivates your character? What could drive you to place yourself in danger? Do you want to help your friends, or protect the innocent people of the neighborhood? Are you seeking revenge on a powerful enemy or organization? Are you trying to establish your own business, or make an arcane breakthrough? These can be long-term goals or general themes, but it's good for both player and DM to know what motivates the characters.

The Shape of the District

The heart of Callestan is the plaza called **the Bridge**. This central square serves as an open market and speaker's corner. It's not *on* a bridge; rather, the center of the plaza contains the wreckage of a bridge that fell from one of the higher wards.

More recently, the Bridge has taken on another meaning: it's the line between Boromar territory and the wilds. Everything to the west of the Bridge is still under Boromar dominion. Fences, dreamlily dens, gambling holes—if it's **Westbridge**, the Boromars take a cut and will act to protect it. The halfling **Ilsa Boromar** is the local clan leader. She despises needless cruelty but is ruthless in protecting her family's interests. **Eastbridge** is a blend of Boromar loyalists, Daask insurgents, refugees and veteran soldiers driven here by war, even a small band of warforged. Westbridge is as safe as Callestan gets, while anything goes in Eastbridge.

Westbridge has a significant halfling population. In Eastbridge, a group of goblins, kobolds, and gnolls have taken up residence in a block of condemned tenements known as **the Kennels**. Aside from this, Callestan is incredibly diverse, and members of any race can be found here.

Callestan is an inner district, which means that it's largely enclosed in one of the massive core towers of Dura Quarter. However, it's large enough that it extends out to the walls of the tower. Many people live in or on the walls, in tenements or shops carved into the thick stone.

Interesting Locations

The Anvil was once The Golden Anvil, House Ghallanda's flagship inn in Sharn. Now it's faded and forgotten, but it still has traces of its former glory. There's a few gaming tables and a small stage; there's a dwarf comedian who's been doing the same act for sixty years. While most services are modest or poor in quality, there is a single comfortable room. **Eranna d'Ghallanda** runs the inn; she's kind, honest, and much beloved in the district. The Anvil is on the west side of the Bridge and is a common hangout for Boromar allies.

The Broken Mirror is an inn run by a family of changelings; the theme and tone of the inn changes every week. It's said to have ties with the Tyrants, which keeps troublemakers away.

The Butcher's is a combination butcher shop and bar in Eastbridge. It's popular with the local gnolls and is the best place to find Daask soldiers, though not all monsters in the region have ties to Daask.

The Crooked Cat is home to dozens of cats, and this odd feature draws tourists from the higher wards. The proprietor is a shifter named **Whiskers**. He runs a side business as a fence, buying and selling unusual goods. Rumors say that Whiskers is some sort of warlock or druid, and that he can see through the eyes of his cats as they wander the city.

The General is a headless statue in a small square in Eastbridge. It's hundreds of years old, and no one actually knows who it represents. The statue radiates the effects of a *sanctuary* spell within a 15-foot radius and serves as a refuge for those in danger. The most destitute inhabitants of the district often sleep around the General.

The Silvermist Theater stands on the west side of the Bridge. Like the Anvil, it's a remnant of Callestan's glory days; a fine theater that's a rotting shadow of its former self. The current owners have grand ideas about future productions, but it's the dreamlily parlor in the basement that keeps the theater open.

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Starting Point: Clifftop

Sharn is a city with an appetite for adventure. It's the gateway to Xen'drik, a land filled with mystery and danger. Eccentric nobles and dragonmarked barons alike need capable agents for their many intrigues. So Sharn has a steady demand for adventurers, and Clifftop is where you go to find them.

A Clifftop campaign focuses on heroic fantasy. You're a professional adventurer with a reputation established, and you're always ready for the next challenge. When you live in Clifftop every day brings a new thrilling challenge—a new chance to put your life on the line in pursuit of fame and fortune.

Setting the Tone

Clifftop runs with the idea that the player characters are *known* as adventurers. They've accomplished remarkable feats and beaten impossible odds. One way to reflect this is to start the characters off at a higher level than usual. With the DM's approval, use the following rules to create a Clifftop adventurer.

- You begin at 5th level.
- You start with 600 gp in addition to your normal starting equipment.
- You have two common magic items and two uncommon magic items.

All magic items are subject to the approval of the DM, and the DM may choose whether to assign these items or to allow you to select the items you want. Either way, take a moment to come up with the story behind these items. How did you acquire them? Were they treasures found on your adventures? Heirlooms from your family or your time in the Last War? Or just something you bought with your earnings?One point about a Clifftop campaign is that *you won't stay in Clifftop*. This district is your base of operations, home to valued comrades and rivals. It's where you get your next job. But as a Clifftop adventurer you'll be venturing to exotic locales. You may delve into the ruins below Sharn or crash an airship into Skyway. You may head to Xen'drik or other distant lands. Wherever you go, adventure awaits!

Why Are You Here?

As a resident of Clifftop, you've got a reputation. What is it, and how did you earn it? Are you a new prodigy, or an old retired hero who's just getting back into the game?

As always, consider your background. If you're a soldier, you might have had a celebrated career. As an entertainer, you might perform at one of the theaters of Upper Menthis between adventures. If you're a sage you could be considered an expert in arcane lore or the history of Xen'drik, giving lectures at Morgrave University in your spare time.

One question to consider is if you're part of the **Clifftop Adventurers' Guild**. This is serves as a social club for adventurers and a one-stop marketplace for anyone seeking to hire a capable and reliable champion. If you're part of the CAG you have access to the guild hall and a host of potential friends and allies. Perhaps you have a mentor at the guild, a retired adventurer who regales you with tales of her epic deeds. Or maybe you've take a novice under your wing and you're teaching him the ropes. A critical point is that the CAG has a positive reputation and doesn't condone evil behavior; if you're part of the Clifftop Adventurers' Guild, you're expected to adhere to its codes of conduct. Less reputable characters can find work with the **Deathgate Adventurers' Guild** in Middle Tavick's Landing. There's a long-standing rivalry between the two guilds, and if you're part of the CAG you might work with the DM to develop a particular nemesis in the Deathsgate guild.

What Do You Want?

As a Clifftop adventurer, you're regularly putting your life on the line. What is it that brought you to this risky line of work? Is it just about the gold? Are you driven by academic curiosity? Are you

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seeking the answer to a particular mystery, or searching for clues about an ancient threat? Are you primarily interested in your reputation—perhaps hoping to gain entry to the legendary **Wayfinder's Foundation**, or to prove yourself to your family or your true love?

The Shape of the District

Clifftop sits atop Dura Quarter. While it's an upper ward, it's still part of Dura Quarter. The stone is drab granite and the towers are simple and functional. It's no match for the splendors of Upper Central or Skyway… but the colorful inhabitants more than make up for the somewhat dingy surroundings.

In Clifftop, a ring of simple apartments and hostels circle the pinnacle, a high peak filled with shops and services catering to adventurers. The laborers and artisans who keep the district running are usually ready to drop their daily tasks and serve as hirelings.

The **Clifftop Adventurer's Guild** is the physical and social heart of the district. You don't have to be a member of the CAG to get work in Clifftop, but it certainly helps. The current leader of the guild is a dwarf named Sumara Korranor, but she goes by **Summer**. If you're part of the CAG, the DM and the players should work together to add additional details about Summer: what are her traits and quirks? What's an interesting encounter you've had with her, or a story you've heard about her?

Violence and crime are relatively rare in Clifftop; the members of the CAG usually handle any troubles that arise. However, the district is under the jurisdiction of Watch Commander **Lian Halamar**, a halfling who runs the Daggerwatch garrison in Upper Dura. Halamar has no love for adventurers and is always happy to catch a member of the CAG on the wrong side of the law. It's generally assumed that Commander Halamar is working for the Boromar Clan, though he's never committed the Dura Watch to their struggles with Daask.

Interesting Locations

The Augury is home to a circle of magewrights who specialize in divination magic, including *augury* (50 gp), *divination* (200 gp), *identify* (150 gp) and *speak with dead* (200 gp). The master of the Augury is an elf named **Kestia**. She has ties to a number of angels of Syrania, and if she chooses she can perform *commune*. However, as this requires her to call in a celestial favor, it's not something she offers as a standard service.

The Drunken Dragon is a legendary watering hole. While the service is slow and the food is modest at best, it has the widest selection of beverages and spirits in Sharn… and maybe Khorvaire. From Lhazaar mead to the fermented honey-milk favored by the shifters of the Eldeen Reaches, if it's strong and strange you can find it at the Drunken Dragon. The proprietor, **Hascal d'Ghallanda**, has the Greater Mark of Hospitality and can give his favorite customers access to his *magnificent mansion*.

House Sivis maintains a small enclave in Clifftop. In addition to the speaking stone, this outpost specializes in translating exotic texts and providing legal services to adventurers in trouble with the law. **Josilian Tarli d'Sivis** is one of the best barristers in Sharn, though certainly one of the most expensive.

Kavv's is quieter than the Drunken Dragon, but the food is far better. **Saza** and **Taji Kavv** are immigrants from the city of Stormreach in Xen'drik, and use many exotic ingredients and spices the people of Khorvaire have never tasted. The Kavvs have many friends in Stormreach, and their insights and contacts could be useful to adventurers heading to Xen'drik.

The shops of **the Mystic Market** deal in magic items, whether locally produced or bought from explorers. **The Mithral Blade** produces fine and uncommon weapons and armor. **Wise Wood** buys and sells arcane focuses and other wands. **The Moonlit Loom** deals in magical clothing; **the Dragon's Hoard** sells wondrous items; and **Boldrei's Tears** and **Good Spirits** are a source of reliable potions.

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Starting Point: Morgrave University

Morgrave University is the largest institute of learning in Breland. While it's not as prestigious as Arcanix or the Library of Korranberg, Morgrave is known for its unorthodox methods and hands-on style of teaching. If you want to learn about the history of Sharn, what better way than to explore the ancient ruins below the city? Critics say that Morgrave is a college of tomb robbers, and much of its endowment does come from the sale of artifacts recovered on its expeditions.

Morgrave University can be a useful resource in any style of campaign. It's an asset for sages conducting research and a source of potential patrons. But it can also be the foundation of a campaign: heroic fantasy seen through the eyes of students at the university.

Setting the Tone

A Morgrave campaign is a coming of age story in a fantasy world. In between delving into ruins and uncovering demonic schemes, the player characters need to decide what to do with their lives, humiliate their rivals, and figure out what to wear to the Crystalfall dance. You can play up the humor in this scenario, but it can be just as dark as Callestan if you choose.

A Morgrave campaign isn't driven by material wealth. Even when you go on expeditions, the University will lay claim to most of the treasures you find. Instead, the rewards of Morgrave adventures are measured in relationships and in learning. Can you earn a professor's trust? Can you get unrestricted access to the library stacks? Can you impress that mysterious stranger?

At the DM's discretion, accomplishing these sorts of side goals can provide concrete benefits. A wizard who has access to the library may be able to swap one of their known spells at start of each session. As a simple reward, a character who accomplishes a meaningful personal goal could receive one to five hero points, as described on page 264 of the *Dungeon Master's Guide*.

Another twist that works well with a Morgrave campaign is to use story-based advancement instead of standard XP. Level advancement could be based on time: player characters gain one level each semester, leveling up after finals. Alternately, advancement could be tied to achieving specific goals: You'll all gain a level as long as your professor survives the expedition! See page 261 of the *Dungeon Master's Guide* for more information.

Why Are You Here?

As a Morgrave student, you're not an adventurer yet. You've got talent, but you're learning. Consider how your background ties into this. As a **noble**, are you an entitled rich kid who thinks you're better than everyone else? As an **urchin,** did you somehow earn a scholarship, or are you literally sneaking into your classes? As a **criminal**, you could be the daughter of a Boromar crime boss, or you might be an entrepreneur selling dreamlily to the nobles. A **charlatan** could be a brilliant drama student or an undercover spy trying to root out enemy agents in the faculty. If you're an **entertainer** you might be a prodigy whose talent is only just emerging. A Morgrave story is about coming of age and unlocking your potential. So think about your background as a way to set up the person you're becoming, as opposed to representing adventures that you've already had.

What Do You Want?

Figuring out what you want in life is one of the main goals of a Morgrave campaign. As wizard you've got remarkable arcane talents. But what are you going to *do* with them?

You can establish a grand goal from the beginning. Perhaps your wizard needs to master magic to summon and destroy the demon that killed your parents. The bard is determined to play on the Grand Stage. The paladin keeps having a divine vision… but what does it *mean*?

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But such goals should be something that guide you down the path of knowledge—things that can evolve and change with your character.

The Shape of the District

Morgrave University is located in Upper Menthis Plateau, where it occupies the aptly named University district. The university itself occupies the massive **Dalannan Tower**; this includes a number of layers.

- The tower is crowned by **Lareth Hall**, a beautiful domed structure than holds administrative and faculty offices.
- Classrooms and auditoriums occupy **Dalannan Proper**, the levels directly below the dome.
- The **Dezina Museum of Antiquities** occupies a number of levels below Dalannan Proper. This showcases many wonders recovered from Xen'drik and other expeditions, though anything truly valuable tends to be sold by the university.
- The **Morgrave University Library** stretches down below, with levels and levels of stacks below the public reading rooms. While the library has its limits—including a level of disorganization that results in texts being randomly lost in the stacks for decades—it is the most extensive collection in Breland.
- Below the Library lie the **Vaults**. These hold crates of relics waiting to be catalogued, shelves of oddities deemed to have little monetary or academic value, and a few heavily secured chambers holding artifacts deemed too valuable or dangerous to be put on display.

Breland Spire is adjacent to Dalannan Tower and holds the standard student dormitories. **The Commons** is a large open-air plaza situated atop Breland Spire. This massive rooftop garden serves as a space for reflection, public events, and meals; vendors at the edge of the Commons offer a wide range of culinary options. A wide bridge connects the Commons to Dalannan Proper. One side of this bridge holds little shops and vendors catering to students, while the opposite side is the standard place to display notices of interest to students.

Interesting Locations

Upper Menthis is a center for entertainment, and a number of Sharn's finest theaters are located in the University District, including the edgy **Art Temple**, more traditional **Grand Stage**, and the legendary **Kavarrah Concert Hall**. Of course, few students can afford to go to the Kavarrah, and they may go down to Middle Menthis for the more affordable shows and dinner theater. Students feeling bold may descend as far as Lower Menthis, home to a wide variety of illicit entertainments… including the prizefights of the **Burning Ring**. But for those who stay close to home, here's a little of what the University district has to offer.

Detention. This tavern celebrates its reputation as a watering hole for the worst students in Morgrave. There's always an exotic drinking game or a lively debate on the current state of the Race of Eight Winds. Detention is run by a halfling who calls herself **Brandy**. She claims to be a excoriate, driven from House Ghallanda after refusing to water down her ale, but some say she's the Ghallanda patriarch's heir. The warforged bouncer **Bumper** keeps the rowdiest students under control.

Golden Horn. This wealthy inn includes a library, a few large meeting rooms, and a small concert hall. Rumors say that this is an outpost of the secret **Circle of Song**, a society of bards and entertainers spread across Khorvaire; others swear that House Thuranni and House Phiarlan regularly send talent scouts to the Golden Horn. Many aspiring musicians perform at the Horn in the hopes of being noticed by one of these organizations.

The Great Hall of Aureon. Devoted to the Sovereign of Law and Lore, this grand temple is an architectural marvel as well as a sacred site. Many scholars and sages make the pilgrimage

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and spend one night in the Great Hall, hoping that inspiration will strike them as they sleep; stories say that Merrix d'Cannith first conceived of the warforged after spending the night in the temple. The staff of the temple are devoted to their faith—a rarity in Sharn—as well as to the general acquisition of knowledge. Most priests are also experts in a particular field of study and are usually happy to share their knowledge with students.

Honors. The counterbalance to Detention, Honors is both bar, bookstore, and reading room. Many of the more respectable faculty members take their meals in Honors, and it's a good place to find a debate on the cosmology of Eberron or the morality of the Last War.

Classes at Morgrave

Morgrave's physical education classes cover everything from acrobatics and athletics to archery, dueling, and various other forms of combat. The arcane studies program covers the Arcana skill, as well as honing the abilities of arcane casters. Divine magic can't simply be taught, but Morgrave has classes in theology and religious history—essentially, the Religion skill.

While these classes may not make for interesting adventures, Morgrave is famous for its hands-on teaching style. This often involves competitions against other students. It can also involve a professor's personal projects: *Why don't you come help with this conjuration? Trust me, nothing will go wrong.* Once students have proven their competence, it can involve expeditions—trips into the Depths of Sharn, or even to distant countries or lands.

Although Morgrave professors are experts in their fields, this doesn't mean they have all the abilities of high level player characters! Just because that conjuration professor can perform a summoning ritual doesn't mean he can cast *fireball*. Always remember that *player characters are exceptional*—and as that talent begins to show, people are sure to take an interest in you.



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A Quick Sharn Story

Use these tables as inspiration for the weary DM who needs to put together a story in a hurry. Don't feel bound to use any of these details exactly as presented—this is purely a source of ideas. The Villain table suggests an archetype along with an organization; consider both as as possibilities. A local crimelord could be tied to House Tarkanan or the Tyrants instead of Daask. The sinister cultist could be a priest of the Mockery—or a mind flayer serving the Daelkyr. Make every story your own!



The Hook

1d8	Plot Hook
1	One of the PCs is nearly crushed when a man falls from a high bridge, striking the ground near them and dying instantly. He's carrying a sealed bag of holding and the badge of an agent of the Argentum, a Thrane agency dedicated to the retrieval of dangerous artifacts.
2	The PCs are caught in the middle of a pitched battle… and they don't know the people on either side.
3	The PCs notice a corpse in an alley… a corpse that looks exactly like one of the player characters.
4	A former comrade in arms shows up. She's badly injured, and her enemies are right behind her.
5	A gargoyle courier delivers a mysterious package.
6	A delirious street preacher has an apocalyptic vision concerning one of the player characters.
7	The PCs discover a bound-elemental explosive device in their quarters. They have three rounds to flee or attempt to disarm the device.
8	A skycoach crashes through the wall. Is this an attack, or the result of sabotage?

The Villain

1d12	Villain
1	A dragonmarked baron
2	An eccentric noble (Aurum)
3	A local crimelord (Boromar Clan)
4	A nefarious necromancer (Emerald Claw)
5	A sinister cultist (Dragon Below)
6	A misguided paladin (Silver Flame)
7	A clever doppelganger (Tyrants)
8	A vengeful warforged (Lord of Blades)
9	A possessed innocent (Dreaming Dark)
10	An oni mastermind (Daask)
11	An enigmatic rakshasa (Lords of Dust)
12	A disguised dragon (The Chamber)

The Plot

1d10	Plot
1	Arrange a dangerous alliance.
2	Acquire a powerful artifact.
3	Assemble and use a magical weapon.
4	Defeat a rival.
5	Open a planar portal.
6	Summon fiends or undead.
7	Overthrow a peer or superior.
8	Cause a riot in the Cogs.
9	Start a war between two allies.
10	Collapse Skyway or one of the towers.

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The Twist

1d8	Twist
1	A friend or former ally is working with the villain.
2	The villain is not who they appear to be.
3	A third party shows up with their own agenda.
4	There's a hostage, or an ally of the PCs is directly at risk.
5	A manifest zone or planar conjunction has an unexpected effect.
6	The villain has a personal connection to one of the PCs.
7	The initial plot was just a distraction from the actual plot.
8	The villain is fighting a greater evil, and their plot is an important part of that.

The Final Scene Is In...

1d8	Finale Location
1	An invisible floating fortress above Sharn.
2	The heart of Khyber's Gate in the Cogs.
3	The Bridge in Callestan in Lower Dura.
4	A Cannith forgehold seized by the villain's forces.
5	The heart of the High Walls refugee camp in Lower Tavick's Landing.
6	A festival at the Pavilion of the Host in Upper Central Plateau.
7	A noble's mansion in the restricted districts of Upper Tavick's Landing
8	The vaults of Morgrave University in Upper Menthis Plateau.
9	An abandoned foundry in the Cogs.
10	A demiplane with unusual properties.



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The Streets of Sharn

The player characters are making a trip from Lower Dura to Upper Menthis. What happens along the way? The tables on the following pages are filled with ideas for random things and people you might encounter while wandering around Sharn. These could be used as pure color, or you could expand any one of these ideas to spark a full scene if the initial situation attracts the players' interest. Not every result from the table needs to be the beginning of something in your story. Simply showing that Sharn lives and thrives around the players' characters—that it's full of stories happening all the time—helps bring the city to life for everyone.

Use these tables as sources of inspiration. They reflect the general activities and flavor of the different levels of Sharn, but you can tailor the results to be a better match for any ward.

Behind the Results

The entries in the following tables depict things that adventurers in Sharn might encounter by chance or happenstance. Each of these is an immediate, visible part of someone's life in Sharn. Each entry also has room to imply or imagine backstory or history—and to encourage players to ask "What happens next?"

What happens next depends on their involvement. What led up to this moment is fuel for the ever-burning fire of Sharn's own history and character. Consider answering one or more of these questions to add another dimension to each entry in the table:

- Where did participants in this moment start off? Where did they wake up today?
- Why aren't other locals participating? What's complicating things here?
- What do participants in this moment hope will happen? What are they afraid might happen? Why now?

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Lower Sharn Streets

2d20	Streets of Lower Sharn
2	You find a newly-painted mural of a halfling standing atop the bloody corpse of an ogre.
3	A dwarf is selling kebabs from a cart. "Crispy spiced rat!" He cries. "The best in the tower!"
4	A changeling street performer adopts your face and begins to match your actions.
5	An old goblin has goods laid out for sale, odds and ends salvaged from the sewers.
6	A pack of children clusters around you, begging for copper or food. Do you help them?
7	An attractive young human presses a small pamphlet into your hand. "Come to Chance in Dragoneyes! All bets will be covered!"
8	A sudden, horrible stench makes you gag.
9	You come upon a minotaur with a broken horn and a spiked club in one hand. He's urinating against a wall, and snarls when he notices you watching.
10	A half dozen rats are clustered around a bloody bundle of cloth. They scurry away as you approach.
11	A young half-elf with a crimson eyepatch offers a fine set of pens and parchment for sale, at a price of 3 sovereigns (3 sp). "Top notch! And not stolen or anything."
12	You step into a shallow puddle… and then realize it's a pool of fresh blood.
13	You nearly walk into a well-dressed halfling. She studies your face carefully and scowls. Other onlookers carefully turn away.
14	A large black and white cat watches you from an alley. It's caught a surprisingly scaly rat.
15	Hungry people stand in line outside a shrine to Boldrei, waiting for conjured bread.
16	You bump into a medusa, causing her to drop the package she's carrying. You freeze for a moment, then realize she has a leather band covering her eyes. Her serpent mane hisses as she retrieves her belongings.
17	Fresh graffiti shows a Cyran crown with a sword through it. The text reads "Cyre is dead, no place for Mourners."
18	A group of shifter children take turns trying to make the biggest howl, laughing in between.
19	Two shifters are arguing in the street. One of them snarls, and sharp fangs extend from her gums.
20	A young woman is repairing a damaged everbright street lantern, muttering curses under her breath.
21	A well-dressed elf from Aerenal walks along the filthy street, accompanied by a dour ogre hauling a large trunk. The elf's face is hidden behind a brass mask, but he looks lost.
22	A group of drunken soldiers are singing a warbling Brelish anthem from the Last War. A few of them spot you and demand that you join in. Do you?
23	A dwarf and a goblin are arguing about the Race of Eight Winds, a local sporting event. The goblin insists that the Gargoyle will win this year, while the dwarf supports the Griffon.
24	A warforged skirmisher and a Valenar elf are engaged in an argument. The elf takes a step back and draws her scimitar.
25	A trio of hobgoblins walk through a makeshift market as though they're hunting for something.

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26	You're drenched by a sudden gout of water—you hope—from a bridge above you.
27	A group of Cyran refugees are gathered in a circle, singing a haunting song.
28	You see a tall, thin woman pulling a body—Dead? Drunk?—into an alley. Her arm is covered with the blood-red lines of an aberrant dragonmark.
29	The window of a bakery holds a display of impossibly beautiful cookies. What is this quality of goods doing down here?
30	Outside a shop, a grimy halfling promises better deals just down the alleyway.
31	A dragonmarked gnome walks down the street, carrying a small stone in his hand. Every few yards, he raises the stone to his lips and says, "Can you hear me now? Good."
32	An austere monk of the Silver Flame makes their way down the street, handing provisions to beggars.
33	You hear someone softly singing the Bear's March, a Brelish battle anthem from the Last War. The singer is a young man leaning against the wall; he's missing his left arm.
34	A headless warforged sits in an alley begging for coin. It waves in a signal of thanks whenever someone drops a coin in its bowl.
35	A crowd is gathered around a young adept of the Silver Flame. She's performing a ritual to purify a pool of run-off water.
36	You notice a large metal hatch in the ground, engraved with warding symbols and a ancient proclamation that it should never be opened.
37	A group of goblin children chatter and shout at one another. They scatter when they see you approach.
38	A goblin tumbles out of a nearby tavern. A warforged juggernaut steps out of the door and snarls "Don't come around here until you can pay!"
39	A trio of Morgrave students take notes and they ask a goblin about "the goblin experience."
40	Near one of the entrances to the Cogs, you come upon a large mob chanting slogans and shouting. The carry signs protesting the use of warforged laborers.



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Middle Sharn Streets

2d20	Streets of Middle Sharn
2	"Best tours! All the facts!" crows a kenku guide, trying to catch your eye.
3	An Aundairian man in a *glamerweave* vest—patterned with blazing flames—interrupts your travel. "You know the best place to play cards around here?"
4	A cheerful gnome offers olfactory illusions. "For just five crowns, I can make the most dismal districts smell like roses!"
5	A clump of hippogriff dung falls from the sky.
6	A halfling vendor is selling dried lizard jerky from a wagon. "Talentan style!" she says. "Just like elipa used to make!"
7	A crowd stands outside a rundown building. A grim quartet of halflings wearing the insignia of the Ratcatcher's Guild head inside.
8	A half-chewed drumstick falls from an passing skycoach, nearly hitting you in the head.
9	A dragonmarked half-orc holds what appears to be a dowsing rod, slowly passing it over doors and passerby on the street. The rod begins to shake violently as you approach.
10	A human merchant argues with a giant owl.
11	As you cross a bridge, you notice a pair of stonemasons studding a crack running through the stone span.
12	Two people are arguing in front of a city guard, and you hear accusations that someone is a changeling.
13	A Karrnathi couple step off a lift, a large map in their hands. They turn and rotate the paper several times, trying to make heads or tails of the directions.
14	A warforged waves at you from a dingy cart piled high with a frightening array of foods. "Hungry? I could use some taste testers. As in, what does food taste like?"
15	A scaled humanoid—one of the lizardfolk or dragonborn of Q'barra—is delighting onlookers with displays of firebreathing.
16	You hear screaming above you. When you look up, you see a well dressed noble gently floating to the ground.
17	A young child sits crying on the stairs of Tharashk inquisitive's office. If you ask, he sobs that they won't help find his dog.
18	You spot a moss covered warforged sitting in a small park overlooking the Dagger River. Birds are nesting in an small, open compartment in the torso of the warforged.
19	Two veteran soldiers—a Karrn and a Thrane—are shouting at one another. The Karrn draws a dagger.
20	The crowds part, making room for a halfling warrior riding a snarling clawfoot raptor.
21	Three children follow a warforged juggernaut, giggling and throwing garbage at it. The warforged stoically ignores them.
22	A squad of the Sharn Watch pushes past you, urging people to get out of the way.
23	An Aereni stops you to ask for directions to "Shae Lias." She wears a silver mask and a *glamerweave* robe, and carries a sizeable purse.
24	A cheerful man sells a wide variety of souvenirs to commemorate your visit to Sharn: sketches, crystal globes, and small plaster towers.

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25	You pass by a shifter and a dwarf merchant arguing with a member of the Sharn Watch. Apparently, the shifter believes he was charmed into making a foolish purchase.
26	You come across a wall where people have written the names of friends lost during the Last War.
27	A halfling wearing the livery of House Jorasco argues with a member of the Sharn Watch, apparently trying to absolve a friend of an accusation of pickpocketing.
28	The smell of fresh, buttered bread wafts through the middle of the thoroughfare, but you cannot find the source.
29	A street performer dressed as King Boranel offers to knight tourists for a copper piece.
30	A well-dressed human floats down from a balcony above, his fall slowed by a *feather fall* spell. He bids you, "good day" and walks off quickly as you hear guards shouting and pointing from a bridge above.
31	A gargoyle swoops overhead, landing on the street in front of you. It pulls a piece of folded parchment out of a leather satchel and heads into a nearby shop.
32	A one-eyed half-elf opens up his cloak to reveal a selection of wands carved from different woods. "Eight galifars (8 gp) each! Top quality. And not stolen or anything."
33	A human fishmonger and a half-elf are arguing about the Race of Eight Winds, a local sporting event. The human thinks that the Hawk can't lose, while the half-elf insists that this is the year of the Owl.
34	Fresh graffiti proclaims "The crown dies with Boranel!"
35	A well-dressed gnome offers to sell you an invitation to the Tain Gala. "It's the grandest celebration in Sharn! I'm too busy to go this month, but it's a bargain at 10 pieces of gold!"
36	A man in faded finery extols the virtues of a miracle elixir to a small crowd. "It's the secret House Jorasco doesn't want you to know!"
37	With a loud cry and wildly pinwheeling arms, a child plummets from a crowded bridge above.
38	"They're eroding our traditions! Don't let these thieves tell our king what to do!" A young woman stands on a corner shouting about the threat posed by the dragonmarked houses.
39	A panicked gnome runs out of an oracle's tent. "We're doomed! Dooooomed!
40	A man begs for coins outside a Jorasco house of healing. "One galifar, please! I know it's a lot, but if I can't raise the money today, she'll die!"

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Upper Sharn Streets

2d20	Streets of Upper Sharn
2	You're nearly run down by a gilded carriage, pulled by a team of warforged gilded in the same patterns.
3	A magewright offers to use a simple charm to polish the coins in your purse for just 3 crowns (3 cp). "We wouldn't want anyone to get grime on their gloves from handling filthy coins from the lower wards."
4	An illusion of a warforged butler appears as you pass by the sealed gates of a mansion. "I'm afraid my mistress isn't receiving guests today."
5	A dragonmarked halfling offers a cleansing enchantment for 5 crowns (5 cp). "Gets rid of the dirt, brightens your brights, puts a little bounce back in your hair! Just the thing to make a good impression."
6	"Make way! Make way!" A young boy clears a path for a jewel-encrusted warforged wearing a lovely fur cloak.
7	A flustered gnome carrying stacks of paper and parchments taller than himself. He is oblivious to the trail of smoke coming from inside a tall, rolled-up scroll on his back.
8	Two nobles are locked in a bitter argument. They're wearing similar cloaks—*glamerweave* garments imbued with the illusion of shifting clouds—and this seems to be the problem.
9	A regal woman with auburn hair held back in a silver diadem waits for a skycoach. She holds a darkwood staff encrusted with dragonshards, and she taps it impatiently.
10	A gray-bearded sage argues with a pale tiefling, whose horns appear to be carved from ice. They seem to be debating the dangerous effects of Risian planar influence.
11	A Morgrave professor leads a pack of chattering students on an expedition. From their spelunking gear, you imagine they're heading down into the Cogs.
12	As you pass by a fancy inn, a nobleman hands you a copper piece and the reins of his griffon. "Do take care now, she bites."
13	A tour group pauses to marvel at the gates of a mansion. Apparently, it's the home of one of the divas of Upper Menthis.
14	An enchanted mirror allows you to view the streets below you, to see how the less fortunate live.
15	A kalashtar storyteller shares a tale of life in Sarlona and the endless struggle between the peaceful monks of Adar and the cruel soldiers of the Inspired.
16	A half-elf wearing a jeweled eyepatch offers a fine spellbook for just forty galifars (40 gp). "Really interesting stuff! And not stolen or anything."
17	You come upon a gilded statue of Queen Wroaan, the queen who led Breland into the Last War ("and freedom!" the plaque proclaims).
18	A warforged with roses twined around her limbs offers to sell you a bouquet for five sovereigns (5 sp).
19	A string quartet gives an impromptu performance—publicity for the new season of the Kavarrah Concert Hall.
20	A dragonmarked elf dazzles passerby with a illusionary tableau of two dueling dragons.
21	A mansion has a few gargoyles sitting on its walls. They're probably there as security, but they offer lively commentary about everyone who passes by.

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22	A street performer is drawing patterns on the ground in chalk. As each picture is completed, it starts to move.
23	Someone's painted the crown dies with Boranel across the gates of a noble's mansion. A member of the Sharn Watch is talking to the servants.
24	A girl wearing the colors of House Vadalis chases her miniature chimera.
25	A team of handlers from House Vadalis walk alongside a small gelatinous cube. "We're trying it out, seeing if it can keep things clean," they say.
26	It starts to drizzle. A well-dressed half-elf glares at the sky and snaps his figures, and the rain immediately stops.
27	A vendor offers a selection of mouth-watering Aundairian entrees from a floating cart—only 8 sovereigns (8 sp) for a magical meal!
28	A member of the Sharn Watch stops you. "Can I help you? Are you sure you're in the right ward?"
29	You pass the open doors of a smithy. Inside, a number of hard-working tools are moving and floating independently. A nearby smith waves a wand as if conducting an orchestra.
30	A priest explains how the best way to earn the blessings of Kol Korran is to donate. "For each coin you give, you'll surely get a hundred in return!"
31	You come upon a fountain of cold fire. In the center, a brass dragon spits brilliant flames into the air, and the spill down and out into the pool below.
32	A trio of elves perform perform a remarkable display of athletics and illusion magic, advanced publicity for the Carnival of Shadows.
33	A lovely mosaic displays the seal of the united Galifar.
34	A large statue commemorates Lord Dalian ir'Tain II, a noble philanthropist lost at sea. He holds a spyglass in one hand and a dragon turtle in the other.
35	You pass by a Hope Well. Supposedly, any coins you throw in the well are transported down to help the troubled people of the lower wards.
36	A half-elf noblewoman strides by wearing a fancy red dress and carrying a matching parasol. Both the dress and umbrella are decorated with Siberys dragonshards.
37	You come upon a beautiful garden at the edge of a tower. An elf in fine mourning clothes looks out over the edge.
38	A gnome in nautical outfit offers tickets for a 'celebrity skycoach tour' for just 5 galifars (5 g) a head.
39	You spot a unit of the Redcloak Battalion, the elite soldiers of the Sharn Watch. They're talking to the owner of a local tavern.
40	A half-elven poet loudly recites a lengthy poem about the tragic destruction of Cyre.



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APPENDIX A: FURTHER READING

After reading this *Wayfinder's Guide*, you may have questions. What's the **Aurum**? Who are **the Daughters of Sora Kell**? Just how many districts are there in Sharn, and what happens to adventurers in the **Mournland**? What's in **Xen'drik**? Until new material becomes available for the fifth edition of the Dungeons & Dragons Roleplaying Game, you can find the answers to these questions and many more in the resources created in previous editions of the game.

Eberron Sourcebooks

These resources are currently available as ebooks via the Dungeon Master's Guild at:

DMsGuild.com

The *Eberron Campaign Setting* and *Eberron Campaign Guide* both provide an overview of the world, including advice on creating adventures and a deeper look at the nations of Khorvaire and the lands beyond it. Either of these books can be useful for a Dungeon Master who wants further insight into the setting. The other books are largely tied to specific subjects. If you want to run a campaign in the mysterious lands of Xen'drik, *Secrets of Xen'drik* and *City of Stormreach* have a lot to offer. If you're going to stay home, *Five Nations* reveals more information about the nations at the heart of Khorvaire, while *Dragonmarked* expands on the dynasties that dominate the magical economy.

All of these books were written for the revised third edition (**3.5E**) or the fourth edition (**4E**) of the ***Dungeons & Dragons*** Roleplaying Game. The setting material in these books is suitable to any Eberron campaign but the monsters, spells, classes, feats, or other game material in these books require adaptation for use in modern campaigns.

***City of Stormreach* (3.5E):** Stormreach is an adventurer's first stop when exploring the distant land of Xen'drik. This book describes the shadowy ruins, sinister organizations, and treasure-laden dungeons of Stormreach. In addition to providing Dungeon Masters with a richly detailed city for their Xen'drik based campaigns, this supplement presents information on the movers and shakers of Stormreach, ready-to-use adversaries, adventure hooks, and location maps.

***Dragons of Eberron* (3.5E):** This supplement delves into the mysterious Draconic Prophecy. It explores the continent of Argonnessen, homeland of the dragons, and describes various new adventure sites. This book also investigates dragons on the continents of Khorvaire, Sarlona, and Xen'Drik.

***Dragonmarked* (3.5E):** This supplement explores each of the thirteen dragonmarked houses in detail and presents advice for playing dragonmarked characters within a house or guild. It also introduces new options for dragonmarked characters, including prestige classes, feats, and spells. Finally, it discusses aberrant dragonmarks and their role in a campaign.

***Eberron Campaign Guide* (4E):** Designed for the fourth edition of the Dungeons & Dragons Roleplaying Game, this book presents a historical and geographical overview of the setting; information on key locations, personalities, and organizations; an introductory adventure; and a bestiary of monsters and villains.

***Eberron Campaign Setting* (3.5E):** The first sourcebook for the setting, this provides a general overview of the world. This includes the artificer class and statistics for monsters unique to Eberron (deathless, daelkyr, quori), along with a host of spells, feats, prestige classes, and other game material.

***Eberron Player's Guide* (4E):** This book presents Eberron from the point of view of the adventurer exploring it. This includes everything a player needs to create Eberron characters in the fourth edition of the Dungeons & Dragons Roleplaying Game.

***Explorer's Handbook* (3.5E):** This book gives players everything they need to explore a

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variety of sites across Eberron, including modes of travel, exploring tips, and rules for joining organizations such as the prestigious Wayfinder Foundation. For DMs, the book describes several likely "launching pads" and destinations, complete with maps, ready-to-play encounters, and pregenerated NPCs.

***Faiths of Eberron* (3.5E):** This supplement presents detailed descriptions of the major religions of Eberron, including the rival pantheons of the Sovereign Host and the Dark Six, the young faith of the Silver Flame, and the mysterious Blood of Vol.

***Five Nations* (3.5E):** This provides comprehensive overviews of Aundair, Breland, Karrnath, Thrane, and the Mournland, including postwar status, government, and economy, as well as important locations, communities, organizations, and NPCs.

***Forge of War* (3.5E):** This comprehensive overview of the Last War provides all you need to know about the events, armies, battlefields, and themes of Eberron's greatest clash of nations.

***Magic of Eberron* (3.5E):** In addition to presenting new arcane and divine spells, feats, prestige classes, and magic items, this book offers new options and infusions for artificers, explores dragon totem magic and the twisted experiments of the daelkyr, sheds light on the process of elemental binding, and touches on other types of magic present in the world.

***Player's Guide to Eberron* (3.5E):** An overview of important locations, events, organizations, races, and features of the Eberron campaign setting, this gives a sense of what a player character might know about the world, while providing additional character options.

***Races of Eberron* (3.5E):** This sourcebook delves deeply into changelings, kalashtar, shifters, and warforged. It provides detailed information on the psychology, society, culture, behavior, religion, folklore, and other aspects of these races, as well as exploring the role of other core D&D races in the setting.

***Secrets of Sarlona* (3.5E):** This sourcebook explores the continent of Sarlona, home to the kalashtar and the villainous Inspired. It explores the mountain refuge of Adar, the vast empire of Riedra, and the mysterious lands of Syrkarn and the Tashana Tundra.

***Secrets of Xen'drik* (3.5E):** This book delves into the mysteries of Xen'drik, including encounters, exotic locations, and new monsters, magic items, and more.

***Sharn: City of Towers* (3.5E):** This book provides an in-depth exploration of the City of Towers. In addition to describing more than 100 city districts, it delves into the organizations that are active in Sharn and explores the laws enforced in the city… and the many forces that break them. It includes maps of Sharn and locations within it, along with NPCs, spells, prestige classes, magic items, and more.

Eberron Novels

There are dozens of novels that explore the world of Eberron. Here are a few that are currently available as ebooks or audiobooks:

The Draconic Prophecy trilogy by James Wyatt: *Storm Dragon, Dragon Forge, Dragon War.* A half-elf seer with the Mark of Storms discovers his role in the mysterious Draconic Prophecy—a destiny that will take him from the dungeons of Dreadhold to Aundair and Argonnessen.

The Dragon Below trilogy by Don Bassingthwaite: *The Binding Stone, The Grieving Tree, The Killing Song.* Beginning in the gloom of the Shadow Marches, this series draws in the Gatekeeper druids, the daelkyr, the kalashtar, and the Cults of the Dragon Below.

The Dreaming Dark trilogy by Keith Baker: *City of Towers, The Shattered Land, Gates of Night*. In the wake of the Mourning, a band of Cyran soldiers travel to the city of Sharn. Trouble in the City of Towers leads them to the ruins of Xen'drik and the planes of Thelanis and Dal Quor as they unravel the schemes of the Dreaming Dark.

The Heirs of Ash trilogy by Rich Wulf: *Voyage of the Mourning Dawn, Flight of the Dying Sun, Rise of the Seventh Moon.* This series follows the crew of an airship on a journey across Eberron in pursuit of a mysterious superweapon.

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The Legacy of Dhakaan trilogy by Don Bassingthwaite: *The Doom of Kings*, *Word of Traitors, The Tyranny of Ghosts*. The shifter Geth is drawn into the intrigues of the goblin nation of Dhakaan, dealing with the precarious balance between the Ghaal'dar, the Dhakaani, and the elves of Valenar.

The Thorn of Breland trilogy by Keith Baker: *The Queen of Stone, The Son of Khyber, The Fading Dream*. A member of the elite Dark Lanterns, Thorn clashes with House Tarkanan in Sharn; pursues a dangerous mission in the monstrous nation of Droaam; and follows a mysterious lead deep into the Mournland.

Eberron: Inquisitives is a series of stand-alone novels focusing on **inquisitives**—Eberron's answer to the private investigator.

- *Bound By Iron* by Edward Bolme follows a mystery in the grim nation of Karrnath.
- *The Night of Long Shadows* by Paul Crilley. Inquisitive Abraxus Wren investigates a murder at Morgrave University, uncovering a mystery that reaches to the highest towers of Sharn.
- *Legacy of Wolves* by Marsheila Rockwell is set in the nation of Thrane, and deals with shifters and the dark history of the Church of the Silver Flame.
- *The Darkwood Mask* by Jeff LaSala explores the politics of Breland and Karrnath through the fallout of an ambassador's murder in the city of Korth.

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APPENDIX B: GLOSSARY

Aberrant Dragonmark. A mark that manifests on the skin and grants magical abilities to the bearer. Aberrant dragonmarks are diverse in their effects and appearance, but generally grant destructive abilities. Superstition leads many people to distrust those who carry aberrant dragonmarks. *Chapter 4.*

Adept. A divine spellcaster who knows 1-4 cantrips or rituals. *Chapter 2.*

Aerenal. An island nation in Eberron. Homeland of the elves and the Undying Court. *Chapter 2*.

Arawai. The Sovereign of Life and Love. A deity of the Sovereign Host often associated with the Life and Nature domains. *Chapter 2.*

Arcanix. The finest institute for arcane research in Khorvaire, located in the nation of Aundair. *Chapter 2*.

Aundair. A nation in northwestern Khorvaire. Known for education and arcane magic. One of the Five Nations that formed the Kingdom of Galifar. *Chapter 2*.

Aureon. The Sovereign of Law and Lore. A deity of the Sovereign Host often associated with the Knowledge and Order domains. *Chapter 2.*

Aurum. A powerful conspiracy operating in Khorvaire. *Chapter 1.*

Balinor. The Sovereign of Horn and Hunt. A deity of the Sovereign Host often associated with the Nature domain. *Chapter 2.*

Blood of Vol. A grim religion that believes that death is oblivion, but that mortals have a spark of divinity in their blood. Associated with the Life and Death domains. *Chapter 2.*

Boldrei. The Sovereign of Hall and Hearth. A deity of the Sovereign Host often associated with the Life and Protection domains. *Chapter 2.*

Boromar Clan. A powerful criminal organization with deep roots in Sharn. Primarily associated with theft, gambling, and smuggling. *Chapter 6.*

Breland. A nation in southern Khorvaire. Known for industry and pragmatism. One of the Five Nations that formed the Kingdom of Galifar. *Chapter 2*.

Callestan. A district in the Lower Dura ward of Sharn. A dangerous and lawless region of the City of Towers. *Chapter 6.*

Cannith. A dragonmarked house associated with the Mark of Making. *Chapter 4.*

Changeling. A race of shapeshifters found in Khorvaire. *Chapter 3.*

Clifftop. A district in the Upper Dura ward of Sharn. Known as a reliable source of capable adventurers. *Chapter 6.*

Crown. A copper coin with a value of 1 cp. *Chapter 2*.

Cyre. One of the Five Nations that formed the Kingdom of Galifar, Cyre was known for art and artifice. Cyre was destroyed by the Mourning and is now known as the Mournland. *Chapter 2*.

Daanvi. The plane of order. *Chapter 2.*

Daask. A criminal organization with ties to the monstrous nation of Droaam. Primarily associated with violent crime and extortion. *Chapter 6.*

Dark Six. The sinister counterpart to the Sovereign Host. The deities of the Dark Six embody dangerous forces: death, darkness, destruction, treachery, chaos, passion. Most followers of the Sovereign Host view the Dark Six as evil, but their followers believe that the forces they represent are important aspects of life. *Chapter 2.*

Daelkyr. Powerful fiends from the plane of Madness. Daelkyr create aberrations and brought mind flayers and beholders to Eberron. The daelkyr are currently bound in Khyber by seals created by the Gatekeeper druids. *Chapter 1.*

Dal Quor. The plane of dreams. *Chapter 2.*

Darguun. A nation in southeast Khorvaire. Primarily populated by goblins who seized the region from Cyre during the Last War. *Chapter 2*.

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Demon Wastes. A barren region in northwestern Khorvaire. The Demon Wastes are twisted by dark powers and home to a wide variety of fiends. *Chapter 2.*

Deneith. A dragonmarked house associated with the Mark of Sentinel. *Chapter 3.*

Devourer, the. A deity of the Dark Six, often associated with the Tempest domain. *Chapter 2.*

Dhakaan. A goblin empire that existed before humanity came to Khorvaire. Destroyed thousands of years ago after fighting the daelkyr. *Chapter 3.*

Dol Arrah. The Sovereign of Sun and Sacrifice. A deity of the Sovereign Host often associated with the Light and War domains. *Chapter 2.*

Dol Dorn. The Sovereign of Strength and Steel. A deity of the Sovereign Host, often associated with strength, courage, and the War domain. *Chapter 2.*

Dolurrh. The realm of the dead, where mortal souls go after death. Many faiths believe that Dolurrh is a gateway to a higher level of existence. *Chapter 2.*

Draconic Prophecy. Signs of the Prophecy manifest in the movement of the moons and planes, in the manifestation of dragonmarks and natural phenomena. The Prophecy doesn't define the future, but it reveals paths that it can take. *Chapter 1.*

Dragonmark. A mark that manifests on the skin and grants magical abilities to the bearer. There are twelve known dragonmarks. Dragonmarks are hereditary and tied to a specific set of bloodlines. *Chapter 4.*

Dragonmarked Houses. An alliance of families that carry a particular dragonmark; House Cannith carries the Mark of Making, House Sivis holds the Mark of Scribing. Each dragonmarked house has used the power of its marks to gain influence over a particular element of the magical economy of Khorvaire. *Chapter 4.*

Dragonshard. A form of crystal with mystical properties. *Eberron dragonshards* are found in upper earth and are the primary fuel of the magical economy. *Khyber dragonshards* are found deep below the surface and used with binding enchantments. *Siberys dragonshards* fall from the sky and amplify magical energies. *Chapter 5.*

Droaam. A nation in western Khorvaire. Droaam was formed ten years ago and isn't recognized under the Treaty of Thronehold. Its inhabitants are largely creatures considered to be "monsters": ogres, trolls, gnolls, harpies, medusas, and similar creatures. *Chapter 2.*

Dreaming Dark. An alliance of fiends said to be manipulating mortal dreams. *Chapter 1.*

Eberron. 1. One of the legendary Progenitor Dragons, said to be the source of natural life and druidic magic. 2. The natural world. *Chapter 1.*

Eldeen Reaches. A nation in western Aundair, formed by an alliance between the druids of the western woods and farmers who broke away from Aundair. *Chapter 2.*

Emerald Claw. The Order of the Emerald Claw is a group of Karrnathi patriots who serve a mysterious figure known as the Queen of Death. Many follow the Blood of Vol faith, but most followers of the Blood of Vol don't support the Emerald Claw. *Chapter 1.*

Excoriate. A dragonmarked heir who's been cut off from their house, usually due to a crime against the house. *Chapter 4.*

Everice. An arctic continent in Eberron. *Chapter 2.*

Fernia. The plane of fire. *Chapter 2.*

Five Nations. Aundair, Breland, Cyre, Karrnath, and Thrane. These five nations served as the foundation of the Kingdom of Galifar and were the primary combatants in the Last War. *Chapter 2.*

Forgehold. A Cannith workshop focusing on arcane production or innovation. *Chapter 4.*

Foundling. Someone who develops a dragonmark without having any established ties to one of the dragonmarked houses. *Chapter 4.*

Frostfell. An arctic continent in Eberron. *Chapter 2.*

Fury, the. A deity of the Dark Six, associated with passion, madness, and vengeance. *Chapter 2.*

Galifar. A human civilization that once dominated the continent of Khorvaire, named

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after the king who established it. Galifar came to an end when the Five Nations turned on one another, triggeering the Last War. *Chapter 2*.

Ghaal'dar. The alliance of goblin clans that established and currently rule the nation of Darguun. *Chapter 3*.

Ghallanda. A dragonmarked house associated with the Mark of Hospitality. *Chapter 4*.

Greater Dragonmark. A dragonmark that has grown in size and grants greater powers to the character that possesses it. *Chapter 4*.

Irian. The plane of light and hope. The source of positive energy in Eberron. *Chapter 2*.

Jorasco. A dragonmarked house associated with the Mark of Healing. *Chapter 4*.

Kalashtar. A hybrid race formed by a bond between humans and renegade spirits from the plane of dreams. Primarily found in the nation of Adar in Sarlona. *Chapter 3*.

Karrnath. A nation in northeastern Khorvaire. Known for stoicism and martial discipline. One of the Five Nations that formed the Kingdom of Galifar. *Chapter 2*.

Keeper, the. A deity of the Dark Six, often associated with the Death and Grave domains. *Chapter 2*.

Khoravar. The half-elves of Khorvaire use this term—Elvish for "child of Khorvaire"—as the name of their race. *Chapter 3*.

Khorvaire. A continent in Eberron. Home of the Thronehold nations. *Chapter 2*.

Khyber. 1. One of the legendary Progenitor Dragons, said to be the source of fiends and other evil creatures. 2. The Underdark of Eberron. *Chapter 1*.

Kol Korran. The Sovereign of World and Wealth. A deity of the Sovereign Host associated with trade and travel. *Chapter 2*.

Kundarak. A dragonmarked house associated with the Mark of Warding. *Chapter 4*.

Kythri. The plane of chaos. *Chapter 2*.

Lamannia. The plane of nature. *Chapter 2*.

Last War. A conflict fought to determine which of the Five Nations would rule Galifar. The Last War began in 894 YK. The Last War officially ended in 996 YK with the signing of the Treaty of Thronehold. *Chapter 1*.

Lhazaar Principalities. An alliance of city-states in northeastern Khorvaire. Known for ships and sailors, and for both merchants and pirates. *Chapter 2*.

Library of Korranberg. Located in Zilargo, the Library of Korranberg is widely considered to be the most extensive collection of literature and general knowledge in Khorvaire. *Chapter 2*.

Lyrandar. A dragonmarked house associated with the Mark of Storms. *Chapter 4*.

Mabar. The plane of darkness and entropy. The source of negative energy in Eberron. Serves the role of the Shadowfell in Eberron. *Chapter 2*.

Magewright. Someone who uses arcane magic as part of their occupation. A typical magewright knows 1 to 4 practical cantrips or rituals. *Chapter 2*.

Manifest Zone. A region where one of the planes influences Eberron. A manifest zone usually displays traits associated with the connected plane, and it can serve as a portal to that plane.

Medani. A dragonmarked house associated with the Mark of Detection. *Chapter 4*.

Mockery, the. A deity of the Dark Six, often associated with the Trickery and War domains. *Chapter 2*.

Morgrave University. Located in the Upper Menthis Plateau ward of Sharn, Morgrave University is the largest institute of learning in Breland. *Chapter 6*.

Mournland. Formerly the nation of Cyre, the Mournland is an unnatural wasteland created by the Mourning. It is home to many dangerous creatures and unpredictable magical effects. *Chapter 1*.

Mourning. The mystical cataclysm that destroyed the nation of Cyre and transformed it into the Mournland. The Mourning took place on 20 Olarune 994 YK. The cause of the Mourning remains a mystery. *Chapter 1*.

Mror Holds. A mountainous nation in eastern Khorvaire. Primarily inhabited by dwarves. Known for its mines and mineral wealth. *Chapter 2*.

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Olladra. The Sovereign of Feast and Fortune. A deity of the Sovereign Host often associated with the Life and Trickery domains. *Chapter 2.*

Onatar. The Sovereign of Fire and Forge. A deity of the Sovereign Host often associated with the Forge and Knowledge domains. *Chapter 2.*

Q'barra. A nation in eastern Khorvaire. Home to lizardfolk and dragonborn, it was colonized by settlers from the Five Nations during the Last War. *Chapter 2.*

Orien. A dragonmarked house associated with the Mark of Passage. *Chapter 4.*

Path of Light. A kalashtar religion that seeks to guide Eberron through an age of darkness and into light. Often associated with the Life and Light domains. *Chapter 2.*

Phiarlan. A dragonmarked house associated with the Mark of Shadows. *Chapter 4.*

Risia. The plane of ice. *Chapter 2.*

Sarlona. A continent in Eberron. Home of humanity and the kalashtar. Dominated by the Inspired lords of Riedra. There is limited contact between Khorvaire and Sarlona. *Chapter 2.*

Shadow, the. A deity of the Dark Six, often associated with the Knowledge domain. *Chapter 2.*

Shadow Marches. A region of swamps in southwestern Khorvaire. Primarily inhabited by orcs, humans, and half-orcs. *Chapter 2.*

Shifter. A race thought to have ties to lycanthropes, primarily found in the Eldeen Reaches. *Chapter 3.*

Siberys. 1. One of the legendary Progenitor Dragons, thought to be the source of celestials and magic. 2. The ring of dragonshards that circles the world. *Chapter 1.*

Silver Flame. A source of divine energy, the Silver Flame binds fiends and empowers those who fight evil. Often associated with the Life, Light, and War domains. *Chapter 2.*

Sivis. A dragonmarked house associated with the Mark of Scribing. *Chapter 4.*

Skycoach. A small flying vessel found in the city of Sharn. Skycoaches are sustained by the manifest zone around Sharn and can't be used elsewhere in Khorvaire. *Chapter 6.*

Sovereign. 1. One of the deities of the Sovereign Host; occasionally used to describe the Dark Six. 2. A coin with a value of one silver piece (1 sp). *Chapter 2.*

Sovereign Host. The most widespread religion in Khorvaire. The Host is a pantheon of nine deities. Followers believe the Sovereigns are omnipresent, guiding and influencing all things. Most people worship the pantheon as a whole, but there are variations that focus on subsets of the host. *Chapter 2.*

Stormreach. The largest human colony in Xen'drik. *Chapter 2.*

Syrania. The plane of peace. Known for its floating citadels. *Chapter 2.*

Talenta Plains. A nation in eastern Khorvaire. Primarily inhabited by halflings. *Chapter 2.*

Tarkanan. House Tarkanan is a criminal organization primarily associated with theft and assassination. Members have aberrant dragonmarks. *Chapter 6.*

Tharashk. A dragonmarked house associated with the Mark of Finding. *Chapter 4.*

Thelanis. The Faerie Court. This plane serves the role of the Feywild in Eberron. *Chapter 2.*

Thrane. A nation in central Khorvaire. Known for devotion and the Church of the Silver Flame. One of the Five Nations that formed the Kingdom of Galifar. *Chapter 2.*

Thronehold. This island city was the former capital of Galifar. The treaty that officially ended the Last War was negotiated and signed here.

Thronehold Nation. A nation in Khorvaire recognized by the Treaty of Thronehold and bound by the terms of the treaty. The Thronehold nations are Aundair, Breland, Darguun, the Eldeen Reaches, Karrnath, the Lhazaar Principalities, the Mror Holds, Q'barra, the Talenta Plains, Thrane, Valenar, and Zilargo. *Chapter 1.*

Thuranni. A dragonmarked house associated with the Mark of Shadow. *Chapter 4.*

Traveler, the. A deity of the Dark Six, often associated with the Forge and Trickery domains. *Chapter 2.*

Treaty of Thronehold. The agreement that brought the Last War to an end. *Chapter 1.*

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Tyrants, the. A criminal organization primarily comprised of changelings and doppelgangers. Associated with forgery, blackmail, and fraud. *Chapter 6.*

Twelve. An organization that facilitates communication and cooperation between the Dragonmarked Houses. *Chapter 4.*

Undying Court. The council of deathless elves that guides and protects the elves of Aerenal. As a source of divine power, often associated with the Grave, Knowledge, and Light domains. *Chapter 2.*

Valenar. 1. A nation in southeastern Khorvaire. Established by elf mercenaries who seized the territory from Cyre. 2. One of the elves who seized this region. Valenar elves known for their devotion to the arts of war. *Chapter 2.*

Wandslinger. Someone who uses an arcane focus as a primary weapon. NPC wandslingers typically know 2 cantrips, and up to three additional cantrips or spells. *Chapter 2.*

Warforged. A race of sentient golems created by House Cannith during the Last War. The Treaty of Thronehold granted freedom to the warforged and forbid the creation of new warforged. *Chapter 3.*

Xoriat. The plane of madness. *Chapter 2.*

YK. "Year of the Kingdom." A calendar abbreviation used to mark the foundation of the Kingdom of Galifar. By default, an Eberron campaign begins in 998 YK. *Chapter 2.*

Xen'drik. A continent in Eberron. Once home to an empire of giants, it's now a nation of ruins and mysteries. *Chapter 2*.

Zilargo. A nation in the southern Khorvaire. Primarily populated by gnomes. Known for elemental binding and the pursuit of knowledge. *Chapter 2.*

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APPENDIX C: DRAGONMARKED HOUSE CRESTS













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