

DUNGEONS & DRAGONS[®]

EBERRON[®] PLAYER'S GUIDE



ROLEPLAYING GAME SUPPLEMENT

David Noonan • Ari Marmell • Robert J. Schwalb

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INTRODUCTION

*The cauldron of the thirteen dragons boils
until one of the five beasts fighting over a single bone becomes a
thing of desolation.*

*Desolation spreads over that land like wildfire, like plague,
and Eberron bears the scar of it for thirteen cycles of the
Battleground.*

*Life ceases within its bounds,
and ash covers the earth.*

—The Draconic Prophecy

IN THE wake of a long and terrible war, a world struggles to find its destiny. Will it descend once more into brutal conflict and end in spectacular annihilation, or will the world emerge at last into a new era of peace and prosperity?

At this moment, a handful of heroes—you and your allies—might hold the fate of the world in their hands.

This is a world whose destiny is hidden in the mysterious prophecies of dragons, tempered by powerful magic, and forged in bloody warfare.

TEN IMPORTANT FACTS

What makes the world of Eberron unique? Here are ten key pieces of information about the world to bear in mind.

1. *If it exists in the D&D® world, then it has a place in Eberron.* Eberron is all about using the core elements of the D&D world in new ways and interesting combinations, with some unique elements thrown in. It's still a D&D setting, so any information for players that appears in another D&D core rulebook or supplement—from the classes and races in a *Player's Handbook®* to the new powers and other features in a book such as *Divine Power™*—should fit right in to your Dungeon Master's EBERRON campaign. (Of course, your DM always has the final word about what parts of the D&D game are allowed and not allowed in the campaign.)

2. *Tone and attitude.* Eberron takes all the cinematic action and swashbuckling adventure of traditional D&D games and adds in a strong dose of mystery and scheming. In this campaign, stories don't always end well, and there isn't always a right 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 largest cities. Your character's allies might become his or her enemies in the blink of an eye, and well-known agents of evil might provide assistance when it's least expected. Hidden dragons shape the course of history. Sinister fiends influence the dreams of the unwary. An army of horrors lingers just beyond the edge of reality, struggling to break through. Nothing is exactly what it seems.

3. *A world of magic.* The setting supposes a world that developed not through the advancement of science, but by the mastery of magic. Magic allows for conveniences and services undreamed of in traditional medieval fantasy. Bound elemental creatures power elemental airships, rail transport, and high-speed ocean vessels. A working class of minor mages uses ritual magic to provide energy and other necessities in towns and cities. Advances in magic item creation have led to everything from self-propelled farming implements to sentient, free-willed constructs.

4. *A world of adventure.* From the steaming jungles of Aerenal to the colossal ruins of Xen'drik, from the towering keeps of Sharn to the blasted hills and valleys of the Demon Wastes, Eberron is a world of action and adventure. Adventures can draw your character and your allies from one exotic location to another across nations, continents, and the entire world. The quest for the Mirror of the Seventh Moon might take you from a hidden desert shrine to a ruined castle in the Shadow Marches and finally to a dungeon below the Library of Korranberg. Through

the use of magical transportation, your heroes can reach a wider range of environments during an adventure, and thus deal with a diverse assortment of monsters and challenges.

5. *The Last War has ended—sort of.* The Last War, which plunged the continent of Khorvaire into civil war more than a century ago, ended with the signing of the Treaty of Thronehold and the establishment of twelve recognized nations occupying what was once the kingdom of Galifar. At least overtly, the peace has held for just over a year as the campaign begins. The conflicts, the anger, and the bitter pain of the long war remain, however, and the new nations seek every advantage as they prepare for the next war that they believe will inevitably eventually break out on the continent.

6. *The Draconic Prophecy.* The dragons, long-lived and patient in all things, seek meaning in the patterns found in the world and the heavens. These patterns play out in the Prophecy, a record of things to come that has been emerging since the creation of the world. The Draconic Prophecy is as complex and unfathomable as the dragons themselves. It hints at events of doom and dread as often as it helps push the world toward exalted events. It seems to point toward transformation rather than destruction, but to most people, the Prophecy remains as alien as the dragons themselves.

7. *The Five Nations.* The human-dominated civilizations on the continent of Khorvaire trace a lineage to the ancient kingdom of Galifar, which was made up of five distinct regions, or nations. These were Aundair, Breland, Cyre, Karrnath, and Thrane. Four of these nations survive to the present day as independent countries; Cyre was destroyed before the start of the campaign. The devastated territory it once occupied is now known as the Mournland. A common oath or exclamation among the people of Khorvaire is “By the Five Nations,” or some version thereof. The Five Nations refers to the ancient kingdom of Galifar and evokes a legendary time of peace and prosperity.

8. *A world of intrigue.* The war is over, and the nations of Khorvaire now try to build a new age of peace and prosperity. Ancient threats linger, however, and the world desperately needs heroes to take up the cause. Nations compete on many levels—economic might, political influence, territory, magical power—each looking to maintain or improve its current status by any means short of all-out war. Espionage and sabotage services create big business in certain circles. The dragonmarked houses, temples both pure and corrupt, crime lords, monster gangs, psionic spies, arcane universities, royal orders of knights and wizards, secret societies, sinister masterminds, dragons, and a multitude of organizations and factions jockey for position in the afterglow of the Last War. Eberron teems with conflict and intrigue.

9. *Dragonmark dynasties.* The great dragonmarked families are the barons of industry and commerce throughout Khorvaire and beyond. Their influence transcends political boundaries, and they remained mostly neutral during the Last War. The heads of each house, not technically citizens of any nation, live in splendor within their enclaves and emporiums located throughout Khorvaire. These dynastic houses of commerce derive their power from the dragonmarks—unique, hereditary arcane sigils—that manifest on certain individuals within the family, granting them limited but very useful magical abilities associated with the trade guilds the family controls. Dragonmarks are said to be the Prophecy written on mortal flesh—a supposition that incenses the dragons.

10. *Dragonshards.* Ancient legends and creation myths describe Eberron as a world in three parts: the ring above, the subterranean realm below, and the land between. Each of these world sections is tied to a great dragon of legend—Siberys, Khyber, and Eberron, respectively. Each section of the world produces dragonshards, stones and crystals imbued with arcane power. With the aid of dragonshards, dragonmarks become more powerful, elementals are controlled and harnessed, and magic items of all sorts are crafted and shaped. These shards, however, are rare and difficult to come by, making them expensive and often the goals of great quests and adventures.

HOW TO USE THIS BOOK

This book is designed to help you create characters in the DUNGEONS & DRAGONS® game using the unique flavor and details of the EBERRON setting. The *EBERRON Player's Guide* uses the core rules and game mechanics of DUNGEONS & DRAGONS. You can use a character from another D&D campaign setting in Eberron without any modifications. You can create a character who could be found only in Eberron, using the new races, classes, backgrounds, and feats found in this book. Or you can make a hero who combines elements from more than one setting. The *EBERRON Player's Guide* offers you a wealth of information to help you design a character ready to take on this complex world of wonders, terrors, and adventures.

LIFE IN EBERRON

WELCOME TO the world of Eberron! This book is your guide to exploring everything Eberron has to offer. The **EBERRON**® campaign setting abounds with sinister conspiracies, a mysterious Prophecy, and constant opportunity for exploration and adventure. The setting might be described as fantasy noir, combining pulp action with dark fantasy for a unique experience at the game table.

In this book you'll find all the tools to customize a character for the Eberron world (or any D&D® setting). The *EBERRON Player's Guide* features three races essential to the setting: kalashtar, changelings, and warforged. It also introduces the artificer class and provides over two dozen new options for paragon paths and epic destinies. You'll find feats to create a dragonmarked character, as well as all the backgrounds, rituals, and items you'll need to create a character ready to adventure in Eberron. If you are a Dungeon Master interested in running an **EBERRON** campaign, the *EBERRON Campaign Guide* explores this setting in even greater detail.

This chapter includes the following sections.

The World: An introduction to the politics and geography of Eberron, Khorvaire's Five Nations, the distant continents of Sarlona, Argonnessen, and Xen'drik, and the other planes.

Life Across Khorvaire: The qualities that shape the people of Khorvaire. How faith and politics interact to shape the everyday lives of Khorvairians.

Faiths of Eberron: Each of the major religions and figures revered by Eberron's inhabitants, including the deities of the Sovereign Host and the Dark Six.

Time and History: The ages and events that have shaped present-day Eberron, and how people in the world track time.

Movers and Shakers: Some of Eberron's most powerful forces, including dragonmarked houses, noble families, and the Draconic Prophecy.

Adventures: The fundamentals of being an adventurer in Eberron: where you can go and how to get there.





THE WORLD

Eberron is a world divided into three parts. Legends tell of three great progenitor dragons that created the world and now form its three segments: Siberys the Dragon Above, Khyber the Dragon Below, and Eberron the Dragon Between. These legends have made their mark on philosophy, religion, and folklore across the world—every culture has its own version of the three creator dragons.

The progenitor dragons correspond to the world's physical structure. The Ring of Siberys, which appears as a ribbon of gleaming dragonshards, surrounds the world and shines like a gold band across the night sky. On clear days, it shimmers with a faint golden haze. Twelve moons glitter like gems in its celestial setting. The nearest moons look like gold coins in the night sky, while the farthest seem only slightly larger than the brightest stars.

Khyber, the Dragon Below, is the cavernous underdark beneath the world's surface. Labyrinthine passages snake through the depths and open into vaults of every shape and size. In many places, the Elemental Chaos spills into the caverns of Khyber, creating areas where fire, magma, or lightning stream forth—and where demons emerge to wreak havoc on the world.

The Dragon Between is the world of Eberron—vast oceans and six great continents, mountains and deserts, a patchwork of fields and forests, swamps and tundra, and much more. Eberron is a world of extremes: Fantastic natural beauty mingles with terrible corruption and darkness. The world's majesties include mountainous ice floes looming over the freezing waters of the Bitter Sea, spectacular bluewood trees forming natural cathedrals in the heart of the Towering Wood, and islands like magnificent sculptures in the Straits of Shargon. At the opposite extreme, corruption seeps from the Realm of Madness and spreads through a sickened forest, the desolate soil of the Labyrinth rejects all life and growth, and the blighted earth of the Mournland lies desolate in the wake of catastrophe.

KHORVAIRE

Six continents support the vast diversity of life on Eberron. One of these, Khorvaire, is the heart of the world, at least as far as humans are concerned. On this continent, the last and greatest of the human empires grew and thrived before the Last War tore it asunder. Most player characters are from Khorvaire, since members of most of the races of Eberron can be found there.

Humanity's great nations were once one, then five, and now four: scholarly Aundair, militaristic

Karnath, theocratic Thrane, and cosmopolitan Breland. These four kingdoms, together with a dead nation once called Cyre, occupy central Khorvaire. In addition to being home to humans, the nations are melting pots of other cultures. Dwarves, elves, halflings, dragonborn, half-elves, and less common races make their homes in the towns and cities of the central nations. Warforged are a particularly common sight—House Cannith's humans fashioned this race in their arcane creation forges.

The doomed nation of Cyre is now the Mournland, a desolate, haunted realm where gray mists suck the life from travelers. Few can survive its hardships, but the treasures of a fallen nation tempt some to try their luck. The only creatures here are treasure hunters, travelers, and those beings that do not possess a life force on which the land can prey: warforged, undead, and stranger creatures.

Aundair, Breland, Cyre, Karnath, and Thrane were called the Five Nations in the distant past, and the name is still used despite the loss of one of their number. These nations once formed the cornerstone of the great Kingdom of Galifar. Only a few human lands fall outside the Five Nations. These countries include the Lhazaar Principalities in the northeast, tropical Q'barra in the southeast, and the wild Eldeen Reaches in the west.

Homelands of other races are also found in Khorvaire. The dwarves' ancestral home is the Mror Holds, near Karnath in the northeast. Nomadic halflings travel across the Talenta Plains in the east. Elves from the island continent of Aerenal have established a land called Valenar in Khorvaire's southeast. Communities of orcs and half-orcs are concentrated in the swampy Shadow Marches to the far west. Gnomes call southern Zilargo their homeland, and tieflings long ago found refuge in western Khorvaire when they fled the ruin of their ancient kingdom, Ohr Kaluun.

Shifters roam the wild forests across the continent. Dragonborn enclaves in the east recall the great empire of their ancient past. Eladrin have long visited Khorvaire from their homes in the Feywild, but many fey are now trapped in the world, and one of their cities has shared the devastating fate of the Mournland. Even the monstrous races—medusas, ogres, and the like—claim Droaam as their own nation in Khorvaire, although the continent's other countries refuse to acknowledge its sovereignty.

THE CONTINENT OF KHORVAIRE



KEY

- Village
- Town
- ⊙ City
- ⊕ Capital
- ⊙ Castlefort
- ⊙ Ruin
- Site
- ⊙ Volcano

Lightning Bolt
Road

Thunder Sea

The Dragonreach

LHAZAR PRINCIPALITIES

MORR HOLDS

TALENTA PLAINS

KARNATH

MOURNLAND

VALENAR

DARGUUN

AUNDAIR

BRELAND

ZILARGO

DEMON WASTES

ELDEEN REACHES

DROAM

SHADOW MARCHES

Lhazaar Sea

Bitter Sea

Icewhite Island

Barren Sea

Straits of Saragon

Thunder Sea

BEYOND KHORVAIRE

Although Khorvaire is the center of the world to many people, five other continents stretch across Eberron.

Aerenal: Just southeast of Khorvaire lies the great island of Aerenal, the ancient home of the elf race. The Aereni have preserved their traditions unchanged through millennia, guided by their undead ancestors. To outsiders, the elves of this ancient island kingdom seem like sinister necromancers or death cultists, but their reverence for the dead does not make them evil. Even so, the land of Aerenal holds abundant dangers alongside its plentiful opportunities.

Xen'drik: To Khorvaire's south stretches the vast wilderness of Xen'drik, once home to a fallen empire of giants. Ruins of this empire are buried in the continent's endless jungles. Every expedition that returns from the wilds of Xen'drik bears new relics and mysteries. With steaming equatorial jungles, a vast desert, and a frozen wasteland to its distant south, Xen'drik is a treasure trove waiting to be plundered. At least, that's how adventurers view it. To the native yuan-ti and drow, the jungles and ruins are home, and they fight to defend them.

Argonnessen: East of Xen'drik, beyond Aerenal, is the homeland of the dragons, Argonnessen. Few nondragons travel to the continent's interior, but reports speak of dragonborn city-states, ruled by dragon kings. The dragons are devoted to the study of their ancient Prophecy, which they see revealed in the movement of the moons and stars, marks written on the earth, and in the strange designs that appear on the skin of some of Khorvaire's humanoids. These designs are the dragonmarks, and many scholars view them as symbols of power and destiny.

The Frostfell: North of Khorvaire is the frozen waste of the Frostfell, the source of brutal winter storms and the home of terrifying monsters of ice and destruction. Only two expeditions from Khorvaire have successfully braved the Frostfell's unrelenting cold, and neither has reported any redeeming feature of this barren land.

Sarlona: Sarlona is Khorvaire's neighbor to both east and west. The vast empire of Riedra dominates Sarlona. Its ruler-deities are the mysterious Inspired; its liaisons and diplomats can be found in every major Khorvairian population center. The other regions of Sarlona—Adar, Syrkarn, and the Tashana Tundra—are defined by their relationship to Riedra and exist in its shadow. Occasionally, Adaran travelers come to Khorvaire, so its culture—although it is exotic and ill-understood—is not unknown on that continent.

THE PLANES

The legendary dragons correspond to the three layers of the universe. The Astral Sea, or Sea of Siberys, lies above the world. It is home to immortal angels and devils, and perhaps even to deities. Legends say that the Sea of Siberys is divided into realms, much like the world below, and that beautiful, ageless creatures inhabit its breathtaking cities.

The Coils of Eberron is the world most creatures know, including Khorvaire, Xen'drik, and the other continents. The Coils also embrace the Shadowfell (Dolurrh), the Feywild (Thelanis), and Dal Quor, the enigmatic Region of Dreams.

Finally, the Elemental Chaos, or the Chaos of Khyber, is the nether region that forms the foundation of existence—the world below. This tormented reality is home to demons, devils, and worse. These creatures struggle to break free from Khyber and into the Coils of Eberron, in order to prey upon vulnerable mortal bodies and minds.

Some believe that there is a fourth layer of the universe, or perhaps a layer beyond the universe. Scholars call this plane Xoriat, the Realm of Madness. Brave souls shudder at the mention of the creatures said to dwell there. Although most of what is known about Xoriat is apocryphal, the existence of the Realm of Madness and its influence on Eberron is undeniable.

Although the planes touch on few peoples' lives, they have an important impact on Eberron. Like the moons or the tides, the influence of the planes wanes and waxes. Sometimes they are distant (or remote) from Eberron, and their influence is small; other times they are near (or coterminous), and their pull is strong. When a plane is at its closest, Eberron feels its effects. When Dolurrh is coterminous, for example, the shadows of Eberron are deeper, the nights longer, and the darkness more dangerous.

Even when the planes move away, their influence bleeds into the world at certain key locations. These spots, called manifest zones, are strange and otherworldly areas. Some are verdant realms of life and twilight, some are landscapes of twisted trees and monstrous abominations, and others evince subtler changes. Whatever the specific consequences, the power of the planes is great.

EBERRON

House Sivis presents
A True and Accurate
Map of its Seas and
Continents

998 YK



LEE MOYER



LIFE ACROSS KHORVAIRE

Almost four years ago, the people of Khorvaire took the first drastic steps to pull themselves out of a devastating, century-long conflict called the Last War. In its aftermath, the great Kingdom of Galifar was no more. In Galifar's place were a handful of smaller, depleted nations nursing long-standing grudges and deep wounds. The Last War and, to a lesser extent, the memory of Galifar's golden age define how the people of Khorvaire think and act.

Khorvaire is a disparate land. However, much of it was once a single kingdom, and thus its nations share a number of similarities. The Last War and the destruction of Cyre left people with a deep cynicism and smoldering distrust. A feeling of doom lies heavily on the land. Many people see the ravaging of Cyre as the harbinger of an even greater apocalyptic event. Many speculate that if Cyre could fall, then all of Khorvaire is at risk of becoming a lifeless gray landscape where only ghosts walk.

These dark thoughts are pervasive and profound. Some people remain optimistic despite the hard times (citing the Treaty of Thronehold as evidence that the nations can work together), but, for most Khorvairians, trust is dead. The average person suspects his neighbor of something. His neighbor, in turn, suspects the same of him, and going to the market is an experience rife with cold glances and whispered conversations.

The nations' political leaders foster this sense of unease. None of the kings or queens got what they wanted in the Last War. National pride is not nearly as strong a feeling as xenophobia, and although the nations work together to some degree, distrust among their leaders is echoed by distrust among their citizenry. Each nation suspects the others of secretly stockpiling weapons, directing saboteurs, and commissioning spies. The general atmosphere is not relief that the war is finally over. Khorvairians know that although the surviving nations are now exhausted from the brutality and the effort of the war, they will soon leap back into the fight.

GOVERNMENT

Galifar was a hereditary, feudal monarchy, and most of the nations that came from it follow its example. Kings and queens are supported by an array of nobles—barons, earls, counts, and other landholders—who oversee local affairs. Peasants are taxed and exploited to varying degrees, depending upon the nation in which they live.

Although nobles ostensibly rule the nations, other organizations wield comparable power in Khorvaire. The most important of these groups are the twelve

dragonmarked houses. Each of these extended families dominates a particular aspect of trade, be it transportation, weaponry, or healing. With potent, hereditary magic at their command and scores of cousins and vassals, central members of the dragonmarked houses wield power akin to that of high nobility. The houses' barons possess political and mercantile clout akin to that of queens and kings. The houses' influence stretches across Khorvaire. Breland might be able to survive without a king, but the face of Khorvaire would change dramatically if House Lyrandar were leaderless.

Two organized religions also maintain great power in Khorvaire: the Sovereign Host and the Silver Flame. In these uncertain, postwar times, the power of religion is growing. Scared people turn to spiritual authority for comfort. Although the doctrines of both the Sovereign Host and the Silver Flame promote virtue and order, high-ranking members of these faiths sometimes abuse their status. Although respected, religious officials usually don't wield as much power as their noble or mercantile counterparts. The Sovereign Host has no distinct hierarchy through which to wield authority, and the Church of the Silver Flame has limited influence outside Thrane.

EVERYDAY LIFE

The cornerstone of life on Khorvaire is the small town: a dim but important point of light in the world's darkness. Most Khorvairians are farmers or laborers, living in farmsteads and hamlets within a couple of miles of a central town. A larger settlement serves as a trading nexus, to which farmers bring crops, livestock, wool, and similar goods. Crafters from the town trade plows, leather goods, imported items, and similar objects or services in exchange for farm goods. Farmers, crafters, and laborers pay taxes to a local lord, who lives nearby. The lord uses this tax money to raise an army, train a militia, or otherwise ensure that the people under his or her protection are safe.

In truth, this system isn't perfect. Brigands—many of them ex-soldiers from the Last War—plague the countryside. Monsters roam the vast distances between towns, occasionally attacking farms and trade routes. Corrupt nobles hoard their wealth and let their people suffer.

Rural life is simple and sometimes peaceful. Away from the bustle of the city, people are more connected to the natural world. The rural population of Khorvaire tends to distrust visitors and strangers. News travels slowly, and rural people are often suspicious of



anything that happens more than a dozen miles away. Many still feel the pain of the Last War and its aftermath—cousins dead, fathers disappeared, and siblings gone to work in the big cities.

Just as farms surround a town, towns surround a city—although usually the city is miles away and travelers must spend a day or more to traverse the distance (if they travel by conventional means). Although Khorvaire's cities are few, they are vital. These points of light are beacons of both civilization and depravity, of scholarship and corruption, of organization and filth. Cities are far more cosmopolitan than the countryside. Individuals of all races and backgrounds come together in the great metropolises of Sharn and Flamekeep, sharing food, living space, and rumors.

City residents are more comfortable with diversity and more wary of the wilderness than are rural people. They also have more opportunities to improve their economic means. Members of the middle and upper classes are found more often in cities than in the country.

Urban dwellers have access to resources that country folk generally lack. Magic is common—residents of cities regularly enjoy minor spells and enchanted items that improve their lives. Also, the remnants of Galifar's educational system are intact in most of Khorvaire's cities; public education is free (supported by taxes) for all who care to take advantage of it. Higher education is available at a few universities that teach subjects such as history and geography, as well as more esoteric topics such as magic and monster lore.

MONEY

Most rural folk are farmers or laborers, and they make up the majority of Khorvaire's population. Indeed, six out of every ten Khorvairians are members of the lower class. A rural Khorvairian would rarely have more than a handful of silver pieces at one time, and might only with difficulty find a few dozen gold pieces in an emergency.

Three out of every ten Khorvairians are members of the middle class. They are merchants, artisans, skilled professionals, minor nobles, members of the clergy, professors, or heroic tier adventurers. Each might have several hundred gold pieces within easy access, and could gather a couple of thousand or more if necessary. The majority of the middle class resides in cities, but a few members—skilled artisans, minor lords, and retired adventurers—live in the country.

One in ten Khorvairians belongs to the upper class, including high nobles, ranking clergy, masters of the dragonmarked houses, and adventurers in the paragon and epic tiers. These individuals can easily obtain thousands of gold pieces to support their lifestyles, and can access even greater wealth if need be.

ADVENTURERS

Adventurers break rules and defy stereotypes. Although they are not common, most people in Khorvaire know what adventurers are, and have romantic notions about what they do. Becoming an adventurer—and surviving—is a good way to become rich, see interesting places, and gain everlasting fame. News pamphlets such as the *Korranberg Chronicle* encourage this notion, because the public loves great adventure tales. Such stories are even better when they're true. Adventurers whose stories end badly are rarely featured, and novice do-gooders who disappear in the wild on a first outing are rarely discussed. Adventuring is the epitome of a high-risk, high-reward career.

Few adventurers travel alone. They know that there is safety in numbers, that five heads are better than one, and that a group is more than the sum of its parts. Many adventuring parties work as freelancers, going wherever their noses (and more arcane senses) point. Others accept the patronage of wealthy individuals, governments, or organizations. These patrons supply adventurers with missions and rewards and serve as sources of information and intrigue. These relationships work best when the adventurers and their patrons share common interests. A party fascinated by Xen'drik's mysteries, for example, would do well to consider patronage from Morgrave University.

LANGUAGES

Across Khorvaire, people of all races speak Common. As the official language of the Kingdom of Galifar, it became nearly universal on the continent. Nonhuman races such as elves and dwarves have their own languages, but those tongues are not as well known.

The languages in Eberron are the same as those presented on page 25 of the *Player's Handbook*[®], with a few exceptions. Orcs speak Goblin (not Giant) from their days as members of the Dhakaani Empire, and drow speak Giant (not Elven) due to their long tenure as slaves of the giants. In addition, three new languages appear in Eberron.

Argon is an altered form of Common spoken by numerous barbarians, especially those in and around the northern islands and shores of Argonnessen.

Quori is an ancient, mystical language spoken primarily among the most learned and important of Sarlona's kalashtar and Inspired.

Riedran is spoken by the Sarlonan lower classes. Its script is an antiquated form of Common called Old Common. Although both Riedran and Common evolved from the same root language, they are different enough that speakers cannot understand each other.

The script for Deep Speech is Daelkyr, rather than Rellanic. Eberron's Far Realm is called Xoriat, and its inhabitants are the daelkyr—some of the most fearsome and perverse creatures in the cosmos.

LANGUAGES

Language	Spoken by . . .	Script
Abyssal	Demons, gnolls, sahuagin	Barazhad
Argon	Barbarians of Argonnessen and Seren	Common
Common	Humans, halflings, half-elves, half-orcs	Common
Deep Speech	Daelkyr, mind flayers, other aberrant creatures	Daelkyr
Draconic	Dragons, dragonborn, kobolds	lokharic
Dwarven	Dwarves, galeb duhrs	Davek
Elven	Elves, eladrin, fomorians	Rellanic
Giant	Giants, ogres, drow	Davek
Goblin	Goblins, orcs	Common
Primordial	Efreets, archons, elementals	Barazhad
Quori	Inspired, kalashtar	Quori
Riedran	Lower classes of Sarlona	Old Common
Supernal	Angels, devils	Supernal

NAMING CONVENTIONS

In the Five Nations, most people take a surname, usually a family name, a name denoting area of origin, or a name indicating the individual's profession. Examples include Barius Fairshield, Toroth of Sharn, and Sianna Magewright.

Scions of royal or dragonmarked families have additional naming conventions. The kings of Galifar had many heirs, and they bestowed titles and land upon various families. These people are of noble blood, and they attach the prefix "ir" before their surnames. King Boranel of Breland, for example, traces his lineage back to King Galifar, so his name is Boranel ir'Wynarn.

Members of dragonmarked families include the prefix "d'" before their surnames, such as Morrikan d'Kundarak, Elvinor Elorrenthi d'Phiarlan, and Dalin d'Vadalis (the leaders of House Kundarak, Phiarlan, and Vadalis, respectively). This convention arose fifteen hundred years ago, after a conflict called the War of the Mark. It serves to solidify the dragonmarked houses and set them apart from the rest of Khorvaire—particularly from those who have aberrant dragonmarks.

Each dragonmarked house is composed of multiple interrelated families. House Phiarlan, for example, includes the Phiarlan, Tialaen, Shol, and Elorrenthi lines. Typically, a member of such a line uses the house name alone and adds the family name only on formal occasions. Thus, Elvinor Elorrenthi d'Phiarlan commonly goes by Elvinor d'Phiarlan, but when introducing herself at court uses her full name.

FAITHS OF EBERRON

Religion is important in Eberron, but not because the deities take an obvious and direct interest in the world. Rather, organized faith is important in both a spiritual and a secular sense. Temples and shrines are sources of community and peace (or conspiracy and corruption) in villages and towns. In cities, high-ranking members of the clergy can wield as much power as the nobility.

In this war-torn time, numerous Khorvairians have come to scorn deities and higher powers. Just as many, however, actively participate in organized religion as a way to make sense of the world.

THE SOVEREIGN HOST

Good

The Sovereign Host is a group of nine deities collectively representing the entire world, but focusing on aspects of civilization—community, the protection of the weak, the slaying of wild beasts, fertility, construction, and the like. The Sovereign Host is the most widely worshiped body in Khorvaire. Nearly everyone offers prayers to the Host as a whole and to individual deities for specific actions. For example, a farmer might whisper a prayer of thanks to Arawai when his baby is born healthy, and a blacksmith might sing the songs of Onatar when working at her forge.

The Sovereign Host finds worshipers among all races and from all walks of life—peasants, kings, and adventurers. The faithful worship the pantheon as a whole, rather than devoting themselves to specific deities. Worshipers of the Sovereign Host are called Vassals.

As a group, the Host exhorts its followers to:

- ◆ Place your trust in the community. The group is stronger by far than the individual. The great light of a city is composed of the thousands of flames of its citizens. You must ensure that your flame is as bright as you can make it.
- ◆ Treat others as they deserve to be treated. If they haven't harmed you or yours, treat them kindly.
- ◆ Bring the light of civilization to the darkness of the wilds.

ARAWAI

Good

Arawai is the goddess of fertility, abundance, and life (particularly plant life). She teaches that the wilderness holds great resources that empower civilization. The sister of Balinor and the Devourer, Arawai is also the mother of the Fury (as a result of her rape at the hands of the Devourer, according to Sovereign Host religious texts). She finds followers among parents, farmers, druids, rangers, sailors, and others who



place great importance on nature, fertility, or the weather. Iconography usually depicts her as a half-elf female, sometimes as a human or a halfling, and occasionally as a bronze dragon.

Her tenets are simple and few:

- ◆ Be fruitful and multiply.
- ◆ Celebrate life, especially new life. A young sapling is a beautiful creation, and children are the world's greatest blessing.
- ◆ Never turn your back on a child or young creature in need.

AUREON

Unaligned

Aureon is the god of knowledge, arcane lore, and magic. He also values order and law. He is Onatar's brother and Boldrei's husband, and bears a mysterious connection to the Shadow. Most arcane spellcasters call him their patron, as do sages, librarians, scribes, professors, and students. In religious texts, he appears as a human or gnome wizard, and, on rare occasion, as a grand blue dragon.

He urges his followers to:

- ◆ Respect and acquire knowledge, especially knowledge that was once lost. Knowledge is the most powerful force on Eberron.
- ◆ Value reason and sound thought over emotion and rash action.
- ◆ Educate yourself, your children, and your allies.

BALINOR

Unaligned

Balinor rules the beasts, the hunt, and the cycle of life. He teaches respect for wild animals and nature: One should take—carefully—only what one needs from the wild to improve civilization. That the intelligent races slay and eat animals is part of the natural cycle. That an occasional hunter falls to a rampaging boar or angry bear is also part of the cycle. Brother to both Arawai and the Devourer, Balinor counts rangers, druids, and hunters of all types among his followers. In images, he appears as a crude but good-natured human or half-orc, and sometimes as a green dragon.

His commands are straightforward:

- ◆ Take what you need from nature, but respect its power.
- ◆ Courage invites luck. Never flinch in the face of danger, but don't court it unprepared.
- ◆ Change is constant. The only certainty in life is death. Death is not to be feared, but celebrated as part of the natural cycle.

BOLDREI

Good

In some ways representative of the Sovereign Host as a whole, Boldrei's areas of influence are community and the safety and comfort of hearth and home. Her name is invoked at weddings and government

THE PANTHEONS AND DEITIES OF EBERRON

Faith, Pantheon, or Deity	Alignment	Areas of Influence
The Sovereign Host	Good	All the world, focused primarily on aspects of civilized life
◆ Arawai	Good	Agriculture, fertility, the wilderness as natural resources
◆ Aureon	Unaligned	Knowledge, law, arcane lore and magic
◆ Balinor	Unaligned	Beasts, the hunt, the cycle of life
◆ Boldrei	Good	Community, home, hearth
◆ Dol Arrah	Lawful good	Light (physical and metaphorical, the goodness of the soul), honor, selflessness, military strategy, war
◆ Dol Dorn	Unaligned	Courage, duty, physical prowess, soldiers and warriors, war
◆ Kol Korran	Unaligned	Wealth, trade, commerce
◆ Olladra	Good	Fortune, luck, success
◆ Onatar	Unaligned	Forges, crafts, industry, fire
The Dark Six	Evil	All the world, especially the primal wilderness and nature's destructive forces
◆ The Devourer	Chaotic evil	Storm, flood, famine, other aspects of nature's wrath; also, the sea
◆ The Fury	Chaotic evil	Wrath, passion, vengeance
◆ The Keeper	Evil	Gluttony, greed, necromancy
◆ The Mockery	Evil	Violence, betrayal, dishonorable victory, love of carnage, war
◆ The Shadow	Chaotic evil	Ambition, dark magic, corruption
◆ The Traveler	Unaligned	Change, cunning, innovation, deception
The Silver Flame	Lawful good	Protection, generosity, destruction of evil and the unnatural
The Blood of Vol	Unaligned	Divine power of the blood, immortality, undeath
The Path of Light	Lawful good	Light, progress, self-improvement, freedom
Elf Religion	Unaligned	The elf people and society
◆ The Undying Court	Unaligned	Immortality, elven society, history
◆ The Spirits of the Past	Unaligned	Glory, elven history and heroes
Khyber Cults	Chaotic evil	Madness, destruction, aberrant creatures, darkness

appointments. She is Aureon's wife and counts commoners, parents, and militia members among her worshipers. She is usually depicted as a commoner of any race, and sometimes as a copper dragon brooding over a clutch of eggs.

Her tenets are:

- ◆ Value your community and family above yourself. Ensure that if you fall, they survive.
- ◆ Make your home your haven. Weighty and stressful affairs belong elsewhere, and violence in the home is unconscionable.
- ◆ Help other members of your community with no thought of recompense. Rewards come when they are needed.

DOL ARRAH

Lawful Good

Dol Arrah is the shining goddess of honorable combat, selflessness, and sunlight. She brings light to pierce the dark places and blades to pierce the hearts of monsters. Legends say that Dol Dorn and the Mockery are her brothers. Paladins, warlords, and good-aligned fighters revere her, as do diplomats, who fight their battles with words instead of swords. She appears in religious texts as a human or half-elf knight alight with holy radiance, and sometimes as a red dragon atop a cloud.

Her teachings are:

- ◆ Bring succor to those who suffer.
- ◆ Bring the light of truth and goodness to dark and evil places.
- ◆ Bring force of arms against all that is evil.

DOL DORN

Unaligned

The god of courage and physical prowess, Dol Dorn also exemplifies duty and war. He urges all people to be at their physical best. Soldiers, fighters, and warlords are his primary worshipers, along with athletes and acrobats. Said to be the brother of Dol Arrah and the Mockery, texts depict Dol Dorn as a muscle-bound human, dwarf, or half-orc, and occasionally as a mighty silver dragon.

His commands are simple but strong:

- ◆ Shirk your duty only if your charges have become unworthy of it.
- ◆ Achieve and maintain physical perfection.
- ◆ Test your physical powers in contests and in battle. May the strongest prevail!

KOL KORRAN

Unaligned

Kol Korran's likeness appears on coins throughout the Five Nations, for he is the god of commerce and wealth. In the postwar world, where trade is cautiously



emerging and expanding, his following is on the rise. Merchants, traders, and thieves are his primary Vassals, but anyone who has money, or wants more, pays him homage. Religious texts say he and his twin brother the Keeper are the sons of Olladra and Onatar. These same books depict him as a plump, cheerful human or dwarf in fine clothes. A few ancient depictions show him as a white dragon atop a bed of ice-blue gemstones.

He teaches his worshipers to:

- ◆ Acquire wealth.
- ◆ Travel. New lands offer new trading partners to cultivate and new resources to gather.
- ◆ Remember that a charming smile and a kind word are often more powerful than a blade and a strong arm.

OLLADRA

Good

The goddess of luck and plenty, Olladra's name is a popular one. People toast her at parties and festivals. Gamblers, rogues, bards, and hedonists pay her homage throughout the year. She is Onatar's wife and mother to the twins Kol Korran and the Keeper. In imagery, she is a young halfling, an old female human, and occasionally a black dragon.

Her tenets are:

- ◆ Eat, drink, and be merry, for life is good and luck comes to those who need it.
- ◆ Olladra favors the bold. Fashion your own destiny to enjoy her favor.
- ◆ Fight against oppression. Any who would deny you your freedoms should feel Olladra's anger.

ONATAR

Unaligned

Onatar is the god of forge and fire, of industry and craft. His name is invoked in factories and smithies, and his symbol appears on forges throughout Khorvaire. Dwarves in particular revere him, as do those who specialize in fiery magic—wizards and warlocks of the appropriate bent. Religious texts say he is husband to Olladra and father to Kol Korran and the Keeper. In these same sources, he appears commonly as a dwarf and occasionally as a brass dragon.

His commands are:

- ◆ Create. To craft an object or forge a weapon is to create a tool that many workers can use.
- ◆ Work. Work gives meaning to life and strength to communities.
- ◆ Respect fire. It is an invaluable tool and a powerful weapon.

THE DARK SIX

Evil

Complementing the Sovereign Host and its focus on the light of civilization, the Dark Six represent the darkness of the wilds. The two pantheons were once combined, but a great schism separated them. The Dark Six now oppose the Host on all fronts. Where the Sovereign Host is generally good, the Dark Six are by and large evil. Where the Sovereign Host values community and government, the Dark Six value individuality and anarchy. The Dark Six are cruel, passionate, brutal, and wild.

Although worship of the Dark Six is not common, the people of Khorvaire haven't forgotten that these deities have power over aspects of the world. Although the average peasant reveres the Sovereign Host, few people are so assured that they refuse to offer a prayer to the Dark Six when appropriate. Everyone knows that the neighbors do the same, although none ever speak of it.

With the exception of the mysterious Traveler, the Dark Six are evil deities, and thus inappropriate sources of veneration for PCs. (As described in the *Player's Handbook*, a character can worship an evil deity without sharing that alignment, but doing so is tricky.) For that reason, only the Traveler is discussed below (the other members of the Six are described briefly at the end of this section).

THE TRAVELER

Unaligned

The great trickster, the Traveler is a deity of cunning, deception, and change. The Traveler is a consummate shapechanger and master of disguises, and thus the being's true nature is unknown—texts variously refer to the Traveler as “it” rather than “he” or “she.” Many doppelgangers, shifters, lycanthropes, thieves, and rogues revere the Traveler, as do a few artificers who focus on the deity's innovation and cleverness. The Traveler is sometimes called the Giver of Gifts, but proverbs warn that one must be wary of its gifts. Ostensibly a member of the Dark Six, the Traveler seems to have no connection, familial or otherwise, to its fellows.

The Traveler's commandments must often be inferred, for its holy texts are few. Its tenets are:

- ◆ Revealing your true self is weakness. Shroud yourself in misdirection and disguise so that even you do not know what dwells in your core.
- ◆ Nothing is permanent. Ensure that change improves your lot and damages your enemies.
- ◆ The best weapons are cunning plans and intricate deceptions. Mortal minds are predictable and easily manipulated.



THE SILVER FLAME

Lawful Good

Second only to the Sovereign Host in popularity and prominence, the Silver Flame espouses purity, steadfastness, charity, and, above all, the destruction of evil. As such, paladins are its most fervent worshippers, but crusaders from all walks of life look to the Flame for guidance.

The Silver Flame is an abstraction, not a deity. It represents powerful forces of good and self-sacrifice that keep evil locked away. In ages long past, a female human named Tira Miron transcended her humanity to become the immortal Voice of the Flame. She serves as the intermediary between the sacred Flame and the vast majority of mortals who haven't attained the purity necessary to communicate directly with the divine force.

The Church of the Silver Flame is much more organized than the hierarchy of the Sovereign Host. The Church has a definite chain of command, and its members aren't afraid to wield their power in secular affairs. Flamekeep, in Thrane, is the Church's capital and home to its leader, the Keeper of the Flame.

The teachings of the Silver Flame (and its Church) are:

- ◆ Destroy evil in all its forms. Undead are particularly abhorrent to the Silver Flame.
- ◆ Bring relief to those who suffer.
- ◆ Protect those who cannot protect themselves. Offer aid to those who can.

THE BLOOD OF VOL

Unaligned

The faithful of the Blood of Vol are captivated by the literal and figurative meaning of blood and of heredity, seeing blood as a source of power and divinity. They focus their energy on self-improvement, shunning higher forces. Worshipers believe in the power of what is physical and present, and focus on the affairs of day-to-day life, not on an illusory otherworldly power. Blood is the divinity within, the source of life, and, if one's faith is strong and one's abilities mastered, the only true path to immortality.

Adherents of the Blood of Vol are often distrusted by members of other faiths because of rumors that the Blood of Vol worships the undead. Widely misunderstood, the teachings of the religion are dark and driven, but not evil. The same can be said of its followers.

The Blood of Vol's exhortations are simple:

- ◆ Believe in yourself. A common recitation when faced with a challenge or event: "As the blood is the power, and the blood flows through me, the power is mine."

- ◆ Work to improve yourself and your capacities. A complete understanding of the divinity within opens the door to immortality.
- ◆ Meet with other members of the Blood of Vol to share in the power of each other's blood.

THE PATH OF LIGHT

Lawful Good

Rare in Khorvaire but prevalent among Adar's kalashtar (page 30), the Path of Light is equal parts philosophy and religion. Its adherents don't worship a deity, but instead recognize a universal force of positive energy they call *il-Yannah*, "the Great Light." Followers of the Path of Light strive for physical and mental perfection through meditation and communion with this Great Light. Such perfection is necessary, for followers of the Path of Light expect to do battle with evil forces—especially the sinister Dreaming Dark.

The central teachings of the Path of Light are:

- ◆ Seek excellence in both mind and body, for a great war against the dark is brewing.
- ◆ Do not look to deities for divinity. Divinity is within the grasp of mortals if they but touch the Great Light.
- ◆ Use your honed skills to discover and vanquish evil beings.

THE SPIRITS OF THE PAST

Unaligned

Many elves of Aerenal, in particular the Valenar, revere their ancestors. This practice stops short of worship, but the spirits of the past represent glorious deeds and the rich history of the elven race. Even elves who follow other religions often maintain shrines to great ancestors. Elves who venerate the Spirits of the Past devote themselves to emulating patron spirits. Such elves have a martial bent—they are often rangers, fighters, or warlords. Particularly devout warriors sometimes attain the title Keeper of the Past; they are often bards or clerics.

Although each practitioner honors an ancestor in his or her own way, followers of the Spirits of the Past share some common principles:

- ◆ Remember the great deeds and people of the past, and try to emulate and even to surpass them.
- ◆ Look to history and tradition for strength.
- ◆ Nothing is true today that wasn't true in the past; it just wears different trappings.

THE UNDYING COURT

Unaligned

Some Aereni elves revere dead ancestors, and some revere ancestors who have eluded death's grasp.

Long ago, the elves of Aerenal discovered the secret of extending their life spans. Only the wisest members of their race received this treatment, and these deathless creatures rule the elven homeland just as they did millennia ago. The Undying Court counts all Aereni elves as its followers, as well as Valenar and Khorvairian elves and half-elves. Its priests are clerics who dress in white and black; they wear death masks or paint or tattoo their faces with stylized skull images.

The Court's commands are ancient:

- ◆ Obey the commands of the Undying Court and its seneschals.
- ◆ Immortality is within reach if you prove yourself worthy of the gift.
- ◆ This world is but one stop on the soul's journey toward perfection, and death is merely a passage.

EVIL DEITIES

Creatures and people who revere evil powers are likely to battle against the PCs, although a few might be occasional allies. With the exception of Khyber cults, all the deities below are members of the Dark Six.

The Devourer is lord of deep waters, of maelstrom and reef. He represents nature's destructive power, and his chief worshippers are sahuagin.

The Fury is a deity of passion—fervor driven to madness.

The Keeper is the master of death and decay. He hungers for souls.

The Mockery is the god of treachery and brutality. Evil assassins and fighters are among those who revere him.

The Shadow promotes dark magic and the corruption of nature.

Khyber cults are diverse groups who share an obsession with the vast underdark and the power said to stir in the body of the Dragon Below.

TIME AND HISTORY

Eberron is an old world. Throughout its lengthy history, empires have risen from the dust of previous centuries, thrived for a time, and then fallen into ruin. This rubble still dots the wilderness (and even some civilized areas), resting unexplored for millennia. Treasure, mysteries, and the answers to age-old questions might be hidden in the thick shadows.

THE DAWN OF TIME

Different cultures and races have various ideas about the world's origin, but one particular tale has achieved widespread acceptance. Priests and philosophers of varied beliefs teach this story to their

followers—if not as true history, then at least as a valuable allegory and the most accurate tale they have.

Three great dragons existed in the time before time: Siberys the Dragon Above, Eberron the Dragon Between, and Khyber the Dragon Below. Unable to coexist, the progenitor dragons fell to fighting. Khyber tore Siberys apart after a great battle. Eberron wrapped Khyber in sinuous coils and imprisoned the Dragon Below. The pieces of the Dragon Above became the Ring of Siberys overhead, Eberron's body formed the continents and oceans, and imprisoned Khyber twisted into labyrinthine tunnels beneath the earth.

The creation of all that is was completed when dragons arose from the remains of Siberys, fiends crawled from the depths of Khyber, and all other living beings were born from Eberron's fertility.

THE AGE OF GIANTS

No one knows exactly how many years passed, how much life thrived, and how many cultures rose, fell, and were forgotten before a civilization of giants arose on the continent now called Xen'drik.

The giants expanded their empire, enslaved races of smaller humanoids and gathered vast knowledge. The greatest legacy of the Age of Giants, however, is the cyclopean structures that dot Xen'drik. Scholars claim that such buildings could not have been raised without powerful magic—magic the giants must have learned from a mighty creature or creatures.

The giants ruled for tens of thousands of years. Scholars are not certain what brought about the civilization's collapse, but rumors abound. Some say the dragons destroyed it to protect the world. Others claim that the giants' slaves rebelled and overthrew their masters. A few whisper that horrific creatures from another plane appeared in the world and brought down the giant empire.

Whatever Xen'drik was like in the time of the giants, it is now a steaming jungle of disease, carnivorous plants, vicious beasts, sinister yuan-ti, and cruel drow. Various archeological expeditions have attempted to penetrate the jungle, but few return. Real evidence of the giant empire is sparse, and scholars are hungry for more information. Because of this, Xen'drik's name has become synonymous with adventure: It holds great dangers, great rewards, great mysteries, and the chance to find places, objects, and creatures unseen for millennia.

THE AGE OF MONSTERS

In the wake of the giants' fall, their slaves were freed. The elves hid in the ruins of Xen'drik, or disappeared into the jungles of Aerenal. More active were the goblins and the orcs. Led by the Dhakaani goblins, they built an empire on the continent of Khorvaire that lasted for thousands of years.

As with the Age of Giants, the end of the Age of Monsters is shrouded in mystery. Some priests and philosophers say that, by their nature, savage orcs and chaotic goblins could not live long in peace. These thinkers claim the monsters feuded and ripped their own empire apart. Other scholars point to an invasion from creatures from another plane as the cause of the Dhakaani Empire's collapse.

Many historians view the Age of Monsters as a dark time because monstrous races ruled the world. Other commentators see the Age of Monsters as a time that never achieved its potential, crushed before it could truly evolve. Goblins and orcs look back on it with longing. Many, especially among the hobgoblins, seek to reclaim the empire's former glory.

Ruins of the Dhakaani Empire are some of the most prevalent throughout Khorvaire. Dhakaani relics are valuable—the goblins were fine crafters and accomplished magicians. The more potent items are highly prized by monstrous races for their power and their historical significance.

THE CURRENT AGE

Although life continues to thrive on Sarlona, Xen'drik, Aerenal, and Argonnessen, the nature of those places seems timeless, and little changes. In the Current Age, the events of the greatest note occurred on Khorvaire.

Hundreds of years after the collapse of the Dhakaani Empire, human refugees from Sarlona arrived on Khorvaire's northeast coast, led by the famous explorer Lhazaar. The humans quickly pushed inland, seizing the land from monstrous inhabitants, both civilized and wild. The remnants of the Dhakaani were in no position to resist the humans.

Fledgling human nations began to appear. In central Khorvaire, five communities arose. Since that time, the central areas of Khorvaire and the collective human civilization on those lands have become known as the Five Nations. Over the years, these nations built, farmed, traded, explored, quarreled, and fought. Periodically, a great leader sought to unite the peoples under one banner, but all—even the mighty Karrn, one of Eberron's greatest conquerors—lacked the combination of vision, force of arms, diplomacy, and luck needed to accomplish so monumental an undertaking.

One thousand years ago, a male human named Galifar succeeded where so many before him had failed. He bound the human populations into a great nation and named it the Kingdom of Galifar. For nearly a thousand years, the kingdom thrived, creating a golden age for Khorvairians. Arts, culture, scholarship, and civilization flourished. Trade routes crossed the land, sea, and air; great urban centers grew up across the continent; relations were established with Aerenal; a gateway city to the riches and

mysteries of Xen'drik, Stormreach, was founded. For hundreds of years, peace and prosperity reigned.

All came to an end with the death of Jarot, the last king of Galifar. The human lands divided into five feuding nations, and they turned on each other. The war tore the continent apart and killed millions. Some scholars see the Last War as the end of what they call the Age of Humans. In the aftermath, the Five Nations remain, but they are exhausted and greatly diminished. Monsters again stalk the wilderness between cities, people turn on each other, and dark creatures stir in the shadows.

CALENDAR

People are concerned with the events of their own era, marking time by reference to the recent past. Not surprisingly, Khorvairians use a calendar devised in the early days of the Kingdom of Galifar. Hundreds of years ago, the dragonmarked houses adopted this system of timekeeping, claiming that it was partially based on draconic measurements.

Years are numbered, with the founding of the Kingdom of Galifar marking year 1. For 998 years, since Galifar declared his kingdom, the years have been designated YK for the Year since the founding of the Kingdom of Galifar. Years before that time are marked with a minus sign. Thus, the year of King Galifar's birth is known as -45 YK.

DAYS AND MONTHS

A day is 24 hours long. Seven days fill a week, and four weeks make a month. A year contains 12 months, which correspond to the 12 moons in the Ring of Siberys. Folklore and tradition associate the moons and months with the twelve dragonmarks, as shown below.

DAYS OF THE WEEK (FIRST TO LAST)

Sul Mol Zol Wir Zor Far Sar

MONTHS OF THE YEAR (FIRST TO LAST)

Month	Season	Associated Dragonmark
Zarantyr	Mid-winter	Storm
Olarune	Late winter	Sentinel
Therendor	Early spring	Healing
Eyre	Mid-spring	Making
Dravago	Late spring	Handling
Nymm	Early summer	Hospitality
Lharvion	Mid-summer	Detection
Barrakas	Late summer	Finding
Rhaan	Early autumn	Scribing
Sypheros	Mid-autumn	Shadow
Aryth	Late autumn	Passage
Vult	Early winter	Warding

MOVERS AND SHAKERS

The world is rife with adventure revolving around the struggles and desires of influential people and organizations. For PCs, these powers can act as patrons, opponents, adversaries, and sources of information and equipment. In their dealings, the PCs will undoubtedly run across one or more of the following.

THE DRACONIC PROPHECY

Although not a particular organization or person, the Draconic Prophecy is once of the most powerful forces in the world. The dragons believe that the Prophecy does more than change history—it is history.

The dragons see signs of the Prophecy everywhere: in the clouds, in the patterns of mountain ranges, in the meandering of rivers, and particularly in the mysterious dragonmarks that appear on the skin of some humanoids. The wyrms have been collecting, contemplating, and decoding elements of the Prophecy for millennia. Some scholars believe that the draconic race knows no higher purpose. In their seclusion on Argonnessen, the dragons observe the world and chronicle the evolution of the Prophecy.

Some of the Prophecy's most important players are those who bear dragonmarks—especially those who realize their potential and reach out to claim their destiny. Such people are often adventurers, for they are concerned with achieving personal power, maximizing their abilities, and searching for their destinies. The traditional goals of the houses—acquiring wealth or expanding a mercantile empire—hold little interest for these individuals.

Some dragons believe that the most powerful mortals become part of the Prophecy. Player characters in the epic tier definitely fall into this category, and their epic destinies speak of their role in the Prophecy.

THE DRAGONMARKED HOUSES

The thirteen dragonmarked houses collectively wield power on a continental scale; they are arguably the greatest power brokers in Eberron. Membership in a house is hereditary, and each bloodline has a particular mark associated with it. These marks grant their bearers a distinct competitive advantage in certain aspects of trade and commerce. Since the marks first started appearing on the skin of humanoids thousands of years ago, the dragonmarked houses have consolidated their power and built enormous commercial enterprises. They now have near monopolies

in key goods and services, and they do not hesitate to crush competitors. Yet they are also patrons of the arts, sponsors of scholarship and exploration, and innovators that have enhanced the lives of nearly all Khorvairians.

House Cannith: This house was formed by humans bearing the Mark of Making. Creators of the warforged, the airships (with House Lyrandar), and the lightning rail (with House Orien), the members of House Cannith are the greatest artificers and inventors in the world. In the wake of the Last War, many artificers flocked to House Cannith, where they found work under Merrix d'Cannith. In his service they created magic weapons and warforged without regard for the risks inherent in making the tools of battle.

Originally from Cyre, much of the house's assets, including its ancestral estates and its leader, were destroyed in the Mourning. The house still reels from the blow, its leadership split and struggling for dominance. After the Treaty of Thronehold, the warforged have been freed and House Cannith enjoined from making more. Each faction of the crafting house strives to replace that aspect of the house's business with something similarly lucrative.

House Deneith: This house is dominated by humans with the Mark of Sentinel. Its Blademarks Guild provided companies of mercenary troops to all sides during the Last War. Today, most members of the house are veterans of the Last War. While the need for mercenaries has diminished, it has not disappeared. Furthermore, the dangerous postwar world has meant booming business for Deneith's Defenders Guild, Khorvaire's premier bodyguards.

RACES, DRAGONMARKS, AND DRAGONMARKED HOUSES

Each dragonmark tends to appear on a specific race. The list below shows which dragonmarks are associated with particular races, and it identifies the house that usually claims dragonmarked members of that race.

Dragonmark	Race	House
Mark of Detection	Half-Elf	Medani
Mark of Finding	Human and Half-Orc	Tharashk
Mark of Handling	Human	Vadalis
Mark of Healing	Halfling	Jorasco
Mark of Hospitality	Halfling	Ghallanda
Mark of Making	Human	Cannith
Mark of Passage	Human	Orien
Mark of Scribing	Gnome	Sivis
Mark of Sentinel	Human	Deneith
Mark of Shadow	Elf	Phiarlan
Mark of Shadow	Elf	Thuranni
Mark of Storm	Half-Elf	Lyrandar
Mark of Warding	Dwarf	Kundarak

Finally, just as it did before the Last War broke out, House Deneith provides the Sentinel Marshals responsible for chasing down criminals who flee across national borders to escape justice.

House Deneith is the most militarily powerful dragonmarked house. Although historically neutral, the house has the means to take advantage of the current chaos. Some members of the house feel it is time for Deneith to unite the quarreling nations of Khorvaire into a new kingdom.

House Ghallanda: This house is ruled by halflings with the Mark of Hospitality, who take a broad view of the mandate that comes with the mark. The house maintains and licenses inns, restaurants, and similar establishments throughout the continent, running both roadside inns on the frontier and self-sufficient enclaves in major cities. With secret agents, deserters, fugitives, renegades, war criminals, and mysterious strangers of all sorts crowding the streets, House Ghallanda provides a safe haven for clandestine meetings and a jumping-off point for thrilling escapes from the pursuers waiting just outside a Ghallanda enclave's walls.

If the way to a person's heart is indeed through his stomach, then House Ghallanda holds the hearts of all in Khorvaire. Its largest base of operations is the city of Gatherhold, the only permanent settlement amid the nomadic halflings of the Talenta Plains.

House Jorasco: This house is especially popular among adventurers because its most valued members bear the Mark of Healing. The Last War meant thousands of battlefield wounds and periodic epidemics of disease, and that in turn meant booming business for this halfling house. Its medics were officially non-combatants hired by the armies of the Five Nations during the war, but House Jorasco healers quickly became accustomed to working amid the dangers of the front lines. Recently, some members of House Jorasco have sought training among druids and shamans, responding to a call to heal the land broken by the Last War and the Day of Mourning.

House Jorasco maintains hospitals and clinics across Khorvaire that use alchemy, herbalism, and healing talents (both magical and mundane) to cure disease and knit wounds.

House Kundarak: This house is responsible for much of modern commerce. Its dwarf elites bear the Mark of Warding, which helps secure items, papers, and money deposited in their fortresslike facilities. Deeply enmeshed in the world of finance, Kundarak institutions are the bankers and moneylenders of Khorvaire. In this role, they provide loans and letters of credit and serve as moneychangers.

Although the house possesses vast wealth, it has other treasures within its vaults, including some of the most powerful magic items ever fashioned by dwarf artisans. The single-minded zeal with which

House Kundarak pursues thieves who abscond with house property is both quintessentially dwarven and a demonstration of stubbornness that beggars the imagination.

House Lyrandar: This house's half-elves carry the Mark of Storm, which allows them great influence over air and sea trade. Master of the winds and rain, this house possesses the greatest concentration of the magnificent airships that sail the skies of Khorvaire. These ships traverse Khorvaire, taking valuable goods and wealthy passengers from place to place. Even so, the house earns most of its revenue from its elementally augmented sea galleons and its ability to magically improve the weather—an ability that both farmers and generals are willing to pay dearly for.

House Medani: This house is one of the more mysterious of the dragonmarked houses. The house is composed of half-elves with the Mark of Detection who take great pride in their mental and magical training. They hire out as specialists in everything from poison detection to personal security to old-fashioned inquisitive work. Although they aren't spies, House Medani's members are adept at catching spies—a field just as important now as it was during the war. At times, this specialty draws them into conflict with House Phiarlan and House Thuranni—two houses whose members travel widely and gain access to important places, allowing them access to details unavailable to others.

House Orien: This house dominates transportation, especially on land. Its human members bear the Mark of Passage. High-value goods and wealthy passengers with cause to travel quickly board the war-damaged lightning rail network, while more mundane goods and less wealthy travelers ride in Orien's horse-drawn caravans. Powers over teleportation allow the house to transport important people and objects instantaneously—for a price, of course. Their dragonmarks also help House Orien's members with the house's most notorious not-quite-secret: smuggling.

House Phiarlan: This house is dominated by elves and eladrin, and its members are known across Khorvaire as superlative musicians, dancers, and entertainers. Their concerts and exhibitions are the highlight of the social season for many nobles of the Five Nations. The best of the best—those members with the Mark of Shadow—can be found in performance halls and manors all across the continent. Their marks allow them to create illusions that excite awe and wonder in their audiences.

Given their extensive travels and association with citizens high and low, House Phiarlan's members learn much that is hidden to others. They are great storytellers and potential sources of fascinating information. The house has a turbulent history;

a faction of it broke away during the Last War to form House Thuranni.

House Sivis: This house is heavily invested in the lines of communication across Khorvaire. Its gnomes possess the Mark of Scribing. They operate traditional post offices, a magical message service, and speaking stones that allow conversations between speakers half a world apart. Although it's rarely the stuff of adventures, House Sivis also has a monopoly on the notary and accounting business and extensive clout in the legal system. If you are arrested for a crime you didn't commit (or even one you did), a House Sivis barrister is one of the best ways to spend the gold you earned adventuring. House Sivis is famous for its impartiality and its complicated bureaucracy.

House Tharashk: This house consists of humans and half-orcs with the Mark of Finding. The majority of this house's business is extracting and processing dragonshards for myriad magical uses. It entered the mercenary business in the waning days of the Last War, using monstrous shock troops from Droaam, and it also has a steady demand for its inquisitives, who specialize in locating stolen goods and missing persons.

House Thuranni: This house split from House Phiarlan 26 years ago, after a series of assassination plots converged into a fratricidal bloodbath. There's no love lost between the rival houses today. House Thuranni is strongest in northern and eastern Khorvaire, although it remains much smaller than House Phiarlan. Also manifesting the Mark of Shadow, its entertainers are darker, more audacious, and more iconoclastic. They compete directly with House Phiarlan, offering similar, if less refined, services.

House Vadalis: Members of this house bear the Mark of Handling, which grants them great facility in the breeding and training of animals. Although famous for their magebred horses and the griffons used by most armies in the latter days of the Last War, House Vadalis experiments with both traditional animals and captured monsters. Recently it has begun to turn the power of its mark toward the cultivation of rare herbs and other plants.

ROYAL FAMILIES

Galifar ir'Wynarn united the Five Nations into one kingdom and established a hereditary monarchy. His sons and daughters and their descendants ruled interconnected but distinct areas of the kingdom. When Galifar splintered, the regents declared themselves kings and queens of whatever lands they governed and began separate royal lines.

Although each dynasty suffered significantly during the war years, the royal families of the Five Nations remain some of the most influential individuals in Khorvaire. They attempt to maneuver their

nations into ascendancy through careful political dealings, espionage, sabotage, posturing, and any other tactics they can devise.

Aundair: Queen Aurala ir'Wynarn rules Aundair from her capital of Fairhaven. She is known as a cunning leader and a charming diplomat.

Breland: King Boranel ir'Wynarn of Breland is getting on in years. Although he is not ailing, many Brelish have begun to worry about their nation's future. Boranel's heirs are unpopular, or at least unimpressive. The king's throne is in Wroat.

Cyre: Much of Cyre's ruling family was destroyed on the Day of Mourning. The most powerful remaining member, and the de facto king in exile, is Oargev ir'Wynarn. He is based in the town of New Cyre, which Breland graciously provided for Cyran refugees.

Karnath: Kaius III maintains Karnath by means of a traditional military dictatorship. A great proponent of the current peace, he seeks to stabilize his nation, rebuild infrastructure, and otherwise make Karnath a progressive kingdom. He rules from Korth.

Thrane: The Church of the Silver Flame governs Thrane, and its Keeper, eleven-year-old Jaela Daran, resides in Flamekeep. Members of Thrane's royal family, led by Queen Diani ir'Wynarn, serve primarily as figureheads.

UNIVERSITIES

The Five Nations boast several institutions of higher education. Perhaps the most well known are the Library of Korranberg in Zilargo and Morgrave University in Sharn, Breland. These universities, and similar facilities in Aundair and elsewhere, wield significant clout through their scattered alumni, their enormous endowments, and their knowledgeable faculties and administrators. Among adventurers, the colleges are known to be eager recipients of information, relics, or dusty old artifacts. The universities regularly finance treasure-hunting expeditions, particularly to mysterious Xen'drik. In addition, each facility maintains at least one teleportation circle for use with the Linked Portal ritual.

The Library of Korranberg has eight associated colleges. It is prestigious—nobles from both royal and dragonmarked families come here to study. It is also famous as the largest repository of knowledge in Khorvaire.

Morgrave University doesn't possess the prestige of other universities. Instead, it boasts an outstanding collection of ancient treasures and relics. The institution's expeditions are often glorified treasure hunts. Still, its scholars and professors are learned and ardent, and the university makes a good resource for adventurers of the heroic tier who might not be able to catch the attention of the other universities.

ADVENTURES

Adventures abound in Eberron. Whatever a party's level or area of interest, there are countless places to explore and ways to get there.

DUNGEONS

Sneaking through ancient ruins, infiltrating enemy strongholds, and delving into perilous caverns are staples of the *DUNGEONS & DRAGONS* game, and Eberron has plenty of underground locales to explore. Many caverns are tied to the world's rich history, and ruins can often be traced back to various cultures.

Prehistory: A few sites date from a time before the Age of Giants. Some scholars claim that an Age of Demons existed at this time; whatever their origins, a few remnants of this age lie buried throughout the world. Most can be found in the Demon Wastes, in Khorvaire's northwest, with a few in Q'barra, Xen'drik, and other places forgotten for millennia.

The Age of Giants: The giants' empire left numerous ruins. These places are of great mystery and great size; an adventurer's footsteps ring hollowly in their vast granite halls. Most such ruins are in Xen'drik, surrounded by jungles teeming with insects, illness, and predatory beasts. Scholars are fascinated by the Age of Giants, and universities regularly sponsor expeditions to the lost continent. More than a few expeditions never return.

The Age of Monsters: The Dhakaani Empire rose and fell in the Age of Monsters, leaving goblin ruins throughout Khorvaire. These locations possess relics of much interest to collectors and archivists, particularly among the monstrous races. Certain magic items of great power are mentioned in Dhakaani histories, and more than one has been recovered in the current age. Ruins of structures built by the elves of Valenar also date from this time period.

The Current Age: A great number of ruins were created by the Last War. The Mournland is the most obvious source of treasure and dungeons, but fortresses, strongholds, and towns all across the continent now lie vacant (or, at least, vacated by their original owners). Many locales that were once points of light are now part of the darkness. In some ways, that makes them even more frightening—they are symbolic of civilization's collapse.

Isolated Dungeons: Numerous dungeons across Eberron bear no relation to historical events. They, and the adventures that occur within them, stem from isolated incidents. A mysterious force wiped out the dwarves of one fortress deep in the Ironroot Mountains; a sand-covered labyrinth is all that remains of some forgotten desert culture; a deep forest reclaimed an odd settlement of ritualists. Any

of these could supply the setting for an exciting and dangerous dungeon.

Beneath the Streets: The urban nature of Eberron's cities makes them good spots for adventures focused on intrigue and investigation, but dungeons appear in cities just as they do in the wild. These dungeons can be found in tunnels beneath the city, in sewer systems co-opted by wererats or street gangs, in the ruins of older civilizations that honeycomb the city's foundation, and in even deeper tunnels from which monstrous foes attempt to infiltrate the city. Those pursuing clandestine schemes in a city often hole up below the streets and buildings.

The Underdark: The tunnels of Khyber offer plenty of adventure for those brave or foolish enough to tackle them. In this subterranean hell, aberrations lurk and demons dream of breaking free. The Elemental Chaos bleeds into caverns, creating strange areas where physical laws are bent or broken.

INVESTIGATION

Eberron is sometimes described as fantasy noir, and an investigative adventure is one of the best ways to experience this aspect of the setting. Although parts of Eberron are civilized, civilization breeds its own brand of brutality. Mysteries must be solved, stolen goods must be returned, and murderers must be punished.

Investigations often take place in cities, or at least begin there. A search for clues can lead characters across the nation, the continent, or the world, depending on the mystery's scope. Heroic tier adventurers might try to determine why the local gangs have become more violent; paragon tier adventurers might unravel a multinational plot to assassinate the Keeper of the Silver Flame; and epic tier adventurers might piece together aspects of the Draconic Prophecy to determine how to prevent yet another extraplanar invasion.

INTRIGUE

Some say the Last War is over, but most people believe that this peace is only a temporary stalemate. The remaining nations of Khorvaire don't trust each other; they plot against each other, send spies and saboteurs across borders, and slowly rebuild armies and arsenals. On top of this scheming, forces within each government and organization plot to wrest power for themselves.

The political climate in Eberron is tense and intricate. It offers numerous opportunities for adventurers who are interested in such affairs. Characters might be liaisons between nations, silver-tongued spies in enemy courts, espionage specialists who sneak about in the shadows, or desperate peacemakers who seek to quell imminent hostilities. They might also have

ambitions of their own, angling to topple kings and take their crowns.

THE PLANES

Eberron is connected to otherworldly planes by portals, manifest zones, spells, and other arcane means. Even heroic tier adventurers can venture in the Shadowfell or the Feywild, while paragon and epic tier adventurers can battle the mighty inhabitants of the Elemental Chaos or Xoriat. These dimensions are strange places where monsters hold sway and unfamiliar forces are part of the landscape. They have their own dungeons, their own histories, and their own opportunities for investigation and intrigue. The appearance of such creatures is perhaps coincidental, but it might also hint at some alien intelligence taking an interest in the world. In addition, manifest zones and the planes' tendency to wax and wane can make any adventure rich with extraplanar danger and imagery.

TRAVEL

Adventures usually involve travel. A hero needs to hike to a remote dungeon, arrive in Xen'drik somehow, ride the lightning rail to the city in time to warn the duke, or escape from the angry dragon as quickly as possible. Eberron's technology allows for world travel much more readily than in most other settings, and there are numerous ways to get from one spot to another.

THE OLD-FASHIONED WAY

Some people walk from one place to another. That's okay, but it's not particularly fast. Riding an animal is also popular—in Eberron, these beasts can be mundane creatures such as horses and donkeys, or more esoteric creatures such as dinosaurs, griffons, and magebred mounts. House Vadalis can be contacted for the loan or purchase of such creatures.

Animals pull wagons and carts as well, and the caravan is a popular choice among merchants.

Magebred animals and more exotic beasts can pull vehicles faster and for a longer time than their mundane counterparts.

Similarly, mundane water vessels are common across Khorvaire. Barges ply the rivers and ships travel the seas. Although not as fast or impressive as more arcane vessels, they do the job for a fraction of the cost.

AIRSHIPS

One of the most advanced, most expensive, and most prestigious ways to travel, an airship resembles an oceangoing vessel that flies. A bound elemental powers the ship, surrounding it in a distinctive ring of fire, lightning, or air, depending on the elemen-

tal's nature. Airships travel quickly, bypass difficult terrain, need not follow rivers or roads, and are immune to many of the mundane dangers (bandits and monsters, for example) that plague other forms of travel.

ELEMENTAL GALLEONS

As with the airship, a contained elemental powers the elemental galleon. These ships ply the waters around Khorvaire and are much more common than other elemental vehicles. House Lyrandar in particular makes extensive use of elemental galleons, employing them to transport cargo and passengers swiftly and safely. Most adventurers agree that elemental galleons are the best way to travel from Khorvaire to Xen'drik—the ride is fast, reliable, and relatively cheap.

ELEMENTAL LAND CARTS

An elemental land cart resembles a normal wagon, but it is not hitched to any animal. A captured earth spirit powers the cart. The creature propels the cart at great speeds and across even the roughest of terrain. Land carts can carry more passengers or cargo than can normal carts.

LIGHTNING RAIL

The lightning rail is the most popular choice for overland travel between distant spots. House Orien maintains the rail tracks that cross Khorvaire. Bound elementals propel lightning rail coaches at great speed along lines of conductor stones, spitting lightning as they go. Lightning rail lines connect all of Khorvaire's major cities and include stops at the larger towns.

PORTALS

Adventurers on urgent missions can take advantage of the Linked Portal ritual to transport themselves to one of dozens of teleportation circles throughout Khorvaire. House Orien maintains most of these circles and guards them jealously. Use of these arcane addresses is expensive. Most circles are located within stations that also provide accommodation, shops, and other services geared toward wealthy travelers.

Of course, House Orien isn't the only possessor of teleportation circles. Many organizations—including universities, arcane collectives, and royal families—have their own circles, although they are unlikely to permit use of the circles by outsiders. Persistent rumors also speak of teleportation circles on other continents—Sarlona, Xen'drik, Aerenal, and even Argonnessen—but the nature of these mystic sites is known to few.

RACES

THIS CHAPTER introduces three new races—changelings, kalashtar, and warforged. Changelings appear in the *Monster Manual*[®] under the doppelganger entry, and warforged appear in that book as well. The presentation in this book fleshes out these races to make them more suitable as player character races. Whenever this book contradicts the *Monster Manual*, the information here supersedes what's presented there.

Eberron is home to all the races of the DUNGEONS & DRAGONS game, elves and dwarves, dragonborn and devas. This chapter describes the races from the *Player's Handbook*[®] and *Player's Handbook 2*, detailing their cultures and their native lands within Eberron as well as their relationships to the powerful dragon-marked houses of Khorvaire.

A player character in Eberron is more likely to have an unusual race than are characters in other settings. Eberron accommodates players who want to play gnolls, goblins, minotaurs, orcs, and similarly monstrous races. The *Monster Manual* and *D&D Insider* have rules for playing these races if your DM allows it. The final section of this chapter describes the roles that these races play within Eberron.

The new races presented in this chapter use the same format as those in the *Player's Handbook*. When you create a character, you can choose one of these races instead of a race from the *Player's Handbook* or *Player's Handbook 2*.

Changelings are subtle, clever shapechangers that can disguise themselves as members of other races. Sometimes called doppelgangers, changelings play a prominent part in espionage and political intrigue.

Kalashtar have alien minds seamlessly merged with human flesh and spirits. They are mystics from the distant continent of Sarlona, and they are devoted to fighting the evils that threaten Eberron.

Warforged are constructs created to serve as soldiers in the Last War. The Treaty of Thronehold freed the warforged from House Cannith's control, and since then, many warforged find themselves adrift, searching for meaning and identity in a world no longer at war.



CHANGELING



Anyone, anywhere, hidden in plain sight

RACIAL TRAITS

Average Height: 5' 7"-6' 0"
Average Weight: 120-160 lb.

Ability Scores: +2 Dexterity or Intelligence, +2 Charisma
Size: Medium
Speed: 6 squares
Vision: Normal

Languages: Common
Skill Bonuses: +2 Bluff, +2 Insight
Shapechanger: You are a shapechanger; you can alter your appearance. As such, you are subject to effects and conditions that affect shapechangers.
Mental Defense: You have a +1 racial bonus to Will.
Change Shape: You have the *changing disguise* power.
Changing Trick: You have the *changing trick* power.

Changing Disguise Changing Racial Power

You alter your form to look like another person.

At-Will ♦ **Polymorph**
Minor Action **Personal**

Effect: You alter your physical form to take on the appearance of any Medium humanoid. You retain your statistics in your new form, and your clothing, armor, and possessions do not change. The new form lasts until you change form again.

Any creature that attempts to see through your ruse makes an Insight check opposed by your Bluff check, and you gain a +5 bonus to your check.

Changing Trick Changing Racial Power

Your feint tricks a foe into giving you an advantage.

Encounter
Minor Action **Melee 1**
Target: One creature

Effect: You make a Bluff check opposed by the target's passive Insight. If your check succeeds, you gain combat advantage against the target until the end of your next turn.

Changelings are shapechangers, a people able to assume the features of other humanoids. Known also as doppelgangers, changelings' talents breed mistrust and fear, leading many changelings to hide their true nature from even their closest companions. Many changelings seek only to avoid unwanted attention and to find a place in the world.

Play a changeling if you want . . .

- ◆ to excel at deception, misdirection, and trickery.
- ◆ to fit in wherever you go.
- ◆ to be a member of a race that favors the bard, rogue, sorcerer, and warlock classes.

PHYSICAL QUALITIES

Changelings wear many masks, concealing their true identities behind false faces. As shapechangers, changelings can appear to be members of any humanoid race, playing the part of a dwarf one day and a dragonborn the next. This propensity for disguise leads people to distrust changelings, so most keep their true nature hidden.

Although changelings can adopt any persona, most rely on a few established guises, each with a developed history and a network of friends and acquaintances. These guises provide a changeling with backup identities should one persona become compromised. A changeling who travels frequently might change identities from town to town, swapping genders, appearances, and voices to blend in within each new community.

In true form, a changeling has a startling yet vague appearance. A changeling's skin is uniformly pale with white or light gray tones. Its oversized eyes are often sunken in dark rings, between which lies a subtle nose. Changelings are slender, bordering on frail. Their hair tends to have light coloring with hints of blue, green, and even pink; pale silver is the most common hair color, followed by platinum and blond. Aside from the hair on their heads, changelings have little or no hair.

Changelings reach maturity at about fifteen years of age, and they live about as long as humans do.

PLAYING A CHANGELING

Lacking a culture or a civilization to call their own, changelings adopt other races' societies. They seek out communities that have values and interests that parallel their own. Changelings prefer cities because they are ideal places to blend in with others or to vanish if necessary. Cities also contain people too interested in their own affairs to notice the oddities of strangers.

Changelings are inoffensive and peaceful by nature, and they have few concerns about political and social affairs. Their mercurial nature breeds distrust and suspicion in other races. People are intent on seeing the worst in changelings; they assume the race uses its shapechanging ability for malicious ends. Some changelings do use their talents for evil, but such individuals exist in no greater numbers than among other races.

In a way, changelings are parasitic in their relationships with other races. Rather than constructing

grand civilizations and sweeping edifices devoted to their people, changelings are content to treat the works of other races as their own. Their willingness to identify with a variety of societal structures is vital to maintaining their false identities. For most changelings, the arts, customs, and practices they uphold are more than tools to reinforce their identities. These aspects of society and culture are a part of their beliefs and values, just as they are for other members of their adopted communities.

Changeling Characteristics: Adaptable, compelling, cunning, devious, evasive, furtive, insightful, mysterious, prudent, sly, subtle

Male and Female Names: Bin, Dox, Fie, Hars, Jin, Lam, Nit, Ot, Paik, Ruz, Sim, Toox, Yog

CHANGELING ADVENTURERS

Three sample changeling adventurers are described below.

Dox is a changeling bard who constantly tries to escape the infamy of her people. She swaps personalities and appearances like another person would change clothes. Dox sees herself as many people. When she assumes one of her personas, she becomes that person until she's ready for a new identity. She uses her shapechanging talents to augment her performances as a bard, switching her form to match a character she presents in stories and songs.

Hars is a changeling rogue, a trained killer with an intellect as sharp as the knives he wields. He keeps his changeling nature a secret, using it as a hidden weapon to take enemies by surprise. When he settles on a guise, he rarely changes it. He keeps a facade for months or years, switching only when no one is around or when it is absolutely necessary to discard the identity.

Aunn is a changeling artificer, a spy who works for Aundair's Royal Eyes. He was raised to become a member of the Royal Eyes, instilled with deep loyalty to the queen but taught not to care for anyone or anything else. Friendship and sympathy are distractions that only interfere with completing a job. When Aunn was sent to Xen'drik on an expedition, although, he became strangely drawn to one of his companions, a paladin of the Silver Flame. When the expedition claimed her life, Aunn found himself in turmoil, questioning everything he learned in his childhood and training. Now adventuring with a new group of companions, he again finds himself drifting away from the ideal of detachment he was taught, becoming increasingly concerned with his allies' goals and—to his horror—genuinely caring for them.

KALASHTAR



Refugees from the realm of dreams whose minds are as sharp as their swords

RACIAL TRAITS

Average Height: 5' 8"–6' 3"
Average Weight: 130–220 lb.

Ability Scores: +2 Wisdom, +2 Charisma
Size: Medium
Speed: 6 squares
Vision: Normal

Languages: Common, telepathy 5 (you can communicate with any other creature that has a language and is within line of sight and within 5 squares of you; this allows for two-way communication)

Skill Bonuses: +2 Insight, +2 to choice of one other

Dual Soul: At the start of your turn, you can make a saving throw against each effect currently rendering you dazed or dominated. If you fail the saving throw, you do not make a saving throw against the effect at the end of your turn.

Bastion of Mental Clarity: You have the *bastion of mental clarity* power.

Bastion of Mental Clarity Kalashtar Racial Power

You erect a psychic shield to protect your mind from assault, and you ward your allies as well.

Encounter

Immediate Interrupt Close burst 5

Trigger: An enemy hits or misses you with an attack against your Will

Target: You and each ally in burst

Effect: Each target gains a +4 power bonus to Will until the end of your next turn.

Kalashtar look similar to humans, but their outward appearance masks an inner demeanor that is at once serene and wild—cerebral and mad. The kalashtar fled Dal Quor, the region of dreams, eighteen centuries ago and came to Eberron. Today, they are strangers in Khorvaire, seeking refuge from agents of the Dreaming Dark in temple-keeps in the mountains of Adar.

Play a kalashtar if you want . . .

- ♦ to play a wise and contemplative character who is capable of momentary madness.
- ♦ to be a stranger in a strange land, where every place you visit is full of wonder.
- ♦ to be a fugitive on the run from enemies that could be anyone, anywhere.
- ♦ to be a member of a race that favors the bard, cleric, paladin, and warlock classes.



PHYSICAL QUALITIES

Kalashtar, which in Quori means “wandering dreams,” first came to Eberron 1,800 years ago. They came as a renegade group from Dal Quor that sought to escape religious and philosophical persecution. Agents of Dal Quor known as the Dreaming Dark hunted them until finally the group’s leader, Taratai, found an audacious way to escape Dal Quor. She convinced Adaran monks to accept a permanent fusion of their own souls with those of the renegade quori. From that synthesis came kalashtar, and as a result, kalashtar today look similar to the monks who served as the first willing vessels.

The monastery where the sixty-seven humans became kalashtar was a place of refuge, so the humans who lived there were diverse. Kalashtar have thus retained a diversity of appearance, possessing the same variety of skin, hair, and eye colors found among humans. They are usually slimmer and taller than humans, although short or stocky kalashtar exist.

Kalashtar physically develop at the same rate as humans do and have similar life spans. A kalashtar child passes for human at first glance, but a few minutes of observation reveals the key difference. All kalashtar have a manner that is graceful, serene, and serious because of the fragment of quori soul bound within them. While human children run, laugh, and play, kalashtar children engage in the same meditative exercises, martial training, and telepathic conversations as adult kalashtar. For a kalashtar, growing up is a physical process, not a mental or emotional one.

PLAYING A KALASHTAR

Most kalashtar remain in the temple-keeps of Adar, so any kalashtar traveling around Khorvaire probably has a good reason for doing so. A kalashtar might be driven by a desire to break the Riedran siege of Adar, or could be on the run from the Dreaming Dark.

The typical kalashtar is contemplative and serene. They are compassionate and friendly, but in a cerebral way. Perhaps due to the turmoil within their conjoined souls, kalashtar keep a tight rein on their emotions. A kalashtar demonstrates camaraderie with a wry grin and an offhand remark rather than with a backslap or a ribald joke.

The fragment of quori soul in a kalashtar recalls the escape from Dal Quor. Kalashtar on the run from the Dreaming Dark are wary, although they still try to maintain polite and kind behavior. Kalashtar struggle to integrate the thoughts and sensibilities of their human halves with the strange, intangible memories of their quori souls. Kalashtar flirt with madness. Occasionally, a kalashtar’s serene countenance drops to reveal crazed and baffling behavior that is inappropriate or even dangerous.

Kalashtar Characteristics: Balanced, commanding, compassionate, contemplative, disciplined, graceful, insightful, intellectual, spiritual, thoughtful

Male Names: Halkhad, Havrakhad, Kanatash, Lanamelk, Lanharath, Malharath, Minharath, Nevitash, Parmelk, Thakakhad, Thinharath

Female Names: Ganitari, Khashana, Lakashtari, Mevakri, Novakri, Panitari, Sorashana, Thakashtai, Thatari

KALASHTAR ADVENTURERS

Four sample kalashtar adventurers are described below.

Ganitari is a kalashtar wizard known for her bright and capacious mind. She trains daily for warfare against the Dreaming Dark as well as the world’s more tangible evils. Enemies outnumber her people, yet she believes a source of power must exist that can help her expunge corruption from the world. Perhaps the power lies within her and other brave souls willing to defy evil, or perhaps it is a long-forgotten artifact dating back to the dawn of the world. Whatever the case, she intends to find it.

Halkhad is a kalashtar cleric who grew up in the temple-keeps of Adar. Early in life, he volunteered to become a warrior-missionary for the Path of Light in Khorvaire. In his time away from Adar, he has learned an important lesson: The best way to tend to a person’s spiritual needs is to seek out the root of his or her crisis. Halkhad has discovered that the core message of *il-Yannah* resonates even among non-kalashtar. As he travels throughout Khorvaire, he preaches the Path of Light’s virtues to any who listen.

Kanatash is a kalashtar rogue. His parents, siblings, and the other members of his small kalashtar community were wiped out by agents of the Dreaming Dark when he was young. Kanatash escaped only because he was weeding the fields in a distant valley as punishment for sneaking away from the community to spy on human travelers nearby. Kanatash joined a group of adventurers and has so far managed to stay one step ahead of the Dreaming Dark. Some day he plans to find a way to return to Adar to see if anyone from his line remains.

Khashana is a kalashtar avenger who spends every spare moment in the relentless pursuit of physical perfection through deep meditation, calisthenics, and repeated combat drills. In this incarnation, she believes, life is a series of tests, each more demanding than the last. Khashana isn’t much of a conversationalist—she’s too focused to waste time on idle pleasantries—but if you want to talk about endurance training techniques or the weaknesses of Karterris’s double-dagger defense, Khashana will talk your ear off.





Built for a war that has ended, searching for purpose

RACIAL TRAITS

Average Height: 6' 0"–6' 6"
Average Weight: 270–300 lb.

Ability Scores: +2 Strength, +2 Constitution
Size: Medium
Speed: 6 squares
Vision: Normal

Languages: Common

Skill Bonus: +2 Endurance, +2 Intimidate

Living Construct: You are a living construct. You do not need to eat, drink, breathe, or sleep. You never make Endurance checks to resist the effect of starvation, thirst, or suffocation. All other conditions and effects affect you normally.

Unsleeping Watcher: You do not sleep and instead enter a state of inactivity for 4 hours to gain the benefits of an extended rest. While in this state, you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Warforged Resilience: You have a +2 racial bonus to saving throws against ongoing damage. Also, when you make a death saving throw, you can take the better result of your die roll or 10.

Warforged Mind: You have a +1 racial bonus to your Will.

Warforged Resolve: You have the *warforged resolve* power.

Warforged Resolve

Warforged Racial Power

It's difficult to take you down, even when you're faltering.

Encounter ♦ Healing

Minor Action Personal

Effect: You gain a number of temporary hit points equal to 3 + one-half your level and can make a saving throw against one effect on you that deals ongoing damage. If you are bloodied, you also regain hit points equal to 3 + one-half your level.

Created as soldiers for the Last War, warforged are artificial humanoids who are intelligent and self-aware. Without a war to fight, freed of their creators, and with no heritage or culture of their own, warforged are searching for a place in the world.



Play a warforged if you want . . .

- ◆ to be strong, tough, and built for battle.
- ◆ to be a creature searching for the meaning of your existence.
- ◆ to be a member of a race that favors the fighter, barbarian, warden, and paladin classes.

PHYSICAL QUALITIES

Warforged are bulky humanoids covered in plates of metal and stone. A skeleton of these materials supports woody fiber bundles that comprise a warforged's muscular system. Warforged bodies have an internal network of tubes filled with a bloodlike fluid that nourishes and lubricates their systems. Their powerful arms end in hands that each have two fingers and one thumb, and each of their feet has two broad toes.

Warforged heads have simple humanlike features. They have heavy brows, hinged toothless jaws, and no noses. A warforged's eyes sometimes glow when he or she experiences certain intense emotions. The forehead of each warforged bears a unique rune called a ghulra. These ghulra help give warforged a sense of individuality.

Warforged possess an artificial and relatively sexless shape. They don't reproduce like other humanoids. A warforged can modify its body, adding and removing limbs as necessary. A warforged feels pain only from real injury. These physical modifications allow warforged to vary in appearance as much as any other humanoids.

PLAYING A WARFORGED

Warforged have a straightforward emotional range. Although they experience pain, fear, hatred, and anger like other races, they are reserved and pensive, hiding emotions behind expressionless metal faces. Some warforged lack introspection and are dangerously naïve or emotionally stunted. Many warforged are the opposite, though. They question the purpose of their existence and consider whether or not they have souls. A few warforged develop sophisticated philosophies about what they perceive and learn. Many warforged fall in with humanoids of similar mindsets, working passionately for an organization or a religion. A warforged typically forms a strong emotional attachment to a small group of comrades.

A warforged often has limited experiences in the world, having spent its existence assigned to one specific duty. Warforged enjoy working, and many create endless lists of goals and chores. They take pride in their jobs, and they dislike idleness and failure more than most races do. A warforged's sensibilities give it a single-minded efficiency with any task, particularly in combat. War and military conditioning color

warforged behavior. Warforged intuitively understand duty, conflict, the chain of command, and other elements of war and soldierly life.

Because most warforged have bodies that resemble males, they identify themselves as males and prefer to be called "he" rather than "it." Some warforged adopt female names, though. Most warforged have simple names related to their jobs, abilities, or military positions. Warforged often accept the names or the nicknames that their comrades give them, although some search long for particular names that define them. Many simply take names common within another race, especially those of humans.

Warforged Characteristics: Aggressive, alert, brave, curious, forthright, industrious, loyal, methodical, naïve, practical, reserved, simple

Warforged Names: Azm, Book, Bulwark, Cart, Cutter, Falchion, Graven, Hammer, Mark, Morg, Nameless, Pierce, Pious, Relic, Rune, Steeple, Three, Titan, Unsung, Victor, Watcher, Zealot

WARFORGED ADVENTURERS

Two sample warforged adventurers are described below.

Thunderstruck is a warforged cleric of Dol Dorn. He sees warforged as Dol Dorn's chosen people, and he believes that his race exists to bring glory to themselves and to the god of battle. With this philosophy, Thunderstruck willingly takes up any just cause that requires his strength and skill. He openly seeks personal renown, which he believes also honors Dol Dorn. Against his enemies, he is a fearless storm of steel—an expression of what he believes is the warforged ideal.

Null is a warforged warlock with the star pact. In her hunger for individuality, she rejected warforged and human norms and communed with unfathomable entities beyond the world. She has engraved her body and belongings with mystical and maddening sigils, and she savors the fear her appearance evokes in her enemies. Although gloomy, taciturn, and darkly candid, Null enjoys the grudging admiration that heroics garner. Thus, she prefers to use her power to punish those whom she believes are evil.



OTHER COMMON RACES

The races detailed in the *Player's Handbook* make up the majority of Eberron's civilized humanoid population. The races from *Player's Handbook 2* are less numerous in the world, but they still play important roles in Eberron's society and culture. The information presented here expands the material from both books, describing how each race fits within the world of Eberron.

DEVAS

Spirits of a distant age, devas are reborn again and again into a world that has all but forgotten them.

BACKGROUND AND HISTORY

Stories tell how couatls, a noble race of winged serpents, arose from the blood of Siberys and fought against demons that sprang from the blood of Khyber. As the demons had rakshasa allies, the couatls too had comrades in this fight. Devas, spirits of light born in mortal form, aided the couatls in their battle against the demon lords. Destined to be continually reborn into the world, devas persist in Eberron even now when couatls are all but extinct and few creatures remember the devas' ancient purpose.

Devas cling to the virtuous precepts of their ancestors, believing that anyone who drifts into evil is reborn as a rakshasa. A few devas even assert that they are rakshasa spirits that have found redemption, although most devas doubt such claims. Devas, with their spiritual nature and hatred of evil, often find kalashtar to be sympathetic allies.

DEVA LANDS

Devas have no homeland and are rare in Eberron. A deva can go his or her entire life without meeting another deva. When a deva dies and is reincarnated, he or she appears in adult form, often hundreds of miles from where he or she last lived and with only vague recollections of past lives. Thus, instead of developing their own communities, devas dwell amid other races. They often live among humans and are drawn to areas where evil has a strong presence, such as regions near the Mournland or along chasms to Khyber. There, they work to stem the flow of demons and aberrant creatures.

DRAGONMARKED HOUSES

Devas do not have a dragonmarked house. On the rare occasion when a deva does develop a dragonmark, it is usually one from a human, elven, or half-elven house.

DRAGONBORN

Dragonborn stand between the realms of mortals and those of the great dragons, at home in neither.

BACKGROUND AND HISTORY

Dragonborn originate from Argonnessen. Tales maintain that great dragonborn city-states exist in Argonnessen's interior, warring with one another over territory over interpretations of the Draconic Prophecy, or at the behest of their dragon overlords.

In Khorvaire, dragonborn are strongly associated with Q'barra. Long ago, dragonborn immigrants from Argonnessen formed an empire in the thick jungles of this region, conquering or annexing lizardfolk and kobold lands. They constructed huge monuments, tamed the wild, and stood on the verge of becoming one of Khorvaire's great powers. None today can say with certainty what happened to the empire. It fell as swiftly as it rose, leaving behind pockets of civilized dragonborn fighting for survival in a fierce jungle. Although the empire is long gone, dragonborn maintain a link to their storied past through their faith. They worship the Dragon Sovereigns, the draconic incarnations of the deities of the Sovereign Host. Evil dragonborn, on the other hand, typically worship the Dragon Below. Although dragonborn do not directly worship dragons, they respect them as emissaries of the gods, and they deeply revere the three progenitor wyrms: Siberys, Eberron, and Khyber. Dragonborn believe that the Draconic Prophecy is the way these ancients communicate with the dragons of today.

DRAGONBORN LANDS

A few dragonborn travel the world as adventurers or merchants, but most of Khorvaire's dragonborn still live in Q'barra. After centuries of eking out a living in the jungles, dragonborn communities in Q'barra have begun to thrive, forming new governments and trading with outsiders. By contrast, a few dragonborn tribes have instead turned savage, dwelling in the wild alongside lizardfolk and troglodytes. These dragonborn are a menace to settlements in Q'barra and to Q'barra's neighbors.

A few dragonborn tribes dwell on Seren and other isles along the coast of Argonnessen. Although few travelers ever see them, dragonborn city-states are located in the continent's interior.

DRAGONMARKED HOUSES

Dragonborn do not have a dragonmarked house, and dragonmarks are extremely rare among members of their race. A dragonborn who develops a dragonmark

is probably the only such individual in the world. So rare are the marks that it isn't clear whether dragon-born would regard a mark as a sign of honor or abomination.

DWARVES

The dwarven clans might not be the most powerful or historically celebrated of Eberron's nations, but they are the richest. The dwarves boast that the one who really rules a kingdom is not the one on the throne but the one who keeps the kingdom's purse.

BACKGROUND AND HISTORY

Long before the rise of Galifar, barbaric dwarven clans dwelt in the Frostfell. The dwarves believe that their people traveled south from this frigid land in search of a more hospitable home. Stories tell how they reached the mountains of northeastern Khorvaire and there began mining great riches.

The dwarves' mountain home ran with blood for centuries as clans battled one another. Only when Galifar imposed peace upon the lands did the clans learn the value of cooperation. Although ancient grudges and enmities remain, today they are expressed through economic policies and occasional espionage and sabotage rather than overt war.

Dwarves are loyal to their families and clans. They exercise influence over the rest of Khorvaire through their wealth and the banking policies of House Kunderak. Nearly all dwarves worship the Sovereign Host, particularly Dol Arrah, Kol Korran, and Onatar.

DWARVEN LANDS

Dwarves now live all across Khorvaire as well as in Riedra on the continent of Sarlona, but their ancestral homeland is the Mror Holds. There, the dwarven clans mine the seemingly endless veins of precious metals and gems found in the Ironroot Mountains. The Mror Holds is not exactly a kingdom, but is instead more a conglomerate of clans run by dwarf lords with the input of House Kunderak.

DRAGONMARKED HOUSES

Most dwarves who have dragonmarks are members of House Kunderak. House Kunderak began as Clan Kunderak, one of the powerful dwarven families. It is the undisputed master of banking, loans, and security in Khorvaire. The house is peerless in its ability to influence the economy of Khorvaire. Members of House Kunderak carry the Mark of Warding, which enables them to protect their own wealth as well as the riches of others who have commissioned their services. House Kunderak keeps heavily guarded vaults deep within the Ironroot Mountains.

ELADRIN

Many natives of Eberron believe eladrin are newcomers to the world, but the race has in fact been around since the birth of the world. Eladrin often appear uncomfortable in Eberron owing to the horrors Eberron has recently undergone—horrors that have rippled out to the eladrin and the Feywild.

BACKGROUND AND HISTORY

The seven shining cities of the eladrin are called the feyspires, and they have been appearing on Eberron since the Age of Giants. At certain conjunctions between the Feywild and Eberron, the gleaming towers of the feyspires would appear, allowing the eladrin within to emerge and experience the world. Sometimes, a few eladrin would stay, succumbing to the beauty of a place or the charm of its people. At other times, leaving the feyspires was not a choice, such as when giants conquered Shae Tiriias Tolai, the City of Silver and Bone. That feyspire appeared in the wilds of Xen'drik, and giants seized the opportunity to attack and take the population of Shae Tiriias Tolai into captivity. The race of elves descended from these displaced eladrin.

Eladrin have had little historical or social impact on Eberron. Before the war, when the feyspires appeared in Eberron, their inhabitants would emerge to trade with nearby settlements. This casual relationship with the world might have continued had the feyspires not been present in Eberron on the Day of Mourning. On that day, the feyspires were severed from the Feywild, becoming permanent parts of the landscape of Eberron. The displaced eladrin are now adjusting to their new circumstances or are searching desperately for a way back to the Feywild.

Most eladrin worship their ancestors, although some grant devotions to select deities of the Sovereign Host, particularly Aureon and Olladra. A rare few who are bitter about their exile in Eberron are drawn to the Blood of Vol.

ELADRIN LANDS

Although a few communities of eladrin are native to Eberron, most who live the world are inhabitants or former inhabitants of the feyspires. The names and locations of the feyspires are as follows:

- ◆ Pylas Pyrial, the Gate of Joy, is in Zilargo.
- ◆ Shae Joridal, the City of Emerald Lights, is in Darguun, where the goblins keep it under siege.
- ◆ Shae Loralyndar, the City of Rose and Thorn, is in the Twilight Demesne of the Eldeen Reaches.
- ◆ Shae Tiriias Tolai, the City of Silver and Bone, is in Xen'drik; this haunted ruin has stood empty since it was pillaged during the Age of Giants.
- ◆ Shaelas Tiraeth, the Court of the Silver Tree, traditionally appeared in Cyre but has not been seen

since the Day of Mourning. It was the largest of the feyspires.

- ◆ Taer Lian Doresh, the Fortress of Fading Dreams, is in the Lhazaar Principalities.
- ◆ Taer Syraen, the Winter Citadel, is in Karrnath.

DRAGONMARKED HOUSES

Centuries ago, the elves of House Phiarlan discovered the feyspire of Taer Syraen when it appeared in Karrnath. Since then, a clan of dragonmarked elves and eladrin has arisen within the feyspire. These elves and eladrin carry the Mark of Shadow. Long separated from House Phiarlan, this clan is technically still part of the house, although it has offered no overt support to House Phiarlan or its rival, House Thuranni.

ELVES

The elves of Eberron are a strange people, sometimes seeming as alien to humans as do orcs or goblins. The elves who dwell among humans are approachable and have world views that match those of their neighbors. The elves of Aerenal and Valenar are aloof, though, unwilling to concern themselves with the affairs of the races that they regard as petty and short-sighted.

BACKGROUND AND HISTORY

Elves originally came from Xen'drik. They descended from the eladrin of the feyspire city of Shae Tiras Tolai. Millennia ago, the giants of Xen'drik sacked the city and enslaved its eladrin inhabitants. The eladrin toiled in slavery for years before eventually rebelling and fleeing Xen'drik. Generations of isolation from the Feywild fundamentally changed them, though. The eladrin became what the inhabitants of Eberron now call elves. The refugees colonized the small continent of Aerenal, where most have remained. Some departed Aerenal to settle on Khorvaire before the rise of Galifar, and more elves came to Khorvaire as mercenaries during the Last War under the leadership of High King Vadallia. These elves now inhabit Valenar.

With few exceptions, elves worship their ancestors in the form of the Undying Court or the Spirits of the Past.

ELVEN LANDS

Many of Khorvaire's elves dwell in the nation of Valenar, although the majority of elves in Eberron remain in Aerenal. Although these elves are willing to trade and interact with outsiders, neither community welcomes visitors.

Elves represent a significant minority in many nations. These elves often have more in common with

the races around them than with the elves of their ancient homelands.

DRAGONMARKED HOUSES

For a time, Phiarlan was the only elven dragonmarked house, but during the Last War, factions within Phiarlan formed a house called Thuranni. Today, Phiarlan and Thuranni are fierce competitors.

History tells of a thirteenth mark—the Mark of Death—that once existed among elves. However, the mark was supposedly exterminated long ago.

GNOMES

Often overlooked by other races, gnomes are in fact among history's greatest movers. A thirst for knowledge and secrets combined with natural charisma and innate mystical talent make gnomes a race to be reckoned with.

BACKGROUND AND HISTORY

Gnomes originally came from the Feywild, but no one knows when or how. What is clear is that gnomes arrived in the world in numbers far greater than did the eladrin. Gnomes have spread across the world, but they have gathered in a few distinct communities, the greatest of which is Zilargo. Gnomes are gregarious and friendly, but they are also fascinated by deception and intrigue. A gnome is happiest when he or she is unearthing a neighbor's secrets or engaging in subterfuge, even when the only result might be a slight increase in the value of his or her property. Some gnomes think bigger, engaging in espionage and conspiracy that can topple governments. When gnomes find trouble, they usually try to talk or trick their way out of it. Above all, gnomes are a social people.

Gnomes share no common faith; almost every religion of Eberron counts gnomes among its ranks.

GNOME LANDS

Zilargo is the land of gnomes. Originally inhabitants of the Feywild, many gnomes immigrated to Zilargo through the feyspires of the eladrin. When the feyspires failed to return to the Feywild, most gnomes stranded in Eberron joined their kin in Zilargo. Some gnomes still live in the feyspires, as well. Whether living in Zilargo or in a feyspire, though, gnomes value their kin and usually live with members of their extended family. Gnome bloodlines are often intertwined through a network of shared secrets and favors.

DRAGONMARKED HOUSES

Gnomes that bear the Mark of Scribing comprise House Sivis. The gnomes use the mark's powers to help facilitate diplomacy, as a tool in the transportation of important messages, and as a means of verifying important documents.

GOLIATHS

Goliaths are not numerous, but they boast a long history and have great pride in their strength and honor.

BACKGROUND AND HISTORY

The race of goliaths originated in Xen'drik but left that continent in large numbers with the rise of giants. Those that remained were enslaved like the elves, but they proved to be poor slaves—they weakened in captivity, failed to reproduce, and died quickly. As a result, few goliaths remain in Xen'drik.

Although they are far-flung, goliaths have never had sufficient population or drive to establish nations or empires. They exist today as they have for centuries, maintaining their traditional ways of life in high mountain ranges on the fringes of civilization.

In keeping with their scattered communities, goliaths have diverse religious traditions. Some tribes revere Balinor, the god of the hunt, although they often call him Banor the Bowhunter. In the mountains of the Eldeen Reaches, many goliaths follow the primal traditions of druidic sects, particularly the Wardens of the Wood and the Ashbound. A few tribes preserve serpent cult traditions derived from a reverence for the couatls that imprisoned demons; the beliefs of these goliaths are thus related to the faith of the Silver Flame.

GOLIATH LANDS

Most goliaths in Khorvaire live in scattered tribes in the Shadowcrag and the Icehorn Mountains, where they have infrequent contact with the people of the forested lowlands. Some goliaths also dwell in the peaks of the Ironroot and the Hoarfrost mountains of the Mror Holds, where they sometimes interact with dwarves. Goliath tribes are also found in Syrkarn, the Tashana Tundra on the continent of Sarlona, and the mountains of the Frostfell.

DRAGONMARKED HOUSES

Goliaths have no house of their own, and although it's possible that a goliath might develop a dragonmark, there are no records of such an occurrence.



HALF-ELVES

In Eberron, half-elves live primarily on Khorvaire, where they outnumber the elves from whom they descend. Combining human flexibility and ambition with elven wisdom and foresight, half-elves have capitalized on their racial talents to affect history and culture in ways far greater than their numbers would seem to allow.

BACKGROUND AND HISTORY

Few living half-elves are the offspring of human and elf parents. Since elves first came to Khorvaire, half-elves have represented a distinct cultural group, and most are descendants of early interbreeding. Half-elves originally hail from what today is Valenar, but they have since spread across the continent, migrating with Khorvaire's human populations. Half-elves never formed their own nation. Instead, members of the race have had formative roles in human nations. They have steered the course of governments, economies, and wars, but they have done so as individuals, organizations, or guilds, never as a unified society.

Half-elves share the religious beliefs of their communities and have no particular racial predilections. Most worship the Sovereign Host or the Silver Flame, although exceptions exist across Khorvaire.

HALF-ELF LANDS

Half-elves live throughout Khorvaire, particularly within the Five Nations. Khorvaire contains a few communities that predominantly consist of half-elves, but such settlements are rare because half-elves prefer to live within human-occupied regions.

DRAGONMARKED HOUSES

The greatest tools with which half-elves have effected change in Khorvaire are their dragonmarked houses, House Lyrandar and House Medani. With the Mark of Storms and its airships, House Lyrandar is one of the houses most vital to the functioning of civilization in Khorvaire. House Medani's Mark of Detection means that many of its members find vocations as gatherers and purveyors of valuable information.

HALFLINGS

A nomadic people originally from eastern Khorvaire, halflings have spread throughout the continent and have come to occupy all niches of society. They claim few territories, and they are at home in most places. After humans, they are one of Eberron's most ubiquitous races.

BACKGROUND AND HISTORY

Halflings began as a tribal people who dwelled in the Talenta Plains. There, they lived undisturbed by others for many generations. As their search for grazing lands expanded, halflings encountered increasing numbers of humans, dwarves, elves, and other races. What began as trade soon became exodus as tribes of halflings moved beyond the Talenta Plains, exploring the world with an innate curiosity and an ability to assimilate into other cultures. The halflings' nomadic traditions made them excellent couriers and traveling merchants, and their practices of tribal loyalty made them trusted companions. However, the halflings' ignorance of others' laws and their loose definitions of personal property lured many into criminal activity.

One can find halflings in all the same positions and industries that one would find humans. When the Kingdom of Galifar claimed the Talenta Plains, the halflings scarcely noticed, for their lifestyle changed only slightly throughout the years of Galifar's rule and the Last War.

Halfling religious beliefs have remained the same over the centuries, focusing on specific deities within the Sovereign Host, especially Balinor.

HALFLING LANDS

Halfling tribes still roam the Talenta Plains, using the great reptiles of that land as mounts, quarry, and herd stock. Occasionally the halflings assemble at camps or cities for trade and news. Although a few halfling tribes exist beyond the Talenta Plains, they are typically nomadic and don't greatly resemble their Talentan kin. Individual halflings, on the other hand, live within most cultures, occupying positions on virtually every tier of society.

DRAGONMARKED HOUSES

Halflings that bear the Mark of Hospitality are often members of House Ghallanda. Halflings that have the mark frequently manage inns and taverns. The mark makes the halflings a reliable source from which to obtain food, water, and shelter. As a traditionally nomadic race, halflings claim to understand the importance of occasional luxuries better than anyone. Halflings are also known for the Mark of Healing, which earns them the respect of most Khorvairians.

HALF-ORCS

Half-orcs are uncommon, and they usually live in primitive communities and secluded regions. Such areas afford half-orcs the opportunity to be judged on merit rather than blood, which the inhabitants of more civilized places often regard as tainted.

BACKGROUND AND HISTORY

Like most hybrid races, half-orcs have one of two types of origins. Some half-orcs are the offspring of orc and human parents. Although such commingling is uncommon and sometimes taboo, it occurs frequently in the wilder reaches of the continent. Other half-orcs are the result of interbreeding that occurred generations ago. Such half-orcs often form their own tribes and communities.

The first half-orcs appeared shortly after human immigrants from Sarlona landed in western and northwestern Khorvaire, where orcs were already living. A little-known legend claims that the Gatekeeper druids arranged pairings of humans and orcs to determine if the offspring would prove superior to the constituent races, and thus be qualified to carry on druidic traditions. Half-orcs never spread throughout Khorvaire to the extent that half-elves did due to their lower numbers and to social prejudices against them. To this day, members of many races regard half-orcs and orcs in the same way—as more beast than person.

Like half-elves, half-orcs follow whatever religion is dominant in their region. In the Shadow Marches, they might follow the druidic faith of the Gatekeepers or be part of a Khyber cult.

HALF-ORC LANDS

Half-orcs live primarily in western Khorvaire, mostly in tribes in the Shadow Marches. They also appear in the Eldeen Reaches, in Droaam, and sporadically in the Demon Wastes. Half-orcs do not represent the dominant race in any region; orcs or humans outnumber them.

A portion of the half-orc population in Darguun is enslaved. These slaves are descendants of half-orcs that hobgoblins bred in an effort to produce more efficient soldiers.

DRAGONMARKED HOUSES

Half-orcs would be easily dismissed were it not for House Tharashk. Although humans comprise most of the house, Tharashk also boasts many half-orcs, a few of whom have developed the Mark of Finding. The house even counts full-blooded orcs among its ranks.

HUMANS

For good or ill, humans are the dominant race on Khorvaire and the most numerous on Sarlona. Adaptable and ambitious, humans have defined history in the recent age, and wherever Eberron's fate goes in the future, humanity will undoubtedly be the guiding force.

BACKGROUND AND HISTORY

Humanity first arose on Sarlona. History fails to recount which of the continent's many disasters first inspired humans to leave, but leave they did, setting out in primitive ships. The earliest explorers crossed the Sea of Rage, arriving in what are now the Lhazaar Principalities and Q'barra. Later expeditions traveled east across the Barren Sea, landing in the Demon Wastes, the Eldeen Reaches, and the Shadow Marches. Few of those colonies survived.

Once it established a foothold in Khorvaire, humanity could not be stopped. Ragged bands of explorers and pilgrims advanced across the continent, and settlements emerged. Towns became cities and cities formed nations before finally coalescing into the Kingdom of Galifar. The kingdom lasted for centuries until finally the Last War came, crippling humanity with over a century of warfare. Today, humans still control most of Khorvaire, although the peace between their nations is tenuous.

HUMAN LANDS

Humans claim most of Khorvaire. Human populations dominate the Five Nations and the Lhazaar Principalities. Many human communities also thrive in Q'barra, portions of the Eldeen Reaches, and the Shadow Marches. Sarlona, humanity's birthplace, is no longer governed by humans since the rise of the Inspired of Riedra. Nonetheless, humans still make up the majority of the population. Most of Khorvaire's humans care little about Sarlona or the other continents, and few even know that Sarlona is the land of their forebears.

DRAGONMARKED HOUSES

Humans bear more dragonmarks than any other race, although no one knows why. Perhaps it is because humans are somehow important to the Draconic Prophecy, or maybe it is simply because there are more of them. The human dragonmarked houses and their associated dragonmarks include House Cannith with the Mark of Making, House Oriën with the Mark of Passage, House Deneith with the Mark of Sentinel, and House Vadalis with the Mark of Handling. House Tharashk has the Mark of Finding and includes both humans and half-orcs.

SHIFTERS

Called “weretouched” by many, shifters are among Eberron’s most distrusted and persecuted races. People often hate and fear shifters for their bestial natures, yet some shifters are able to find acceptance within groups of open-minded individuals.

BACKGROUND AND HISTORY

Shifters descended from the intermingling of humans and lycanthropes. No one knows when they originally appeared, for at first, they were mistaken for lycanthropes in human or hybrid form. Only when the race grew more numerous did other races recognize them as a distinct people.

Recognition of the race did not include acceptance, though. Other races are uncomfortable around shifters due to their predatory natures and vaguely bestial appearance. Many believe that shifters are essentially the same as lycanthropes. In fact, the Church of the Silver Flame’s war against lycanthropes resulted in the death of many shifters as well as actual lycanthropes.

Treatment of shifters depends largely on where they are located. Among urban populations, shifters might be accepted as just more exotic travelers passing through. Should shifters appear in larger numbers, however, a community’s citizens might become suspicious. In rural environments, shifters are rarely tolerated.

A few shifters, particularly those attempting to assimilate into other communities, grant devotions to the Sovereign Host, particularly Balinor and Boldrei. Others worship the Traveler or the Dark Six. Most shifters, however, follow druidic sects or revere the primal spirits.

SHIFTER LANDS

Although a few shifter communities exist, the race controls no large regions in Khorvaire. The largest shifter population dwells in the Eldeen Reaches. Otherwise, shifters reside in only the wildest regions of humanoid nations, eking out livings as hunters and trappers or working as guides, trackers, or scouts.

In the ice-covered reaches of Sarlona’s Tashana Tundra, ancestral home of Eberron’s lycanthropes, the shifters have carved out their own nations. These three nations are essentially groups of united tribes. The struggle to survive in that land has prevented shifters from exercising any significant influence beyond its borders.

DRAGONMARKED HOUSES

Shifters have no dragonmarked houses, and the appearance of dragonmarks among their kind is rare. Most shifters never meet one of their kind who bears a dragonmark.

TIEFLINGS

With blood tainted by the diabolical pacts of their ancestors, tieflings remain one of the most enigmatic of the races of Eberron. Some have truly broken free of the shackles of their heritage and seek to right the ancient wrongs that birthed them, while others continue the schemes of their infernal ancestors.

BACKGROUND AND HISTORY

Most of Eberron’s tieflings arose from the corrupted bloodlines of the Sarlonan nation of Ohr Kaluun. A culture steeped in arcane lore and obsessed with eldritch knowledge, many of its leading citizens entered into pacts with devils. What they sought—knowledge, power, and immortality—was secondary to any consequences their descendants might face. When the Inspired sought to wipe out unauthorized magic from Sarlona, Ohr Kaluun fell, but not before many tieflings fled to other lands.

Some tieflings follow in the traditions of their ancestors and worship devils, while others join Khyber cults or pay homage to the Dark Six. Those tieflings who rebel against their past often revere the Sovereign Host or the Silver Flame, or follow various druidic traditions.

TIEFLING LANDS

Many tieflings who fled Ohr Kaluun went to Khorvaire. The largest population of tieflings founded the Venomous Demesne in the Demon Wastes, but tiefling populations also survive in the Shadow Marches, Droaam, the Eldeen Reaches, and even rural parts of Aundair.

DRAGONMARKED HOUSES

Tieflings have no dragonmarked house, and there are no records of any tiefling developing a dragonmark.

SUPPORTING CAST

Eberron boasts a variety of races beyond those already described. Other races that might play a role in a campaign are described here.

GENASI

Genasi are extremely rare in Eberron, and although theories regarding their origins abound, even the genasi cannot say how their race came to exist. One rumor has it that genasi were once explorers of another race—perhaps dwarves—who were caught in a volcanic eruption of the Fist of Onatar, in the Ironroot Mountains. The force of the explosion, fueled by dragonshards deep beneath the lava, changed these beings from what they once were into genasi. Other stories tell that genasi are originally inhabitants of the Elemental Chaos, drawn into the world through the violence of an elemental storm. Some arcanists hold

that genasi are the creations of the powerful wizards of the Arcane Congress, experimental beings who escaped from their exhibit in the Floating Towers of Arcanix. There are also those who claim that genasi are nothing more than random genetic mutations appearing among the offspring of humanoids who have had prolonged exposure to the malign influence of Khyber. Whatever their origin, few genasi live in Eberron.

Although rumors speak of the existence of a genasi village in the wilds of the Eldeen Reaches, genasi have no territories of their own. Most dwell on the fringes of human communities, avoiding their neighbors. The people of Eberron are familiar enough with magic that they don't hate or mistrust genasi, but neither are they comfortable around the strange and clearly unnatural beings.

GNOLLS

Although most of Eberron's gnolls are the ravenous, demon-worshipping creatures of campfire stories, a small number have risen above their chaotic, bestial natures. Called the Zvir Pact—named for the location in Droaam where they abandoned their demonic overlord—these gnolls banded together in a small but remarkably stable gnoll nation. The group is strong enough to retain its independence, and the gnolls earn healthy sums of money serving as mercenaries, trackers, and raiders for the warlords of Droaam or anyone outside the borders of that nation who can pay appropriately.

Typical gnolls still worship the demon known as the Beast of Butchery. These gnolls mostly live in the Demon Wastes, although sizable tribes also appear in the Eldeen Reaches, the Shadow Marches, and in portions of Droaam not occupied by the Zvir Pact gnolls.

GOBLINS

Before the rise of humans on Khorvaire, goblin tribes had established what was then the largest unified empire on Khorvaire. Disciplined hobgoblins ruled the Dhakaani Empire, breeding goblins and bugbears as slaves, laborers, and warriors. Weakened by the usual infighting, the empire fell swiftly to the advancing wave of humanity.

Today, goblin tribes—particularly hobgoblins—rule the militant nation of Darguun. Many goblins see Darguun as the Dhakaani Empire reborn. Goblin, hobgoblin, and bugbear tribes exist in many other regions, particularly in Droaam. Valenar contains a small population of hobgoblins that work as serfs or live in the impoverished outskirts of villages. Rumors also tell of primitive goblin tribes that dwell in Xen'drik.

Many goblins work as mercenaries for human nations and the dragonmarked houses.

Although goblins might acknowledge the existence of the gods, they do not worship them.

KOBOLDS

Goblins have a militant and imperious nature; orcs practice savage and tribal ways. Kobolds, on the other hand, seem to have no particular way at all. As individuals, they have an array of motivations—greed, faith, patriotism, hunger—yet no singular cultural identity drives their race. Or at least, there isn't one that the civilized humanoids of Khorvaire have been able to identify.

Small kobold tribes live in most mountainous or jungle regions, but few sizable populations exist. The largest kobold population dwells in Shaarat Kol in Droaam. Large kobold tribes are also prevalent in the jungles of Q'barra and in the Demon Wastes. Kobolds come into conflict with other races most frequently in the mountains of Zilargo, where they battle against gnomes. Scholars believe that a large kobold population exists on the continent of Argonnessen, but no one can say for certain.

MINOTAURS

A few clans of minotaurs live in the wilder regions of Khorvaire, Sarlona, and Xen'drik, but the greater part of Eberron's minotaurs inhabit Droaam. They are found within most of that region's major communities. The minotaur warlord Rhesk Turakbar also claims several territories in the region. Although Turakbar's minotaurs are violent demon-worshippers, many of Droaam's other minotaurs have personalities and beliefs more agreeable to other races. House Tharashk and the militias of Droaam respect minotaurs for their strength and their sense of honor and use them as mercenaries.

ORCS

One of the first humanoid races to inhabit Khorvaire, orcs reside all across the western half of the continent. They dwell on the outskirts of human nations, with the exception of a few that live in the major cities where they have been accepted. Most orcs live in primitive tribes in the Eldeen Reaches, the Demon Wastes, the Shadow Marches, Droaam, and the wilds of the Mror Holds.

When most of Khorvaire's people think of orcs, they imagine savage, barbarous raiders, slaughtering communities in the names of evil deities. And indeed, many orc tribes fit that description. Others, however, are disinclined to mindless violence. The Gatekeeper druidic tradition arose among the orcs of Eldeen, and orcs who dwell in or near human nations often make concerted efforts to adopt more civilized lifestyles. House Tharashk includes orcs within its ranks, and in the communities of the Shadow Marches, orcs and humans live together.



CLASSES

EBERRON IS a world of magic and wonder, of intrigue and suspense, of pulp adventure and noir mystery. Its heroes are a diverse lot, tied to the destiny and the prophecy of the world. Each of the races, the paragon paths, and the classes of the *Player's Handbook* and *Player's Handbook 2* has a place within the world of Eberron. Each has the potential to create a hero or a villain to advance the story of the world. The *EBERRON Player's Guide* expands the number of classes and paragon paths available to characters.

This chapter includes the following sections.

Artificer: Arcane leaders who imbue magic into weapons, armor, and constructs. Artificers are masters of both alchemical compounds and mundane tools, using rods, staves, and wands to enhance their abilities. They excel at concocting infusions to bolster their allies. Artificers' mechanical constructs, animated with elemental force or arcane compounds, dart across the battlefield at their masters' direction.

Paragon Paths: A host of advancement options for characters. The options for artificers include the battlefield engineer and the clockwork engineer. New racial paragon paths are also introduced: Changelings might choose the chameleon paragon path, kalashtar might pursue the way of the lightwalker, and warforged could follow the warforged juggernaut path. Dragonmarked heroes can find a paragon path associated with each of the thirteen dragonmarked houses; other options for other races and classes have been designed with the themes and flavor of Eberron in mind.

Epic Destinies: New destinies have been created for those characters who reach world-shifting epic levels: a champion of prophecy learns his or her importance in the grand scope of the Draconic Prophecy; the dispossessed champion leads those abandoned by history to a better future; the mourning savior sacrifices him- or herself in order to heal the land; and a sublime flame combats evil on the path to a final joining with the Silver Flame.



ARTIFICER

"I see the secret patterns of magic, and through the items I carry, I can use that magic to protect you, heal you . . . or make you explode."

CLASS TRAITS

Role: Leader. You channel arcane power into items that empower your allies and hinder your enemies. You lean toward controller as a secondary role.

Power Source: Arcane. The cryptic formulas of arcane magic and the complex recipes of alchemy appeal to you. You also know a great deal about magic items.

Key Abilities: Intelligence, Constitution, Wisdom

Armor Proficiencies: Cloth, leather

Weapon Proficiencies: Simple melee, simple ranged

Implements: Rods, staves, wands

Bonus to Defense: +1 Fortitude, +1 Will

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges per Day: 6 + Constitution modifier

Trained Skills: Arcana. From the class skills list below, choose four more trained skills at 1st level.

Class Skills: Arcana (Int), Diplomacy (Cha), Dungeoneering (Wis), Heal (Wis), History (Int), Perception (Wis), Thievery (Dex)

Class Features: Arcane Empowerment, Arcane Rejuvenation, Healing Infusion, Ritual Casting

Artificers treat mastery of magic like a technical skill. They see patterns in energy and matter, and they understand how to manipulate the flow of magic in and around objects and creatures. Artificers channel energy into items using magical components, diagrams, and complex chains of sigils. Their skills let them assemble a magic device for any situation.

As an artificer, you might be a formal student of magic who became interested in artifacts and arcane items. Alternatively, you could be a tinkerer who devised magic tools in a musty basement. Or perhaps

you are an explorer who found your knowledge in the forgotten places of the world. Whatever the source of your talents, a passion for the technical components of magic drives you to perfect your art.

With a bandolier slung across your chest, you carry an arsenal of alchemical compounds, magic implements, mundane materials, and tools. Your weapons, implements, and other gear are inscribed with runes and mystic patterns. You mix reagents, drink potions, and craft items. You use your knowledge to infuse yourself and your allies with arcane power. And one day, your magical skills will carry you into legend.

ARTIFICER CLASS FEATURES

Artificers have the following class features.

ARCANE EMPOWERMENT

Your study of magic has given you the ability to manipulate the arcane energy contained within items. You begin each day with the ability to empower a magic item, and you gain one additional arcane empowerment for each milestone you reach. You must spend a short rest with an item in order to empower it. You can empower an item in two ways.

Impart Energy: You recharge the daily power of a magic item. An item can be recharged only once per day in this way.

Augment Energy: You infuse a weapon or an implement with a reservoir of energy that lasts until the end of your next extended rest or until it is expended. The wielder of the implement or the weapon can use a free action after making an attack roll to expend the reservoir of energy to gain a +2 bonus to that attack roll. An implement or a weapon can be augmented only once per day in this way.

ARCANE REJUVENATION

Before combat, an artificer spends time infusing his or her allies' magic items with curative energy. Whenever one of the artificer's allies uses a magic

ARTIFICER OVERVIEW

Characteristics: Your powers combine area and ranged attacks to impede foes while bolstering allies. Your spells deal moderate damage, and you have powers that heal and augment the attacks and the defenses of your companions. You can also create magical artifices that can aid you over the course of a battle.

Religion: Artificers favor knowledge over faith; only a few artificers worship a specific deity. Artificers sometimes pay homage to Onatar for his influence on craft and

industry and to Aureon for his favor of arcane knowledge. Many artificers also respect the innovation and creativity that the Traveler represents.

Races: Humans of House Cannith comprise the largest contingent of artificers in Eberron. Artificers also count the gnome shipwrights of Zilargo and the dwarf smiths of the Mror Holds among their number. Sometimes war-forged become artificers in an attempt to understand their creation.

item's daily power, that ally absorbs the energy and gains temporary hit points equal to one-half your level + your Intelligence modifier.

HEALING INFUSION

You can create healing infusions for later use. At the end of an extended rest, you create two healing infusions that last until the end of your next extended rest. At 16th level, you instead create three healing infusions.

You determine the effect of a healing infusion at the time you use the power, not at the time you create it. When you use a Healing Infusion power, you expend one of the infusions you created during your last extended rest. During a short rest, you or an ally can spend a healing surge to replenish one of the infusions expended.

Healing Infusion: Curative Admixture

Artificer Feature

You use the magic of your infusion to heal the wounds of your target.

Encounter (Special) ♦ Arcane, Healing

Minor Action **Close burst 5**
(10 at 11th level, 15 at 21st level)

Target: You or one ally in burst

Effect: The target regains hit points equal to its healing surge value + your Wisdom modifier, and you expend an infusion crafted with your Healing Infusion class feature.

Level 6: Healing surge value + your Wisdom modifier + 2.

Level 11: Healing surge value + your Wisdom modifier + 4.

Level 16: Healing surge value + your Wisdom modifier + 6.

Level 21: Healing surge value + your Wisdom modifier + 8.

Level 26: Healing surge value + your Wisdom modifier + 10.

Special: You can use two Healing Infusion powers per encounter, but only one per round. At 16th level, you can use three Healing Infusion powers per encounter, but only one per round.

Healing Infusion: Resistive Formula

Artificer Feature

You channel the energy of your infusion into your target's armor, providing lasting protection.

Encounter (Special) ♦ Arcane

Minor Action **Close burst 5**
(10 at 11th level, 15 at 21st level)

Target: You or one ally in burst

Effect: The target gains a +1 power bonus to AC until the end of the encounter, and you expend an infusion crafted with your Healing Infusion class feature. The target can end the bonus as a free action to gain temporary hit points equal to its healing surge value + your Constitution modifier.

Level 11: Temporary hit points equal to the target's healing surge value + twice your Constitution modifier.

Level 21: Temporary hit points equal to the target's healing surge value + three times your Constitution modifier.

Special: You can use two Healing Infusion powers per encounter, but only one per round. At 16th level, you can use three Healing Infusion powers per encounter, but only one per round.



RITUAL CASTING

You gain the Ritual Caster feat as a bonus feat, allowing you to use magical rituals (see Chapter 10 of the *Player's Handbook*). You own a ritual book, and it contains the following rituals that you have mastered: Brew Potion, Disenchant Magic Item, Enchant Magic Item, and Make Whole. In addition, you can use Disenchant Magic Item without expending components.

IMPLEMENTS AND WEAPONS

Artificers make use of rods, staves, and wands to help channel and direct their spells. When you wield a magic rod, a magic staff, or a magic wand, you can add its enhancement bonus to the attack rolls and damage rolls of artificer powers and artificer paragon path powers that have the implement keyword. Without an implement, you can still use these powers.

Some artificer powers use a ranged weapon. When an artificer makes an attack using a thrown weapon, that weapon returns to the artificer as if it were magical, even if it is not.

CREATING AN ARTIFICER

Two artificer builds are presented here: the battlesmith and the tinkerer. The tinkerer creates arcane constructs, while the battlesmith infuses weapons and armor with magic. All artificers rely on Intelligence to create and control their spells. In addition, Wisdom helps you animate constructs, while Constitution focuses your magic in nonanimate items.

TINKERER ARTIFICER

Using whatever materials are on hand, you empower weapons and armors and even create allies. You imbue each of your creations with magic, elemental spirits, and a spark of life, giving it the power to perform a specific task. Your attack powers are based on Intelligence, so it should be your primary ability score. Your second-best ability score should be Wisdom, which enhances the artifices and the constructs you create. Other artificer powers rely on Constitution, so that should be your third highest ability score.

Suggested Feat: Alchemy

Suggested Skills: Arcana, Heal, History, Perception, Thievery

Suggested At-Will Powers: *magic weapon, thundering armor*

Suggested Encounter Power: *spike wire*

Suggested Daily Power: *obedient servant*

BATTLESMITH ARTIFICER

You weave strands of magic and thread them into items and allies. With these infusions, weapons become stronger, armor becomes tougher, and allies become more durable. You should make Intelligence

your highest ability score, because it determines the accuracy and potency of your attack powers. Constitution helps augment your spells' damage and defense boosts, so it should be your second highest ability. A good Wisdom score can help bolster your Will and support any powers you take outside your specialty.

Suggested Feat: Alchemy

Suggested Skills: Arcana, Heal, History, Perception, Thievery

Suggested At-Will Powers: *aggravating force, static shock*

Suggested Encounter Power: *burning weapons*

Suggested Daily Power: *icebound sigil*

ARTIFICERS AND SUMMONING

The artificer animates objects and creates constructs. Many of these creations follow the same rules as summoned creatures. When an artificer animates an object, he or she summons an elemental spirit and binds it to that object. The binding process also requires a bit of the artificer's own vitality. If the construct is destroyed before the end of the encounter or before the artificer dismisses it, the destruction takes a toll on the artificer. For this reason, an artificer's summoning is limited in both duration and frequency.

SUMMONING

Powers that have the summoning keyword bring creatures from elsewhere, often other planes, to serve you in a variety of ways.

SUMMONED CREATURE

A creature you summon uses these rules, unless a power description says otherwise.

- ◆ **Allied Creature:** When you use a summoning power, you create a creature that is an ally to you and your allies. The power determines where the summoned creature appears.
- ◆ **Your Defenses:** The summoned creature's defenses equal yours when you summon it, not including any temporary bonuses or penalties to your statistics.
- ◆ **Hit Points:** The summoned creature's maximum hit points equal your bloodied value. When the summoned creature drops to 0 hit points, it is destroyed, and you lose a healing surge. If you have no healing surges left, you instead take damage equal to half your bloodied value.
- ◆ **No Healing Surges:** The summoned creature lacks healing surges, but if a power allows it to spend a healing surge, you can spend a healing surge for it. The summoned creature then gains the benefit of the healing surge, instead of your gaining it.
- ◆ **Speed:** The summoning power determines the summoned creature's speed.

- ◆ **Commanding the Creature:** The summoned creature has no actions of its own; you spend actions to command it mentally. You can command the creature only if you have line of effect to it. When you command the creature, the two of you share knowledge but not senses.

As a minor action, you can command the summoned creature to take one of the following actions, if it is physically capable of taking that action: crawl, escape, fly, open or close a door or a container, pick up or drop an item, run, stand up, shift, squeeze, or walk.

The summoning power determines any special commands you can give the summoned creature and gives an action type for each command. If a special command is a minor action, you can give that command only once during each of your turns.

- ◆ **Attacks and Checks:** If a summoning power allows the summoned creature to attack, you make an attack through the creature, as specified in the power description. If the summoned creature can make a skill check or an ability check, you make the check. Attacks and checks you make through the creature do not include temporary bonuses or penalties to your statistics.
- ◆ **Duration:** Unless the summoning power states otherwise, the summoned creature lasts until the end of the encounter and then disappears. As a minor action, you can dismiss the summoned creature.

ARTIFICER POWERS

You carry esoteric reagents and materials. If you don't have what you need, you transmute mundane materials into components. Each day, you craft, imbue, and prepare the objects and compounds you need for your arcane powers, which are called spells. Many artificers refer to spells that instill magic in objects as "infusions."

LEVEL 1 AT-WILL SPELLS

Aggravating Force Artificer Attack 1

When your infused weapon strikes an enemy, the weapon unleashes a force that rattles the foe.

At-Will ◆ Arcane, Force, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier force damage, and the next ally to attack the target before the end of your next turn gains a +2 power bonus to the attack roll.

Level 21: 2[W] + Intelligence modifier damage.

Magic Weapon Artificer Attack 1

Your attack issues a burst of magical energy that enhances the weapons of allies close to you.

At-Will ◆ Arcane, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Intelligence + 1 vs. AC

Hit: 1[W] + Intelligence modifier damage, and each ally adjacent to you gains a +1 power bonus to attack rolls and a bonus to damage rolls equal to your Constitution or your Wisdom modifier until the end of your next turn.
Level 21: 2[W] + Intelligence modifier damage, and a +2 power bonus to attack rolls.

Static Shock Artificer Attack 1

You imbue your opponent with a crackling arcane charge, hindering the potency of its next attack.

At-Will ◆ Arcane, Implement, Lightning

Standard Action Melee or Ranged 5

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier lightning damage. The next attack the target makes before the end of your next turn takes a penalty to the damage roll equal your Constitution modifier.

Level 21: 2d8 + Intelligence modifier lightning damage.

Thundering Armor Artificer Attack 1

Thunder ripples outward from your implement, coalescing around you or an ally before focusing its might on a nearby enemy.

At-Will ◆ Arcane, Implement, Thunder

Standard Action Close burst 10

Primary Target: You or one ally in burst

Effect: The primary target gains a +1 power bonus to AC until the end of your next turn. Make an attack.

Secondary Target: One creature adjacent to the primary target in burst

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier thunder damage, and you push the secondary target 1 square away from the primary target.

Level 21: 2d8 + Intelligence modifier thunder damage.

LEVEL 1 ENCOUNTER SPELLS

Burning Weapons Artificer Attack 1

Flames dance across the weapons that you and your comrades wield.

Encounter ◆ Arcane, Fire, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier fire damage. Until the end of your next turn, you and any ally within 2 squares of you deals extra fire damage equal to your Constitution modifier with weapon or fire attacks.

Scouring Weapon Artificer Attack 1

You infuse your weapon with acid, momentarily corroding your opponent's defenses.

Encounter ♦ Acid, Arcane, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier acid damage, and the target takes a -2 penalty to AC until the end of your next turn.

Shielding Cube Artificer Attack 1

You direct a minute cube covered in runes into the fray. Although small, the cube contains a force that bashes foes and shields allies.

Encounter ♦ Arcane, Force, Implement

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier force damage.

Effect: Until the end of your next turn, any ally gains a +1 power bonus to AC while adjacent to the target.

Spike Wire Artificer Attack 1

You throw a bundle of barbed wire that bites into your enemy's flesh, digging deeper and deeper.

Encounter ♦ Arcane, Force, Implement

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier force damage. Until the end of your next turn, any attack deals extra damage to the target equal to your Wisdom modifier.

LEVEL 1 DAILY SPELLS**Caustic Rampart** Artificer Attack 1

You spill some liquid and infuse it with energy, creating a defensive wall of acidic fumes.

Daily ♦ Acid, Arcane, Conjunction, Implement

Standard Action Area wall 5 within 10 squares

Effect: You conjure a wall of acidic fumes. The wall can be up to 2 squares high and must rest on a solid surface, and it lasts until the end of your next turn. The wall is difficult terrain, and its squares are lightly obscured. Any creature that starts its turn within the wall or adjacent to it takes acid damage equal to 1d6 + your Intelligence modifier.

Sustain Minor: The wall persists.

Icebound Sigil Artificer Attack 1

By etching an arcane sigil upon a weapon, you infuse it with icy cold, giving it the power to freeze foes.

Daily ♦ Arcane, Cold

Minor Action Melee touch

Target: One weapon or implement

Effect: Until the end of the encounter, any attack that uses the target as a weapon or an implement deals extra cold damage equal to your Constitution modifier.

As a free action, the target's wielder can end the effect when he or she hits a creature. That creature is then immobilized (save ends).

Life-Tapping Darts Artificer Attack 1

You launch magical darts at an ally and a foe. The dart that strikes the foe transfers vitality to your comrade in a golden flash.

Daily ♦ Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d10 + Intelligence modifier damage, and one ally within 10 squares of you gains 10 temporary hit points.

Miss: Half damage, and one ally within 10 squares of you gains 5 temporary hit points.

Obedient Servant Artificer Attack 1

You infuse a construct with an elemental animus and then throw it into the fray to aid your allies.

Daily ♦ Arcane, Implement, Summoning

Minor Action Ranged 5

Effect: You create a Medium obedient servant in an unoccupied square within range. The servant has speed 6. Any marked enemy that starts its turn adjacent to the servant takes damage equal to your Wisdom modifier. You can give the obedient servant the following special commands.

Standard Action: Melee 1 or Ranged 5; targets one creature; Intelligence + 2 vs. AC; 1d10 + Intelligence modifier damage.

Opportunity Attack: Melee 1; targets one creature; Intelligence + 2 vs. AC; 1d10 + Intelligence modifier damage, and the target is marked until the end of your next turn.

LEVEL 2 UTILITY SPELLS**Arcane Springboard** Artificer Utility 2

Infusing a small square of prepared cloth with arcane energy, you create a bouncy surface that launches any who step on it.

Daily ♦ Arcane, Conjunction

Standard Action Ranged 10

Effect: You conjure an arcane springboard in a square within range. The springboard lasts until the end of your next turn. You or any ally who enters the square can jump a number of squares equal to your Wisdom modifier. The distance jumped does not count toward a character's movement. A character can benefit from this conjunction's effect only once per turn.

Sustain Minor: The conjunction persists.

Bolster Armor Artificer Utility 2

You touch some armor, causing it to glow as you enhance its defenses.

Daily ♦ Arcane

Minor Action Melee touch

Target: You or one ally

Effect: The target gains a +1 power bonus to AC. When hit by an attack, the target can end this bonus as a free action to gain a +4 bonus to AC against that attack.

Reinforced Minion Artificer Utility 2

You send energy to bolster one of your artifices, helping it to evade an attack that might otherwise have damaged it.

Daily ♦ Arcane

Immediate Interrupt Close burst 5

Trigger: One of your summoned creatures within 5 squares of you is hit by an attack

Effect: The triggering attack misses the summoned creature.

Restorative Infusion Artificer Utility 2

You infuse a comrade with a restorative compound. That ally can then redirect excess vitality to your other allies.

Daily ♦ Arcane

Minor Action Ranged 5

Target: You or one ally

Effect: The target gains 20 temporary hit points. As a minor action, the target can transfer any number of these temporary hit points to an ally within 5 squares of him or her.

Swift Mender Artificer Utility 2

You empower a tiny construct to zoom to an ally's aid.

Encounter ♦ Arcane

Minor Action Ranged 5

Target: You or one ally

Effect: The target makes a saving throw.

Use Magic Item Artificer Utility 2

Your knowledge unlocks the power in a magic item without expending your own energy.

Daily ♦ Arcane

Free Action Personal

Effect: The next magic item daily power you use before the end of your next turn does not count toward your limit of magic item daily power uses.

LEVEL 3 ENCOUNTER SPELLS

Altered Luck Artificer Attack 3

Your magic blasts an enemy and transfers its luck to a nearby ally.

Encounter ♦ Arcane, Implement

Standard Action Area burst 2 within 10 squares

Target: One creature in burst

Attack: Intelligence vs. Will

Hit: 1d6 + Intelligence modifier damage, and the target takes a -2 penalty to saving throws until the end of your next turn.

Effect: One ally within the burst gains temporary hit points equal to 5 + your Wisdom modifier and a +2 bonus to an attack roll, a skill check, an ability check, or a saving throw before the end of your next turn. The ally can use the bonus after determining the result of a roll.

Force Infusion Artificer Attack 3

Your attack binds energy within your foe's form. The magic reacts with concussive force each time you or an ally strikes the creature.

Encounter ♦ Arcane, Force, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1[W] + Intelligence modifier + Constitution modifier force damage.

Effect: Until the end of your next turn, whenever any ally hits the target with a melee attack, that ally pushes the target 1 square.

Lightning Sphere Artificer Attack 3

The small metal ball you roll at your enemies bursts apart in an explosion of lightning.

Encounter ♦ Arcane, Implement, Lightning

Standard Action Area burst 1 within 10 squares

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier lightning damage, and the target grants combat advantage until the end of your next turn.

Repulsion Strike Artificer Attack 3

You empower your weapon to create a field of resistance around your enemy, hindering your foe's attacks.

Encounter ♦ Arcane, Force, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2[W] + Intelligence modifier force damage, and the target takes a penalty to melee attack rolls equal to your Constitution modifier until the end of your next turn.

LEVEL 5 DAILY SPELLS

Corrosive Sigil Artificer Attack 5

Your sigil imbues a weapon or an implement with arcane acid.

Daily ♦ Acid, Arcane

Minor Action Melee touch

Target: One weapon

Effect: Until the end of the encounter, any attack that uses the target as a weapon deals ongoing 5 acid damage (save ends).

As a free action, the target's wielder can end the effect when he or she hits a creature using the target in order to give that creature a penalty to AC equal to your Constitution modifier (save ends).

Dancing Weapon

Artificer Attack 5

Your weapon flies from your hand and harries one of your enemies.

Daily ♦ Arcane, Summoning, Weapon

Minor Action Ranged 5

Requirement: You must be holding a melee weapon.

Effect: You throw a melee weapon you are holding into an unoccupied square within range. The weapon has speed 0 and fly 6 (hover). The weapon is considered to be a Small creature. When the dancing weapon drops to 0 hit points, it is not destroyed, and you don't lose a healing surge. Instead, the weapon returns to your hand. The dancing weapon cannot open or close a door or container, or pick up or drop an item. You can give the dancing weapon the following special commands.

Minor Action: Melee 1; targets one creature; Intelligence vs. AC; 1[W] + Intelligence modifier damage.

Opportunity Attack: Melee 1; targets one creature; Intelligence vs. AC; 1[W] + Intelligence modifier damage.

Flameheart Defender

Artificer Attack 5

You infuse a small construct with a volatile heart of elemental fire.

Daily ♦ Arcane, Fire, Implement, Summoning

Standard Action Ranged 5

Effect: You create a Small flameheart defender in an unoccupied square within range. The flameheart defender has speed 6. Any enemy adjacent to the flameheart defender at the start of your turn is marked by it. You can give the flameheart defender the following special commands.

Standard Action: Melee 1 or Ranged 5; targets one creature; Intelligence + 2 vs. AC; 2d6 + Intelligence modifier fire damage.

Opportunity Attack: Melee 1; targets one creature; Intelligence + 2 vs. AC; 2d6 + Intelligence modifier fire damage.

No Action: When the flameheart defender drops to 0 hit points, it must make the following attack: Close burst 2; targets each creature in burst; Intelligence vs. Reflex; 1d8 + Wisdom modifier fire damage.

Predatory Shards

Artificer Attack 5

On impact, your rune-inscribed projectile creates a cloud of magical shards to aggravate your enemies.

Daily ♦ Arcane, Force, Weapon, Zone

Standard Action Area burst 1 within weapon range

Target: Each enemy in burst

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier damage.

Miss: Half damage.

Effect: The burst creates a zone of magical shards that lasts until the end of the encounter. Any enemy that starts its turn within the zone takes 5 force damage.

LEVEL 6 UTILITY SPELLS

Animate Helper

Artificer Utility 6

You've crafted the perfect assistant for your task.

Encounter ♦ Arcane

Free Action Personal

Effect: You gain a bonus to your next skill check before the end of your turn equal to your Wisdom modifier.

Healing Reserve

Artificer Utility 6

You channel arcane energy to assist an ally's healing.

Daily ♦ Arcane, Healing

Free Action Ranged 10

Trigger: An ally within 10 squares of you spends a healing surge to regain hit points

Target: The triggering ally

Effect: The target does not expend the healing surge but still gains its benefit. The target regains additional hit points equal to your Wisdom modifier.

Phantom Structure

Artificer Utility 6

By arranging small objects in your hand, you create an ephemeral structure made of magical force.

Daily ♦ Arcane, Conjunction

Standard Action Ranged 20

Effect: Choose a square within range and another square within range and within 2 + your Intelligence modifier squares of the chosen square. You create a phantasmal bridge between the two squares that lasts until the end of your next turn. The bridge connects the two chosen squares by the shortest path. The bridge has no height, and a creature can pass through a square containing the bridge as though it were normal terrain, even if it normally contains no terrain, difficult terrain, challenging terrain, or hindering terrain.

Sustain Minor: The bridge persists.

Regeneration Infusion

Artificer Utility 6

You imbue an ally's equipment with a steady flow of arcane energy, which restores your friend's vigor.

Daily ♦ Arcane, Healing

Minor Action Close burst 10

Target: You or one ally in burst; target must be bloodied

Effect: The target gains regeneration equal to your Constitution modifier until the end of the encounter. As a minor action, the target can end the effect to spend a healing surge.

LEVEL 7 ENCOUNTER SPELLS

Gale-Force Infusion

Artificer Attack 7

You infuse an ally's armor with the power of a violent windstorm.

Encounter ♦ Arcane, Implement

Standard Action Area burst 2 centered on an ally within 10 squares of you

Target: Each enemy in burst

Attack: Intelligence vs. Reflex

Hit: 1d10 + Intelligence modifier damage, and you slide the target 2 squares.

Effect: The ally in the attack's origin square gains a power bonus to AC equal to 2 + your Constitution modifier until the end of your next turn.

Icy Weapons

Artificer Attack 7

*An icy wind imbues your weapon with frost.***Encounter** ♦ Arcane, Cold, Weapon**Standard Action** Melee or Ranged weapon**Target:** One creature**Attack:** Intelligence vs. AC**Hit:** 1[W] + Intelligence modifier cold damage, and the target is slowed until the end of your next turn.**Effect:** You and each ally adjacent to you deal extra cold damage equal to your Constitution modifier with weapon or cold attacks until the end of your next turn.**Runic Resistance**

Artificer Attack 7

*Using your implement, you hurl a sigil-scribed sphere that blasts your foes and shields your allies.***Encounter** ♦ Arcane, Implement; Varies**Standard Action** Area burst 1 within 10 squares**Target:** Each enemy in burst**Attack:** Intelligence vs. Reflex**Hit:** 2d6 + Intelligence modifier damage. Choose a damage type: acid, cold, fire, or lightning. The attack deals damage of that type to each target.**Effect:** Choose a damage type: acid, cold, fire, or lightning. Each ally in the burst gains resistance equal to 5 + your Wisdom modifier to that type until the end of your next turn.**Vampiric Weapons**

Artificer Attack 7

*You imbue your weapon with the power to drain life from your enemies and transfer it to the weapons of your allies.***Encounter** ♦ Arcane, Healing, Necrotic, Weapon**Standard Action** Melee or Ranged weapon**Target:** One creature**Attack:** Intelligence vs. AC**Hit:** 1[W] + Intelligence modifier necrotic damage. Each ally within 5 squares of you who deals damage with a weapon attack before the end of your next turn regains hit points equal to 1d6 + your Constitution modifier. An ally regains these hit points only once for each use of this power.**LEVEL 9 DAILY SPELLS****Brittle-Skin Missile**

Artificer Attack 9

*Your rune-scribed projectile calcifies flesh and causes your foe to falter.***Daily** ♦ Arcane, Weapon**Standard Action** Ranged weapon**Target:** One creature**Attack:** Intelligence vs. AC**Hit:** 2[W] + Intelligence modifier damage, and the target is slowed and gains vulnerable 5 to melee attacks (save ends both).**Lightning Motes**

Artificer Attack 9

*Channeling arcane energy into a cloud of dust, you create lightning that ripples across your foes.***Daily** ♦ Arcane, Implement, Lightning**Standard Action** Close burst 3**Target:** Each enemy in burst**Attack:** Intelligence vs. Reflex**Hit:** 2d6 + Intelligence modifier lightning damage, and the target is dazed (save ends).**Each Failed Saving Throw:** The target takes 5 lightning damage.**Aftereffect:** The target takes ongoing 5 lightning damage (save ends).**Miss:** Half damage, and ongoing 5 lightning damage (save ends).**Radiant Sigil**

Artificer Attack 9

*Brilliant light streams from the weapon you imbue with radiant might and healing power.***Daily** ♦ Arcane, Healing, Radiant**Minor Action** Melee touch**Target:** One weapon or implement**Effect:** Until the end of the encounter, any attack that uses the target as a weapon or an implement deals radiant damage. Whenever any attack power using the target hits, the target's wielder regains hit points equal to your Constitution modifier.

As a free action, the target's wielder can end the effect when he or she hits a creature. That creature is then dazed (save ends). In addition, the wielder can spend a healing surge and regain additional hit points equal to your Constitution modifier.

Relentless Harrier Artificer Attack 9

You grant animation to a nimble construct.

Daily ♦ Arcane, Implement, Summoning
Standard Action Ranged 5

Effect: You create a Small relentless harrier in an unoccupied square within range. The relentless harrier has speed 8. The relentless harrier's attacks deal 1d6 extra damage to any creature granting combat advantage to it. You can give the relentless harrier the following special commands.

Standard Action: Melee 1; targets one creature; Intelligence + 2 vs. AC; 1d8 + Intelligence modifier damage, and the relentless harrier shifts 2 squares.

Opportunity Attack: Melee 1; targets one creature; Intelligence + 2 vs. AC; 1d8 + Intelligence modifier damage.

LEVEL 10 UTILITY SPELLS**Dancing Shield** Artificer Utility 10

A small metal sheaf unfolds into a medium-sized shield that floats near an ally and blocks incoming attacks.

Daily ♦ Arcane, Conjuration
Minor Action Ranged 5
Target: One ally

Effect: You conjure a shield of metal and magic to protect the target. The target gains a +4 power bonus to AC and Reflex until the end of the encounter or until you move the shield. As a minor action, you can move the shield to a new target within range. That ally then gains the bonus.

Healing Figurine Artificer Utility 10

You imbue a small figure with life force, causing it to emit a golden aura that heals allies.

Daily ♦ Arcane, Healing, Summoning
Standard Action Ranged 5

Effect: You create a Small healing figurine in an unoccupied square within range. The healing figurine has speed 5. It has a +2 bonus to AC and to Fortitude. Any ally who spends a healing surge while adjacent to the figurine gains additional hit points equal to your Wisdom modifier. In addition, three times before the end of the encounter, an ally adjacent to the healing figurine can use a minor action to make a saving throw and to regain hit points as if he or she had spent a healing surge. You can give the healing figurine the following special command.

Minor Action: The healing figurine administers first aid to an ally adjacent to it. The figurine uses your Heal skill for the check.

Sigil of Luck Artificer Utility 10

You imbue a weapon or an implement with a dose of luck and arcane energy.

Daily ♦ Arcane
Minor Action Melee touch
Target: One weapon or implement

Effect: Until the end of the encounter, any attack that uses the target gains a +1 power bonus to attack rolls and a bonus to damage rolls equal to your Constitution modifier. As a minor action, the target's wielder can end the effect in order to remove an effect on him or her that a save can end.

Slick Concoction Artificer Utility 10

You direct a magical liquid under your allies' feet, causing them to slip across the battlefield.

Encounter ♦ Arcane
Minor Action Close burst 3
Target: Each ally in burst

Effect: You slide each target 5 squares. Each target gains a +4 bonus to Reflex until the end of your next turn.

LEVEL 13 ENCOUNTER SPELLS**Barbed Automaton** Artificer Attack 13

You hurl a small knot of barbed wire, which grows and springs to life, attacking your foes.

Encounter ♦ Arcane, Conjuration, Implement
Standard Action Ranged 10

Effect: You create a barbed automaton in an unoccupied square within range. The automaton occupies a square and counts as an ally for the purpose of flanking. The automaton lasts until the end of your next turn. Any enemy that enters a space adjacent to the automaton or starts its turn there is subject to the following attack.

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier + Wisdom modifier damage.

Energy Shroud Artificer Attack 13

A field of arcane energy surrounds you and your allies, lashing at attackers.

Encounter ♦ Arcane, Force, Implement
Standard Action Close burst 2

Primary Target: You and each ally in burst

Effect: Until the end of your next turn, any enemy that hits or misses the primary target with a melee attack is subject to the following attack.

Secondary Target: The attacking enemy

Attack: Intelligence vs. Reflex

Hit: 2d10 + Intelligence modifier force damage.

Forceful Weapon Artificer Attack 13

You infuse a weapon with magic, making it deliver a greater impact than its size suggests.

Encounter ♦ Arcane, Weapon
Standard Action Melee or Ranged weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier damage, and you push the target a number of squares equal to your Constitution modifier and knock it prone.

Positive Energy Infusion Artificer Attack 13

You channel arcane power into your enemy, using the creature as a conduit for vitality.

Encounter ♦ Arcane, Healing, Weapon
Standard Action Melee or Ranged weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier damage. Until the end of your next turn, any ally who hits the target can spend a healing surge and regain additional hit points equal to your Constitution modifier.

LEVEL 15 DAILY SPELLS

Animate Arbalester Artificer Attack 15

Your crossbow glows briefly as you infuse it with elemental life force. The weapon then alights, moving as you will it.

Daily ♦ Arcane, Summoning, Weapon

Standard Action Ranged 5

Requirement: You must be holding a crossbow.

Effect: You throw a crossbow you are holding into an unoccupied square within range. The crossbow has speed 0 and fly 6 (hover). The crossbow is considered to be a Small creature. When the animate arbalester drops to 0 hit points, it is not destroyed, and you don't lose a healing surge. Instead, the crossbow returns to your hand. The animate arbalester cannot open or close a door or container, or pick up or drop an item. You can give the animate arbalester the following special command.

Minor Action: Ranged 15/30; targets one creature; Intelligence vs. AC; 2[W] + Intelligence modifier damage.

Clockroach Swarm Artificer Attack 15

You unleash a horde of tiny constructs that swarm over and bite your foes.

Daily ♦ Arcane, Implement, Zone

Standard Action Close blast 5

Target: Each enemy in blast

Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier damage, and ongoing 5 damage (save ends).

Effect: You create a zone of tiny mechanical cockroaches that lasts until the end of the encounter. Any enemy within the zone grants combat advantage.

Lightning Sigil Artificer Attack 15

Pouring arcane power into a weapon or implement, you create a crackling field that lashes at foes with tendrils of lightning.

Daily ♦ Arcane, Lightning

Minor Action Melee touch

Target: One weapon or implement

Effect: Until the end of the encounter, any attack that uses the target as a weapon or an implement deals extra lightning damage equal to 5 + your Constitution modifier.

As a free action, the target's wielder can end the effect when he or she hits a creature. That creature is then dazed (save ends).

Stalwart Defender Artificer Attack 15

You animate a small construct covered in armored plates.

Daily ♦ Arcane, Implement, Summoning

Standard Action Ranged 5

Effect: You create a Small stalwart defender in an unoccupied square within range. The stalwart defender has speed 6 and a +2 bonus to AC. Any enemy that starts its turn adjacent to the stalwart defender is marked by the defender until the end of your next turn. You can give the stalwart defender the following special commands.

Standard Action: Melee 1; targets one creature; Intelligence + 2 vs. AC; 2d8 + Intelligence modifier damage, and the target is immobilized until the end of your next turn.

Opportunity Attack: Melee 1; targets one creature; Intelligence + 2 vs. AC; 2d8 + Intelligence modifier damage.

LEVEL 16 UTILITY SPELLS

Good Luck Charm Artificer Utility 16

You infuse a small object with luck.

Daily ♦ Arcane

Standard Action Melee touch

Target: One object

Effect: You charge the target with luck that lasts until the end of your next extended rest. Any ally who is holding or wearing the target can expend the charge to gain a bonus equal to your Wisdom modifier to his or her next saving throw or skill check before the end of his or her next turn.

Iron-Hide Infusion Artificer Utility 16

You crush a bit of iron in your hand, infusing it with protective magic. You then cast the dust onto your allies' armor.

Encounter ♦ Arcane

Minor Action Close burst 5

Target: You and each ally in burst

Effect: Each target gains a +4 bonus to AC until the end of your next turn.

Protection from Elements Artificer Utility 16

You direct a vibrant ray of protective energy at an ally, granting resistance to that comrade and to those around him or her.

Daily ♦ Arcane

Minor Action Ranged 5

Target: One ally

Effect: Choose a damage type: acid, cold, fire, lightning, or thunder. The target gains resist 15 to that damage type until the end of the encounter. In addition, while you or any ally is adjacent to the target, you or that ally gains resist 10 to the chosen damage type.

Vorpal Edge Artificer Utility 16

The deadly parts of the weapon you touch become suffused with magic, making them sharper and deadlier.

Daily ♦ Arcane

Minor Action Melee touch

Target: One melee weapon

Effect: Until the end of the encounter, attacks with the target score critical hits on rolls of 18 or higher.

LEVEL 17 ENCOUNTER SPELLS

Earth's Embrace Artificer Attack 17

You transpose a glowing rune of force onto an ally's armor and send that ally skating across the battlefield, crashing into nearby foes.

Encounter ♦ Arcane, Force, Implement

Standard Action Ranged 10

Primary Target: One ally

Effect: You slide the primary target a number of squares equal to your Wisdom modifier. You then make an attack that is an area burst 1 centered on the primary target.

Secondary Target: Each enemy in burst

Attack: Intelligence vs. Fortitude

Hit: 2d10 + Intelligence modifier force damage, and you slide the secondary target 1 square or immobilize it until the end of your next turn.

Radiant Burst Artificer Attack 17

As your ally heals, you channel the excess healing energy into a flash of arcane light that burns a nearby foe.

Encounter ♦ Arcane, Healing, Implement, Radiant

Standard Action Ranged 10

Effect: You or one ally within 10 squares of you can spend a healing surge and regain additional hit points equal to your Intelligence modifier.

Target: One creature adjacent to the character who spent the healing surge

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier radiant damage, and the target is dazed until the end of your next turn.

Skipping Shot Artificer Attack 17

Infusing a projectile with volatile energy, you send the missile ricocheting among opponents.

Encounter ♦ Arcane, Force, Weapon

Standard Action Ranged weapon

Primary Target: One creature

Primary Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier force damage, and the primary target is dazed until the end of your next turn.

Effect: Make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier force damage, and the secondary target is dazed until the end of your next turn.

Unstable Infusion Artificer Attack 17

You sabotage one of your infusions, loosing a blast of raw arcane energy.

Encounter ♦ Arcane, Implement

Standard Action Close blast 3

Target: Each creature in blast

Attack: Intelligence vs. Reflex

Hit: 2d10 + Intelligence modifier damage, and you knock the target prone.

LEVEL 19 DAILY SPELLS**Burrowing Projectile** Artificer Attack 19

When your shot strikes a foe, the projectile spins like a top, burrowing into the creature.

Daily ♦ Arcane, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 3[W] + Intelligence modifier damage, and the target takes ongoing 5 damage and grants combat advantage (save ends both).

Aftereffect: The target takes ongoing 5 damage (save ends). If the target drops to 0 hit points before the ongoing damage ends, you choose an enemy within 5 squares of the target to take ongoing 5 damage (save ends).

Miss: Half damage, and the target grants combat advantage (save ends).

Clockwork Acid Wasp Artificer Attack 19

You grant animation to a clockwork wasp fueled by acid.

Daily ♦ Acid, Arcane, Implement, Summoning

Standard Action Ranged 5

Effect: You create a Small clockwork acid wasp in an unoccupied square within range. The wasp has speed 4 and fly 8 (hover). It has a +2 bonus to AC and to Reflex. When the clockwork wasp drops to 0 hit points, you don't lose a healing surge. You can give the clockwork acid wasp the following special commands.

Standard Action: Melee 1 or Ranged 5; Intelligence + 2 vs. AC; 1d10 + Intelligence modifier damage, and ongoing 10 acid damage (save ends).

Opportunity Attack: Melee 1; targets one creature; Intelligence + 2 vs. AC; 1d10 + Intelligence modifier damage, and ongoing 10 acid damage (save ends).

No Action: When the clockwork acid wasp drops to 0 hit points, it must make the following attack: Close burst 1; Intelligence vs. Reflex; 2d8 + Wisdom modifier acid damage.

Grasping Rope Artificer Attack 19

Weaving magic into a prepared rope, you transform the object into a whirling, grasping artifice.

Daily ♦ Arcane, Implement, Zone

Standard Action Area burst 2 within 10 squares

Target: Each enemy in burst

Attack: Intelligence vs. Reflex

Hit: 3d10 + Intelligence modifier damage, and the target is immobilized (save ends).

Miss: Half damage, and the target is slowed until the end of your next turn.

Effect: The burst creates a zone of grasping rope that lasts until the end of your next turn. The zone is difficult terrain to enemies, and each enemy that enters the zone or starts its turn there is slowed until the end of its next turn.

Sustain Minor: The zone persists.

Hellfire Sigil Artificer Attack 19

Flames dance upon the surface of the item you infuse with magic, eager to incinerate your foes.

Daily ♦ Arcane, Fire

Minor Action Melee touch

Target: One weapon or implement

Effect: Until the end of the encounter, any attack that uses the target as a weapon or an implement deals extra fire damage equal to 1d8 + your Constitution modifier.

As a free action, the target's wielder can end the effect when he or she hits a creature using the target in order to ignite that creature with hellfire (save ends). While affected by hellfire, the target takes 10 fire damage at the start of its turn. In addition, any enemy within 2 squares of the target at the start of its turn takes 10 fire damage.

LEVEL 22 UTILITY SPELLS

Bag of the Four Winds Artificer Utility 22

You mix reagents to create a windstorm within a small cloth bag. You then unleash the winds to move yourself and your allies.

Encounter ♦ Arcane

Minor Action Close burst 5

Target: You and each ally in burst

Effect: You slide each target a number of squares equal to your Wisdom modifier.

Cure-All Admixture Artificer Utility 22

Your concoction provides the perfect remedy.

Daily ♦ Arcane, Healing

Minor Action Melee touch

Effect: The target regains hit points as if he or she had spent a healing surge, and the target can choose to end any effects on him or her. In addition, the target gains a +2 power bonus to saving throws until the end of the encounter.

Diminutive Bodyguard Artificer Utility 22

With a burst of magic, you infuse inanimate components with life, creating a tiny construct that can intercept attacks.

Daily ♦ Arcane, Summoning

Standard Action Ranged 5

Effect: You create a Small diminutive bodyguard in an unoccupied square within range. The bodyguard has speed 3. It has a +2 bonus to AC and a +4 bonus to Fortitude, Reflex, and Will. Any ally adjacent to the diminutive bodyguard gains resist 5 to all damage. You can give the diminutive bodyguard the following special command.

Immediate Interrupt: When an ally within 5 squares of the diminutive bodyguard is hit by an attack, the ally gains a +4 bonus to all defenses against the triggering attack.

Hero's Elixir Artificer Utility 22

You transmute a small vial of water into a potent healing draft.

Daily ♦ Arcane, Healing

Minor Action Melee touch

Target: You or one ally

Effect: The target spends one healing surge and is restored to the maximum number of hit points possible. If the target cannot spend a healing surge, the target instead regains hit points equal to his or her bloodied value.

LEVEL 23 ENCOUNTER SPELLS

Armor of Acid Artificer Attack 23

You cast a prepared liquid onto an ally's armor, shrouding that comrade in a cloud of noxious fumes that harms foes.

Encounter ♦ Acid, Arcane, Implement

Standard Action Area burst 1 centered on you or one ally within 10 squares

Target: Each enemy in burst

Attack: Intelligence vs. Reflex

Hit: 3d8 + Intelligence modifier acid damage.

Effect: Until the end of your next turn, the ally in the attack's origin square gains resist 15 acid, and any creature that makes a melee attack against that ally takes acid damage equal to 10 + your Wisdom modifier.



Beetle of Force Artificer Attack 23

You release a tiny construct, which flies into your foe with impossible force before exploding with arcane energy.

Encounter ♦ Arcane, Force, Implement

Standard Action Ranged 10

Primary Target: One creature

Primary Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier force damage, and you push the primary target 6 squares.

Effect: Make a secondary attack that is an area burst 2 centered on the primary target.

Secondary Target: Each creature in burst

Secondary Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier damage, and you knock the secondary target prone.

Chaos Weapon Artificer Attack 23

With your strike, you conjure elemental powers that rage around the weapons of you and your allies.

Encounter ♦ Arcane, Weapon; Varies

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier damage. Choose a damage type: acid, cold, fire, force, lightning, or thunder. The attack deals damage of this type to the target. Until the end of your next turn, the weapon attacks of each ally within 2 squares of you deal extra damage of the chosen type equal to 1d8 + your Constitution modifier.

Prismatic Strike

Artificer Attack 23

You activate runes on your weapon and cause it to emit multi-colored light as you strike your foe.

Encounter ♦ Arcane, Fire, Force, Thunder, Weapon
Standard Action Melee or Ranged weapon

Target: One creature

Attack: Intelligence vs. Fortitude, Reflex, and Will. You make one attack roll and compare the result against all three defenses. The target might be hit up to three times, depending on which defenses are hit.

Hit (Fortitude): 1[W] + Intelligence modifier thunder damage, and you knock the target prone.

Hit (Reflex): 1[W] + Intelligence modifier force damage, and you push the target a number of squares equal to your Constitution modifier. The target can't stand up from prone until the end of your next turn.

Hit (Will): 1[W] + Intelligence modifier fire damage, and the target takes a penalty to attack rolls equal to your Wisdom modifier until the end of your next turn.

LEVEL 25 DAILY SPELLS**All-Consuming Missile**

Artificer Attack 25

Your sigil-inscribed projectile ignites and engulfs your foe in hungry flames.

Daily ♦ Arcane, Fire, Weapon
Standard Action Ranged weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 3[W] + Intelligence modifier fire damage, and ongoing 10 fire damage (save ends).

First Failed Saving Throw: The target takes ongoing 15 fire damage (save ends).

Second Failed Saving Throw: The target takes ongoing 20 fire damage (save ends).

Miss: Half damage, and ongoing 5 fire damage (save ends).

First Failed Saving Throw: The target takes ongoing 10 fire damage (save ends).

Second Failed Saving Throw: The target takes ongoing 15 fire damage (save ends).

Dimensional Shifter

Artificer Attack 25

You bind a powerful elemental to your construct, giving the artifice the power to alter space around it.

Daily ♦ Arcane, Implement, Summoning
Standard Action Ranged 5

Effect: You create a Small dimensional shifter in an unoccupied square within range. The dimensional shifter has speed 6 and can teleport 6 squares as a move action. If the dimensional shifter and one of your allies are adjacent to an enemy, that enemy grants combat advantage to all creatures adjacent to it. You can give the dimensional shifter the following special commands.

Standard Action: Melee 1; targets one creature; Intelligence + 2 vs. AC; 2d8 + Intelligence modifier damage, and the dimensional shifter teleports 3 squares.

Opportunity Attack: Melee 1; targets one creature; Intelligence + 2 vs. AC; 2d8 + Intelligence modifier damage, and the dimensional shifter teleports the target 3 squares.

Life-Shock Sigil

Artificer Attack 25

Through your infusion, you create a weapon that heals while it hurts.

Daily ♦ Arcane, Healing
Minor Action Melee touch

Target: One weapon or implement

Effect: Until the end of the encounter, once per round when an attack that uses the target as a weapon or an implement hits, one bloodied ally within 5 squares of the target's wielder regains hit points equal to 10 + your Constitution modifier.

As a free action, the target's wielder can end the effect when he or she hits a creature using the target in order to spend a healing surge. In addition, the target of that attack is stunned until the end of its next turn.

Trio of Biting Blades

Artificer Attack 25

The three rune-inscribed blades you fling at your opponent surround the creature and bite deep when it attacks or moves.

Daily ♦ Arcane, Implement
Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 3d10 + Intelligence modifier damage, and the target takes 10 damage the first time it moves or attacks during its turn (save ends).

Aftereffect: The target takes 10 damage the first time it moves or attacks during its turn (save ends).

Miss: Half damage, and the target takes 5 damage the first time it moves or attacks during its turn (save ends).

LEVEL 27 ENCOUNTER SPELLS**Grave-Dust Cloud**

Artificer Attack 27

You direct a bag of ash at your foes, and it explodes in a pale cloud that saps their life while bolstering your allies' vitality.

Encounter ♦ Arcane, Healing, Implement, Necrotic
Standard Action Area burst 3 within 20 squares

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Intelligence modifier necrotic damage. Each ally in the burst gains a +1 power bonus to attack rolls and to all defenses until the end of your next turn.

Effect: Each ally in the burst can spend a healing surge and regain additional hit points equal to 2d6 + your Wisdom modifier.

Life-Stealing Shroud

Artificer Attack 27

A gray field of necrotic energy surrounds you and your allies, stealing the life of attackers.

Encounter ♦ Arcane, Implement, Necrotic
Standard Action Close burst 2

Primary Target: You and each ally in burst

Effect: Until the end of your next turn, any enemy that hits or misses the primary target with a melee attack is subject to the following attack.

Secondary Target: The attacking enemy

Attack: Intelligence vs. Fortitude

Hit: 4d6 + Intelligence modifier necrotic damage, and the primary target who was attacked can make a saving throw.

Living Caltrop Swarm Artificer Attack 27

You direct a handful of spiked orbs across an area. After stinging your foes, the caltrops explode.

Encounter ♦ Arcane, Fire, Implement, Zone
Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 3d8 + Intelligence modifier damage.

Effect: The burst creates a zone of animate caltrops that lasts until the end of your next turn. Any enemy within the zone grants combat advantage to you and your allies. Any creature within the zone at the end of your next turn takes fire damage equal to 2d10 + your Wisdom modifier.

Thunder-Shock Weapon Artificer Attack 27

Your weapon screams like a hurricane as you swing it toward your foe. It strikes with a thunderous blow, knocking your foe down.

Encounter ♦ Arcane, Thunder, Weapon
Standard Action Melee or Ranged weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 3[W] + Intelligence modifier thunder damage, and you knock the target prone. The target is dazed until the end of your next turn.

Runes of the Shadow Tendrils Artificer Attack 29

Tracing a magic pattern in the air, you cause tentacles of darkness to erupt from your ally's armor and attack nearby foes.

Daily ♦ Arcane, Implement

Standard Action Area burst 1 within 10 squares and centered on one ally

Target: Each enemy in burst

Attack: Intelligence vs. Will

Hit: 4d6 + Intelligence modifier damage, and the target is blinded and slowed (save ends both).

Each Failed Saving Throw: You slide the target 1 square.

Miss: Half damage, and the target is blinded (save ends).

Effect: Until the end of the encounter, any enemy that attacks the ally who was in the attack's origin square is blinded until the end of your next turn.

Simulacrum Artificer Attack 29

You use magic and elemental life force to fashion a construct capable of sophisticated attacks.

Daily ♦ Arcane, Implement, Summoning

Minor Action Ranged 5

Effect: You create a Medium simulacrum in an unoccupied square within range. The simulacrum has whatever speed and modes of movement you have without bonuses or penalties. The simulacrum has nonmagical copies of any implements or weapons you possessed at the time of its creation. These disappear when this power ends or when they are removed from the simulacrum. You can give the simulacrum the following special commands.

Standard Action: The simulacrum uses an at-will or encounter artificer attack power that you know, regardless of whether you've already expended that power. The simulacrum's use of an encounter attack power does not count toward your use of that power. The simulacrum uses your attack bonus with the power. It can use each encounter attack power only once for each use of this power.

Standard Action: The simulacrum uses an artificer daily attack power that you know, regardless of whether you've already expended that power. The simulacrum cannot use *simulacrum*. The simulacrum's use of a daily attack power does not count toward your use of that power. The simulacrum uses your attack bonus with the power. After the simulacrum uses a daily attack power, *simulacrum* ends.

Opportunity Attack: The simulacrum uses your melee basic attack when making opportunity attacks.

LEVEL 29 DAILY SPELLS

Bitter-Frost Bolt Artificer Attack 29

The sigils etched onto your weapon steam with bitter cold. On impact, the weapon shrouds your enemy in ice.

Daily ♦ Arcane, Cold, Weapon
Standard Action Melee or Ranged weapon

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 3[W] + Intelligence modifier cold damage, and the target is immobilized and gains vulnerable 10 to all damage (save ends both).

Aftereffect: The target is slowed and gains vulnerable 5 to all damage (save ends both).

Miss: Half damage, and the target is slowed and gains vulnerable 5 to all damage (save ends both).

Haste Sigil Artificer Attack 29

The runes you inscribe on the item cause its wielder to move in a blur of speed.

Daily ♦ Arcane
Minor Action Melee touch

Target: One weapon or implement

Effect: Until the end of the encounter, the creature wielding the target gains a +3 power bonus to speed.

As a free action, the target's wielder can end the effect when he or she hits a creature using the target in order to take an extra standard action.



PARAGON PATHS

The following paragon paths exhibit characteristics and features related to Eberron, although a player may use one of these paths for a character from any setting. The section is divided into generic paragon paths—those based on class, race, or background—and dragonmarked paragon paths.

ALCHEMIST SAVANT

“There’s magic in all things. It just takes a little work to tease it out.”

Prerequisite: You must be able to make alchemical items

Herbs, tinctures, minerals, and exotic ingredients are the tools of alchemists across Khorvaire. From an alchemist’s laboratory, all manner of fantastic creations are born—from poisons to potions to fantastic devices.

As an alchemist savant, you transcend the skill of hedge wizards. You blend magic with alchemical compounds. By combining mystic energy with your recipes, you produce deadly concoctions that can rival any weapon.

ALCHEMIST SAVANT PATH FEATURES

Alchemical Action (11th level): When you spend an action point to make an attack with an alchemical item, you gain a bonus to the attack roll equal to your Intelligence modifier.

Alchemical Innovator (11th level): At 11th level, and again at 15th, 21st, and 25th, you master two formulas of your choice. The formulas you master must be of your level or lower.

Resourceful Alchemist (11th level): When you create new alchemical items, you can use existing alchemical items as components. The values of the alchemical items you use as components are subtracted from the component cost of the new alchemical item. Any value in excess of the new item’s component cost is wasted.

Alchemy Master (16th level): You gain a +2 bonus to attack rolls with alchemical items.

ALCHEMIST SAVANT SPELLS

Quick Admixture Alchemist Savant Attack 11

In the blink of an eye, you use a prepared alchemical item.

Encounter ♦ Arcane

Minor Action **Personal**

Effect: You use an alchemical item without spending its required action.

Secret Recipe

Alchemist Savant Utility 12

Using the remnants of an alchemical compound, you create a short-lived duplicate of one of your concoctions.

Daily ♦ Arcane

Free Action

Personal

Trigger: You use an alchemical item of your level or lower

Effect: You create a duplicate of the triggering alchemical item. The duplicate lasts until the end of the encounter.

Spell Magnet

Alchemist Savant Attack 20

A lodestone painted with sigils leaps from your outstretched hand, drawing arcane currents into a maelstrom.

Daily ♦ Arcane, Conjunction, Implement, Lightning

Minor Action

Ranged 10

Effect: You throw a stone into an unoccupied square within range. The stone creates a spell magnet, a rune-covered pillar 2 squares high that occupies the square. Any enemy within 3 squares of the spell magnet takes a -2 penalty to all defenses against your arcane attacks and a -2 penalty to saving throws against ongoing damage. The spell magnet lasts until the end of the encounter or until you dismiss it as a free action. In addition, you can make the following attack with the spell magnet once per round.

Minor Action **Close burst 5**

Target: Each enemy in burst

Attack: Intelligence vs. Reflex

Hit: The target takes ongoing 10 lightning damage (save ends). The spell magnet pulls the target 5 squares.



BATTLE ENGINEER

"A workshop? Not for me. I'll be on the front lines."

Prerequisite: Artificer

During the Last War, most artificers provided logistical and technological support. A few artificers refused to stay in workshops, though. These artificers were battle engineers, and they carried their skills into battle. Battle engineers proved a vital addition to the armies of the Last War. Today, those who follow in the battle engineers' tradition are also formidable fighting companions.

BATTLE ENGINEER PATH FEATURES

Aggressive Action (11th level): When you spend an action point to take an extra action, you gain a +1 bonus to weapon attack rolls until the end of your next turn, and your weapon attacks deal 1d6 extra damage until the end of your next turn.

Brutal Enchantment (11th level): Whenever one of your artificer or battle engineer powers grants an ally a bonus to weapon damage rolls, that ally's weapon also becomes brutal 1 until the bonus ends. If the weapon is already brutal, its brutal value increases by 1.

Accurate Enhancement (16th level): Whenever one of your artificer or battle engineer powers grants a bonus to weapon attack rolls to an ally, that bonus increases by 2.

BATTLE ENGINEER SPELLS

Greater Magic Weapon **Battle Engineer Attack 11**

Arcane energy enwraps your weapon and your allies' weapons.

Encounter ♦ Arcane, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Intelligence + 3 vs. AC

Hit: 2[W] + Intelligence modifier damage.

Effect: Each ally adjacent to you gains a power bonus to attack rolls and to damage rolls equal to your Wisdom modifier or your Constitution modifier until the end of your next turn.

Fleeting Dweomer **Battle Engineer Utility 12**

You infuse a weapon with a brief yet powerful enchantment.

Encounter ♦ Arcane

Minor Action Close burst 5

Target: One weapon or implement in burst

Effect: You infuse the target with arcane energy. Choose a damage type: acid, cold, fire, force, lightning, or thunder. The target deals extra damage of this type equal to your Intelligence modifier until the end of the encounter. Until the end of the encounter, whenever the target's wielder scores a critical hit with the weapon, the target of the attack gains 10 ongoing damage of the damage type you chose (save ends).



Persistent Spheres

Battle Engineer Attack 20

Your weapon crashes into your foe, sending out sparklike motes that harass that creature and sting other foes that draw close to it.

Daily ♦ Arcane, Weapon, Zone

Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 3d10 + Intelligence modifier damage, and if the target doesn't move at least 2 squares during its turn, it takes 10 damage at the end of its turn (save ends).

Miss: Half damage, and if the target doesn't move at least 2 squares during its turn, it takes 5 damage at the end of its turn (save ends).

Effect: The attack creates a zone of painful motes in a burst 2 centered on the target. The zone lasts until the target saves against this power. When the target moves, the zone moves with it, remaining centered on it. Any enemy that starts its turn within the zone takes 5 damage, and it grants combat advantage while within the zone.

BRUTAL PROPERTY

A brutal weapon's minimum damage is higher than that of a normal weapon. When rolling the weapon's damage, reroll any die that displays a value equal to or lower than the brutal value given for the weapon. Reroll the die until the value shown exceeds the weapon's brutal value, and then use the new value.

CHAMELEON

"You can't solve every problem with a hammer..."

Prerequisite: Changeling

As a changeling, you alter appearances and identities to suit your purpose. As a chameleon, you take versatility to a new level. You absorb the mannerisms and actions of those around you through careful observation. You not only change your appearance, you alter your powers and are able to perform an astonishing range of maneuvers. The more time you spend with a person, the more accurately you can mimic his or her actions and abilities.

CHAMELEON PATH FEATURES

Coordinated Action (11th level): If you have not already spent an action point in the encounter, when an ally spends an action point to take an extra action, you can spend an action point as an immediate reaction. Your action must be taken after your ally has resolved the action from his or her action point.

Shifting Skill (11th level): During an extended rest, choose one skill in which an ally is trained. At the end of the extended rest, you gain training in that skill until the end of your next extended rest. The ally whose skill you choose must be present during the entire extended rest.

Power Focus (16th level): During a short rest, choose one of your allies' class or paragon path encounter attack powers of 11th level or lower. At the end of the short rest, you can swap the encounter attack power you gained with *imitating strike* for the chosen attack power. The ally whose power you gain must be present during the entire short rest.

CHAMELEON POWERS

Imitating Strike Chameleon Attack 11

You demonstrate your skills of mimicry as you perfectly imitate your ally's attack.

Daily

Standard Action **Personal**

Requirement: You must use this power at the end of an extended rest.

Effect: Until the end of your next extended rest, you can use an ally's class or paragon path encounter attack power of 11th level or lower as if it were your paragon path encounter attack power. The ally whose power you gain must be present during the entire extended rest before you use this power. You can use your Charisma for the attack roll and damage roll instead of the ability scores normally associated with that power's attack rolls and damage rolls. You do not need to meet the normal prerequisites to use the power, but you must meet any of its requirements.



Perfect Mimicry Chameleon Utility 12

You carefully study your ally's abilities, imitating even those that aren't part of his or her attack routine.

Daily

Standard Action **Personal**

Requirement: You must use this power at the end of an extended rest.

Effect: Until the end of your next extended rest, you can use an ally's class or paragon path utility power of 12th level or lower as if it were your paragon path utility power. The ally whose power you gain must be present during the entire extended rest before you use this power. You do not need to meet the normal prerequisites to use this power, but you must meet any of its requirements.

Deadly Duplication Chameleon Attack 20

Your skill at imitation has culminated in the ability to duplicate even the most complex attacks.

Daily

Standard Action **Personal**

Requirement: You must use this power at the end of an extended rest.

Effect: Until the end of your next extended rest, you can use an ally's daily or paragon path attack power of 20th level or lower as if it were your paragon path daily attack power. The ally whose power you gain must be present during the entire extended rest before you use this power. You can use your Charisma for the attack roll and damage roll instead of the ability scores normally associated with that power's attack rolls and damage rolls. You do not need to meet the normal prerequisites to use the power, but you must meet any of its requirements.

CLOCKWORK ENGINEER

"I make my friends. Let's call it a hobby."

Prerequisite: Artificer

The Last War saw incredible advances in artifice. With the creation of the warforged and the perfection of war machines, artificers attained a deeper understanding of how to blend technology with magic. Although most artificers train in the creation of magical servants, clockwork engineers elevate the practice to an art form.

As a clockwork engineer, you are a master of creating imitations of life from inanimate objects. You can piece together automatons in a few moments. The devices you create are more durable, longer-lasting, and more deadly than those created by your artificer peers.

You fashion minions and artifices to aid your companions, although you probably feel as much kinship to the automatons as you feel toward your fellow adventurers. You might dote on your creations, lamenting when they become damaged, and even avenging their destruction.

Outside of combat, harmless clockwork creations surround you. They twitter and buzz, fluttering near you, keeping you company. Many are also helpers, and through their adroit appendages, you can construct other minions more quickly.

CLOCKWORK ENGINEER PATH FEATURES

Coordinated Action (11th level): When you spend an action point to take an extra action, you also gain two minor actions, which you can use only to command your summoned creatures.

Durable Artifice (11th level): Creatures you summon with artificer or clockwork engineer powers have a +2 power bonus to all defenses.

Superior Minions (16th level): Creatures you summon with artificer or clockwork engineer powers have a +2 bonus to speed and a +1 bonus to attack rolls.

CLOCKWORK ENGINEER SPELLS

Clockwork Soldiers Clockwork Engineer Attack 11

Scores of tiny metal soldiers drop off your body and swarm a foe.

Encounter ♦ Arcane, Implement, Zone

Standard Action Area burst 2 within 10 squares

Effect: The burst creates a zone of miniature clockwork soldiers. The zone lasts until the end of your next turn.

The zone is difficult terrain, and any enemy that starts its turn within the zone is subject to an attack.

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier, and the target is slowed until the end of its next turn.



Aid Artifice

Clockwork Engineer Utility 12

Your creations last longer than expected.

Encounter ♦ Arcane, Healing

Immediate Interrupt Close burst 10

Trigger: A creature you summoned with an artificer or clockwork engineer power takes damage

Target: The triggering summoned creature

Effect: You spend a healing surge, and the target regains hit points equal to your healing surge value + 2d6.

Clockwork Companion

Clockwork Engineer Attack 20

You carefully assemble a realistic and versatile clockwork creation.

Daily ♦ Arcane, Implement, Summoning

Minor Action Ranged 10

Effect: You summon a Small clockwork companion in an unoccupied square within range. The clockwork companion has speed 7 and ignores difficult terrain. It has a +4 bonus to AC and to Reflex. When you or any ally starts your turn adjacent to the clockwork companion, that character gains 10 temporary hit points. You can give the clockwork companion the following special commands.

Minor Action: Melee 1; targets one creature;

Intelligence + 2 vs. AC; 2d10 + Intelligence modifier damage, and the target is marked by the clockwork companion until the end of your next turn. If the target is already marked, the companion can deal 1d8 extra damage instead of marking it.

Opportunity Attack: Melee 1; targets one creature; Intelligence + 2 vs. AC; 2d10 + Intelligence modifier damage, and the target is marked by the clockwork companion until the end of your next turn. If the target is already marked, the companion can deal 1d8 extra damage instead of marking it.

EXORCIST OF THE SILVER FLAME

"Filthy demon, I abjure you! Leave this place and never return!"

Prerequisite: Any divine class, must worship the Silver Flame

No force stands in greater opposition to the world's evils than the Church of the Silver Flame. Its holy warriors are embroiled in an eternal war against demons, devils, lycanthropes, and undead. Foremost among the Silver Flame's divine servants are the exorcists of the Silver Flame. These individuals travel the world, devoting their lives to deeds that exemplify the faith's precepts.

As an exorcist of the Silver Flame, you enjoy a powerful connection to the Silver Flame and have become a living vessel for the power that underpins the Church. The Voice of the Flame specifically selected you for this service, and it falls to you to uncover corruption and purge it from this world. You have hardened yourself against the grisly deeds you must perform to eliminate evil. You unleash the power of your faith upon your enemies, scorching them with flames that purify the iniquitous and bolster the righteous. Whenever you use your prayers, a small silver flame appears above your head to



identify the holiness of your cause and the stature of your position within the Church.

EXORCIST OF THE SILVER FLAME PATH FEATURES

Silver Flame Action (11th level): When you spend an action point to take an extra action, your attacks deal 2d6 extra fire and radiant damage until the end of your next turn.

Bolstered by Flame (11th level): Whenever you use a fire power, you and one ally within 5 squares of you gain temporary hit points equal to your Wisdom modifier.

Silver Exorcism (16th level): When you attack a demon, a devil, a shapechanger, or an undead using a fire or radiant power, you can reroll any damage die roll of 1 or 2.

EXORCIST OF THE SILVER FLAME PRAYERS

Flame of Censure Exorcist of the Silver Flame Attack 11

You unleash a wave of flames that incinerates the unrighteous.

Encounter ♦ **Divine, Fire, Implement, Radiant**

Standard Action Close blast 3

Target: Each enemy in blast

Attack: Wisdom vs. Fortitude

Hit: 2d6 + Wisdom modifier fire and radiant damage, and the target is blinded until the end of your next turn. If the target is a demon, a devil, a shapechanger, or an undead, it takes 2d6 extra fire and radiant damage and a penalty to AC equal to your Charisma modifier until the end of your next turn.

Warding Flame Exorcist of the Silver Flame Utility 12

You summon a silver flame that bolsters allies and punishes foes.

Daily ♦ **Divine, Zone**

Standard Action Area burst 2 within 10 squares

Effect: The burst creates a zone of silver flame that lasts until the end of your next turn. You and each ally within the zone gain resist 10 fire, resist 10 radiant, and a +2 power bonus to all defenses. Each enemy within the zone gains vulnerable 5 fire and vulnerable 5 radiant, and takes a -2 penalty to all defenses.

Sustain Minor: The zone persists.

Silver Brand Exorcist of the Silver Flame Attack 20

A tongue of fire erupts on your foe's brow.

Daily ♦ **Divine, Fire, Implement, Radiant**

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 2d6 + Wisdom modifier fire and radiant damage, and the target is blinded and dazed (save ends both). If the target is a demon, a devil, a shapechanger, or an undead, it also takes ongoing 10 fire damage and ongoing 10 radiant damage (save ends both).

Miss: Half damage, and the target is blinded and dazed until the end of your next turn.

GATEKEEPER MYSTAGOGUE

"They breached our world once, but as long as I live, they shall not do so again."

Prerequisite: Any primal class, member of the Gatekeepers

Over sixteen thousand years ago, druids formed the Gatekeepers. They were charged with the dire responsibility of safeguarding the world from a burgeoning evil, the aberrant horrors dwelling within Khyber's depths. Although defeated once, these creatures still clamor for a chance to slip through reality's boundaries and conquer the mortal world. The Gatekeepers have failed only one time in their guardianship. Some nine thousand years ago, the daelkyr spilled from Xoriat, the Realm of Madness. Only a few Gatekeepers survived the struggle to bind the daelkyr behind great seals. From that moment, the Gatekeepers renewed their ancient oaths and have remained vigilant in their duties.

As a mystagogue of the Gatekeepers, you preserve the seals forged by your predecessors, and you work to contain the aberrant threat. Your mission carries you across the world, for the daelkyr and their spawn are unceasing in their efforts to thwart the seals. To oppose them, you have learned ancient techniques to steel your mind against their powers and to battle their fell influence.



GATEKEEPER MYSTAGOGUE PATH FEATURES

Resolute Action (11th level): When you spend an action point to take an extra action, you gain resist 20 psychic until the end of your next turn. In addition, you and each ally adjacent to you can make a saving throw against any psychic effects.

Aberrant Bane (11th level): Your attacks against bloodied aberrant creatures can score critical hits on rolls of 19-20.

Aberrant Disruption (16th level): Whenever you score a critical hit against an aberrant creature, that creature is also stunned until the end of your next turn.

GATEKEEPER MYSTAGOGUE EVOCATIONS

Nature's Balance Gatekeeper Mystagogue Attack 11

Nature corrects imbalances; you merely speed the process by evoking venomous vines to weaken your foes.

Encounter ♦ **Poison, Primal**

Standard Action Close burst 5

Target: One creature in burst

Attack: Strength or Wisdom + 4 vs. Fortitude

Level 21: Strength or Wisdom + 6 vs. Fortitude

Hit: 2d8 + Constitution modifier poison damage. The target and each enemy adjacent to it gain vulnerable 5 to all damage until the end of your next turn.

Gate Seal Gatekeeper Mystagogue Utility 12

You deny those who circumvent the natural methods of travel.

Daily ♦ **Primal, Zone**

Minor Action Close burst 10

Effect: The burst creates a zone of primal interference that lasts until the end of your next turn. Each enemy that starts its turn within the zone cannot teleport until the start of its next turn. Each ally who starts his or her turn within the zone gains a +2 power bonus to speed until the start of his or her next turn.

Sustain Minor: The zone persists.

Nature's Purge Gatekeeper Mystagogue Attack 20

Poisonous fumes spill out from your hands, flowing across foes and scouring those that oppose the natural order.

Daily ♦ **Poison, Primal**

Standard Action Close burst 3

Target: Each enemy in burst

Attack: Strength or Wisdom + 4 vs. Fortitude

Level 21: Strength or Wisdom + 6 vs. Fortitude

Hit: 3d8 + Constitution modifier poison damage, and the target is dazed and slowed (save ends both). If the target is an aberrant creature, then whenever it uses a psychic attack before the end of the encounter, it takes ongoing 10 poison damage (save ends).

Miss: Half damage, and the target is dazed and slowed until the end of your next turn.

LIGHTWALKER

"We walk in the light, but when faced with only darkness, we must carry that light with us."

Prerequisite: Kalashtar, must worship the Path of Light

Wandering crusaders who worship the Path of Light, lightwalkers travel between kalashtar communities, helping to resolve whatever conflicts or crises they face. As a lightwalker, one month you might be dealing with problems stirred up in Sharn by the Dreaming Dark, and the next month you might be off to protect kalashtar archeologists exploring ancient ziggurats in Q'barra. Many of your people are content to remain sedentary, living in isolated communities or within the temple-keeps of Adar. That life isn't for you, though. You are not satisfied unless you are actively battling against the darkness, helping to thwart the Dreaming Dark, attempting to destroy the Lords of Dust, or bringing peace to the civilizations of your people. As a lightwalker, you enjoy the light of purity and righteousness, but you recognize the need to oppose the tangible evils of the world.

LIGHTWALKER PATH FEATURES

Lightwalker Action (11th level): When you spend an action point to use a radiant power, you or one ally within 5 squares of you regains hit points equal to one-half your level.

Walk the Bright Path (11th level): Whenever you make a radiant attack, one ally within 5 squares of you gains combat advantage against the target of that attack until the end of your next turn.

Radiant Renewal (16th level): You gain resist 10 radiant and resist 10 psychic. If you already have resistance to radiant damage or psychic damage, the resistance increases by 10.

LIGHTWALKER PRAYERS

Illuminate the Adversary Lightwalker Attack 11

A golden beam of light shoots from your implement and strikes your foe, which continues to emit sparks for several seconds.

Encounter ♦ **Divine, Implement, Radiant**

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier radiant damage, and the target takes a -2 penalty to AC and Reflex until the end of your next turn. In addition, squares within 10 squares of the target are illuminated with bright light until the end of your next turn.



Path of Light

Lightwalker Utility 12

Sunlight bursts from a crack in the earth and hardens into a tangible, solid path that can also sustain you in times of need.

Daily ♦ **Conjuration, Divine**

Minor Action Area wall 8 within 10 squares

Effect: You conjure a path of solid light in unoccupied squares within range. The path is flat, can support any weight, and must have at least 1 square on a solid surface. The path can ascend or descend 1 square vertically for each square it traverses horizontally. The path lasts until the end of your next turn.

Any bloodied ally gains regeneration 10 while occupying one of the path's squares.

Sustain Minor: The path persists.

Call the Light

Lightwalker Attack 20

You draw streams of light from nearby sources, using it to sear the flesh of your enemies while healing an ally.

Daily ♦ **Divine, Healing, Implement, Radiant**

Standard Action Ranged 10

Target: One, two, or three creatures

Attack: Wisdom vs. Will

Hit: 2d10 + Wisdom modifier radiant damage, and you or one ally within 5 squares of you regains 10 hit points.

Miss: Half damage, and you or one ally within 5 squares of you regains 5 hit points.

SELF-FORGED

"I improve myself by any means necessary."

Prerequisite: Any race except warforged, must be an artificer

Warforged are an intriguing race, and regard for them ranges from viewing them as property to accepting them as people. Most folks resent, distrust, or tolerate warforged. You take a different view: You want to become one. During the Last War, a few mastermakers who worked in the foundries that produced warforged became convinced that warforged were exemplars of perfection. Now renegades from their former employers, these individuals seek to improve their own forms by installing mechanical augmentations into their flesh.

To become a self-forged, your first step is to install a battlefist, a mechanized steel appendage that resembles a gauntlet with articulated fingers. The battlefist replaces your hand, requiring you to sever your own appendage to make way for the new addition. As a result, only the most dedicated or mad artificers embark on this path.

SELF-FORGED PATH FEATURES

Fortifying Action (11th level): When you spend an action point to take an extra action, you gain temporary hit points equal to 5 + one-half your level.



WEN WOODFIN

Battlefist (11th level): You have a battlefist, which replaces your hand. The battlefist is a melee weapon with which you are proficient. It is a part of the mace weapon group, deals 1d8 damage, and has a +3 proficiency bonus. You can hold items in your battlefist as though it were your hand, but you must not be holding anything when you use your battlefist as a weapon. You can use the Enchant Magic Item (*Player's Handbook*, page 304), Disenchant Magic Item (*Player's Handbook*, page 304), and Transfer Enchantment (*Adventurer's Vault*, page 199) rituals on the battlefist. Using Disenchant Magic Item on the battlefist does not destroy it.

Supporting Construction (11th level): The parts you graft onto your body make you more durable. You gain a +2 bonus to saving throws against ongoing damage.

More Metal Than Flesh (16th level): You can attach and embed components as if you were a warforged (see "Warforged Components," page 113).

Added Resilience (16th level): Whenever you make a death saving throw, you can take the better of your die roll or 10.

SELF-FORGED SPELLS

Battlefist Smash

Self-Forged Attack 11

Channeling arcane power into your battlefist, you smash it into your enemy with such force that you leave your foe staggering.

Encounter ♦ Arcane, Weapon

Standard Action Melee weapon

Requirement: Your battlefist hand must be free.

Target: One creature

Attack: Intelligence vs. AC

Hit: 3[W] + Intelligence modifier damage, and you push the target a number of squares equal to your Constitution modifier. The target grants combat advantage to you and your allies until the start of your next turn.

Self-Repair

Self-Forged Utility 12

Your magic quickly repairs your damaged components.

Daily ♦ Arcane, Healing

Standard Action Personal

Effect: You regain hit points equal to twice your healing surge value.

Flailing Gauntlet

Self-Forged Attack 20

Your metal hand detaches from your arm and shoots toward a foe, remaining connected to you by a chain of force.

Daily ♦ Arcane, Weapon

Standard Action Melee 2

Requirement: Your battlefist hand must be free.

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 4[W] + Intelligence modifier damage, and you knock the target prone.

Miss: Half damage.

Effect: Your battlefist gains the reach weapon property until the end of the encounter.

WARFORGED JUGGERNAUT

"Our of my way, flesh bags!"

Prerequisite: Warforged

You have dedicated yourself to physical perfection—to becoming an embodiment of strength and prowess. Perhaps you were on the front lines in an army of the Last War, or maybe you were created in the waning days of that conflict and yearn to explore your military nature. Whatever the case, you relish the act of rushing headlong into your enemies and driving them before you. As a warforged juggernaut, you are an unstoppable force, most at home on the battlefield surrounded by dozens of foes. When you choose to hold a position, you keep it. Your training and build have given you the ability to shake off attacks that would devastate your allies.



WARFORGED JUGGERNAUT PATH FEATURES

Charging Action (11th level): When you spend an action point to make a charge attack, you gain a +2 bonus to speed and to all defenses until the end of your next turn. In addition, you can take further actions after the charge.

Charging Strike (11th level): Whenever you charge a target and hit it, your attack deals 1d6 extra damage to the target and you push the target 1 square. In addition, you can shift 1 square into a square that the target vacated. The extra damage increases to 2d6 at 21st level.

Construct Perfection (16th level): You gain a +2 bonus to saving throws and Endurance checks.

Unstoppable (16th level): When you spend an action point, you can make a saving throw.

WARFORGED JUGGERNAUT POWERS

Ruinous Onslaught

Warforged Juggernaut Attack 11

You end your reckless charge with a brutal blow that throws your enemy backward, rattling its nerves.

Encounter ♦ **Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target is dazed until the end of your next turn.

Special: When charging, you can use this power in place of a melee basic attack.

Inexorable Momentum

Warforged Juggernaut Utility 12

To attack your chosen adversary, you hurtle across the battlefield, shrugging off attacks.

Encounter

Minor Action

Personal

Effect: Until the end of your next turn, you ignore difficult terrain, can move through enemy spaces, and gain a +2 power bonus to AC against opportunity attacks.

Crag of Steel

Warforged Juggernaut Attack 20

You lock yourself into position, holding your ground with a defensive posture and a series of deadly attacks.

Daily ♦ **Stance, Weapon**

Minor Action

Personal

Effect: Until the stance ends, you gain resist 5 to all damage, and whenever this reduces an attack's damage to 0, you also negate that attack's effect on you. Additionally, until the stance ends, you can reduce the distance you are pulled, pushed, or slid by 5 squares, and any enemy that starts its turn adjacent to you takes 1[W] damage while you are able to make opportunity attacks.

DRAGONMARKED PARAGON PATHS

Each of the following thirteen paragon paths is associated with one of the thirteen dragonmarked houses. Each paragon path has a dragonmark as a prerequisite. The dragonmarked feats appear in the feats section of Chapter 4.

CANNITH MASTERMAKER

"I've always had a sense of the latent power residing within certain items. Of course, in my hands, that power doesn't stay latent for long."

Prerequisite: Mark of Making feat

The mastermakers of House Cannith are among the most powerful spellcasters of the thirteen dragonmarked houses. The house counts numerous artificers and wizards among its ranks. As a Cannith mastermaker, you are a part of the house's august magical tradition. You are capable of coaxing hidden power out of your magic items, and you can use that power in unusual ways. The untold days spent handling *residuum* and other components have left their mark, though. Most mastermakers have hands that bear permanent silver streaks.



CANNITH MASTERMAKER PATH FEATURES

Mastermaker Action (11th level): When you spend an action point to take an extra action, one of your expended magic item daily powers recharges.

Item Affinity (11th level): After an extended rest, you can use three magic item daily powers per day. At 21st level, you can use five magic item daily powers per day.

Arcane Rechanneling (16th level): Once per encounter as a free action during your turn, you can expend one of your uses of a magic item daily power to regain the use of an arcane encounter attack power.

CANNITH MASTERMAKER POWERS

Power Siphon Cannith Mastermaker Attack 11

You blast your foe with a golden ray, and streaming wisps of power flow from your enemy into your equipment and into the equipment of nearby allies.

Encounter ♦ Arcane, Implement, Radiant

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 4d6 + Intelligence modifier radiant damage, and you and each ally within 10 squares of you gain a +2 power bonus to attack rolls or a +2 power bonus to all defenses until the end of your next turn.

Item Resurgence Cannith Mastermaker Utility 12

You channel arcane energy into a nearby item, using your arcane reservoir of power to activate it.

Daily ♦ Arcane

Immediate Interrupt Close burst 10

Trigger: An ally within 10 squares of you uses a magic item daily power

Target: The triggering ally

Effect: The target does not count the triggering magic item power toward his or her limit of magic item daily power uses.

Lightning Infusion Cannith Mastermaker Attack 20

With a blast of eldritch lightning, you assault your enemies and bolster summoned creatures.

Daily ♦ Arcane, Implement, Lightning

Standard Action Close blast 5

Target: Each enemy in blast

Attack: Intelligence vs. Reflex

Hit: 4d8 + Intelligence modifier lightning damage, and you push the target 1 square.

Miss: Half damage.

Effect: Any summoned creature in the blast gains temporary hit points equal to 5 + your Intelligence modifier.

DENEITH PROTECTOR

"I can't promise that nothing will happen to you while I'm around. I can promise that I'll see you through whatever perils we face."

Prerequisite: Mark of Sentinel feat

Deneith's protectors are among the most storied members of the house's Defenders Guild, an organization of mercenary bodyguards who are combat veterans. As a protector, you protect your charge with both combat prowess and the supernatural powers of your dragonmark. Although most of your comrades are probably members of the Defenders Guild, you might also find yourself working with the Blade-marks Guild—an organization of mercenaries who provide a variety of services throughout Khorvaire—and the Sentinel Marshals, a group that ensures the enforcement of law and order. Your training has honed your skills to protect others, and you relish the opportunity to thwart enemies who try to attack your charges. Those foolish enough to venture such an assault swiftly meet your weapon as you deliver retribution for their audacity.



DENEITH PROTECTOR

PATH FEATURES

Sentinel Action (11th level): When you spend an action point to take an extra action, you mark each enemy that is adjacent to you when you complete that action. The mark lasts until the end of your next turn.

Bodyguard's Resolve (11th level): Whenever you are dazed or stunned and an enemy marked by you targets an ally within your line of sight with an attack, you can make a saving throw against the dazed or stunned effect. If you save, the effect ends before the enemy makes the attack roll against the ally.

Deneith Mark (16th level): Whenever you mark an enemy, you end any marks on you.

Bodyguard's Link Deneith Protector Attack 11

Your dragonmark sends a magic charge into your enemy when you hit, creating a link that lets you divert the foe's attacks.

Encounter ♦ Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength or Intelligence vs. AC

Hit: 3[W] + Strength or Intelligence modifier damage, and the next time the target hits an ally with a melee attack before the end of your next turn, you can choose to have the attack instead hit you.

Globe of Warding Deneith Protector Utility 12

You create a shimmering globe that strengthens allies against attacks.

Encounter ♦ Zone

Minor Action Close burst 2

Effect: The burst creates a zone of protective energy that lasts until the end of your next turn. You and each ally within the zone gain a +2 bonus to all defenses against ranged and area attacks.

Sustain Minor: The zone persists.

Punish the Assailant Deneith Protector Attack 20

Your weapon leaps into a gap in the defenses of an attacking enemy, punishing it for having the temerity to attack an ally.

Daily ♦ Reliable, Weapon

Immediate Interrupt Melee weapon

Trigger: An enemy within your reach makes a melee attack roll against an ally

Target: The triggering enemy

Attack: Strength or Intelligence vs. AC

Hit: 4[W] + Strength or Intelligence modifier damage, and the triggering enemy's attack targets you instead of the ally, even if you are not within the attack's range. If the attack misses you, you can make a melee basic attack against the target as a free action.

GHALLANDA SANCTUARY GUARDIAN

"I recommend you back away now. Then again, a part of me wants to see what happens if you don't."

Prerequisite: Mark of Hospitality feat

As a sanctuary guardian, you are the point of the spear for House Ghallanda, adept at enforcing the house's mandate to provide a safe haven for its guests. House Ghallanda has enclaves around the world that are beset by hazards such as overzealous local authorities, kidnappers, and rampaging monsters. You've been trained to deal with all such threats. Through the power of your dragonmark, you set the stage for battles, making sure that your allies have the advantage. Your powers help keep your allies fighting and your enemies struggling. Those who would challenge you or your comrades quickly learn that House Ghallanda is competent in more arts than just those of comfort and convenience.

GHALLANDA SANCTUARY GUARDIAN PATH FEATURES

Swift Action (11th level): When you spend an action point to take an extra action, each ally within 5 squares of you can shift 1 square as a free action.

Hospitable Surge (11th level): Whenever you spend a healing surge, each ally adjacent to you can make a saving throw. Those allies gain any bonuses you have to saving throws for that roll.

Ghallanda's Sanctuary (16th level): When any ally within 5 squares of you takes a total defense or second wind action, that ally gains temporary hit points equal to 5 + your Charisma modifier.

The number of temporary hit points equals 10 + your Charisma modifier at 21st level.

GHALLANDA SANCTUARY GUARDIAN POWERS

Scatter Ghallanda Sanctuary Guardian Attack 11 the Invaders

You strike out at one foe and send it staggering into other nearby enemies.

Encounter ♦ Weapon

Standard Action Melee weapon

Primary Target: One creature

Primary Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. Make a secondary attack.

Secondary Target: Each enemy adjacent to the primary target

Secondary Attack: Strength vs. Fortitude

Hit: You push the secondary target 1 square.



Guardian's Word Ghallanda Sanctuary Guardian Utility 12

Your dragonmark glows and empowers your healing.

Encounter

Free Action Personal

Effect: The next healing power you use before the start of your next turn restores the maximum number of hit points possible.

Sanctuary Strike Ghallanda Sanctuary Guardian Attack 20

You swing, striking your foes and emitting a shower of energy from your dragonmark to empower your allies.

Daily ♦ Weapon

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Strength vs. Reflex

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

Effect: Until the end of your next turn, any ally can use his or her second wind as a minor action while within 3 squares of you.

Sustain Minor: The effect persists.

JORASCO JADEHAND

“My enemies are like gangrene on a wound that would otherwise heal. And there’s only one thing to do with gangrene—start cutting.”

Prerequisite: Mark of Healing feat

When Sahemi the Emissary told House Jorasco that it should help heal Eberron from the wounds of the Last War, you listened. Despite resistance from much of the house, Sahemi insisted that the dragonmark that he and his kin bore mandated an effort to help heal the land. A supporter of Sahemi’s efforts, you call yourself a jadehand for the jade bracelets you wear in emulation of the Emissary. You respect the druidic traditions, and you’re interested in stopping supernal menaces and healing the world’s scars, such as the Mourndland. You have a broad view of what constitutes “healing,” so you also apply your skills liberally to help heal people and the land. For you, exposing a demonic cult and thwarting frontier banditry are just incisions and surgeries performed on a larger scale.

JORASCO JADEHAND PATH FEATURES

Jadehand Action (11th level): When you spend an action point to use a healing power, you restore extra hit points equal to your Wisdom modifier.

Improved Recovery (11th level): Whenever you grant an ally a saving throw, that ally can roll two dice and take the higher result.



Healing Savant (16th level): Whenever you use a healing power during a short or an extended rest, that power restores the maximum number of hit points possible.

JORASCO JADEHAND POWERS

Preventive Medicine Jorasco Jadehand Attack 11

When an enemy attacks your friend, lightning arcs from your dragonmark into the enemy, shocking it and healing your ally.

Encounter ♦ Healing, Implement, Lightning
Immediate Interrupt Ranged 5

Trigger: An enemy within 5 squares of you hits an ally

Target: The triggering enemy

Attack: Wisdom vs. Reflex

Hit: 2d10 + Wisdom modifier lightning damage, and the triggering ally can spend a healing surge and gain an additional 2d6 hit points.

Jade Rejuvenation Jorasco Jadehand Utility 12

Your dragonmark glows a faint green. Sigils identical to the mark then appear over the heads of your friends.

Daily ♦ Healing

Minor Action Close burst 5

Target: You and each ally in burst

Effect: You lose one healing surge, and each target gains regeneration 5 until the end of your next turn.

Sustain Minor: The effect persists.

Dawn Burst Jorasco Jadehand Attack 20

The sun seems to flare from your dragonmark, flashing its light on friend and foe alike.

Daily ♦ Healing, Implement, Radiant

Standard Action Area burst 2 within 10 squares

Target: Each enemy in burst

Attack: Wisdom vs. Fortitude

Hit: 2d10 + Wisdom modifier radiant damage.

Effect: Each ally in the burst can spend a healing surge or make a saving throw.

KUNDARAK GHORAD'DIN

"Strictly speaking, it might not take a thief to catch a thief. However, we do try to think and train like our adversaries do."

Prerequisite: Mark of Warding feat

You are part of an unusual group of thieves. You are a member of House Kundarak's Ghorad'din, who are charged with testing the house's wards and recovering property stolen by those brazen enough to break into Kundarak vaults. You combine the magical prowess of a spellcaster with the stealth of a burglar. As a result, no barrier can stop you.

House Kundarak uses the Ghorad'din only rarely, and they answer only to Lord Morrikan, leader of House Kundarak. When a new high security vault needs testing, the house assembles a group of Ghorad'din to try to break in and expose weaknesses before any treasure is placed within. Although such practices hone your skills, you might prefer even greater challenges. The most skilled Ghorad'din are assigned to recover stolen property from other gifted thieves. Whispers also tell of Ghorad'din who operate as assassins.



JASON ENGLE

KUNDARAK GHORAD'DIN PATH FEATURES

Ghorad'din Action (11th level): When you spend an action point to take an extra action, you gain a +2 bonus to Thievery checks and Stealth checks until the end of your next turn. You also gain a +2 bonus to AC and to Reflex until the end of your next turn.

Careful Trap-Breaker (11th level): You gain a +5 bonus to Thievery checks to delay a trap, and you do not trigger a trap with a failed Thievery check.

Master Burglar (16th level): Whenever you make a Thievery check, you roll two dice and take the higher result.

KUNDARAK GHORAD'DIN POWERS

Befuddling Bypass Kundarak Ghorad'din Attack 11

Empowered by your dragonmark, your shot befuddles your foe, allowing you to pass by it before the creature realizes you are gone.

Encounter ♦ **Charm, Weapon**

Standard Action **Ranged weapon**

Target: One creature

Attack: Strength or Dexterity vs. Reflex

Hit: 2[W] + Strength or Dexterity modifier damage, and the target is immobilized until the end of your next turn. You can then move your speed. This movement does not provoke opportunity attacks from the target.

Thwart the Walls Kundarak Ghorad'din Utility 12

You start to fade out of existence, gaining the ability to step through walls and obstacles.

Encounter

Minor Action **Personal**

Effect: You gain insubstantial and phasing until the end of your next turn.

Ward Unleashed Kundarak Ghorad'din Attack 20

With the power of your dragonmark, you dispel nearby wards and use their power to impede your enemies.

Daily

Standard Action **Area burst 2 within 10 squares**

Target: Each enemy in burst

Attack: Strength or Dexterity + 4 vs. Fortitude

Level 21: Strength or Dexterity + 6 vs. Fortitude

Hit: 3d10 + Strength or Dexterity modifier damage, and the target is slowed (save ends).

Miss: Half damage.

Effect: Any enemy zones or conjurations in the burst end.

LYRANDAR WIND-RIDER

"Battling me is as futile as trying to strike the wind. And if you try, you'll look just as foolish."

Prerequisite: Mark of Storm feat

You're more at home in the skies aboard a House Lyrandar airship than you are on the ground. Through the power of your dragonmark, you exert control over wind and weather. You're naturally held aloft by breezes, but the wind isn't just a constant companion, it's also a weapon in your arsenal. With the aid of your dragonmark, you can cause sudden bursts of wind that send your enemies flying. With enough power, you can even summon a tornado to tear through your enemy's ranks. Those who trifle with you feel the fury of the storm.

LYRANDAR WIND-RIDER PATH FEATURES

Wind-Rider Action (11th level): When you spend an action point to take an extra action, you gain a fly speed equal to your speed (and can hover) until the end of your next turn.

Storm Adept (11th level): You gain a +1 bonus to attack rolls and a bonus equal to your Constitution modifier (minimum 1) to damage from lightning or thunder attack powers.

Feather's Touch (16th level): Once per encounter, you can use the wizard utility power *feather fall* (*Player's Handbook*, page 160).

LYRANDAR WIND-RIDER POWERS

Wind Burst Lyrandar Wind-Rider Attack 11

With the power of your dragonmark, you call forth a column of wind that lands on your enemies, scattering them in all directions.

Encounter ♦ Implement

Standard Action Area burst 2 within 10 squares

Target: Each creature in burst

Attack: Charisma or Constitution vs. Fortitude

Hit: 3d6 + Charisma or Constitution modifier damage, and you push the target 2 squares away from the attack's origin square. A target in the burst's origin square is knocked prone instead of pushed.

Zephyr Wings Lyrandar Wind-Rider Utility 12

You feel a rush of wind at your back, and you're carried aloft.

Daily

Minor Action Personal

Effect: You gain a fly speed equal to your speed until the end of your next turn.

Sustain Minor: The effect persists.



Unruly Cyclone Lyrandar Wind-Rider Attack 20

Your dragonmark flares as you struggle to control a powerful tornado and blast your foes.

Daily ♦ Implement, Zone

Standard Action Area burst 1 within 10 squares

Effect: The burst creates a zone of violent wind that lasts until the end of your next turn. As a move action, you can move the zone 4 squares. Each creature that starts its turn within the zone is subject to the following attack.

Attack: Charisma or Constitution vs. Fortitude.

Hit: 3d10 + Charisma or Constitution modifier, and you push the target 4 squares away from the burst's origin square.

Sustain Minor: The zone persists.

MEDANI TRUESEER

"I knew you were going to do that. And now, I know you're going to pay."

Prerequisite: Mark of Detection feat

House Medani's ability to train the senses and the minds of its members is legendary. In your case, the rigorous training combines with the power of your dragonmark to bring your powers of prescience and observation to supernatural levels. You can reveal invisible foes with ease and throw your enemies from their feet by anticipating their movements. As a Medani trueseer, you think a step ahead of everyone else. Even adversaries that think they've outsmarted you find themselves lured into traps that give you the advantage.

MEDANI TRUESEER PATH FEATURES

Trueseer Action (11th level): When you spend an action point to take an extra action, any enemy you can see grants combat advantage to you until the end of your next turn.

Blindless Sight (11th level): You cannot be blinded, and you gain a +2 bonus to Perception checks and initiative checks.



MIGUEL COIMBRA

Medani Targeting (16th level): Your attacks ignore cover and concealment, but not superior cover and total concealment, against a target you have combat advantage against.

MEDANI TRUESEER POWERS

Medani True Strike Medani Trueseer Attack 11

Your Mark of Detection flares, sending out darts of energy to hunt down hidden foes and reveal their locations.

Encounter

Standard Action **Ranged 10**

Effect: You can see invisible creatures within 10 squares of you and within your line of sight until you hit or miss with this power.

Target: One creature

Attack: Charisma or Wisdom + 4 vs. Reflex. The attack ignores any cover and any concealment if the target is within 10 squares of you.

Hit: 2d10 + Charisma or Wisdom modifier.

Medani Foretelling Medani Trueseer Utility 12

The power of your dragonmark allows you to take a quick glance into the future to help you decide what to do.

Encounter

Free Action **Personal**

Effect: You roll a d20. If you attack during this turn, you can choose to use this roll as the first attack roll of the attack.

Disruptive Premonition Medani Trueseer Attack 20

Before your enemy can strike, you let loose a debilitating sting that inhibits its defenses and ability to attack.

Daily ♦ **Weapon**

Immediate Interrupt **Ranged 10**

Trigger: An enemy within 10 squares of you hits or misses you or an ally

Target: The triggering enemy

Attack: Charisma or Wisdom vs. Reflex

Hit: 3d10 + Charisma or Wisdom modifier damage, and the target takes a -4 penalty to attack rolls against you (save ends).

Miss: Half damage.

Effect: The target grants combat advantage to you until the end of your next turn.

ORIEN SWIFTBLADE

"Are you watching my blade, or are you watching my feet? You'll have to keep an eye on both if you're to keep up with me."

Prerequisite: Mark of Passage feat

Among the best duelists of House Orien are the swiftblades, peerless swordmasters whose Marks of Passage enable them to cut paths between worlds with their flashing blades. As a swiftblade, you can slice a rift in the fabric of the world, dart through it, and then appear on the other side of the battlefield. When you practice against your peers, the fights range across neighborhoods and cities as you and your opponent teleport from place to place.

House Orien calls upon swiftblades to defend the house's interests with weapon and word. The house dispatches the duelists to conduct negotiations or investigate disturbances in its travel network. With their sophisticated demeanor, swiftblades are often underestimated by House Orien's enemies. Those who attract the ire of an Orien swiftblade quickly learn that the duelists are more than casual weaponmasters.

ORIEN SWIFTBLADE PATH FEATURES

Swiftblade Action (11th level): When you spend an action point, you can teleport your speed as a move action until the end of your next turn.

Vigilant Sprinter (11th level): You do not grant combat advantage for running.

Swift Foot (16th level): You gain a +1 bonus to speed and a +1 bonus to AC and to Reflex against opportunity attacks.

ORIEN SWIFTBLADE POWERS

Shifting Charge Orien Swiftblade Attack 11

Brandishing your weapon, you charge forward, dashing among your enemies before they can react.

Encounter ♦ Weapon

Standard Action **Melee weapon**

Effect: Before the attack, you shift your speed.

Target: One creature

Attack: Strength or Intelligence + 1 vs. AC

Hit: 3[W] + Strength or Intelligence modifier damage.

Orien Unbound Orien Swiftblade Utility 12

Your Mark of Passage flares, and you teleport away from your bonds.

Encounter ♦ Teleportation

Move Action **Personal**

Effect: You end any immobilized or marked effects on you.

You then teleport your speed.



Flurry of Teleportation Orien Swiftblade Attack 20

You blink from place to place on the battlefield, stabbing a foe before disappearing again.

Daily ♦ Teleportation, Weapon

Standard Action **Melee weapon**

Primary Target: One creature

Primary Attack: Strength or Intelligence vs. AC

Hit: 2[W] + Strength or Intelligence modifier damage.

Effect: You teleport 4 squares and then make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Strength or Intelligence vs. AC

Hit: 1[W] + Strength or Intelligence modifier damage.

Effect: You teleport 4 squares and then make a tertiary attack.

Tertiary Target: One creature other than the primary and secondary targets

Tertiary Attack: Strength or Intelligence vs. AC

Hit: 1[W] + Strength or Intelligence modifier damage.

Effect: You teleport 4 squares.

PHIARLAN PHANTASMIST

"I suggest that you withdraw. My last foes found that fleeing in abject terror was far more hazardous than a sensible surrender."

Prerequisite: Mark of Shadow feat

The entertainers and artisans of House Phiarlan employ a variety of media and techniques to express their art and distract their foes. Members of the house who show a predisposition for illusion are often trained as phantasmists. As a phantasmist, you excel in evasion and deception. Your training has taught you how to bring your enemies' nightmares to life. You can cloak yourself in shadows or trick foes with illusory forms. When you perfect your art, you even gain the power to make an illusion into a deadly reality.

PHIARLAN PHANTASMIST PATH FEATURES

Phantasmist Action (11th level): When you spend an action point to take an extra action, you or one ally within 3 squares of you becomes invisible until the start of your next turn.

Mind Fire (11th level): Any enemy affected by one of your charm, fear, illusion, or psychic powers takes a -2 penalty to saving throws against that power's effect.



LUCIO PARRILLO

Phase-Mist Shroud (16th level): Whenever you use an illusion power, you gain concealment and a +1 bonus to attacks rolls with charm, fear, illusion, or psychic powers until the end of your next turn.

PHIARLAN PHANTASMIST POWERS

Disturbing Visions Phiarlan Phantasmist Attack 11

Terrible illusions plague your enemies' minds, causing them to flee in fright.

Encounter ♦ **Fear, Illusion, Implement, Psychic**
Standard Action Area burst 1 within 10 squares

Target: Each enemy in burst

Attack: Intelligence or Charisma vs. Will

Hit: 2d6 + Intelligence or Charisma modifier psychic damage, and you slide the target 2 squares. In addition, the target takes a -2 penalty to attack rolls until the end of your next turn.

Taunting Decoy Phiarlan Phantasmist Utility 12

An image of you appears near your enemy, drawing its attacks.

Daily ♦ **Conjuration, Teleportation**

Standard Action Ranged 10

Effect: You conjure a decoy of yourself in an unoccupied square within range. The decoy occupies 1 square, and it lasts until the end of your next turn. When you conjure the decoy, it marks one enemy within 5 squares of it until the end of your next turn. The decoy can be attacked, and when the enemy marked by the decoy hits it, the mark ends and the decoy teleports 5 squares. As a move action, you can move the decoy 3 squares.

Sustain Minor: The decoy persists, and it marks one enemy within 5 squares of it.

Phantasmist Stalker Phiarlan Phantasmist Attack 20

You summon a feral, gangly creature of shadow and mist to do your bidding.

Daily ♦ **Implement, Psychic, Summoning**

Standard Action Ranged 10

Effect: You summon a Medium phantasmist stalker in an unoccupied square within range. The stalker has speed 7. It has a +4 bonus to AC and to Reflex and a +5 bonus to saving throws against fear effects and charm effects. Whenever the stalker hits a creature granting combat advantage to it, that creature takes ongoing 5 psychic damage (save ends). You can give the phantasmist stalker the following special commands.

Minor Action: The phantasmist stalker moves 7 squares. It has insubstantial while moving.

Standard Action: Close blast 3; targets each creature in blast; Intelligence or Charisma vs. Will; 1d10 + Intelligence or Charisma modifier psychic damage, and the target is dazed (save ends).

Standard Action: Melee 1; targets one creature; Intelligence or Charisma vs. Reflex; 1d8 + Intelligence or Charisma modifier psychic damage.

Opportunity Attack: Melee 1; targets one creature; Intelligence or Charisma vs. Reflex; 1d8 + Intelligence or Charisma modifier psychic damage.

SIVIS TRUENAMER

"I call you thaukrala'them-sholowdi. I rebuke you with mahanaprill-katarnah. And heed this word: Quarran-quattalli'voreshathayue!"

Prerequisite: Mark of Scribing feat, fluent in Supernal

As a bearer of the Mark of Scribing, you have a supernatural affinity for language. You have chosen to focus your skills on mastering the subtle intonations and precise rhythms of the true language that gave birth to all others. Although your vocabulary is limited, your words carry potent magic power—a power that can befuddle and enslave your enemies or bring an onrushing mob to a halt.

SIVIS TRUENAMER PATH FEATURES

Truenamer Action (11th level): When you spend an action point to take an extra action, you regain the use of Channel Divinity or Arcane Implement Mastery.

Supernal Linguist (11th level): Your study of Supernal has given you a greater understanding of the world. You gain a +2 bonus to knowledge checks.

Word of Life (11th level): Increase your healing surge value by your Intelligence or Charisma modifier.



True Word Healing (16th level): Whenever you use a power that lets you spend a healing surge, each ally within 3 squares of you can also spend a healing surge.

SIVIS TRUENAMER POWERS

Utterance of Mockery Sivis Truenamer Attack 11

You speak words of Supernal so potent that your enemy loses its sense of identity and mistakenly attacks itself.

Encounter ♦ Charm, Implement
Standard Action Ranged 10

Target: One creature

Attack: Intelligence or Charisma vs. Will

Hit: As a free action, the target makes a basic attack against itself and hits. If the target has multiple basic attacks, you choose which attack it uses.

Sigil of Repulsion Sivis Truenamer Utility 12

You utter ancient words of Supernal, conjuring a silvery glyph that repels your foes.

Daily ♦ Conjunction
Minor Action Ranged 20

Effect: You conjure a glowing sigil in an unoccupied square within range. Any enemy within 5 squares of the sigil must spend 2 extra squares of movement for each space it moves closer to the sigil.

Sustain Minor: The sigil persists.

Utterance of Domination Sivis Truenamer Attack 20

You speak the true name of your enemy, giving you temporary dominion over it.

Daily ♦ Charm, Implement, Psychic
Standard Action Ranged 10

Target: One creature

Attack: Intelligence or Charisma vs. Will

Hit: The target is dominated (save ends).

Aftereffect: The target takes 4d10 + Intelligence or Charisma modifier psychic damage.

Miss: The target takes 2d10 + Intelligence or Charisma modifier psychic damage and is dazed until the end of your next turn.

THARASHK WAYFINDER

"There is only one way to escape my pursuit: through death."

Prerequisite: Ranger, Hunter's Quarry class feature, Mark of Finding feat

Rangers in House Tharashk often become wayfinders, all-purpose guides who travel the world helping to resolve the house's quarrels. A wayfinder is part scout, part bounty hunter, and part inquisitive. As a wayfinder, you might, over the course of a season, guide dragonshard prospectors through dangerous wilderness, capture a fugitive, uncover who's smuggling poisons into the slums of Sharn, and even explore a dungeon or two along the way. Your dragonmark guides your attacks, whether you're fighting hand-to-hand or with a bow. Once you determine your quarry, you are relentless in your pursuit of it. Those who flee from you find that there's no escaping a wayfinder, only a delay of the inevitable.

THARASHK WAYFINDER PATH FEATURES

Wayfinder Action (11th level): When you spend an action point to make an attack against an enemy you've designated as your quarry, you can shift your speed after the attack roll.

Quarry's Arrest (11th level): When you hit a creature designated as your quarry, you can choose to forego your Hunter's Quarry damage in order to instead slow the creature and prevent it from shifting until the end of your next turn. Doing this expends your Hunter's Quarry damage until the start of your next turn.

Wayfinder's Quarry (16th level): While a creature is designated as your quarry, it grants combat advantage to you.

THARASHK WAYFINDER POWERS

Path of Least Resistance Tharashk Wayfinder Attack 11

The power of your dragonmark guides your strike, and its magic lingers in the wound, weakening your foe's defenses.

Encounter ♦ Weapon

Standard Action **Melee or Ranged weapon**

Target: One creature

Attack: Strength vs. lowest of Fortitude, Reflex, or Will (melee) or Dexterity vs. lowest of Fortitude, Reflex, or Will (ranged)

Hit: 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier damage (ranged). Until the start of your next turn, the target takes a -2 penalty to the defense you hit.



Distant Quarry Tharashk Wayfinder Utility 12

Your dragonmark pulses with energy as you identify a distant foe as your quarry.

Encounter

Minor Action

Personal

Effect: You designate one enemy that you can see as your quarry.

Path of Destruction Tharashk Wayfinder Attack 20

Your dragonmark flashes as you deliver a devastating attack. You then take a couple of steps and unleash another crippling assault.

Daily ♦ Weapon

Standard Action **Melee or Ranged weapon**

Primary Target: One creature

Primary Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged)

Hit: 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier damage (ranged). The target gains vulnerable 1 to all damage until the end of the encounter.

Effect: Shift 2 squares and make a secondary attack.

Secondary Target: One creature

Secondary Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged)

Hit: 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier damage (ranged). The secondary target gains vulnerable 1 to all damage until the end of the encounter.

If you hit the same creature with both the primary and secondary attacks, it gains vulnerable 2 to all damage until the end of the encounter.

THURANNI SHADOW KILLER

"The only noise my weapon makes is the sound of a body hitting the floor."

Prerequisite: Mark of Shadow feat, trained in Stealth

You're among the deadliest assassins that House Thuranni has to offer. You are the scourge of House Phiarlan and anyone else who has enemies with the coin to afford your services. You kill silently, and you're adept at infiltrating enemy strongholds. You eliminate targets with ruthless efficiency and return to your house's compounds unscathed. Thuranni shadow killers are careful to ensure that their deeds go unnoticed by most of Khorvaire's population.

THURANNI SHADOW KILLER PATH FEATURES

Shadow-fade Action (11th level): When you spend an action point to take an extra action, you become invisible until the end of your next turn.

Thuranni Silence (11th level): Any ally within 3 squares of you who is not trained in Stealth gains a +3 bonus to Stealth checks.

Shadow Wound (16th level): Once per round when you hit an enemy granting combat advantage to

you, your attack also deals ongoing 5 necrotic damage (save ends). You decide whether to apply the ongoing damage after making the damage roll. The damage increases to ongoing 10 necrotic at 21st level.

THURANNI SHADOW KILLER POWERS

Descending Shadows

Thuranni Shadow Killer Attack 11

Darkness explodes from your dagger and rises above your enemy before raining down ebon sheets that cling to the creature's form.

Encounter ♦ Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. Reflex and Will. You make one attack roll and compare the result against both defenses. The target might be hit one or two times, depending on which defenses are hit.

Hit (Reflex): 1[W] + Dexterity modifier damage, and the target is slowed until the end of your next turn.

Hit (Will): 1[W] + Dexterity modifier damage, and the target is blinded until the end of your next turn.

Shadowstep

Thuranni Shadow Killer Utility 12

You point at a spot, and the light retreats from it. Then you disappear and step out of the shadows you've created.

Daily ♦ Teleportation, Zone

Standard Action Area burst 1 within 10 squares

Effect: The burst creates a zone of darkness that lasts until the end of your next turn. The zone blocks line of sight for creatures without darkvision. You gain darkvision until the end of your next turn and teleport to the burst's origin square.

Sustain Minor: The darkvision and the zone persist.

Spectral Garrote

Thuranni Shadow Killer Attack 20

A translucent garrote forms between your hands as you snare a foe to use as your shield.

Daily ♦ Reliable, Weapon

Standard Action Melee 1

Target: One creature granting combat advantage to you

Attack: Dexterity vs. Reflex

Hit: 3d8 + Dexterity modifier damage, and you grab the target. Until the grab ends, you have cover and can use the following action.

Immediate Interrupt Personal

Trigger: An enemy makes a melee or ranged attack roll against you that targets AC or Reflex

Effect: The triggering attack targets the creature grabbed by you.

Sustain Minor: You sustain the grab, and the target takes 2d8 + Dexterity modifier damage.



VADALIS GRIFFONMASTER

"Look to the skies, my friends. There you'll find me."

Prerequisite: Ranger, Beast Mastery class feature (see *Martial Power*, page 38), Mark of Handling feat

In the final years of the Last War, House Vadalis began training griffon riders—soldiers mounted on domesticated griffons. As a Vadalis griffonmaster, you had a hand in training those griffons and their riders. With your dragonmark's power, you've become an expert rider who is at home on the back of a griffon.

VADALIS GRIFFONMASTER PATH FEATURES

Griffonmaster Action (11th level): When you spend an action point to make an attack, your Vadalis-bred griffon can take a standard action or a move action after your attack. If the griffon uses the action to attack, the attack deals 1d6 extra damage.

Vadalis Griffon (11th level): You can swap your current beast companion for a Vadalis-bred griffon.

Vadalis Ritual Techniques (16th level): You have mastered and can perform the Commune with Nature and Phantom Steed rituals as if you had the Ritual Caster feat.

VADALIS GRIFFONMASTER EXPLOITS

Griffon's Pull Vadalis Griffonmaster Attack 11

Your griffon reaches out with its beak and pulls your enemies close. You then seize the opportunity to attack.

Encounter ♦ **Beast, Martial, Weapon**

Standard Action Melee weapon (beast 2)

Primary Target: One creature

Primary Attack: Beast's attack bonus vs. Reflex

Hit: 1[B] + beast's Strength modifier damage, and you slide the target 3 squares into a space adjacent to your Vadalis-bred griffon beast companion. Make a secondary attack that is a melee weapon attack.

Secondary Target: One creature that was a primary target

Secondary Attack: Strength vs. AC. You have combat advantage against the secondary target.

Hit: 1[W] + Strength modifier damage.

Level 21: 2[W] + Strength modifier damage.

Invigorating Dive Vadalis Griffonmaster Utility 12

The rush of the wind and the anticipation of attacking your prey give you and your griffon a surge of vigor.

Daily ♦ **Beast, Healing, Martial**

Free Action Close burst 1

Requirement: You must be mounted on a creature that is flying.

Trigger: You charge

Target: You and your beast companion

Effect: Each target regains hit points equal to your healing surge value.



VADALIS-BRED GRIFFON STATISTICS

Ability Scores: Strength 20, Constitution 18, Dexterity 16, Intelligence 2, Wisdom 12, Charisma 6

Size: Large

Speed: 6 squares, fly 8 squares

Defenses: AC 13 + level, Fortitude 14 + level, Reflex 12 + level, Will 12 + level

Hit Points: 16 + 10 per level

Attack Bonus: Level + 4

Damage: 2d6

Melee Basic Attack: Claw; level + 3 vs. AC; 2d6 + Strength modifier damage.

Mount: The Vadalis-bred griffon is a mount.

Cooperative Charge: When the Vadalis-bred griffon's rider charges, the griffon can make a claw attack as a free action in addition to its rider's charge attack.

Trained Skills: Athletics, Endurance, Perception

Snatching Assault Vadalis Griffonmaster Attack 20

Your griffon grabs your enemy in its talons and whisks it away.

Daily ♦ **Beast, Martial**

Standard Action Melee beast 1

Target: One creature

Attack: Beast's attack bonus vs. AC

Hit: 2[B] + beast Strength's modifier damage, and the target is grabbed. Until the grab ends, your Vadalis-bred griffon beast companion can move the target without needing to make a Strength attack.

Miss: 2[B] + beast's Strength modifier damage.

Effect: After the attack, your Vadalis-bred griffon beast companion can move half its speed.

EPIC DESTINIES

When you reach 21st level, you can choose an epic destiny. You can select one of the following Eberron-based epic destinies instead of an epic destiny from another source. Although these epic destinies are grounded in the Eberron setting, you can, with your DM's permission, choose one of them for a character from any campaign setting.

CHAMPION OF PROPHECY

Nothing can stop you. You were born for this. It's who you are.

Prerequisite: 21st level

Ever since you were young, you've had an instinctive sense that you were special. As you grew older and saw more of the world, you learned of the Draconic Prophecy, and you began to recognize that you have some part to play in it. You realized that the reason you felt special was because of your connection to the Prophecy.

You've discovered tangible, concrete indications of your role in the Prophecy. Your understanding of the Prophecy might be subtle (a whisper in your head that imparts prophetic guidance at key junctures in your life), or it might be overt (a reference to you in ancient texts that concern the Prophecy). Perhaps dragons pay you a visit to tell you of your role in the Prophecy.

Regardless of the way in which you learned of your destiny, you have embraced it. Your training has prepared you for the challenges you face, and woe betide anyone who stands in your way. You are an agent of fate, a representative of prophecy, and one can no sooner hold you back than stop time from passing.

IMMORTALITY

Your ascendancy to immortality is as much a collective experience as an individual one.

Agent of the Prophecy: Bound to the Draconic Prophecy, you are a pivotal part in a narrative that stretches forward and backward. Those who study the Prophecy will know your name, and you will inspire the actions of future champions of prophecy. You will move forward the events of the Draconic Prophecy, and when the Prophecy reaches its conclusion, you will have been a tangible part of it.



CHAMPION OF PROPHECY FEATURES

Prophetic Blessing (21st level): Increase your Strength, Constitution, or Dexterity by 2, and increase your Intelligence, Charisma, or Wisdom by 2.

Unstoppable Prophecy (21st level): Whenever you fail a death saving throw, you gain a +2 bonus to attack rolls until the end of the encounter.

Critical Juncture (24th level): Whenever you score a critical hit, you can spend a healing surge.

Prophetic Renewal (30th level): Whenever you reach a milestone, you can regain the use of an expended daily attack power instead of gaining an action point.

CHAMPION OF PROPHECY POWER

Prophetic Certainty

Champion of Prophecy Utility 26

Buoyed by a succession of victories, you unleash a potent attack.

Encounter

Minor Action

Personal

Effect: You gain a bonus to your next attack roll before the end of your next turn. The bonus is equal to +2 per milestone that you've reached since your last extended rest.

DISPOSSESSED CHAMPION

You lead a broken and scattered people into a new era of prosperity.

Prerequisite: 21st level

The Last War's scars are felt deeply. Cities and nations still reel from the ravages of the terrible conflict. Khorvaire and its inhabitants bear visible signs of the suffering wrought by the war. Countless peoples are still adrift, searching for a home and a purpose. The Prophecy chose you to lead these people, to guide them to a new homeland and into a future free from strife and torment. You were chosen to be their champion, to defend them from a callous world that has forgotten or dismissed them.

You might have become aware of fate's plan for you early in your career, or you could have come to your mission late. Your destiny could be the culmination of unrelated events and experiences that led you to bind yourself to a chosen people. Now you have become a champion of a dispossessed people, and you intend to bring hope to them through your leadership.

IMMORTALITY

Long after you die, your name will live on as a symbol of heroism and hope in the hearts of those you champion. When you select this epic destiny, choose a group of forsaken or broken people, such as Cyrans, shifters, members of House Phiarlan,

warforged, tieflings, or any other dispossessed group. You need not yourself be a member of this group. As the campaign progresses through the epic tier, seek opportunities to help your people and to strengthen their presence in the world.

Hero of Prophecy: Your chosen people have long believed that a hero would come and lead them from oblivion. Fragments from the Draconic Prophecy and from the visions of mystics predicted your coming. When you accepted the champion's mantle, your mission and purpose became clear, and you have since sought every opportunity to help your people. Your efforts might culminate in a final battle against your people's principal enemies. In your enemies' defeat, you can attain the salvation that you have long sought. Your people might raise you up as a king or a queen, or perhaps you will instead simply ascend into their cultural consciousness as a savior. Regardless, your trials will be retold in stories and songs for millennia until in memory you become something more than mortal. To your people, you will remain an eternal symbol of hope and a promise of a better future.

DISPOSSESSED CHAMPION FEATURES

Lead to Victory (21st level): Whenever you shift, each ally within your line of sight can shift an equal number of squares as a free action. The ally must end the shift closer to you than he or she began.

Burden of Leadership (24th level): When an enemy's attack bloodies an ally adjacent to you, you can spend a healing surge to allow that ally to regain hit points as if he or she had spent a healing surge.

Driven by Duty (30th level): The first time you drop to 0 hit points or fewer after an extended rest, you can spend a healing surge as an immediate interrupt. Any ally who can see you regains 2d6 hit points. Any hit points in excess of an ally's maximum number of hit points become temporary hit points.

DISPOSSESSED CHAMPION POWER

Legendary Defense

Dispossessed Champion Utility 26

Your selfless commitment to your people is legendary.

Daily ♦ Stance

Minor Action

Personal

Effect: Until the stance ends, any ally within 3 squares of you gains resist 10 to all damage and is immune to fear effects. In addition, until the stance ends, you can use a minor action once per round to allow an ally within 3 squares of you make a melee or ranged basic attack as a free action.



MOURNING SAVIOR

Nothing less than the complete restoration of Cyre will satisfy you.

Prerequisite: 21st level

In the final years of the Last War, prophets and soothsayers warned of impending doom. They described a singular event that would change the face of Khorvaire and bring ruin and death to the land. These warnings culminated with the Day of Mourning, and none can now deny the truth of these prophecies. A few of Cyre's survivors remember that these same mystics also spoke of salvation, of a person who would undo what had befallen Cyre. This person, the prophets said, would heal the land and prevent similar catastrophes from ravaging the world. You are the mourning savior the foretellings predicted, chosen by the Prophecy to stand fast against the threat of the Mournland and stop its corruption from spreading farther across Khorvaire.

IMMORTALITY

As a mourning savior, you face a daunting task. You must shoulder the responsibility of restoring health and vigor to the land and of stopping the spread of an inexplicable taint.

Mourning Panacea: Once you complete your final quest and unlock the Mourning's secret, you realize what must be done to remove the taint that plagues the land. Only through sacrifice can you contain the wellspring of evil that contaminates Cyre. Once you make peace with this terrible task, you walk into the Mournland and vanish into its mists.

For a time, there is no change. As the seasons pass, though, the gloom shrouding Cyre thins. The horrors stalking the ruined landscape turn against one another in an orgy of violence. When the transformation is complete, nothing remains of the magical phenomenon that erased an entire nation. Wreckage lies strewn across the countryside, but rather than disheartening the Cyran refugees, it emboldens them. They resolve to rebuild what was lost and restore their homeland to its former glory. You might be an unsung hero, but through your sacrifice, the Mourning is reversed, and life can thrive in Cyre once more.

MOURNING SAVIOR FEATURES

Mournland Dedicate (21st level): You are accustomed to the Mournland's effect. You gain a +5 bonus to skill challenges related to the perils of the Mournland. You are immune to the Mournland affliction disease, and you ignore obstacles and fantastic terrain unique to the Mournland. In addition, while within the Mournland, you and any ally within 5 squares of you can benefit from healing powers.

While outside the Mournland, healing powers that target you or any ally within 5 squares of you restore 2d6 extra hit points.

Memory of Cyre (24th level): When you spend an action point to take an extra action, any nonconstruct, non-undead enemy adjacent to you takes a -2 penalty to attack rolls and all defenses (save ends).

Cyran Vengeance (30th level): When you first become bloodied during an encounter, you gain one action point. You must spend this action point before the end of your next turn. Using this action point does not count against your normal action point expenditure during combat. In addition, if you spend the action point to make an attack against an undead or aberrant creature, you gain a bonus to the attack rolls and damage rolls equal to your Charisma modifier.

MOURNING SAVIOR POWER

Cleansing Presence

Mourning Savior Utility 26

Even the terrible curse plaguing the Mournland can't withstand your purifying presence.

Daily ♦ Healing

Standard Action Close burst 20

Target: Each ally in burst

Effect: Each target can spend a healing surge. Any hit points in excess of the target's maximum number of hit points become temporary hit points.

In addition, you permanently negate the effect of fantastic terrain within the burst that has a magical or supernatural origin, including but not limited to blood rock, fonts of power, illusions, loadstones, mirror crystals, pillars of life, sacred circles, permanent portals, and teleporters.



SUBLIME FLAME

You become one with the Silver Flame.

Prerequisite: 21st level, any divine class, must worship the Silver Flame

From the Silver Flame's inception, its purpose in the world has been clear. It was forged from a commitment to stand fast against the growing darkness, to seek out and destroy evil's champions, and to carry the banner of purity and light. Although many rally to the Silver Flame, only a select few ever feel its purifying flames burn away the darkness clouding their souls and receive true clarity of vision. One does not choose to become a vessel for the Silver Flame, but rather, the Flame chooses him or her to be a vessel.

As a sublime flame, you have unflinching devotion and piety, and you are dedicated to serving the principles on which the Church of the Silver Flame was founded. You might serve the Church faithfully, or perhaps instead you commune directly with the Silver Flame. Regardless, your devotion unlocks a deeper understanding of your purpose in the world.

IMMORTALITY

As a sublime flame, you can channel the power of those who have come before you. Eventually, this power might lead you to merge with the Silver Flame and become an immortal extension of its divine will.

Joining the Flame: You have spent your life combating corruption and evil in the name of the Silver Flame. You have experienced an awakening of purpose, and as you face your final enemy, the last vestiges of doubt burn away. With your ultimate victory, you feel a tug upon your soul that draws you toward Thrane for one final pilgrimage. You cross the countryside, returning to Flamekeep to enter the Cathedral of the Silver Flame. There, you step into the fire and undergo a transformation. The argent fire sears away your flesh, allowing your mind and soul to join with the Silver Flame. You take your place as part of the eternal fires, lending your power, your knowledge, and your faith to its holy purpose. As part of the Flame, you channel strength into those who come after you, working to attain the promise of paradise in the world.



SUBLIME FLAME FEATURES

Chosen of the Flame (21st level): At the end of an extended rest, choose one of your fire or radiant daily attack powers. You gain one extra use of the power until the end of your next extended rest.

Argent Vessel (24th level): The first time you drop to 0 hit points or fewer after an extended rest, each enemy adjacent to you takes 10 fire damage and 10 radiant damage, and each ally adjacent to you regains 20 hit points. At the start of your next turn, you regain hit points equal to your healing surge value.

Wrath of Silver Flame (30th level): Whenever you use a radiant attack power, the attack deals 2d6 extra fire damage. Whenever you use a fire attack power, the attack deals 2d6 extra radiant damage.

SUBLIME FLAME POWER

Silver Flame's Embrace Sublime Flame Utility 26

You erupt into a column of living silver flame.

Daily ♦ Divine, Stance

Immediate Reaction Personal

Trigger: An enemy bloodies you

Effect: Until the stance ends, you gain a +2 bonus to all defenses and to saving throws. In addition, until the stance ends, whenever an enemy hits you with a melee attack, it must succeed on a saving throw or become blinded until the start of its next turn.

CHARACTER OPTIONS

HEROES STAND apart. They face more danger, suffer more pain, and win more treasure than do the ordinary denizens of Eberron. Most adventurers die far sooner than other people, but those heroes who survive can achieve great power and fame.

As a hero, you have many ways of making yourself stand apart from the everyday inhabitants of Eberron. The choices you make when you create your character can set your hero on a path that can lead to glory. In the same way that heroes are different from common people, each hero is distinct from all other heroes. A warforged artificer and a changeling rogue will have different roads to greatness, and the ways in which each of these heroes chooses abilities and equipment will distinguish him or her even further. Each character's development over the course of a campaign is unique.

However you choose to set your hero apart, this chapter contains the abilities, weapons, and magic you need to make that hero one of a kind.

This chapter includes the following sections.

Feats: The dragonmarks, and also race- and class-specific feats important to the world of Eberron. Methods of channeling the divinity of the Sovereign Host and of other Eberron deities are also included.

Equipment: The weapons of the Talenta plains and potent magic items powered by dragonshards, and also rituals used by the dragonmarked houses and by other powerful groups.

Rituals: Mystic practices known widely by those possessing dragonmarks and by any others with knowledge of ancient rites.



FEATS

The *EBERRON Player's Guide* provides both generic feats and feats oriented toward the setting.

DRAGONMARKED FEATS

Some feats in this section have the “[Dragonmark]” expression. These feats are associated with Eberron's dragonmarks. A character can have only one such dragonmarked feat. Each nonaberrant dragonmark allows you to master certain rituals as if you had the Ritual Caster feat. To use one of these rituals, you must still acquire the ritual and master it, and your level must still equal or exceed the ritual's level. Your DM can expand the list of rituals as he or she deems appropriate.

DRAGONMARKED HOUSES

At the heart of the dragonmarked houses of Eberron are bloodlines of dragonmarked heirs that are each of a single race. The Mark of Healing appears almost exclusively among the halflings of House Jorasco, for example, and the marked heirs of House Cannith are all humans of a single line. As a player character, you may choose to be an exception, because heroes are uniquely significant individuals.

If you choose a dragonmark for your character, you have four options:

- ◆ You could choose to be a member of a dragonmarked house and its bloodline—for example, if you choose to bear the Mark of Storm, you would be a half-elf member of House Lyrandar and related to the other dragonmarked heirs of the house. In this case, you have much in common with the NPC heirs of House Lyrandar. You will be influenced by the actions and goals of your house, although you and your DM can determine to what extent you will be drawn into house politics.

PLAYING A DRAGONMARKED CHARACTER

You can take a dragonmarked feat at initial character creation or during character advancement. In the latter case, the mark spontaneously develops as a result of the stresses and exposures of your adventures. Such manifestations of the Draconic Prophecy are not unheard of in Eberron.

Dragonmarked feats should not be casually retrained (see *Player's Handbook*, page 28). A PC's place in the Draconic Prophecy is not abandoned or reassumed so easily. A DM would be well within his or her rights to require that a dragonmark be a lifelong commitment on the part of any PC.

- ◆ You could choose to be a distant offshoot of a dragonmarked bloodline, sharing the race that most commonly manifests the mark but unencumbered by ties to its house. For example, you could be a half-elf with the Mark of Storm but without ties to House Lyrandar. You'd be an anomaly; if House Lyrandar became aware of you, it would take steps to bring you and your wayward bloodline into the house.

- ◆ You could choose to be a member of some other race, even a race that has no dragonmarked house of its own. You can choose to bear the Mark of Storm even if you're an elf, a human, or a warforged. In this case, your dragonmark is a direct manifestation of the Prophecy and has nothing to do with the bloodline of the house. You'll probably never meet an NPC in the world like you, and House Lyrandar would not claim you.

- ◆ You could choose to bear an aberrant dragonmark without any concern for your character's race. Aberrant marks are more common among those races that have dragonmarked houses—although a member of any race could bear one—but they're still rare. The existence of an aberrant dragonmark on a member of any race is disturbing to the houses, and you would be wise to avoid their attention.

HEROIC TIER FEATS

Feats in this section are available to characters of any level, as long as they meet the prerequisites.

ABERRANT MARK OF CONTAGION [DRAGONMARK]

Benefit: Whenever you hit an enemy with a daily attack power, that enemy takes a -2 penalty to saving throws against ongoing damage until the end of the encounter.

ABERRANT MARK OF MADNESS [DRAGONMARK]

Benefit: Whenever you hit an enemy with a daily attack power, that enemy takes a -2 penalty to Will until the end of the encounter.

ABERRANT DRAGONMARKS

A member of any race might develop an aberrant dragonmark. No matter who you are, such a mark brands you as an outsider. Since the War of the Mark, only the twelve marks associated with the dragonmarked houses are deemed acceptable. If you bear an aberrant mark, you should beware of those who might hate and hunt you for that reason.

Despite the similar terms used, aberrant dragonmarks have no special connection to creatures of the aberrant origin.

ABERRANT MARK OF TERROR [DRAGONMARK]

Benefit: Whenever you hit an enemy with a daily attack power, that enemy takes a -1 penalty to attack rolls against you until the end of the encounter. This is a fear effect.

ACCURATE MAGIC WEAPON

Prerequisite: Artificer

Benefit: Whenever you use an artificer power that targets a weapon or an implement, the next attack roll with that weapon or implement before the end of the encounter gains a +1 bonus.

AERENAL ARCANIST

Prerequisite: Elf, any arcane class, Aerenal background

Benefit: Choose one arcane utility power of every level you know. Each time you gain a new level of arcane utility powers, you learn one extra utility power of that level. In other words, you know two arcane utility powers of each level, one of which you can use on any given day. After an extended rest, you choose which arcane utility powers of each level you can use that day. This feat doesn't change the number of arcane utility powers you can use each day. If you have the Spellbook class feature, the extra arcane utility power you gain is in addition to the extra power gained through that feature.

AERENAL HALF-LIFE

Prerequisite: Elf, Aerenal background

Benefit: You gain a +1 feat bonus to damage rolls with necrotic powers. The bonus increases to +2 at 11th level and +3 at 21st level.

In addition, when you spend an action point to take an extra action, you also gain this bonus to attack rolls with necrotic powers until the end of your next turn.

ALCHEMIST

Benefit: You can make alchemical items of your level or lower. You must have the correct formula and an appropriate skill.

Special: You can take this feat instead of the Ritual Caster feat granted by your class feature.

ANCESTRAL GUIDANCE [DIVINITY]

Prerequisite: Channel Divinity class feature, must worship the Spirits of the Past

Benefit: You gain the Channel Divinity power *ancestral guidance*.

Channel Divinity: Ancestral Guidance

Feat Power

You call upon the ancestor spirits to guide your path.

Encounter ♦ Divine

Free Action Personal

Trigger: You make a skill check and dislike the result

Effect: You gain a power bonus to the triggering roll equal to your Wisdom modifier.

ARAWAI'S ABUNDANCE [DIVINITY]

Prerequisite: Channel Divinity class feature, must worship Arawai

Benefit: You gain the Channel Divinity power *Arawai's abundance*.

Channel Divinity: Arawai's Abundance

Feat Power

Arawai shelters those who receive her blessings.

Encounter ♦ Divine, Healing

Minor Action Close burst 10

Target: One ally in burst

Effect: The target can spend a healing surge and gains a +2 power bonus to all defenses until the end of your next turn.

AUREON'S INSTRUCTION [DIVINITY]

Prerequisite: Channel Divinity class feature, must worship Aureon

Benefit: You gain the Channel Divinity power *Aureon's instruction*.

Channel Divinity: Aureon's Instruction

Feat Power

You tap into Aureon's vast wisdom to aid in your research and understanding.

Encounter ♦ Divine

Free Action Personal

Effect: Until the end of your next turn, when you make a knowledge or monster knowledge check you make two rolls and use the higher result.

BALINOR'S PREY [DIVINITY]

Prerequisite: Channel Divinity class feature, must worship Balinor

Benefit: You gain the Channel Divinity power *Balinor's prey*.

Channel Divinity: Balinor's Prey

Feat Power

The hunt is sweet, but the kill is far sweeter.

Encounter ♦ Divine

Minor Action Ranged 5

Target: One creature

Effect: The next melee or ranged attack that hits the target before the end of your next turn deals 1d6 extra damage.
Level 11: 2d6 extra damage.
Level 21: 3d6 extra damage.



HEROIC TIER FEATS

Name	Prerequisites	Benefit
Aberrant Mark of Contagion	–	Enemy hit with daily power takes -2 penalty to saving throws against ongoing damage
Aberrant Mark of Madness	–	Enemy hit with daily power takes -2 penalty to Will
Aberrant Mark of Terror	–	Enemy hit with daily power takes a -1 penalty to attack rolls against you
Accurate Magic Weapon	Artificer	Enhanced weapons or implements gain +2 bonus to next attack roll
Aerenal Arcanist	Elf, arcane power source, Aerenal background	Learn extra utility spells
Aerenal Half-Life	Elf, Aerenal background	+1 damage with necrotic power, +1 attack with action point when using a necrotic power
Alchemist	–	You can craft alchemical items of your level or lower
Ancestral Guidance	Channel Divinity, must worship Spirits of the Past	Use Channel Divinity power <i>ancestral guidance</i>
Arawai's Abundance	Channel Divinity, must worship Arawai	Use Channel Divinity power <i>Arawai's abundance</i>
Aureon's Instruction	Channel Divinity, must worship Aureon	Use Channel Divinity power <i>Aureon's instruction</i>
Balinor's Prey	Channel Divinity, must worship Balinor	Use Channel Divinity power <i>Balinor's prey</i>
Beacon of Dol Arrah	Channel Divinity, must worship Dol Arrah	Use Channel Divinity power <i>beacon of Dol Arrah</i>
Boldrei's Shelter	Channel Divinity, must worship Boldrei	Use Channel Divinity power <i>Boldrei's shelter</i>
Component Modification	Warforged	With <i>warforged resolve</i> power, each component grants you 1 extra temporary hit point
Defensive Minions	Artificer	+2 to all defenses of summoned creatures
Eldeen Companion	Shifter, Beast Mastery class feature	Beast companion gains benefit from your shifter racial powers
Forceful Defense	Artificer	+1 to ally's AC when you hit with force power
Group Mindlink	Kalashtar	All allies can communicate telepathically
Immutability	Improved Warforged Resolve	Gain +2 to saving throw when using <i>warforged resolve</i> power
Improved Warforged Resolve	Warforged	Gain 5 extra temporary hit points with <i>warforged resolve</i> power
Kol Korran's Boon	Channel Divinity, must worship Kol Korran	Use Channel Divinity power <i>Kol Korran's boon</i>
Light Within	Channel Divinity, must worship <i>il-Yannah</i>	Use Channel Divinity power <i>light within</i>
Mark of Detection	–	Roll two d20s on Perception checks, sense magic, perform certain rituals
Mark of Finding	–	Shift when enemy who grants combat advantage to you shifts, perform certain rituals
Mark of Handling	–	Gain access to the special abilities of your mount, improve beast companion abilities, perform certain rituals
Mark of Healing	–	Grant saving throw to ally you heal, perform restoration rituals
Mark of Hospitality	–	Enhanced healing powers, perform certain rituals
Mark of Making	–	Create magic items of your level + 2 or lower, perform certain rituals
Mark of Passage	–	Move extra square when shifting or teleporting, perform certain rituals
Mark of Scribing	–	Gain additional languages, +2 to Diplomacy checks, perform certain rituals
Mark of Sentinel	–	Shift before or after using an opportunity attack, perform certain rituals
Mark of Shadow	–	Remain hidden after missed attack, perform certain rituals

HEROIC TIER FEATS CONT.

Name	Prerequisites	Benefit
Mark of Storm	—	Slide targets with thunder or lightning powers, gain bonus to fly speed, perform certain rituals
Mark of Warding	—	Increase all defense bonuses by 1, enhanced mark penalty, perform certain rituals
Master Crafter	Artificer	Create magic items of your level + your Intelligence modifier or lower
Master Mixer	Artificer	Create alchemical items of your level + 3 or lower
Might of Dol Dorn	Channel Divinity, must worship Dol Dorn	Use Channel Divinity power <i>might of Dol Dorn</i>
Mror Stalwart	Dwarf, Mror Holds background	+1 attack using axes and hammers before you move
Onatar's Gift	Channel Divinity, must worship Onatar	Use Channel Divinity power <i>Onatar's gift</i>
Potent Restorables	Artificer	Targets of healing powers regain 2 extra hit points
Quori Shield	Kalashtar	Gain resist psychic 5 + one-half level
Shapeshifting Contortionist	Doppelganger	Escape as a minor action, no penalties for squeezing
Shield of the Silver Flame	Channel Divinity, must worship the Silver Flame	Use Channel Divinity power <i>shield of the Silver Flame</i>
Shifter's Agility	Shifter	+5 to Acrobatics and Athletics when using racial power
Sovereign Justice	Channel Divinity, must worship the Sovereign Host	Use Channel Divinity power <i>sovereign justice</i>
Sturdy Shifter	Shifter	Gain temporary hit points when using racial power
Talenta Warrior	Halfling, Talenta Plains background	+2 damage and proficiency with Talenta boomerang, Talenta sharrash, and Talenta tangat
Telepathic Sensitivity	Kalashtar	+5 to Perception when detecting creatures
Traveler's Gift	Channel Divinity, must worship the Traveler	Use Channel Divinity power <i>Traveler's gift</i>
Undying's Command	Channel Divinity, must serve the Undying Court	Use Channel Divinity power <i>undying's command</i>
Warforged Tactics	Warforged	+1 attack bonus against targets adjacent to allies
Xen'drik Weapon Training	Drow	+2 damage and proficiency with drow long knife and Xen'drik boomerang

BEACON OF DOL ARRAH [DIVINITY]

Prerequisite: Channel Divinity class feature, must worship Dol Arrah

Benefit: You gain the Channel Divinity power *beacon of Dol Arrah*.

Channel Divinity: Beacon of Dol Arrah Feat Power

You let Dol Arrah's light shine through.

Encounter ♦ **Divine**

Minor Action Close burst 5

Target: You and each ally in burst

Effect: Until the end of your next turn, each target can reroll any damage die roll of 1 or 2 when using a radiant attack power.

In addition, all squares within 5 squares of you are illuminated by bright light until the end of your next turn.

BOLDREI'S SHELTER [DIVINITY]

Prerequisite: Channel Divinity class feature, must worship Boldrei

Benefit: You gain the Channel Divinity power *Boldrei's shelter*.

Channel Divinity: Boldrei's Shelter Feat Power

Boldrei protects those who advance her cause.

Encounter ♦ **Divine**

Minor Action Close burst 1

Targets: You and each ally in burst

Effect: Each target gains a +2 power bonus to all defenses until the start of your next turn.

COMPONENT MODIFICATION

Prerequisite: Warforged

Benefit: For each warforged component you have (page 113), your *warforged resolve* racial power grants 1 extra temporary hit point, up to a maximum equal to your Constitution modifier.

DEFENSIVE MINIONS

Prerequisite: Artificer

Benefit: A creature you summon using an artificer summoning power has a +2 feat bonus to all defenses.

ELDEEN COMPANION

Prerequisite: Shifter, ranger, Beast Mastery class feature

Benefit: Whenever you use your *longtooth shifting* or *razorclaw shifting* racial power, your beast companion also gains the benefit of the power's effect.

FORCEFUL DEFENSE

Prerequisite: Artificer

Benefit: Whenever you hit an enemy with a force power, one ally adjacent to that enemy gains a +1 bonus to AC until the end of your next turn.

GROUP MINDLINK

Prerequisite: Kalashtar

Benefit: You can facilitate conversation between all your allies. Any ally within the range of your telepathy can communicate with you and any other ally or allies within the range of your telepathy.

IMMUTABILITY

Prerequisites: Warforged, Improved Warforged Resolve feat

Benefit: When you use your *warforged resolve* racial power, you can make a saving throw against any effect instead of only against an effect that deals ongoing damage. You gain a +2 feat bonus to that saving throw.

IMPROVED WARFORGED RESOLVE

Prerequisites: Warforged

Benefit: When you use your *warforged resolve* racial power, you gain 5 extra temporary hit points.

KOL KORRAN'S BOON [DIVINITY]

Prerequisite: Channel Divinity class feature, must worship Kol Korran

Benefit: You gain the Channel Divinity power *Kol Korran's boon*.

Channel Divinity: Kol Korran's Boon Feat Power

No healing is wasted.

Encounter ♦ **Divine**

Free Action **Close burst 5**

Trigger: A healing power restores an ally within 5 squares of you to his or her maximum hit points

Target: The ally targeted by the triggering power

Effect: The target gains temporary hit points equal to any hit points the triggering power restored in excess of the target's maximum number of hit points.

LIGHT WITHIN [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship il-Yannah

Benefit: You gain the Channel Divinity power *light within*.

Channel Divinity: Light Within Feat Power

An arc of light shoots from your chest and brightens the ground.

Encounter ♦ **Divine, Implement, Healing, Zone**

Minor Action **Ranged 5**

Effect: You spend a healing surge, and a zone of healing light appears in an unoccupied square within range. Until the end of your next turn, each ally that ends its turn within the zone regains hit points equal to your healing surge value.

In addition, all squares within 10 squares of the zone are illuminated by bright light until the end of your next turn.

MARK OF DETECTION [DRAGONMARK]

Benefit: When you make a Perception check, you make two rolls and use the higher result.

You can also sense the presence of magic as if you were trained in Arcana (*Player's Handbook*, page 181). You can use Perception instead of Arcana for the check.

You can master and perform rituals in the divination category as if you had the Ritual Caster feat. In addition, you can master and perform the Banish Illusions (page 116), Eavesdropper's Foil (page 116), and Scry Trap (page 118) rituals as if you had the Ritual Caster feat.



MARK OF FINDING [DRAGONMARK]

Benefit: When an enemy granting combat advantage to you is adjacent to you and shifts, you can shift 1 square into a square it vacates as a free action.

You can master and perform the Detect Object (*PH* 303), Detect Secret Doors (*PH* 303), Find the Path (page 117), and Inquisitive's Eyes (page 118) rituals as if you had the Ritual Caster feat.



MARK OF HANDLING [DRAGONMARK]

Benefit: You can use a creature's mount powers as if you had the Mounted Combat feat.

While you are mounted on a natural beast, the mount gains a +2 feat bonus to speed and a +1 feat bonus to AC.

If you have a beast companion, your beast companion gains a +2 feat bonus to speed and a +1 feat bonus to AC.

You can master and perform the Animal Messenger (*PH* 300) and Steed Summons (page 119) rituals as if you had the Ritual Caster feat.



MARK OF HEALING [DRAGONMARK]

Benefit: Whenever you use a healing power on an ally or use Heal to allow an ally to spend his or her second wind, that ally can also make a saving throw.

You can master and perform rituals in the restoration category and the Remove Affliction (PH 311) ritual as if you had the Ritual Caster feat.

**MARK OF HOSPITALITY [DRAGONMARK]**

Benefit: Whenever you or an ally within 10 squares of you uses a healing power during a short rest, that power restores the maximum number of hit points possible.

You can master and perform the Eye of Alarm (PH 304), Fantastic Recuperation (page 117), Secure Shelter (page 118), and Travelers' Feast (PH 313) rituals as if you had the Ritual Caster feat.

**MARK OF MAKING [DRAGONMARK]**

Benefit: You have mastered the Enchant Magic Item ritual and can perform it as if you were two levels higher.

You can make alchemical items as though you had the Alchemist feat and were two levels higher.

You can master and perform rituals in the creation category and the Make Whole (PH 309) ritual as if you had the Ritual Caster feat.

**MARK OF PASSAGE [DRAGONMARK]**

Benefit: Whenever one of your powers lets you shift, you can shift 1 extra square.

Whenever one of your powers lets you teleport, you can teleport 1 extra square.

You can master and perform rituals in the travel category and the Enhance Vessel (page 117), Find the Path (page 117), Passwall (PH 310), Phantom Steed (PH 310), Steed Summons (page 119), and Water Walk (PH 315) rituals as if you had the Ritual Caster feat.

**MARK OF SCRIBING [DRAGONMARK]**

Benefit: Choose four languages. You can speak, read, and write those languages fluently. When you gain a level, you can retrain one of these languages instead of a feat, a power, or a skill.

You gain a +2 bonus to Diplomacy checks.

You can master and perform rituals as if you had the Ritual Caster feat. Furthermore, you can create scrolls in half the normal time (that is, the same amount of time it takes create a ritual book).

**MARK OF SENTINEL [DRAGONMARK]**

Benefit: Whenever an enemy provokes an opportunity attack from you, you can shift 1 square as a free action before or after you make the opportunity attack.

You can master and perform the Eye of Alarm (PH 304), Eye of Warning (PH 305), and Magic Circle (PH 309) rituals as if you had the Ritual Caster feat.

**MARK OF SHADOW [DRAGONMARK]**

Benefit: Whenever you make an attack and miss every target while hidden, you remain hidden.

Whenever you make an attack and miss every target while invisible, you remain invisible.

You can master and perform rituals in the deception and scrying categories and the Knock (PH 307), Masking Shroud (page 118), Secret Page (PH 311), and Shadow Walk (PH 312) rituals as if you had the Ritual Caster feat.

**MARK OF STORM [DRAGONMARK]**

Benefit: Whenever you hit an enemy with a thunder or lightning power, you can slide that enemy 1 square.

You gain a +1 bonus to speed when flying.

You can master and perform the Endure Elements (PH 304), Enhance Vessel (page 117), Summon Winds (page 119), and Water Walk (PH 315) rituals as if you had the Ritual Caster feat.



MARK OF wardING [DRAGONMARK]

Benefit: Whenever one of your powers grants a bonus to a defense, increase that bonus by 1.

Whenever you mark an enemy, that enemy takes a -3 penalty to attack rolls for attacks that don't target you instead of the normal -2 penalty.

You can master and perform rituals in the warding category and the Fluid Funds (page 118), Knock (PH 307), and Leomund's Secret Chest (PH 307) rituals as if you had the Ritual Caster feat.



MASTER CRAFTER

Prerequisite: Artificer

Benefit: When you use the Enchant Magic Item ritual to create a magic item, you can create a magic item of your level + your Intelligence modifier or lower.

MASTER MIXER

Prerequisite: Artificer

Benefit: You can make alchemical items of your level + 3 or lower. You must have the correct formula and an appropriate skill.

Special: You can take this feat instead of the Ritual Caster feat granted by your class feature.

MIGHT OF DOL DORN [DIVINITY]

Prerequisite: Channel Divinity class feature, must worship Dol Dorn

Benefit: You gain the Channel Divinity power *might of Dol Dorn*.

Channel Divinity: **Might of Dol Dorn** Feat Power

Draw from Dol Dorn's strength, and you shall know victory.

Encounter ♦ **Divine**

Free Action **Personal**

Trigger: You hit an enemy with a melee attack

Effect: You gain 5 temporary hit points and a +5 power bonus to Athletics checks until the end of your next turn.

Level 11: 10 temporary hit points.

Level 21: 15 temporary hit points.

MROR STALWART

Prerequisite: Dwarf, Mror Holds background

Benefit: At the start of your turn, you gain a +1 feat bonus to attack rolls using axes and hammers until you move.

ONATAR'S GIFT [DIVINITY]

Prerequisite: Channel Divinity class feature, must worship Onatar

Benefit: You gain the Channel Divinity power *Onatar's gift*.

Channel Divinity: **Onatar's Gift** Feat Power

Onatar's wisdom burns like a raging fire within you.

Encounter ♦ **Divine, Fire**

Free Action **Close burst 2**

Trigger: You miss an enemy with a melee or ranged attack

Target: You or one ally in burst

Effect: Until the end of your next turn, the target gains a +2 bonus to Will and the target's attacks deal 2 extra fire damage.

Level 11: 5 extra fire damage.

Level 21: 10 extra fire damage.

POTENT RESTORABLES

Prerequisite: Artificer

Benefit: Your healing powers restore 2 extra hit points. The extra hit points increase to 3 at 6th level, to 4 at 11th level, to 5 at 16th level, to 6 at 21st level, and to 7 at 26th level.

QUORI SHIELD

Prerequisite: Kalashtar

Benefit: You gain resistance to psychic damage equal to 5 + one-half your level.

SHAPESHIFTING CONTORTIONIST

Prerequisite: Doppelganger

Benefit: You can use the escape action as a minor action instead of a move action.

In addition, you do not grant combat advantage or take a penalty to attack rolls while squeezing.

SHIELD OF THE SILVER FLAME [DIVINITY]

Prerequisite: Channel Divinity class feature, must worship the Silver Flame

Benefit: You gain the Channel Divinity power *shield of the Silver Flame*.

Channel Divinity: **Shield of the Silver Flame** Feat Power

Those under the aegis of the Silver Flame have nothing to fear.

Encounter ♦ **Divine**

Minor Action **Close burst 3**
(5 at 11th level, 7 at 21st level)

Target: You and each ally in burst

Effect: Each target can make a saving throw against a charm effect, a fear effect, or a psychic effect. A target that saves gains temporary hit points equal to your Charisma modifier.

SHIFTER'S AGILITY**Prerequisite:** Shifter**Benefit:** When you use your shifter racial power, you gain a +5 feat bonus to Acrobatics and Athletics checks until the racial power ends.**SOVEREIGN JUSTICE [DIVINITY]****Prerequisite:** Channel Divinity class feature, must worship the Sovereign Host**Benefit:** You gain the Channel Divinity power *sovereign justice*.**Channel Divinity: Sovereign Justice** Feat Power*Through your allies' exploits, you can attain victory even if you fall.***Encounter** ♦ **Divine****Immediate Reaction** Close burst 10**Trigger:** An enemy damages you**Target:** One ally in burst**Effect:** The target gains 5 temporary hit points.*Level 11:* 10 temporary hit points.*Level 21:* 15 temporary hit points.**STURDY SHIFTER****Prerequisite:** Shifter**Benefit:** Whenever you use your shifter racial power, you gain 5 temporary hit points. The temporary hit points increase to 10 at 11th level and 20 at 21st level.**TALENTA WEAPON TRAINING****Prerequisite:** Halfling, Talenta Plains background**Benefit:** You gain proficiency and a +2 feat bonus to damage rolls with the Talenta boomerang, the Talenta sharrash, and the Talenta tangat.**TELEPATHIC SENSITIVITY****Prerequisite:** Kalashtar**Benefit:** You can sense the stray thoughts of nearby creatures. You gain a +5 feat bonus to Perception checks opposed by a creature's Stealth check.**TRAVELER'S GIFT [DIVINITY]****Prerequisite:** Channel Divinity class feature, must worship the Traveler**Benefit:** You gain the Channel Divinity power *Traveler's gift*.**PARAGON TIER FEATS**

Name	Prerequisites	Benefit
Enhanced Resistive Formula	Artificer, <i>healing infusion</i> class feature	Target and ally gain temporary hit points from <i>resistive formula</i> power
Extended Telepathy	Kalashtar	Increase telepathy range to 10
Improved Immutability	Immutability	Gain <i>improved immutability</i> power, +2 to saving throws after using <i>second wind</i>
Quori Backlash	Kalashtar	Deal psychic damage when you take psychic damage, are dazed, or are dominated

Channel Divinity: Traveler's Gift Feat Power*The enigmatic god of change lifts your burdens.***Encounter** ♦ **Divine****Standard Action** Close burst 3**Target:** Each ally in burst**Effect:** Each target is no longer marked and can shift 1 square as a free action.**UNDYING'S COMMAND [DIVINITY]****Prerequisite:** Channel Divinity class feature, must worship the Undying Court**Benefit:** You gain the Channel Divinity power *undying's command*.**Channel Divinity: Undying's Command** Feat Power*Undead pose little danger to those in service to the Undying Court.***Encounter** ♦ **Charm, Divine, Implement****Standard Action** Close blast 3
(5 at 11th level, 7 at 21st level)**Target:** One undead creature in blast**Attack:** Wisdom vs. Will**Hit:** The target is dominated until the end of your next turn.**WARFORGED TACTICS****Prerequisite:** Warforged**Benefit:** You gain a +1 bonus to melee attack rolls against an enemy that is adjacent to an ally.**XEN'DRIK WEAPON TRAINING****Prerequisite:** Drow**Benefit:** You gain proficiency and a +2 feat bonus to damage rolls with the drow long knife and the Xen'drik boomerang.**PARAGON TIER FEATS**

Any feat in this section is available to a character of 11th level or higher who meets the feat's other prerequisites.

ENHANCED RESISTIVE FORMULA**Prerequisite:** 11th level, artificer, *healing infusion* class feature**Benefit:** When your *resistive formula* grants temporary hit points to you or an ally, that character can grant an equal number of temporary hit points to one ally within 5 squares of him or her.

EPIC TIER FEATS

Name	Prerequisites	Benefit
Fluid Anatomy	Doppelganger	Chance to convert critical hit to regular hit
Quori Desperation	Kalashtar	Remain conscious for a round when dying
Reinforcing Healing	Artificer	+2 to all defenses of target of your healing powers
Warforged Fortification	Improved Immutability	Gain <i>warforged fortification</i> power

MULTICLASS FEAT

Name	Prerequisites	Benefit
Student of Artifice	Int 13	Gain training in Arcana, use <i>healing infusion</i> power, wield artificer implements

EXTENDED TELEPATHY

Prerequisite: 11th level, kalashtar

Benefit: The range of your telepathy increases to 10 squares.

IMPROVED IMMUTABILITY

Prerequisites: 12th level, warforged, Immutability feat

Benefit: You gain the *improved immutability* feat power, which replaces a utility power at level 12, level 16, level 22, or level 26.

In addition, whenever you use your second wind, you gain a +2 bonus to saving throws until the end of your turn.

Improved Immutability Feat Power

Seemingly through your determination alone, your living construct body proves inviolate.

Daily

Immediate Interrupt **Personal**

Trigger: You are subjected to an effect that a save can end

Effect: You end the triggering effect.

QUORI BACKLASH

Prerequisite: 11th level, kalashtar

Benefit: Whenever an enemy dazes, dominates, or deals psychic damage to you, that enemy takes psychic damage equal to 5 + your Wisdom modifier. The damage increases to 10 + your Wisdom modifier at 11th level and 15 + your Wisdom modifier at 21st level.

EPIC TIER FEATS

Any feat in this section is available to a character of 21st level or higher who meets the feat's other prerequisites.

FLUID ANATOMY

Prerequisite: 21st level, doppelganger

Benefit: Whenever a creature scores a critical hit against you, make a saving throw. On a save, the critical hit is instead a normal hit.

QUORI DESPERATION

Prerequisite: 21st level, kalashtar

Benefit: The first time you drop to 0 hit points or fewer during an encounter and don't die, you do not fall unconscious as a result of that condition. At the end of your next turn, you fall unconscious if you are still dying.

REINFORCING HEALING

Prerequisite: 21st level, artificer

Benefit: Whenever you restore hit points to an ally, that ally gains a +2 bonus to all defenses until the end of your next turn.

WARFORGED FORTIFICATION

Prerequisite: 22nd level, Improved Immutability feat

Benefit: You gain the *warforged fortification* feat power, which replaces your level 22 utility power.

Warforged Fortification Feat Power

You're so tough, sometimes even the worst hits don't daunt you.

Encounter

Immediate Interrupt **Personal**

Trigger: A creature scores a critical hit against you

Effect: The triggering attack is instead a normal hit.

MULTICLASS FEAT

The following class-specific multiclass feat allows you to dabble in the artificer class. See pages 208 and 209 in the *Player's Handbook* for rules on multiclassing.

If you take a class-specific multiclass feat, you count as a member of that class for the purpose of meeting prerequisites, including prerequisites for feats, paragon paths, epic destinies, and rituals.

STUDENT OF ARTIFICE [MULTICLASS ARTIFICER]

Prerequisite: Int 13

Benefit: You gain training in Arcana.

Once per day, you can use the artificer's *healing infusion* power. The infusion you create cannot be replenished.

In addition, you can wield artificer implements.

EQUIPMENT

A world littered with the wreckage of fallen civilizations, Eberron is home to the relics of vanished societies consumed by war, corruption, and magic. Many such items are mere curiosities, antiquities to be collected and studied. A few items, however, hold great power, and heroes will go to great lengths to obtain them.

WEAPONS

The following unusual armaments are employed by the warriors of Eberron's unique cultures.

Some of these weapons have the defensive property that first appeared in *Adventurer's Vault*. A defensive weapon has the following properties:

A defensive weapon grants you a +1 bonus to AC while you wield it in one hand and wield another melee weapon in your other hand. Wielding more than one defensive weapon does not increase this bonus. To gain this benefit, you need not attack with the defensive weapon, but you must be proficient with it.

Cutting Wheel: Originating from the mysterious lands of Sarlona, the cutting wheel is a bladed disk with a guarded handle at one side.

Many wheels feature spikes or barbs to protect the wielder's hand.

Double Scimitar: The Valenar elves made this weapon famous. The double scimitar features a curving blade extending out from each side of its handle.

Drow Long Knife: This blade is three-quarters the length of a longsword, and ends in an outwardly curving hook. Too slender to be considered a short sword and too big for a dagger, it's known as a long knife.

Talenta Boomerang: These weapons are common among the halfling tribes of the Talenta Plains. Simple curved, polished sticks, a talenta boomerang automatically return to a proficient wielder's hand after a ranged attack with the weapon is resolved.

Talenta Sharrash: A weapon from the Talenta Plains, the sharrash features a sicklelike blade at the end of a pole.

Talenta Tangat: Another weapon from the Talenta Plains, this curved sword is mounted on a short haft.

Xen'drik Boomerang: Xen'drik drow use a three-pronged boomerang for hunting small game. It automatically returns to a proficient wielder's hand after a ranged attack with the weapon is resolved.

Zulaat: This Riedran weapon features a glaivelike blade at either end.

MELEE WEAPONS

SUPERIOR MELEE WEAPONS

One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Cutting wheel	+2	1d6	—	10 gp	1 lb.	Light blade	Defensive, off-hand
Drow long knife	+3	1d6	5/10	15 gp	2 lb.	Heavy blade	Heavy thrown, off-hand
Talenta tangat*	+2	1d8	—	20 gp	8 lb.	Heavy blade	High crit, versatile

*This weapon can be wielded one-handed by a small character.

Two-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Talenta sharrash*	+3	1d8	—	30 gp	10 lb.	Heavy blade, polearm	High crit

*This weapon can be wielded two-handed by a small character.

Double Weapons

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Double scimitar	+2	1d6/1d6	—	40 gp	15 lb.	Heavy blade	Defensive, high crit, off-hand
Zulaat	+2	2d4/2d4	—	30 gp	12 lb.	Heavy blade, polearm	Defensive, off-hand

RANGED WEAPONS

SUPERIOR RANGED WEAPONS

One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Talenta boomerang	+2	1d4	10/20	5 gp	1 lb.	Light blade	Light thrown
Xen'drik boomerang	+2	1d6	6/12	10 gp	2 lb.	Light blade	Light thrown

MUNDANE ITEMS

The following mundane items are generally available throughout the Five Nations and reflect some of the social complexities of the tenuous peace won at the end of the Last War.

Arcane Signet Ring: These golden or silver rings are created for members of the dragonmarked houses as a means of identification. Each ring contains intricate patterns that become visible only when worn by the person for whom it was constructed.

Hunter's Kit: This bundle contains bottles of various animal scents, a guide to edible flora, a small knife, snares, and other useful tools. A hunter's kit grants a +2 bonus to Nature checks made to forage.

Identification Papers: Members of the middle and upper classes in the Five Nations carry identification papers issued by their governments and notarized by House Sivis. Each set contains a description of the holder, a portrait, and other details. (Players may photocopy and customize the illustration of the identification papers.)

Inquisitive's Kit: This gear includes several containers made from different materials, brushes, mundane dusts, tweezers, picks, probes, a magnifying glass, ink and quills, parchment, and a small journal. An inquisitive's kit grants a +2 bonus to Perception checks to search an area for something specific.

Letter of Marque: The king of Breland issues Letters of Marque to groups exploring Xen'drik's ruins. Travelers may visit and explore the continent freely, but those who sell Xen'drik's treasures without the proper documentation face fines, incarceration, and forfeiture if caught. (Players may photocopy and customize the illustration of the letter of marque.)

Spellshard: Spellshards are fragments of crystal that contain power and knowledge, usually of an arcane nature. If your class would normally store its arcane powers in a spellbook, you can instead store your powers in a spellshard if you possess one.

All the enchantments and features available through a tome are also available through a spellshard. Members of any class can use a spellshard in place of a ritual book or a ritual scroll.

Travel Papers: Crossing national boundaries is risky without a set of notarized travel papers. Like identification papers, they include personal details

MUNDANE ITEMS

Item	Price	Weight
Arcane signet ring	150 gp	—
Hunter's kit	50 gp	5 lb.
Identification papers, standard	2 gp	—
Identification papers, with portrait	5 gp	—
Inquisitive's kit	40 gp	4 lb.
Letter of marque	500 gp	—
Spellshard	100 gp	1/2 lb.
Traveling papers	2 sp	—

about the traveler—place of residence, occupation, and destination. (Players may photocopy and customize the illustration of the travel papers.)

DRAGONMARKED HOUSE SERVICES

Khorvaire's economy and prosperity would not be what they are today without the services of the dragonmarked houses. What follows are a few of the services these powerful institutions offer.

DRAGONMARKED HOUSE SERVICES

Service	Price
House Lyrandar airship	50 gp for going from one kingdom to an adjacent kingdom, up to 300 gp for trips to other continents
House Lyrandar elemental	10 gp to the closest port of call, up to 150 gp for trips to other continents
House Orient coach/caravan	1 gp per stop
House Orient lightning rail	5 gp per rail stop
House Orient mail service	5 cp per mail stop
House Sivis message station	5 gp per page transmitted
House Sivis translation rituals	2 gp per page translated; Cost of components plus 10% of market price
Skycoach, across city	1 gp

House Cannith: This dragonmarked house makes a great deal of profit through the sale of both magical and mundane goods in the marketplace. House enclaves can provide access to crafters or rituals to repair damaged or broken objects.

House Jorasco: For creatures beaten badly, afflicted with a disease, or even dead, a House Jorasco enclave is the equal of any temple when it comes to healing.

House Kundarak: This house provides protection of rooms or objects. The Banking Guild provides letters of credit, money-changing services, and vaults throughout the Five Nations.

House Lyrandar: Famed for its flying vessels, House Lyrandar offers passage on airships capable of covering 20 miles per hour. For a more modest price, the house also offers passage by elemental galleons to any port in Khorvaire.

House Orient: Commanding travel by land, House Orient oversees the lightning rail, elemental coaches, and the mail service that connects cities across central Khorvaire.

House Sivis: A House Sivis message station can transmit messages to any other message station on the continent in a moment's time. House Sivis's scribes also provide translation services and document authentication.



ALCHEMY

The process of creating alchemical items is similar to the process of performing rituals (see chapter 10 of the *Player's Handbook*). As with performing rituals, a character using alchemy must first take a special feat (see "Feats," page 86). To create an alchemical item, you must have the Alchemist feat and the correct formula, and you must spend the time and the component price required. Alchemical components are the same as those used in rituals. For more information, see *Adventurer's Vault*.

CATEGORY

Each alchemical formula has a category that defines the type of item it creates.

Curative: These items aid in healing or in overcoming adverse and debilitating effects.

Oils: These concoctions are applied to items (typically weapons), granting them temporary properties or powers.

Poison: A poison is a toxin that hampers or harms a creature.

Volatile: An item of this type explodes or expands when shattered or broken. It often deals damage of a specific energy type, such as acid, cold, fire, or lightning.

Other: Some items create miscellaneous effects that don't fall into the other alchemical categories.

CONSUMABLE

Like potions and elixirs, alchemical items are consumable items. They contain one-time powers that are expended when you use them, rendering the items inert or destroying them.

Many of the alchemical items presented here, or in books such as *Adventurer's Vault*, require you to make an attack as part of using the power. These items include an attack bonus, which should not be adjusted based on ability score modifiers or one-half your level, although other bonuses and penalties to attack rolls apply normally.

MODIFICATIONS

Some alchemical items can be modified to change an aspect of the item's function (for example, turning an item into ammunition). Changing an item's function typically increases the item's level and cost.

When an alchemical item is converted into ammunition, you can use the item with a ranged weapon, such as a bow, a crossbow, or a sling. The item's range becomes the range of the weapon, but it continues to use the indicated attack modifier. You do not include a weapon's proficiency bonus or enhancement bonus in the attack, and you replace the weapon's damage

and effect with those of the ammunition. For example, a successful ranged basic attack using a crossbow bolt converted into level 4 alchemist's spark ammunition allows you to make an area burst 1 attack at range 15/30 that deals 1d6 lightning damage, and the target takes a -1 penalty to attack rolls until the start of your next turn.

ALCHEMICAL FORMULAS

Name	Market Price (gp)	Key Skills
Acidic fire	200	Arcana, Thievery
Alchemist's spark	120	Arcana, Thievery
Clear-path mist	375	Arcana, Nature
Clockwork bomb	160	Arcana, Thievery
Grayflower perfume	800	Heal, Nature
Heartflow	90	Nature, Thievery
Inferno oil	200	Arcana, Nature, Thievery
Keen oil	600	Arcana, Thievery
Lodret leaf	200	Heal, Nature
Noxious grenade	700	Arcana, Thievery
Panther tears	100	Heal, Nature
Resonance crystal	160	Arcana, Nature
Spotted toadstool venom	600	Nature, Thievery
Suppression crystal	120	Arcana, Nature
Tension wheel	120	Arcana, Thievery
Tethercord	120	Arcana, Nature, Thievery
Woundpatch	120	Heal, Nature

ALCHEMICAL ITEMS

The following alchemical items trace their origins to Eberron, although they can be used with any campaign.

ACIDIC FIRE

Level: 5

Category: Volatile

Time: 30 minutes

Component Cost: See below

Market Price: 200 gp

Key Skill: Arcana or Thievery (no check)

The substance contained by the glass vial is an unstable soup of acid and explosive chemicals. When the container shatters, it splashes burning death in all directions.

Acidic Fire

Level 5+

Green flames burn and spread boiling acid in all directions.

Lvl 5	50 gp	Lvl 20	5,000 gp
Lvl 10	200 gp	Lvl 25	25,000 gp
Lvl 15	1,000 gp	Lvl 30	125,000 gp

Alchemical Item**Power (Consumable ♦ Acid, Fire):** Standard Action. Make an attack: Area burst 1 within 10; +8 vs. Reflex; 1d6 fire damage, and ongoing 2 acid damage (save ends).*Level 10:* +13 vs. Reflex; 1d6 fire damage, and ongoing 5 acid damage (save ends).*Level 15:* +18 vs. Reflex; 2d6 fire damage, and ongoing 5 acid damage (save ends).*Level 20:* +23 vs. Reflex; 2d6 fire damage, and ongoing 10 acid damage (save ends).*Level 25:* +28 vs. Reflex; 3d6 fire damage, and ongoing 10 acid damage (save ends).*Level 30:* +33 vs. Reflex; 3d6 fire damage, and ongoing 15 acid damage (save ends).**ALCHEMIST'S SPARK**

Level: 3

Category: Volatile**Time:** 30 minutes**Component Cost:** See below**Market Price:** 120 gp**Key Skill:** Arcana or Thievery (no check)

The ceramic container holding alchemist's spark has two chambers. When shattered, the chemicals vaporize and mix to create a bright discharge of lightning.

Alchemist's Spark

Level 3+

The shattered flask releases two clouds that quickly coalesce and release a dazzling blast of energy.

Lvl 3	30 gp	Lvl 18	3,400 gp
Lvl 8	125 gp	Lvl 23	17,000 gp
Lvl 13	650 gp	Lvl 28	85,000 gp

Alchemical Item**Power (Consumable ♦ Lightning):** Standard Action. Make an attack: Area burst 1 within 10; targets each creature in burst; +6 vs. Fortitude; 1d6 lightning damage, and the target takes a -1 penalty to attack rolls until the start of your next turn.*Level 8:* +11 vs. Reflex; 2d6 lightning damage and a -1 penalty to attack rolls.*Level 13:* +16 vs. Reflex; 3d6 lightning damage and a -1 penalty to attack rolls.*Level 18:* +21 vs. Reflex; 4d6 lightning damage and a -1 penalty to attack rolls.*Level 23:* +26 vs. Reflex; 5d6 lightning damage and a -1 penalty to attack rolls.*Level 28:* +31 vs. Reflex; 6d6 lightning damage and a -1 penalty to attack rolls.**Modification:** Ammunition (level +1). The item's component cost corresponds to the table below.**Alchemist's Spark Ammunition**

Level 4+

Lvl 4	40 gp	Lvl 19	4,200 gp
Lvl 9	160 gp	Lvl 24	21,000 gp
Lvl 14	800 gp	Lvl 29	105,000 gp

CLEAR-PATH MIST

Level: 8

Category: Other**Time:** 30 minutes**Component Cost:** See below**Market Price:** 375 gp**Key Skill:** Arcana or Nature (no check)

Ordinary undergrowth cannot stand against this concoction—a mere dusting causes plants to wither and die.

Clear-Path Mist

Level 8+

The mist clears out the underbrush, making your path easier to travel.

Lvl 8	125 gp	Lvl 23	17,000 gp
Lvl 13	650 gp	Lvl 28	85,000 gp
Lvl 18	3,400 gp		

Alchemical Item**Power (Consumable ♦ Poison):** Standard Action. Make an attack: Close blast 3; targets plants; +11 vs. Reflex; 1d4 poison damage, and ongoing 5 poison damage (save ends). In addition, you remove any difficult terrain created by flora such as foliage or undergrowth within the area of the attack.*Level 13:* Close blast 5; +16 vs. Reflex; 1d4 poison damage, and ongoing 5 poison damage (save ends).*Level 18:* Close blast 5; +21 vs. Reflex; 2d4 poison damage, and ongoing 5 poison damage (save ends).*Level 23:* Close blast 5; +26 vs. Reflex; 2d4 poison damage, and ongoing 10 poison damage (save ends).*Level 28:* Close blast 5; +31 vs. Reflex; 3d4 poison damage, and ongoing 10 poison damage (save ends).**CLOCKWORK BOMB**

Level: 4

Category: Volatile**Time:** 15 minutes**Component Cost:** See below**Market Price:** 160 gp**Key Skill:** Arcana or Thievery (no check)

A clockwork bomb is a small box, about a foot on a side, covered with springs, dials, gauges, and knobs. It issues an unnerving ticking sound, and vibrates so violently that it moves about. When the timer goes off, the device explodes.



Clockwork Bomb

Level 4+

You set the device on the ground and hope that it detonates when you want it to.

Lvl 4	40 gp	Lvl 19	4,200 gp
Lvl 9	160 gp	Lvl 24	21,000 gp
Lvl 14	800 gp	Lvl 29	105,000 gp

Alchemical Item

Power (Consumable ♦ Fire): Minor Action. Place the clockwork bomb in your space or in a square adjacent to you, and decide how many rounds pass before the bomb goes off (6 rounds maximum). Each round, at the start of your turn, move the clockwork bomb one square in a direction of your choosing and roll a d6. On a roll of 6, the bomb detonates prematurely. If the clockwork bomb is hit by an attack (the bomb has the same defenses as its user), it also explodes. When the bomb detonates, make an attack: Area burst 1 centered on the bomb's space; targets each creature in burst; +7 vs. Reflex; 1d10 fire damage.

Special: Once the bomb is set, it can be disabled with a DC 17 Thievery check.

Level 9: +12 vs. Reflex; 2d10 fire damage; DC 19 Thievery.

Level 14: +17 vs. Reflex; 3d10 fire damage; DC 23 Thievery.

Level 19: +22 vs. Reflex; 4d12 fire damage; DC 27 Thievery.

Level 24: +27 vs. Reflex; 4d12 fire damage; DC 29 Thievery.

Level 29: +32 vs. Reflex; 5d12 fire damage; DC 33 Thievery.

GRAYFLOWER PERFUME

Level: 10

Category: Other

Time: 15 minutes

Component Cost: 200 gp

Market Price: 800 gp

Key Skill: Heal or Nature

This perfume is made from the rare grayflower, known to grow only in Q'barra's swamps. The grayflower's faint scent is enough to confound even the sharpest sense of smell.

Grayflower Perfume

Level 10

You spray the perfume into the air and for a moment, the blind creature can't locate you.

Alchemical Item 200 gp

Power (Consumable): Minor Action. You are invisible to creatures that see using blindsight until the start of your next turn.

HEARTFLOW

Level: 3

Category: Poison

Time: 15 minutes

Component Cost: See below

Market Price: 90 gp

Key Skill: Nature or Thievery (no check)

Heartflow weakens an individual's self-control. The concoction is a red powder that is usually mixed with food or drink.

Heartflow

Level 3+

The target's eyes glaze as a smile spreads across his face.

Lvl 3	30 gp	Lvl 18	3,400 gp
Lvl 8	125 gp	Lvl 23	17,000 gp
Lvl 13	650 gp	Lvl 28	85,000 gp

Alchemical Item

Power (Consumable ♦ Poison): Minor Action. Apply heartflow to an adjacent item of food or drink; it retains potency until the end of the encounter. To administer the poison without the target noticing, make a Thievery check against the target's Perception check. A creature that consumes food or drink containing heartflow is subject to an attack: +6 vs. Fortitude; the target takes a -5 penalty to Insight checks and a -2 penalty to Will defense (save ends both).

Level 8: +11 vs. Fortitude.

Level 13: +16 vs. Fortitude.

Level 18: +19 vs. Fortitude.

Level 23: +26 vs. Fortitude.

Level 28: +31 vs. Fortitude.

INFERNO OIL

Level: 5

Category: Oil

Time: 1 hour

Component Cost: See below

Market Price: 200 gp

Key Skill: Arcana, Nature, or Thievery (no check)

This volatile oil is highly combustible but burns quickly. Inferno oil is usually kept in a dark glass vial to block light and prevent the substance from igniting.

Inferno Oil

Level 5+

Your weapon leaves behind a faint trace of oil, but it's enough to set your enemy ablaze when it's exposed to open flame.

Lvl 5	50 gp	Lvl 20	5,000 gp
Lvl 10	200 gp	Lvl 25	25,000 gp
Lvl 15	1,000 gp	Lvl 30	125,000 gp

Alchemical Item

Power (Consumable): Standard Action. Apply inferno oil to your weapon or to one piece of ammunition. Make a secondary attack against the next creature you hit with the coated weapon or ammunition: +8 vs. Reflex; the target gains vulnerable 5 fire (save ends).

Level 10: +13 vs. Reflex; vulnerable 5 fire.

Level 15: +18 vs. Reflex; vulnerable 10 fire.

Level 20: +23 vs. Reflex; vulnerable 10 fire.

Level 25: +28 vs. Reflex; vulnerable 15 fire.

Level 30: +33 vs. Reflex; vulnerable 15 fire.

KEEN OIL

Level: 10

Category: Oil

Time: 1 hour

Component Cost: 200 gp

Market Price: 600 gp

Key Skill: Arcana or Thievery (no check)

When you rub this thin oil on a bladed weapon, it hones the edge to razor sharpness.

ALCHEMICAL ITEMS

Lvl	Name	Component Cost (gp)
2	Panther tears	25
3	Alchemist's spark	30
3	Heartflow	30
3	Tethercord	30
3	Woundpatch	30
4	Alchemist's spark (ammunition)	40
4	Clockwork bomb	40
4	Resonance crystal	40
4	Suppression crystal	40
4	Tension wheel	40
5	Acidic fire	50
5	Inferno oil	50
5	Lodret leaf	50
8	Alchemist's spark	125
8	Clear-path mist	125
8	Heartflow	125
8	Tethercord	125
9	Alchemist's spark (ammunition)	160
9	Clockwork bomb	160
9	Resonance crystal	160
10	Acidic fire	200
10	Grayflower perfume	200
10	Inferno oil	200
10	Keen oil	200
10	Spotted toadstool venom	200
11	Noxious grenade	350
13	Alchemist's spark	650
13	Clear-path mist	650
13	Heartflow	650
13	Tethercord	650
13	Woundpatch	650
14	Alchemist's spark (ammunition)	800
14	Clockwork bomb	800
14	Resonance crystal	800
14	Suppression crystal	800
14	Tension wheel	800
15	Acidic fire	1,000
15	Inferno oil	1,000
15	Lodret leaf	1,000

Keen Oil

Level 10

The sword sweeps through your enemy, cutting through its armor and flesh in one deadly arc.

Alchemical Item 200 gp

Power (Consumable): Minor Action. Apply keen oil to an axe, a heavy blade, a light blade, a polearm, or a spear.

Until the end of your next turn, you can score a critical hit with this weapon on a roll of 19-20.

LODRET LEAF

Level: 5

Category: Curative

Time: 15 minutes

Component Cost: See below

Market Price: 200 gp

Key Skill: Heal or Nature (no check)

ALCHEMICAL ITEMS CONT.

Lvl	Name	Component Cost (gp)
15	Spotted toadstool venom	1,000
16	Noxious grenade	1,800
18	Alchemist's spark	3,400
18	Clear-path mist	3,400
18	Heartflow	3,400
18	Tethercord	3,400
19	Alchemist's spark (ammunition)	4,200
19	Clockwork bomb	4,200
19	Resonance crystal	4,200
20	Acidic fire	5,000
20	Inferno oil	5,000
20	Spotted toadstool venom	5,000
21	Noxious grenade	9,000
23	Alchemist's spark	17,000
23	Clear-path mist	17,000
23	Heartflow	17,000
23	Tethercord	17,000
23	Woundpatch	17,000
24	Alchemist's spark (ammunition)	21,000
24	Clockwork bomb	21,000
24	Resonance crystal	21,000
24	Suppression crystal	21,000
24	Tension wheel	21,000
25	Acidic fire	25,000
25	Inferno oil	25,000
25	Lodret leaf	25,000
25	Spotted toadstool venom	25,000
26	Noxious grenade	45,000
28	Alchemist's spark	85,000
28	Clear-path mist	85,000
28	Heartflow	85,000
28	Tethercord	85,000
29	Alchemist's spark (ammunition)	105,000
29	Clockwork bomb	105,000
29	Resonance crystal	105,000
30	Acidic fire	125,000
30	Inferno oil	125,000
30	Spotted toadstool venom	125,000

The denizens of Q'barra's wilderness sometimes use lodret leaves as a preventative when moving through areas famous for spawning disease. Mixing the leaves with special reagents gives you protection against some diseases.

Lodret Leaf

Level 5+

Chewing on the infused leaf provides added insurance against disease.

Lvl 5 50 gp Lvl 25 25,000 gp

Lvl 15 1,000 gp

Alchemical Item

Power (Consumable): Minor Action. Gain a +2 bonus to Fortitude defense against attacks made by diseases of 10th level or lower. This effect lasts until the end of the encounter.

Level 15: Diseases of 20th level or lower.

Level 25: Diseases of 30th level or lower.

NOXIOUS GRENADE

Level: 11

Category: Volatile

Time: 1 hour

Component Cost: See below

Market Price: 700 gp

Key Skill: Arcana or Thievery (no check)

The noxious grenade is a metal canister filled with foul-smelling chemicals. Once ignited, it burns quickly, filling the area with sickening smoke.

Noxious Grenade

Level 11+

Plumes of green smoke pour from the sputtering flame, sending a rancid stench into the air.

Lvl 11	350 gp	Lvl 21	9,000 gp
Lvl 16	1,800 gp	Lvl 26	45,000 gp

Alchemical Item

Power (Consumable ♦ Poison, Zone): Standard Action.

Make an attack: Area burst 1 within 10; targets each creature in burst; +14 vs. Fortitude; the target takes a -2 penalty to attack rolls (save ends).

The burst creates a zone; all squares within the zone are lightly obscured. The zone lasts until the end of your next turn. Each creature that enters the zone is subject to an attack from the noxious gas: +14 vs. Fortitude; the target takes a -2 penalty to attack rolls (save ends).

Level 16: +19 vs. Fortitude.

Level 21: +24 vs. Fortitude.

Level 26: +29 vs. Fortitude.

PANTHER TEARS

Level: 2

Category: Other

Time: 15 minutes

Component Cost: 25 gp

Market Price: 100 gp

Key Skill: Heal or Nature (no check)

An eyedropper holds a few drops of a dark purple fluid. When the fluid is placed in your eyes, you find you can see clearly in dim light.

Panther Tears

Level 2

For a moment your vision is blurry, but when you blink away the excess liquid, you see clearly through the gloom.

Alchemical Item 25 gp

Power (Consumable): Minor Action. You gain low-light vision until the end of your next turn.

RESONANCE CRYSTAL

Level: 4

Category: Other

Time: 1 hour

Component Cost: See below

Market Price: 160 gp

Key Skill: Arcana or Nature (no check)

To keep a resonance crystal from shattering, it is stored in a soundproof wooden box. The clear crystal vibrates with the slightest sound.

Resonance Crystal

Level 4+

The crystal amplifies noise until it becomes unbearable to all in its proximity.

Lvl 4	40 gp	Lvl 19	4,200 gp
Lvl 9	160 gp	Lvl 24	21,000 gp
Lvl 14	800 gp	Lvl 29	105,000 gp

Alchemical Item

Power (Consumable): Standard Action. Make an attack: Ranged 10; +7 vs. Fortitude; the target gains vulnerable 5 thunder until the end of your next turn.

Level 9: +12 vs. Fortitude; vulnerable 5 thunder.

Level 14: +17 vs. Fortitude; vulnerable 10 thunder.

Level 19: +22 vs. Fortitude; vulnerable 10 thunder.

Level 24: +27 vs. Fortitude; vulnerable 15 thunder.

Level 29: +32 vs. Fortitude; vulnerable 15 thunder.

SPOTTED TOADSTOOL VENOM

Level: 10

Category: Poison

Time: 30 minutes

Component Cost: See below

Market Price: 600 gp

Key Skill: Nature or Thievery (no check)

Found throughout the Q'barran swamps, the spotted toadstool is renowned for its poisonous quality. The local lizardfolk make a venomous paste that they use to coat their weapons.

Spotted Toadstool Venom

Level 10+

This green-gray poison paste robs its victim of strength.

Lvl 10	200 gp	Lvl 25	25,000 gp
Lvl 15	1,000 gp	Lvl 30	125,000 gp
Lvl 20	5,000 gp		

Alchemical Item

Power (Consumable ♦ Poison): Standard Action. Apply the spotted toadstool venom to your weapon or to one piece of ammunition. Make a secondary attack against the next target you hit with the coated weapon or ammunition: +13 vs. Fortitude; the target is weakened until the end of your next turn.

Level 15: +18 vs. Fortitude.

Level 20: +23 vs. Fortitude.

Level 25: +28 vs. Fortitude.

Level 30: +33 vs. Fortitude.

SUPPRESSION CRYSTAL

Level: 4

Category: Other

Time: 1 hour

Component Cost: See below

Market Price: 120 gp

Key Skill: Arcana or Nature (no check)

A suppression crystal catches sound and energy, trapping them and safely bleeding them.

Suppression Crystal

Level 4+

The crystal diminishes the lightning bolt and silences the thunder.

Lvl 4 40 gp Lvl 24 21,000 gp

Lvl 14 800 gp

Alchemical Item

Power (Consumable): Minor Action. Until it triggers or until the end of the encounter, you are protected by the suppression crystal. As an immediate interrupt that occurs automatically when you are first hit by a thunder or a lightning attack, you gain resist 5 thunder and resist 5 lightning until the end of your next turn. If this power is used but the resistance is not triggered before the end of the encounter, the crystal is still consumed.

Level 14: Gain resist 10 thunder and resist 10 lightning.

Level 24: Gain resist 15 thunder and resist 15 lightning.

TENSION WHEEL

Level: 4

Category: Other

Time: 1 hour

Component Cost: See below

Market Price: 120 gp

Key Skill: Arcana or Thievery (no check)

This complex device sprouts cogs and levers, and attaches to a crossbow. When activated, it increases the bowstring's tension in order to fire the projectile with greater force.

Tension Wheel

Level 4+

With a click, the tension wheel unlocks and propels the bolt through your enemy.

Lvl 4 40 gp Lvl 24 21,000 gp

Lvl 14 800 gp

Alchemical Item

Requirement: You must be holding a crossbow.

Power (Consumable): Minor Action. Place the tension wheel on your crossbow. The next time you make an attack with the crossbow, its normal and long ranges increase by 2 squares and it deals 2 extra damage.

Level 12: 4 extra damage.

Level 22: 6 extra damage.

TETHERCORD

Level: 3

Category: Other

Time: 1 hour

Component Cost: See below

Market Price: 120 gp

Key Skill: Arcana, Nature, or Thievery (no check)

The tethercord is a springlike device with two small exploding packets filled with diluted sovereign glue. This useful device keeps an enemy on a short leash.

Tethercord

Level 3+

You fling the device at the enemy; one side sticks to the creature while the other bonds with the ground.

Lvl 3 30 gp Lvl 18 3,400 gp

Lvl 8 125 gp Lvl 23 17,000 gp

Lvl 13 650 gp Lvl 28 85,000 gp

Alchemical Item

Power (Consumable): Standard Action. Make an attack:

Ranged 5/10; +6 vs. Reflex; the target cannot move more than 3 squares from the space it occupies when it is hit (save ends).

Level 8: +11 vs. Reflex.

Level 13: +17 vs. Reflex.

Level 18: +21 vs. Reflex.

Level 23: +26 vs. Reflex.

Level 28: +31 vs. Reflex.

WOUNDPATCH

Level: 3

Category: Curative

Time: 1 hour

Component Cost: See below

Market Price: 120 gp

Key Skill: Heal or Nature (no check)

The woundpatch looks like a swatch of human skin. One sticky side keeps it in place when applied to an injured creature.

Woundpatch

Level 3+

You slap the fleshy bandage on your ally and the patch knits with the creature's flesh to close the wound.

Lvl 3 30 gp Lvl 23 17,000 gp

Lvl 13 650 gp

Alchemical Item

Power (Consumable ♦ Healing): Minor Action. Place the woundpatch on yourself or another living creature. Until the end of the encounter, the next time the creature spends a healing surge, it regains 5 extra hit points.

Level 13: 10 extra hit points.

Level 23: 15 extra hit points.

MAGIC ITEMS

Like any world, Eberron is full of all kinds of magic items. Although the items in this section are related to the faiths and practices of Eberron's inhabitants, they can be adapted for use in any setting.

HOLY SYMBOLS

In general, a holy symbol employed by a divine servant assumes the shape and appearance of the symbol of the religion the character serves. Symbols of devotees of the Silver Flame are covered with a silvery color and gain stylized fire imagery, while those worn by champions of the Sovereign Host turn into a blue and gold symbol known as the Octogram. The holy symbols described here, however, are keyed to a specific deity or religion and require a particular devotion to use. They never change shape.

HOLY SYMBOLS

Lvl	Name	Price (gp)
2	Nonagon of Kol Korran +1	520
2	Onatar's forge +1	520
3	Emblem of Dol Dorn +1	680
3	Bright jewel of <i>il-Yannah</i> +1	680
3	Leaves of death +1	680
3	Octogram of the Sovereign Host +1	680
3	Psalter of Aureon +1	680
4	Icon of the Silver Flame +1	840
7	Medallion of Dol Arrah +2	2,600
7	Nonagon of Kol Korran +2	2,600
7	Onatar's forge +2	2,600
7	Spirit reliquary +2	2,600
8	Bones of the Traveler +2	3,400
8	Bright jewel of <i>il-Yannah</i> +2	3,400
8	Emblem of Dol Dorn +2	3,400
8	Hearth of Boldrei +2	3,400
8	Horns of Balinor +2	3,400
8	Leaves of death +2	3,400
8	Octogram of the Sovereign Host +2	3,400
8	Psalter of Aureon +2	3,400
8	Sheaf of Arawai +2	3,400
9	Icon of the Silver Flame +2	4,200
10	Domino of Olladra +2	5,000
12	Medallion of Dol Arrah +3	13,000
12	Nonagon of Kol Korran +3	13,000
12	Onatar's forge +3	13,000
12	Spirit reliquary +3	13,000
13	Bones of the Traveler +3	17,000
13	Bright jewel of <i>il-Yannah</i> +3	17,000
13	Emblem of Dol Dorn +3	17,000
13	Hearth of Boldrei +3	17,000

HOLY SYMBOLS CONT.

Lvl	Name	Price (gp)
13	Horns of Balinor +3	17,000
13	Leaves of death +3	17,000
13	Octogram of the Sovereign Host +3	17,000
13	Psalter of Aureon +3	17,000
13	Sheaf of Arawai +3	17,000
14	Icon of the Silver Flame +3	21,000
15	Domino of Olladra +3	25,000
17	Medallion of Dol Arrah +4	65,000
17	Nonagon of Kol Korran +4	65,000
17	Onatar's forge +4	65,000
17	Spirit reliquary +4	65,000
18	Bones of the Traveler +4	85,000
18	Bright jewel of <i>il-Yannah</i> +4	85,000
18	Emblem of Dol Dorn +4	85,000
18	Hearth of Boldrei +4	85,000
18	Horns of Balinor +4	85,000
18	Leaves of death +4	85,000
18	Octogram of the Sovereign Host +4	85,000
18	Psalter of Aureon +4	85,000
18	Sheaf of Arawai +4	85,000
19	Icon of the Silver Flame +4	105,000
20	Domino of Olladra +4	125,000
22	Medallion of Dol Arrah +5	325,000
22	Nonagon of Kol Korran +5	325,000
22	Onatar's forge +5	325,000
22	Spirit reliquary +5	325,000
23	Bones of the Traveler +5	425,000
23	Bright jewel of <i>il-Yannah</i> +5	425,000
23	Emblem of Dol Dorn +5	425,000
23	Hearth of Boldrei +5	425,000
23	Horns of Balinor +5	425,000
23	Leaves of death +5	425,000
23	Octogram of the Sovereign Host +5	425,000
23	Psalter of Aureon +5	425,000
23	Sheaf of Arawai +5	425,000
24	Icon of the Silver Flame +5	525,000
25	Domino of Olladra +5	625,000
27	Medallion of Dol Arrah +6	1,625,000
27	Nonagon of Kol Korran +6	1,625,000
27	Onatar's forge +6	1,625,000
27	Spirit reliquary +6	1,625,000
28	Bones of the Traveler +6	2,125,000
28	Bright jewel of <i>il-Yannah</i> +6	2,125,000
28	Emblem of Dol Dorn +6	2,125,000
28	Hearth of Boldrei +6	2,125,000
28	Horns of Balinor +6	2,125,000
28	Leaves of death +6	2,125,000
28	Octogram of the Sovereign Host +6	2,125,000
28	Psalter of Aureon +6	2,125,000
28	Sheaf of Arawai +6	2,125,000
29	Icon of the Silver Flame +6	2,625,000
30	Domino of Olladra +6	3,125,000

Bones of the Traveler

Level 8+

An eight-pointed configuration of four crossed and rune-inscribed bones sows chaos and confusion, if your fickle deity desires.

Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp
Lvl 18	+4	85,000 gp			

Implement (Holy Symbol)

Prerequisite: You must worship the Traveler or the Dark Six to use this holy symbol.

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. **Trigger:** You hit an enemy with an implement attack using this holy symbol. **Effect:** One ally within 5 squares of the enemy you hit can shift a number of squares equal to this item's enhancement bonus as a free action.

Bright Jewel of il-Yannah

Level 3+

When you focus your mind, this jewel on the silver chain blooms with violet light. Your foes know the purity of il-Yannah.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Holy Symbol)

Prerequisite: You must worship the Path of Light to use this holy symbol.

Enhancement: Attack rolls and damage rolls

Critical: +1d6 psychic and radiant damage per plus

Power (Daily ♦ Psychic): Free Action. **Trigger:** You score a critical hit against an enemy with a divine radiant power using this holy symbol. **Effect:** That enemy is stunned until the end of your next turn.

Domino of Olladra

Level 10+

The numbers on this white and gray domino's face change every time you use a prayer, emphasizing your deity's capricious nature.

Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp
Lvl 20	+4	125,000 gp			

Implement (Holy Symbol)

Prerequisite: You must worship Olladra or the Sovereign Host to use this holy symbol.

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Immediate Reaction. **Trigger:** An ally within your line of sight hits with an attack. **Effect:** You roll a d20. If your roll is higher than the d20 roll of the triggering ally's attack, that attack scores a critical hit. If your roll is lower than the d20 roll of the triggering ally's attack, you take a -2 penalty to attack rolls until the end of your next turn.

Emblem of Dol Dorn

Level 3+

A red shield crossed by a silver sword embodies Dol Dorn's demand that his followers endure any suffering necessary to accomplish what is right.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Holy Symbol)

Prerequisite: You must worship Dol Dorn or the Sovereign Host to use this holy symbol.

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus, or +1d10 damage per plus while bloodied

Power (Encounter): Free Action. **Trigger:** You are first bloodied during an encounter. **Effect:** You gain a power bonus to damage rolls of attacks using this implement equal to your Strength modifier until the end of your next turn.

Hearth of Boldrei

Level 8+

Brandishing this orange and gray octogram, you shelter your ally from harm by scattering his enemies.

Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp
Lvl 18	+4	85,000 gp			

Implement (Holy Symbol)

Prerequisite: You must worship Boldrei or the Sovereign Host to use this holy symbol.

Enhancement: Attack rolls and damage rolls

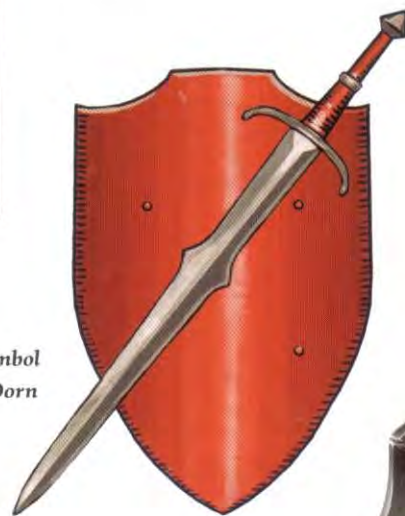
Critical: +1d6 damage per plus

Power (Daily ♦ Implement): Immediate Reaction. **Trigger:** An ally within 10 squares of you that you can see is hit by an attack. **Effect:** Make an attack: Area burst 1 centered on the ally hit by the triggering attack; targets enemies; Wisdom vs. Fortitude; the target is pushed a number of squares equal to the symbol's enhancement bonus away from the ally.



Holy symbol
of Olladra

Holy symbol
of Dol Dorn

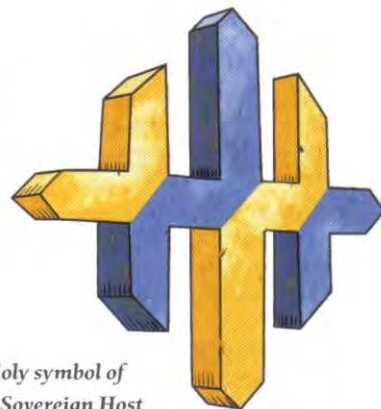




Holy symbol of Balinor



Holy symbol of Kol Korran



Holy symbol of the Sovereign Host

Horns of Balinor

Level 8+

These horns fashioned from blackened bone help focus attention against your prey. Through the blessing of Balinor, its death will be swift and merciful.

Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp
Lvl 18	+4	85,000 gp			

Implement (Holy Symbol)

Prerequisite: You must worship Balinor or the Sovereign Host to use this holy symbol.

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus, or +1d12 damage per plus against a creature marked by you or an ally

Property: Whenever you deal maximum damage to an enemy with an implement power using this holy symbol, you also mark that enemy until the end of your next turn.

Icon of the Silver Flame

Level 4+

When you intone prayers to the Silver Flame, argent fire erupts from the flame-shaped icon around your neck.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Holy Symbol)

Prerequisite: You must worship the Silver Flame to use this holy symbol.

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire and radiant damage per plus

Power (Daily ♦ Fire, Radiant): Free Action. *Trigger:* You hit an enemy with an implement power using this holy symbol. *Effect:* That enemy takes ongoing 5 fire and radiant damage (save ends).

Level 14: Ongoing 10 fire and radiant damage (save ends).

Level 24: Ongoing 20 fire and radiant damage (save ends).

Leaves of Death

Level 3+

The black leaves that make up this symbol replenish themselves when you consume one to gain the aid of the ancestors.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Holy Symbol)

Prerequisite: You must worship the Undying Court to use this holy symbol.

Enhancement: Attack rolls and damage rolls

Critical: +1d6 necrotic damage per plus

Power (Daily): Free Action. *Trigger:* You spend an action point to take an extra action. *Effect:* You can make a saving throw. You gain a bonus to the saving throw equal to this item's enhancement bonus.

Medallion of Dol Arrah

Level 7+

The light from the sun face adorning this golden medallion purifies the body and soul with the fires of heaven.

Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp
Lvl 17	+4	65,000 gp			

Implement (Holy Symbol)

Prerequisite: You must worship Dol Arrah or the Sovereign Host to use this holy symbol.

Enhancement: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus

Power (Daily ♦ Radiant): Free Action. *Trigger:* You reduce an enemy to 0 hit points with an implement power using this holy symbol. *Effect:* You deal radiant damage equal to your Charisma modifier plus this holy symbol's enhancement bonus to each enemy within 5 squares of the enemy you hit.

Nonagon of Kol Korran

Level 2+

The nine-sided coin glimmers even though no light shines upon its surface.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Holy Symbol)

Prerequisite: You must worship Kol Korran or the Sovereign Host to use this holy symbol.

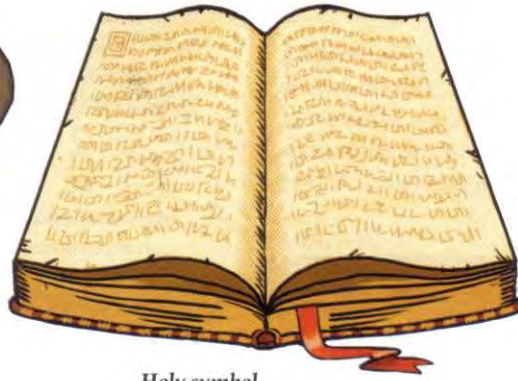
Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

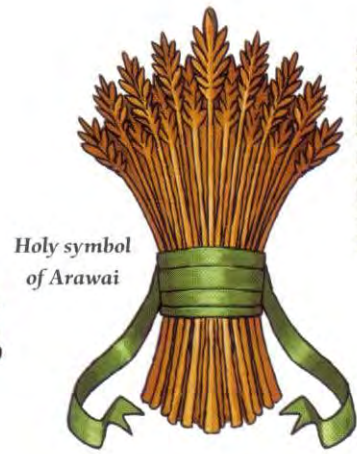
Power (Encounter ♦ Healing): Free Action. *Trigger:* An ally you can see scores a critical hit. *Effect:* The triggering ally can choose to hit normally and instead spend a healing surge.



Holy symbol
of Onatar



Holy symbol
of Aureon



Holy symbol
of Arawai

Octogram of the Sovereign Host Level 3+

The Celestial Crown of the Sovereign Host embodies the unity of the deities—a mighty force for light and good.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Holy Symbol)

Prerequisite: You must worship the Sovereign Host or any deity represented by the Sovereign Host to use this holy symbol.

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily): Minor Action. You regain the use of your Channel Divinity class feature.

Onatar's Forge Level 2+

The crossed hammer and tongs blaze white-hot as you channel your deity's wrath.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Holy Symbol)

Prerequisite: You must worship Onatar or the Sovereign Host to use this holy symbol.

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire damage per plus

Property: The first implement power you hit with during an encounter using this holy symbol deals extra fire damage equal to your Wisdom modifier.

Power (Daily): Minor Action. One weapon in your square or in a square adjacent to you gains a bonus to its next damage roll before the end of your next turn equal to the symbol's enhancement bonus.

Psalter of Aureon Level 3+

The open book depicted by your symbol reveals the world's secrets to you.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Holy Symbol)

Prerequisite: You must worship Aureon or the Sovereign Host to use this holy symbol.

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You gain an item bonus to knowledge checks equal to this item's enhancement bonus.

Sheaf of Arawai Level 8+

Through this finely fashioned bundle of wheat stalks, Arawai's abundance sustains you.

Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp
Lvl 18	+4	85,000 gp			

Implement (Holy Symbol)

Prerequisite: You must worship Arawai or the Sovereign Host to use this holy symbol.

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You do not need to eat or drink. All conditions and effects still affect you normally.

Power (Daily): Immediate Reaction. *Trigger:* You or an ally you can see is subjected to an effect that a save can end. *Effect:* You or the ally makes a saving throw against the triggering effect with an item bonus to the saving throw equal to the symbol's enhancement bonus.

Spirit Reliquary Level 7+

You take heart knowing that your ancestors' bones rest inside the intricately carved box around your neck.

Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp
Lvl 17	+4	65,000 gp			

Implement (Holy Symbol)

Prerequisite: You must worship the Spirits of the Past to use this holy symbol.

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You gain an item bonus to saving throws against charm effects and fear effects equal to this symbol's enhancement bonus.

Power (Daily): Minor Action. You gain an item bonus to your next attack roll, skill check, ability check, or saving throw before the start of your next turn equal to this symbol's enhancement bonus.



RODS

Most artificer rods are equipped with dials, levers, and knobs. They can also include fold-out screwdrivers, spanners, and other useful tools. Such accoutrements do not affect the items' usefulness to other classes that use rods as implements.

RODS

Lvl	Name	Price (gp)
2	Rod of deadly casting +1	520
2	Rod of elemental shielding +1	520
2	Rod of repair +1	520
7	Rod of deadly casting +2	2,600
7	Rod of elemental shielding +2	2,600
7	Rod of repair +2	2,600
12	Rod of deadly casting +3	13,000
12	Rod of elemental shielding +3	13,000
12	Rod of repair +3	13,000
17	Rod of deadly casting +4	65,000
17	Rod of elemental shielding +4	65,000
17	Rod of repair +4	65,000
19	Ingot liberatis +4	105,000
22	Rod of deadly casting +5	325,000
22	Rod of elemental shielding +5	325,000
22	Rod of repair +5	325,000
24	Ingot liberatis +5	525,000
27	Rod of deadly casting +6	1,625,000
27	Rod of elemental shielding +6	1,625,000
27	Rod of repair +6	1,625,000
29	Ingot liberatis +6	2,625,000

Ingot Liberatis

Level 19+

An entwining runic pattern covers this heavy metal bar, which aids in freeing your allies from adverse effects.

Lvl 19 +4 105,000 gp Lvl 29 +6 2,625,000 gp
Lvl 24 +5 525,000 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. *Trigger:* You hit an enemy with an implement power using this rod. *Effect:* You and each ally within 10 squares of you rolls a saving throw with a +2 bonus.

Rod of Deadly Casting

Level 2+

Infused with war magic and covered in death symbols, this rod amplifies lethal magical strikes.

Lvl 2 +1 520 gp Lvl 17 +4 65,000 gp
Lvl 7 +2 2,600 gp Lvl 22 +5 325,000 gp
Lvl 12 +3 13,000 gp Lvl 27 +6 1,625,000 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d10 damage per plus. When you roll a 10 on one of the critical hit damage dice, you can roll the die again and add both results to your critical hit damage.

Rod of Elemental Shielding

Level 2+

The gauges on this thick baton are festooned with elemental runes, marking it as an artificer's implement. It augments spells that protect against energy.

Lvl 2 +1 520 gp Lvl 17 +4 65,000 gp
Lvl 7 +2 2,600 gp Lvl 22 +5 325,000 gp
Lvl 12 +3 13,000 gp Lvl 27 +6 1,625,000 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. *Trigger:* You hit an enemy with an implement power using this rod. *Effect:* You and each ally adjacent to you gains resistance equal to 5 + your Constitution modifier against acid, cold, fire, or lightning (you choose one) until the end of your next turn.

Rod of Repair

Level 2+

This rod's wielder shares in the benefits he or she grants to an ally.

Lvl 2 +1 520 gp Lvl 17 +4 65,000 gp
Lvl 7 +2 2,600 gp Lvl 22 +5 325,000 gp
Lvl 12 +3 13,000 gp Lvl 27 +6 1,625,000 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (At-Will): Free Action. *Trigger:* You hit an enemy with an implement power using this rod. *Effect:* Until the end of your next turn, whenever you use an artificer healing power on an ally, you regain hit points equal to this rod's enhancement bonus.

STAFFS

Artificers prefer staffs made from metal so that they can be used as tools when a bit of leverage is needed. These staffs typically feature studs along their lengths and are capped with crescent wrenches or wedges not unlike those found on pry bars.

STAFFS

Lvl	Name	Price (gp)
4	Battle staff +1	840
5	Staff of artifice +1	1,000
8	Staff of the blinking artifice +2	3,400
9	Battle staff +2	4,200
10	Staff of artifice +2	5,000
13	Staff of the blinking artifice +3	17,000
14	Battle staff +3	21,000
15	Staff of artifice +3	25,000
18	Staff of the blinking artifice +4	85,000
19	Battle staff +4	105,000
20	Staff of artifice +4	125,000
23	Staff of the blinking artifice +5	425,000
24	Battle staff +5	525,000
25	Staff of artifice +5	625,000
28	Staff of the blinking artifice +6	2,125,000
29	Battle staff +6	2,625,000
30	Staff of artifice +6	3,125,000

Battle Staff

Level 4+

This steel-shod staff is useful for staff wielders who prefer to get into the thick of battle.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: Whenever you make a weapon attack with this staff, you can score a critical hit on a roll of 19–20.

Power (Daily): Free Action. *Trigger:* You miss with a melee attack using this staff. *Effect:* Reroll the attack roll and use the second result, even if it is lower than the first.

Staff of Artifice

Level 5+

Mechanical parts swirl around the end of this segmented steel shaft. When you infuse an artifice with creation, the staff gives a slight hum.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (At-Will): Free Action. *Trigger:* You hit an enemy with an implement power using this staff. *Effect:* Until the end of your next turn, creatures summoned by your artificer powers gain a +2 bonus to attack rolls and damage rolls.

Staff of the Blinking Artifice

Level 8+

Artifices created with this staff flicker from one place to the next across the battlefield.

Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp
Lvl 18	+4	85,000 gp			

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (At-Will): Free Action. *Trigger:* You hit an enemy with an implement power using this staff. *Effect:* Until the end of your next turn, creatures summoned by your artificer powers can shift 2 squares as an immediate interrupt action triggered by being hit by a melee or ranged attack.

WANDS

Like other implements used by artificers, wands often serve a double purpose. A sturdy design allows the artificer to employ the wand as a tool, usually as a screwdriver or a chisel. Such wands are made from a metal alloy, most commonly bronze.

WANDS

Lvl	Name	Price (gp)
4	Master's wand of static shock +1	840
4	Master's wand of thundering armor +1	840
9	Master's wand of static shock +2	4,200
9	Master's wand of thundering armor +2	4,200
13	Precise wand of runic resistance +3	17,000
14	Master's wand of static shock +3	21,000
14	Master's wand of thundering armor +3	21,000
18	Keen bite wand +4	85,000
18	Precise wand of runic resistance +4	85,000
19	Master's wand of static shock +4	105,000
19	Master's wand of thundering armor +4	105,000
23	Keen bite wand +5	425,000
23	Precise wand of runic resistance +5	425,000
24	Master's wand of static shock +5	525,000
24	Master's wand of thundering armor +5	525,000
28	Keen bite wand +6	2,125,000
28	Precise wand of runic resistance +6	2,125,000
29	Master's wand of static shock +6	2,625,000
29	Master's wand of thundering armor +6	2,625,000

Keen Bite Wand

Level 18+

Artifices you create with this wand have a vicious bite.

Lvl 18	+4	85,000 gp	Lvl 28	+6	2,125,000 gp
Lvl 23	+5	425,000 gp			

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Creatures summoned with your artificer powers using this wand can score a critical hit on a roll of 19–20.

Power (Daily ♦ Arcane, Conjuration, Implement): Standard Action. As the artificer's *barbed automaton* power (page 52).

Master's Wand of Static Shock

Level 4+

You have mastered the static shock spell, and you can bind your foes with eldritch chains of lightning.

Lvl 4	+1	840gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: When your *static shock* using this wand reduces the damage its target would deal, until the end of your next turn all attacks made by your allies adjacent to the target deal extra lightning damage equal to your Constitution modifier.

Power (Encounter ♦ Arcane, Lightning, Implement): Standard Action. As the artificer's *static shock* power (page 47).

Master's Wand of Thundering Armor Level 4+

Your ally's armor rumbles with the dread power of thunder.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: When your *thundering armor* using this wand pushes a target, it pushes the target a number of squares equal to your Wisdom modifier.

Power (Encounter ♦ Arcane, Implement, Thunder): Standard Action. As the artificer's *thundering armor* power (page 47).

Precise Wand of Runic Resistance Level 13+

You are deadly accurate with your runic resistance spell.

Lvl 13	+3	17,000 gp	Lvl 23	+5	425,000 gp
Lvl 18	+4	85,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You gain a +1 item bonus to attack rolls using *runic resistance* using this wand.

Power (Daily ♦ Arcane, Implement; Varies): Standard Action. As the artificer's *runic resistance* power (page 51). If your first attack roll with this power hits, you score a critical hit against that target.

TOTEMS

Lvl	Name	Price (gp)
2	Avenging ash totem +1	520
2	Oalian's balance totem +1	520
7	Avenging ash totem +2	2,600
7	Oalian's balance totem +2	2,600
7	Winter's heart totem +2	2,600
9	Fickle twilight totem +2	4,200
9	Totem of enduring vigilance +2	4,200
12	Avenging ash totem +3	13,000
12	Oalian's balance totem +3	13,000
12	Winter's heart totem +3	13,000
14	Fickle twilight totem +3	21,000
14	Totem of enduring vigilance +3	21,000
17	Avenging ash totem +4	65,000
17	Oalian's balance totem +4	65,000
17	Winter's heart totem +4	65,000
19	Fickle twilight totem +4	105,000
19	Totem of enduring vigilance +4	105,000
22	Avenging ash totem +5	325,000
22	Oalian's balance totem +5	325,000
22	Winter's heart totem +5	325,000
24	Fickle twilight totem +5	525,000
24	Totem of enduring vigilance +5	525,000
27	Avenging ash totem +6	1,625,000
27	Oalian's balance totem +6	1,625,000
27	Winter's heart totem +6	1,625,000
29	Fickle twilight totem +6	2,625,000
29	Totem of enduring vigilance +6	2,625,000

TOTEMS

The druids and shamans of the Eldeen Reaches use a variety of totems, but members of a specific sect employ totems that embody their purpose and place in the world. As with other totems, these items are fashioned from organic materials assembled to resemble the spirit or sect to which the primal character is sworn.

Avenging Ash Totem Level 2+

The ashes staining the totem remind you of civilization's ravages against nature.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire damage per plus

Property: Constructs take 1 extra damage from primal implement powers that use this totem.

Level 12: 2 extra damage.

Level 22: 5 extra damage.

Power (Daily ♦ Fire): Free Action. *Trigger:* You hit an enemy with a primal implement power using this totem.

Effect: The enemy you hit takes 5 extra fire damage.

Level 12: 10 extra fire damage.

Level 22: 20 extra fire damage.

Fickle Twilight Totem Level 9+

This gray bone, ever shrouded in shadow, symbolizes the ancient truce between the fey and the druids of the Eldeen Reaches.

Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp
Lvl 19	+4	105,000 gp			

Implement (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You gain a +1 item bonus to Bluff checks and Stealth checks.

Power (Daily ♦ Teleportation): Free Action. *Trigger:* You hit an enemy with a primal implement power using this totem.

Effect: You teleport a number of squares equal to the totem's enhancement bonus.

Oalian's Balance Totem Level 2+

Reflecting the balance between civilization and the wilderness, half of this totem is carved with runes, and the other half is unshaped except by nature.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You gain a +1 item bonus to Diplomacy checks and Nature checks.

Power (Daily ♦ Healing): Free Action. *Trigger:* You hit an enemy with a primal implement power using this totem.

Effect: An ally adjacent to you or the target enemy can spend a healing surge and regain extra hit points equal to the totem's enhancement bonus.

Totem of Enduring Vigilance

Level 9+

This totem is carved with eyes big and small to remind you to be watchful against daelkyr aberrations.

Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp
Lvl 19	+4	105,000 gp			

Implement (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You gain a +1 item bonus to Arcana checks and Perception checks.

Property: Creatures with the aberrant origin take 1 extra damage from primal implement powers using this totem.
Level 14: 2 extra damage.
Level 24: 5 extra damage.

Power (Daily): Free Action. *Trigger:* You hit an enemy with a primal implement power using this totem. *Effect:* The enemy cannot use teleportation powers or be the target of teleportation powers (save ends).

Winter's Heart Totem

Level 7+

Let your heart-of-pine badge warn everyone of the coming doom that shall cleanse this world.

Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp
Lvl 17	+4	65,000 gp			

Implement (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 necrotic damage per plus

Power (Daily ♦ Necrotic): Free Action. *Trigger:* You hit an enemy with a primal implement power using this totem. *Effect:* The attack's damage type changes to necrotic and the attack deals 2d6 extra necrotic damage.

Level 17 or 22: 3d6 extra necrotic damage.

Level 27: 4d6 extra necrotic damage.

DRAGONSHARD AUGMENTS

The innovations and advancements in the Five Nations would not be possible without the discovery and use of dragonshards. By unlocking the power they contain, artificers, magewrights, and other artisans power magic items, bind elementals into vehicles, create constructs, and build a wide range of fabulous items. When bound to an existing magic item, a properly attuned dragonshard can also augment or improve the item's capabilities.

Each of the three types of dragonshards is named according to their origin: Siberys dragonshards, Khyber dragonshards, and Eberron dragonshards. Siberys dragonshards swirl with veins of golden light. Khyber dragonshards are midnight blue with oily black veins. Eberron dragonshards, usually found encased in geodes, are crimson with darker swirls.

Any character can affix a dragonshard augment to a magic weapon or remove one already affixed, during either a short or an extended rest. Most augments provide a property, but some also grant access to a power. A magic weapon can accept only one dragonshard augment at a time.

DRAGONSHARD AUGMENTS

Lvl	Name	Price (gp)
1	Eberron shard of animosity	360
1	Eberron shard of ruin	360
2	Eberron shard of lightning	520
2	Khyber shard of the fiery depth	520
2	Siberys shard of merciless cold	520
3	Siberys shard of radiance	680
3	Siberys shard of the mage	680
5	Eberron shard of bleeding wounds	1,000
8	Khyber shard of death's embrace	3,400
8	Khyber shard of life drinking	3,400
11	Eberron shard of animosity	9,000
11	Eberron shard of ruin	9,000
12	Eberron shard of lightning	13,000
12	Khyber shard of the fiery depth	13,000
12	Siberys shard of merciless cold	13,000
13	Siberys shard of radiance	17,000
13	Siberys shard of the mage	17,000
18	Khyber shard of death's embrace	85,000
18	Khyber shard of life drinking	85,000
21	Eberron shard of animosity	225,000
21	Eberron shard of ruin	225,000
22	Eberron shard of lightning	325,000
22	Khyber shard of the fiery depth	325,000
22	Siberys shard of merciless cold	325,000
23	Siberys shard of radiance	425,000
23	Siberys shard of the mage	425,000
28	Khyber shard of death's embrace	2,125,000
28	Khyber shard of life drinking	2,125,000

Eberron Shard of Animosity

Level 1+

This crimson crystal flares whenever it's in the presence of an otherworldly being.

Lvl 1	360 gp	Lvl 21	225,000 gp
Lvl 11	9,000 gp		

Dragonshard Augment (Weapon)

Property: You gain a +1 bonus to damage rolls when using the augmented weapon against elemental or immortal creatures.

Level 11: +3 bonus.

Level 21: +5 bonus.

Eberron Shard of Bleeding Wounds

Level 5

Your weapon cuts a bloody swathe through your foes when powered by this blood-red dragonshard.

Lvl 5	1,000 gp
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Dragonshard Augment (Weapon)

Property: Whenever an attack with the augmented weapon deals ongoing damage to a creature, increase the ongoing damage value by 2.





Eberron Shard of Lightning Level 2+

When you bind this flashing dragonshard crystal to your weapon, sparks fly whenever it strikes an enemy.

Lvl 2	520 gp	Lvl 22	325,000 gp
Lvl 12	13,000 gp		

Dragonshard Augment (Weapon)

Property: You gain a +1 bonus to damage rolls with lightning attacks that use the augmented weapon.

Level 12: +3 bonus.

Level 22: +5 bonus.

Eberron Shard of Ruin Level 1+

Affixing this pulsing red stone to your weapon helps you smash through any obstacle.

Lvl 1	360 gp	Lvl 21	225,000 gp
Lvl 11	9,000 gp		

Dragonshard Augment (Weapon)

Property: You gain a +1 bonus to damage rolls when using the augmented weapon against an object.

Level 11: +3 bonus.

Level 21: +5 bonus.

Khyber Shard of Death's Embrace Level 8+

When you affix this sinister deep blue dragonshard, your weapon blackens and exudes a deathly aura.

Lvl 8	3,400 gp	Lvl 28	2,125,000 gp
Lvl 18	85,000 gp		

Dragonshard Augment (Weapon)

Power (Daily): Free Action. **Trigger:** You score a critical hit against an enemy with the augmented weapon. **Effect:** That enemy gains vulnerable 5 necrotic (save ends).

Level 18: Vulnerable 10 necrotic (save ends).

Level 28: Vulnerable 15 necrotic (save ends).

Khyber Shard of Life Drinking Level 8+

This cerulean dragonshard drinks deep the blood you draw with your weapon.

Lvl 8	3,400 gp	Lvl 28	2,125,000 gp
Lvl 18	85,000 gp		

Dragonshard Augment (Weapon)

Power (Daily): Free Action. **Trigger:** You bloody an enemy with an attack that uses the augmented weapon. **Effect:** You regain 10 hit points.

Level 18: 20 hit points.

Level 28: 30 hit points.

Khyber Shard of the Fiery Depth Level 2+

This cobalt dragonshard has a molten core and is hot to the touch.

Lvl 2	520 gp	Lvl 22	325,000 gp
Lvl 12	13,000 gp		

Dragonshard Augment (Weapon)

Property: You gain a +1 bonus to damage rolls with fire attacks that use the augmented weapon.

Level 12: +3 bonus.

Level 22: +5 bonus.

Siberys Shard of Merciless Cold Level 2+

This amber dragonshard pulses with blue-white light.

Lvl 2	520 gp	Lvl 22	325,000 gp
Lvl 12	13,000 gp		

Dragonshard Augment (Weapon)

Property: You gain a +1 bonus to damage rolls with cold attacks that use the augmented weapon.

Level 12: +3 bonus.

Level 22: +5 bonus.

Siberys Shard of Radiance Level 3+

The shard glows with the light of Siberys.

Lvl 3	680 gp	Lvl 23	425,000 gp
Lvl 13	17,000 gp		

Dragonshard Augment (Weapon)

Property: You gain a +1 bonus to damage rolls with radiant attacks that use the augmented weapon.

Level 13: +3 bonus.

Level 23: +5 bonus.

Property: When not affixed to a weapon, this dragonshard illuminates a 10-square radius with bright light.

Siberys Shard of the Mage Level 3+

This orange dragonshard crystal enhances a weapon when it is used as an implement.

Lvl 3	680 gp	Lvl 23	425,000 gp
Lvl 13	17,000 gp		

Dragonshard Augment (Weapon)

Property: You gain a +1 bonus to damage rolls with implement attacks that use the augmented weapon.

Level 13: +3 bonus.

Level 23: +5 bonus.

WARFORGED COMPONENTS

Warforged can use items just like other races, yet as living constructs, warforged can also utilize items specifically designed or enchanted for them. A warforged component often grants a special advantage to a warforged. Warforged components are not worn or carried; instead, they are either attached to or embedded in a warforged. Like normal items, warforged components have categories, such as armor, weapons, implements, clothing, rings, and wondrous items, and they occupy a warforged's item slots.

COMPONENT TRAITS

While you are conscious, an affixed warforged component can be removed from you only if you are willing to have it removed. While you are unconscious, a component can be removed by anyone. Affixing or removing an attached component is a minor action and takes five minutes.

The only difference between an attached component and an embedded one is that an embedded component is often hidden or retractable. Perception checks to locate an embedded component affixed to your body take a -5 penalty.

Warforged components of certain item categories have the following special rules.

Armor: Armor is an attached component. Attached armor weighs three-fourths its normal weight for determining your load.

Shield: A shield is an attached component. An attached heavy shield allows you to hold items in the shield arm's hand as if you were using a light shield.

Weapon: Weapons can be embedded or attached components. Two-handed weapons cannot be attached or embedded. A one-handed ranged or melee weapon can be attached to a hand, although you can still have only one weapon per hand, regardless of whether the weapon is held normally or attached. An attached weapon occupies your hand, and you must remove it to free the hand.

A one-handed weapon that has the off-hand or light thrown property can be embedded. An embedded weapon is retractable, stored in a space within your forearm. While the weapon is stored, it does not occupy a hand. An embedded weapon can be drawn or retracted as a minor action. You can have only one embedded weapon in each arm with the exception of shurikens: You can have up to five shurikens embedded in one arm.

Implement: Any implement that can be wielded in one hand can be attached or embedded. An attached or embedded implement functions exactly like an attached or embedded weapon. A holy symbol is the only implement that need not be embedded in a warforged's hand or arm. A holy symbol embedded on a warforged's body does not occupy an item slot, although as with worn holy symbols, if you are

WARFORGED COMPONENTS

Lvl	Name	Price (gp)
2	Armblade +1	520
2	Delver's light	520
2	Mithral plating +1	520
3	Armbow +1	680
3	Warsoul weapon +1	680
4	Adamantine plating +1	840
4	Disk of energy resistance +1	840
4	Essence of the scout +1	840
5	Command circlet	1,000
5	Spiked soles	1,000
6	Final messenger	1,800
7	Armblade +2	2,600
7	Mithral plating +2	2,600
8	Armbow +2	3,400
8	Warsoul weapon +2	3,400
9	Adamantine plating +2	4,200
9	Disk of energy resistance +2	4,200
9	Essence of the scout +2	4,200
12	Armblade +3	13,000
12	Mithral plating +3	13,000
13	Armbow +3	17,000
13	Warsoul weapon +3	17,000
14	Adamantine plating +3	21,000
14	Disk of energy resistance +3	21,000
14	Essence of the scout +3	21,000
17	Armblade +4	65,000
17	Mithral plating +4	65,000
18	Armbow +4	85,000
18	Warsoul weapon +4	85,000
19	Adamantine plating +4	105,000
19	Disk of energy resistance +4	105,000
19	Essence of the scout +4	105,000
22	Armblade +5	325,000
22	Mithral plating +5	325,000
23	Armbow +5	425,000
23	Warsoul weapon +5	425,000
24	Adamantine plating +5	525,000
24	Disk of energy resistance +5	525,000
24	Essence of the scout +5	525,000
27	Armblade +6	1,625,000
27	Mithral plating +6	1,625,000
28	Armbow +6	2,125,000
28	Warsoul weapon +6	2,125,000
29	Adamantine plating +6	2,625,000
29	Disk of energy resistance +6	2,625,000
29	Essence of the scout +6	2,625,000



wearing or holding more than one holy symbol, none of your symbols function. Two-handed implements, such as staves, cannot be attached or embedded.

CONVERTING ITEMS TO WARFORGED COMPONENTS

Nonmagical items can be attached or embedded at no extra cost. A magic item can be modified into

an attached or embedded component using the Enchant Magic Item ritual (*Player's Handbook*, page 304). Changing an item in this way works exactly like resizing armor and has no component cost. In addition, when you resize magic armor, you can also transform it into a warforged component as part of the same ritual.

UNIQUE WARFORGED COMPONENTS

A few items—usually the creations of House Cannith—exist solely as warforged components. The following items are examples of such creations.

Adamantine Plating Level 4+

Binding heavy adamantine plates to your body gives you insurance against your enemies' attacks.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Armor: Plate (attached component)

Requirement: You must have the living construct racial trait to use this item.

Enhancement: AC

Property: You gain resist 1 to all damage.

Level 14 or 19: Resist 2 to all damage.

Level 24 or 29: Resist 5 to all damage.

Armblade Level 2+

This serrated sword blade fits snugly over one of your arms.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Weapon: Heavy blade, light blade (attached component)

Requirement: You must have the living construct racial trait to use this item.

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You gain a +2 item bonus to opportunity attacks made with this weapon.

Armbow Level 3+

This magic crossbow generates its own bolts.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Weapon: Crossbow (attached component)

Requirement: You must have the living construct racial trait to use this item.

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: This crossbow becomes a one-handed weapon.

Property: This crossbow does not expend bolts.

Command Circlet Level 5

Granted to the best warforged commanders during the Last War, the command circlet is a mark of distinction and honor.

Item Slot: Head (attached component) 1,000 gp

Requirement: You must have the living construct racial trait to use this item.

Property: You gain telepathy 20. You can communicate with any other creature that has a language and is within line of sight.

Power (Daily): Immediate Reaction. *Trigger:* A living construct ally is hit by a fear effect that a save can end.

Effect: The ally can make a saving throw against the triggering effect.

Delver's Light Level 2

Often attached to the forehead or chest, this magic gem gives off light powered by your life force.

Wondrous Item (embedded component) 520 gp

Requirement: You must have the living construct racial trait to use this item.

Power (At-Will): Free Action. The delver's light sheds dim light to a radius of 20 squares.

Power (At-Will): Free Action. The delver's light sheds bright light to a radius of 20 squares.

Power (At-Will): Free Action. The delver's light sheds no light.

Disk of Energy Resistance Level 4+

The runes inscribed around the gemstone set in the center of this metal disk are wards to protect you from magical attacks.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Item Slot: Neck (attached component)

Requirement: You must have the living construct racial trait to use this item.

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Immediate Reaction. *Trigger:* You are hit by a fire, force, lightning, psychic, radiant, or thunder attack. *Effect:* You gain resist 5 against one of the attack's triggering damage types until the end of the encounter.

Level 14 or 19: Resist 10.

Level 24 or 29: Resist 20.

Essence of the Scout Level 4+

By installing this metal disk in your chest, your movements make scarcely a sound.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,650,000 gp

Item Slot: Neck (embedded component)

Requirement: You must have the living construct racial trait to use this item.

Enhancement: Fortitude, Reflex, and Will

Property: You gain a +2 item bonus to Stealth checks.

Power (Daily): Minor Action. You gain a +5 power bonus to your next Stealth check made before the end of your next turn.

Final Messenger

Level 6

This warforged communication device is built to resemble a small winged animal, yet it is an intricate assembly of clockwork pieces.

Wondrous Item (embedded component) 1,800 gp

Requirement: You must have the living construct racial trait to use this item.

Property: You have a mechanical messenger within you. The messenger has speed 8 and can function for 8 hours once it leaves you (see below). After 8 hours, the messenger deactivates. A creature can reactivate the messenger by making a DC 20 Arcana check and then spending a healing surge, at which point the messenger continues in its task to deliver a message (see below). A warforged can reactivate the messenger by embedding it.

A creature that is not the recipient of a message can make a DC 25 Arcana check to view the messenger's programmed image and hear its message. A creature that makes a DC 30 Arcana check can learn the messenger's intended destination and recipient.

Power (Daily): Standard Action. You program the messenger with an image of what you currently see, a statement of up to 25 words, and a destination or a message recipient. The messenger retains this information until you use this power again or until you die.

Power (At-Will): Free Action. You activate the messenger, and it leaves for its programmed destination or recipient and delivers its image and statement.

Power (At-Will): No Action. *Trigger:* You are killed. *Effect:* You activate the messenger, and it leaves for a destination or a message recipient you choose. The messenger carries an image of the last image that you saw while conscious, and it delivers the message that you have been killed.

Mithral Plating

Level 2+

The lightweight metal protects your vitals while still allowing you maximum flexibility and full range of motion.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Armor: Plate (attached component)

Requirement: You must have the living construct racial trait to use this item.

Enhancement: AC

Property: This armor has no armor check or speed penalty.

Spiked Soles

Level 5

These sole plates sprout tiny spikes, which aid in climbing and in keeping your footing.

Item Slot: Feet (attached component) 1,000 gp

Requirement: You must have the living construct racial trait to use this item.

Property: You gain a +5 item bonus to Athletics checks for climbing.

Power (Encounter): Immediate Reaction. *Trigger:* You are hit by an effect that pushes, pulls, or slides you. *Effect:* You ignore the triggering forced movement. You are slowed until the start of your next turn.



Warsoul Weapon

Level 3+

When this weapon is attached, you strike with superior speed and agility.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Weapon: One-handed melee weapon (attached component)

Requirement: You must have the living construct racial trait to use this item.

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You gain a +2 item bonus to initiative checks.

Power (Daily): Immediate Interrupt. *Trigger:* An enemy adjacent to you shifts. *Effect:* Make a melee basic attack with this weapon against the triggering enemy.

RITUALS

The world of Eberron is rife with rituals. Whether astonishing innovations developed by the Arcane Congress or ancient ceremonies taught by the Great Druid Oalian, rituals are cornerstones of Eberron's societies.

RITUALS BY LEVEL

Lvl	Ritual	Key Skill
1	Conceal Dragonmark	Arcana
2	Fluid Funds	Arcana
3	Summon Winds	Arcana or Nature
4	Eavesdropper's Foil	Arcana
6	Ancestral Whispers	Religion
6	Find the Path	Nature
6	Steed Summons	Arcana
7	Spirit Idol	Heal
8	Inquisitive's Eyes	Arcana
10	Enhance Vessel	Arcana
10	Secure Shelter	Arcana or Nature
11	Banish Illusions	Arcana
12	Seeming	Arcana
14	Masking Shroud	Arcana
16	Fantastic Recuperation	Heal
20	Scry Trap	Arcana

ANCESTRAL WHISPERS

You commune with the ancestral spirits, seeking their wisdom and experience to aid your cause.

Level: 6

Category: Divination

Time: 1 hour

Duration: 24 hours

Component Cost: 140 gp

Market Price: 360 gp

Key Skill: Religion (no check)

You invite the spirit of an ancestor to inhabit your body for a time. Choose one skill in which you are not trained. For the ritual's duration, you are considered trained in that skill.

The greater the hero who calls the spirits, the more the spirits demand. The component cost of this ritual increases to 700 gp for an 11th-level caster, 3,600 gp for a 16th-level caster, 18,000 for a 21st-level caster, and 90,000 for a 26th-level caster.

BANISH ILLUSIONS

What was hidden is now revealed.

Level: 11

Category: Warding

Time: 1 hour

Duration: 24 hours

Component Cost: 720 gp

Market Price: 1,800 gp

Key Skill: Arcana (no check)

You weave a ward against illusions in a close burst 4. Any invisible creature within the area or that enters the area becomes visible. In addition, illusion powers take a -2 penalty to attack rolls, and creatures in the warded area gain a +5 bonus to Insight checks against illusions.

CONCEAL DRAGONMARK

Before your eyes, the complex marking fades from view.

Level: 1

Category: Deception

Time: 10 minutes

Duration: Until broken

Component Cost: 10 gp

Market Price: 50 gp

Key Skill: Arcana

You conceal a dragonmark on yourself or on an adjacent willing target. Creatures that examine the area where the mark is hidden are entitled to a Perception check against your Arcana check result to notice the deception. When you use any powers or effects related to the dragonmark, the effect is broken and the ritual ends.

EAVESDROPPER'S FOIL

You broach the sensitive topic with confidence, for you are certain that no one will overhear you.

Level: 4

Category: Warding

Time: 10 minutes

Duration: 4 hours

Component Cost: 80 gp

Market Price: 175 gp

Key Skill: Arcana (no check)

You ward an area no more than a close burst 3 against eavesdropping. Each creature outside the area that attempts to listen to communication within the area takes a -10 penalty to its Perception checks. The ward moves with you for its duration.

ENHANCE VESSEL

Your chariot is faster, better, and stronger.

Level: 10

Category: Exploration

Time: 1 hour

Duration: 24 hours

Component Cost: 400 gp

Market Price: 1,000 gp

Key Skill: Arcana (no check)

You bolster a vehicle with eldritch power. For the ritual's duration, the vehicle gains a +2 bonus to speed and to all defenses.

FANTASTIC RECUPERATION

You wave away your companions' weariness.

Level: 16

Category: Restoration

Time: 1 hour

Duration: Instantaneous

Component Cost: 3,600 gp

Market Price: 9,000 gp

Key Skill: Heal (no check)

You absorb the fatigue that you and your allies have suffered and cast it away. At the end of the ritual, you and

your allies gain the benefits of an extended rest without spending any time resting. You cannot use this ritual if you could not normally begin an extended rest (see *Player's Handbook*, page 263).

Greater heroes accrue greater fatigue and require more effort to recuperate. At 21st level, this ritual costs 9,000 gp to perform. At 26th level, this ritual costs 45,000 gp to perform.

FIND THE PATH

The clouds, the trees, and even the grasses bend to show you the way.

Level: 6

Category: Exploration

Time: 1 hour

Duration: 8 hours or until discharged

Component Cost: 144 gp

Market Price: 360 gp

Key Skill: Nature (no check)

As part of performing the ritual, you must name a destination you have visited at least once. For the duration of the ritual, you know in which direction your destination lies and you can travel 10 extra miles per day when heading toward that destination. This ritual is discharged when you reach your destination.



FLUID FUNDS

You can always make change.

Level: 2

Category: Creation

Time: 1 minute

Duration: Instantaneous

Component Cost: 0 gp, plus a focus worth 100 gp

Market Price: 100 gp

Key Skill: Arcana (no check)

Special Requirement: You must have the Mark of Warding feat to master and perform this ritual.

You drop coins, gemstones, or other valuable items into a specially prepared coffer and close the lid. When you open the lid, a quantity of coins appears in the box equal to the value of the items deposited inside. With this ritual, you can exchange a number of silver coins for a smaller number of gold coins of equivalent value, exchange a gemstone for its worth in gold, or exchange an art object for coins. Magic items and mundane equipment are not affected by this ritual.

Focus: A coffer.

INQUISITIVE'S EYES

You close your eyes to find your center. When you open them, you see the crime scene in a new light.

Level: 8

Category: Divination

Time: 10 minutes

Duration: Instantaneous

Component Cost: 125 gp

Market Price: 680 gp

Key Skill: Arcana

You cast your senses back through time to observe your current location as it was up to a number of hours ago no greater than your Arcana check result. You can observe the scene as if you were there, although you cannot affect anything.

MASKING SHROUD

Those who watch from afar have a hard time sensing you.

Level: 14

Category: Warding

Time: 10 minutes

Duration: 1 day

Component Cost: 840 gp

Market Price: 4,200 gp

Key Skill: Arcana (no check)

Special Requirement: You must have the Mark of Warding feat to master and perform this ritual.

This ritual renders you and up to five allies invisible to all scrying sensors, such as those created by the View Location ritual. Although these sensors cannot perceive you, they can perceive the results of your actions, such as when you or your allies interact with the environment, fight enemies, and so on.

SCRY TRAP

He can try to look, but he's going to pay for it.

Level: 20

Category: Scrying and Warding

Time: 30 minutes

Duration: 24 hours or until discharged

Component Cost: 5,000 gp

Market Price: 25,000 gp

Key Skill: Arcana

This ritual creates a ward around you that warns you about scrying in your area. You become automatically aware of any scrying sensors that perceive you. This awareness wakes you if you are asleep. When you become aware of a sensor in this manner, you can choose to destroy it and end the ritual that created it, unless the sensor or the creature is higher level than you. You can also choose to observe the creature that created the sensor, using your Arcana check result to determine how long you can observe that creature.

Arcana Check Result	Duration
19 or lower	1 round
20–24	2 rounds
25–29	3 rounds
30–39	4 rounds
40 or higher	5 rounds

SECURE SHELTER

The terrain erupts in a flurry of activity as the land leaps to your command, erecting a shelter for you and your companions.

Level: 10

Category: Creation

Time: 30 minutes

Duration: 8 hours

Component Cost: 200 gp

Market Price: 1,000 gp

Key Skill: Arcana or Nature (no check)

You create a sturdy lodge large enough to accommodate eight Medium creatures. The ritual uses materials found in the area, so the lodge can be formed of snow, stone, wood, or even sod. The lodge encloses a close burst 4 in size. The interior is dry and clean and includes nine bunks, a long table with stools, and a writing desk.

The shelter is not heated or cooled, but it is immune to fire and impervious to all damage. Access to its interior is

by two shuttered windows, a single door, and a chimney. Furniture can be removed from the shelter, but it vanishes along with the lodge when the ritual's duration expires.

SEEMING

You and your allies move through the guarded outpost without attracting unwanted attention.

Level: 12

Category: Deception

Time: 10 minutes

Duration: 4 hours (special)

Component Cost: 680 gp

Market Price: 1,700 gp

Key Skill: Arcana

Upon completing the ritual, you and up to eight allies assume the appearance of any Medium humanoid creatures. The ritual allows you to assume the general appearance of a particular race, but not of a unique creature. The ritual's effect is centered on you; if any ally moves more than 5 squares away from you, the ritual's effect ends for that ally.

Creatures viewing or interacting with you or your allies can make an Insight check to detect the deception. The check's DC equals your Arcana check result. A creature is allowed a check the first time it sees you and each time it interacts with you or one of your allies. If the creature touches you or an ally, it automatically realizes the deception.

SPIRIT IDOL

A mote of light divides in two, each glowing speck settling on the eyes of the prepared corpse. When the magic binds itself to the dead flesh, it shields it from decay.

Level: 7

Category: Restoration

Time: 1 hour

Duration: Instantaneous (see text)

Component Cost: 150 gp, plus a focus worth 150 gp

Market Price: 520 gp

Key Skill: Heal (no check)

This ritual is performed on an adjacent corpse. It binds the soul to the focus, preventing its passage to Dolurrrh. The target must be willing to allow the ritual to take effect, otherwise the ritual fails. Once so bound, the soul rests in state of torpor.

At any time thereafter, once per day, you can ask a single question of the corpse as if you had performed the Speak with Dead ritual, and, as with the ritual, the corpse knows only the information it knew in life.

You can perform the Raise Dead ritual on a corpse preserved by this ritual regardless of how long it stays in stasis. You cannot restore life to a creature that died from old age.

If the focus or corpse is destroyed before the target is restored to life, the soul is released and the ritual ends.

Focus: A specially prepared phylactery.

STEED SUMMONS

You whistle and your mount appears.

Level: 6

Category: Travel

Time: 1 hour

Duration: Until discharged

Component Cost: 75 gp

Market Price: 360 gp

Key Skill: Arcana (no check)

Use this ritual to attune yourself to a single nonhostile creature that has the mount keyword. The creature must be present for the entire ritual. At any time in the future, you can summon the creature into an adjacent space as a minor action, at which time the ritual is discharged. You can have only one creature attuned to you at a time with this ritual.

SUMMON WINDS

You send out a call, and a stirring breeze answers.

Level: 3

Category: Exploration

Time: 10 minutes

Duration: 8 hours

Component Cost: 50 gp

Market Price: 125 gp

Key Skill: Arcana or Nature (no check)

You conjure a stiff breeze and direct it. You can increase a sailing vessel's speed by 2 miles per hour while you keep the winds in the vessel's sails. You can dismiss the winds as a free action.



WORLD OF EBERRON

THE WORLD of Eberron boasts an enormous variety of cultures and societies, as well as multiple branches of history and development. This chapter presents the known regions of Eberron, divided into three categories: the Five Nations, greater Khorvaire, and the world beyond Khorvaire.

In addition, other elements of importance to adventurers are discussed. In Eberron, a character's race, place of origin, dragonmark (or lack of one), and other details of his or her history can influence the kind of hero that character becomes. This chapter offers information about Eberron that a player can use when creating a character's background. Sample adventurers are presented for each of the major regions of Khorvaire, for each of the dragonmarked houses, and for each of the new races introduced in this book. Each background has skills associated with it.

This chapter includes the following sections.

Greater Khorvaire: Information available to any character from the Five Nations, followed by information specific to each region. This section includes an overview of major communities and other geographic features, as well as information about each region's populations, culture, and religions.

Beyond Khorvaire: Information commonly available to the inhabitants of regions outside Khorvaire.

Dragonmarked Houses: Examples of character backgrounds for members of each of the dragonmarked houses.

Other Background Elements: Ways in which a character's history, occupation, and race might influence his or her adventuring style.



THE FIVE NATIONS

Yes, much of the continent lies outside their borders, and yes, the so-called “Five” are in fact, today, only four. Still, there can be no argument that the Five Nations represent the heart of Khorvaire, and perhaps of Eberron. Their cultures and customs might differ, and their geography might vary widely from one to the next, but each of the Five Nations is inextricably linked to the others by chains of commerce, of history, and of slow recovery from the Last War.

COMMON KNOWLEDGE

The Five Nations were once united as the Kingdom of Galifar, encompassing most of Khorvaire. After the death of King Jarot, however, the kings and queens of the Five Nations vied for control. The result was the Last War, a devastating conflict that raged for over a century and left no corner of the continent untouched. The destruction of Cyre on the Day of Mourning, followed by the Treaty of Thronehold, finally put an end to the war and left Khorvaire divided into the various nations, kingdoms, and regions of today. Yet few citizens of the Five Nations believe that the struggle is truly over, and each nation glares with suspicion and resentment at its neighbors.

Today, as the kingdoms of the Five Nations struggle to rebuild, they are more interested in economic recovery than in overt conflict. Nevertheless, a constant cold war of espionage, border skirmishes, and economic manipulation exists between all four surviving nations, and cultural hatred and bigotry run rampant.

PEOPLE OF THE FIVE NATIONS

Most of the population of the Five Nations is human, for Galifar was a human-dominated kingdom. At various places in the Five Nations, half-elves, dwarves, gnomes, and halflings are also common. All the other races of Khorvaire—shifters and orcs, eladrin and changelings, goblins and tieflings—appear in smaller numbers, and nowhere in the Five Nations do they approach dominance. Their realms are found elsewhere, outside these “civilized” regions. Precisely how well the nonhuman races are accepted in the Five Nations depends on the prevailing attitudes of a nation or a community. Racial prejudice in the Five Nations isn’t as common as cultural animosity; the average human is more accepting of a member of another race from his own nation than he or she is of another human from a different kingdom.

The overwhelming majority of the citizens of the Five Nations grant their devotion to the Sovereign Host, and worshipers of the Silver Flame make up the next most common faith. The Blood of Vol has an established following in Karnath: Devotees of other religions in the Five Nations are so scattered as to constitute only an insignificant minority.

FIVE NATIONS ADVENTURERS

Many adventurers of the Five Nations are veterans of the Last War—if not as frontline soldiers then as infiltrators, saboteurs, sentries, mercenaries, or war profiteers such as thieves and smugglers. Although some adventurers have lofty and worthwhile goals, others turn to adventuring out of avarice.

For King and Country: You adventure not on your own behalf but in the name of your sovereign (or, alternatively, your faith, your home city, your dragonmarked house, or some other organization of

CHARACTER BACKGROUNDS

When you create a character for an **EBERRON** campaign, you can enhance your character with rich background details from the world of Eberron. The information in this chapter can help you shape your character’s history, outlook, and associations.

Although you can choose as many background elements as you wish, most character backgrounds incorporate three categories.

- ◆ **Regional:** Where is your character from? Is he or she an urbanite from Sharn, an academic from Aundair, or a farmer from the Eldeen Reaches?
- ◆ **Dragonmark:** Does your character have a dragonmark? If so, is it an acknowledged or an aberrant mark? Is your character’s race one of those most frequently

associated with the dragonmark? Is he or she connected with a dragonmarked house?

- ◆ **Other Background Elements:** What other aspects of his or her life most strongly influenced your character? Was it race, occupation, or events from childhood? Was your character most shaped by his or her experiences in the Last War?

Regardless of how many background details you use, when you create a character, you may (with your DM’s consent) choose one of the following benefits:

- ◆ Gain a +2 bonus to checks with one of the skills associated with your background.
- ◆ Add one skill associated with your background to your class’s skill list before choosing your trained skills.

which you are a part). You are a loyal servant, doing what you're told regardless of whether you understand the purpose. Perhaps you feel that you're a part of something larger and more important than yourself, or you might just be working for whoever pays the best. Either way, the choices you make aren't necessarily your own.

Roleplaying Tips: You speak often and fervently of the king or the faith you serve (unless, of course, your service is secret). You undertake the adventures and the tasks that you are told to, and you pursue endeavors that benefit your patron, even when you are not commanded to do so.

EYES, WHISPERS, AND DAGGERS

Two kingdoms in the Five Nations maintain national intelligence and espionage services: Aundair commands the Royal Eyes, and Breland operates the King's Citadel. Karrnath lacks such an organization, but the individual spies of the various Karrnathi lords—all whom are spied on by operatives of King Kaius III—are equally effective. These two organizations are perfect resources for adventurers who seek to serve their homelands.

Reluctant Adventurer: You're an adventurer by necessity, not by choice. Having grown up with the violence of the Last War, you know nothing but combat; your skills lend themselves to adventure and war, and to nothing else. You delve in ancient ruins purely for profit, and you'll undertake whatever tasks offer the right mix of risk and reward. You don't necessarily lack a moral code; you just haven't found a higher cause to which to devote your war-shaped talents.

Roleplaying Tips: You are pragmatic and little impresses you. Outwardly, you scoff at passionate adventurers who fight for a great cause, but inwardly, you wish you felt the same sense of purpose.

Uncovering the Truth: Many questions remain unanswered from the days of the Last War. The largest by far is the death of Cyre on the Day of Mourning. What happened? Who was responsible? Can it occur again? Other mysteries remain as well:

unsolved war crimes, unexplained disappearances, and sightings of strange creatures that nobody can name. You have devoted yourself to seeking the answers to one or more of these mysteries, perhaps so that justice might be done, perhaps for fame, or perhaps just out of simple curiosity.

Roleplaying Tips: Nothing grabs your attention like a good mystery. You probably have one or two specific questions you want answered, and it is to these matters that you devote most of your attention. However, you treat any lingering mystery as a challenge you can scarcely resist.

Vengeance for Past Wrongs: You seek retribution for wrongs committed during the Last War. This reckoning might be broad, such as a hatred of a particular nation for their actions against your own, or something far more specific, such as the destruction of your hometown by a particular military leader. You have devoted yourself to revenge, constantly seeking a means by which you can thwart the objectives of your enemy until the day you finally have the power to destroy it.

Roleplaying Tips: You are grim and driven, unwilling to deviate from the path of vengeance. You grow enraged if anyone sings the praises of your enemy. You prefer adventures that bring you nearer to your goal and allow you to pit yourself against your enemy or his or her minions, but when you lack such opportunities, you undertake other adventures, honing your powers for the day of final confrontation.

AUNDAIR

Aundair is two nations in one. Pastoral villages and farmlands line its borders or cluster around the keeps of the region's feudal lords. The people here are simple, even rustic. The nation's great cities, however, are alive with commerce and bustle with a crowd nearly as cosmopolitan as that of Sharn. The houses of government and institutions of higher learning nearly burst with the learned, the scholarly, and the magically inclined. Yet whether one is listening to scholars or farmers, mages or laborers, Aundairians speak of their nation with pride. They are unified in

THRONEHOLD

Thronehold was the home of Galifar's kings for centuries, but it was abandoned at the start of the Last War. No government holds the castle, and no lord rules the island on which it stands. Its sole occupants are the Throne Wardens, House Deneith soldiers charged with protecting the castle.

Below the castle's walls stands Throneport, a small town that arose during the old kingdom's height. Throneport contains a high population of criminals, exiles, mercenaries, and other scum that settled there

during the years Thronehold was abandoned. Although the Five Nations returned to the island, the city remains neutral ground, and the criminal element continues to thrive. As a character from Throneport, you might be a representative of one of the nations who is hoping one day to bring order to the city or perhaps take up lordship of the castle. Or you might instead be a member of the unlawful element—an exile or a criminal who is trying to thwart attempts by the Five Nations to bring order to the city.

their identity, and they don't care how greatly their customs and preferences vary.

COMMON KNOWLEDGE

Currently ruled by Queen Aurala, Aundair is focused on moving into the future and leaving the devastation of the Last War behind. The land-owning aristocracy works to build up the nation's resources, and Queen Aurala extends all possible courtesies to the dragon-marked houses, hoping to transform her nation into the preeminent center of commerce for the Five Nations. Aundair is also the heart of arcane studies. Apprentice wizards and other would-be casters come here to attend various colleges, such as the Arcane Congress. If Aundair is to have any advantage in future conflicts with its neighbors, it will stem from the nation's arcane supremacy.

Aundair is still struggling to recover from the war, with both its military power and domestic resources at low ebb. But Aurala's efforts are guiding Aundair into a relatively swift regrowth, so hopes are high for the nation's long-term survival. Queen Aurala and her supporters seem eager for war to resume; Aundairians are a proud, courageous, stubborn people. These traits allowed them to stand up to larger, more disciplined armies during the war, and these traits inspire Aundairians to strive for more than mere survival.

REGIONAL FEATURES

Although much of Aundair consists of small villages and unnamed communities, it also contains several large cities, and all boast great importance to the nation as a whole. Because of its extensive agricultural trade, the roads are well maintained in all but the most distant reaches.

Arcanix: A small yet vitally important village, Arcanix sits on the shores of Lake Galifar. The people work to meet the needs of the wizards who dwell in the three great towers that float in the air above the village. Within these towers' labyrinthine halls, classrooms, laboratories, libraries, and vaults, mages struggle to master arcane secrets and teach spells to a new generation of students.

Fairhaven: The capital of Aundair, Fairhaven is the nation's economic heart. Wide, straight streets provide easy travel, allowing merchants to deliver goods to Fairhaven's bustling markets, including the famous Distant Exchange. More than anything else, Fairhaven is a city of learning, home to an uncountable number of institutions that range from full-fledged universities to tiny private schools, each educating students in a wide variety of topics.

Fairhold: The ancestral home of Aundair's rulers, the fortress of Fairhold rises above all other structures in Fairhaven. Its towers, minarets, and walled keeps host the royal family, as well as the various courts and the garrison of the Knights Arcane.

Passage: The only large city in western Aundair, Passage sits on the shores of Lake Galifar. Passage is a major enclave of House Oriën, which runs most of the city's commerce and government. The city is the beating heart of the lightning rail system, for most rail carts are repaired and maintained here. Many consider Passage the gateway between the civilized lands and the Eldeen Reaches.

Stormhome: The primary enclave of House Lyrandar, Stormhome is technically a part of Aundair but functions as an independent community. Ambassadors—both official and covert—of many nations and organizations meet in the island's various restaurants, taverns, and other establishments.

University of Wynarn: The most respected institution of higher learning in all Khorvaire, the University of Wynarn occupies a sprawling complex of six great structures in the city of Fairhaven. Due to the relaxed admissions qualifications put into place to increase attendance during and after the Last War, students of all races and all cultural and social backgrounds can be found here.

PEOPLE OF AUNDAIR

The people of Aundair are, by and large, a stubborn and patriotic folk. Over half of all Aundairians are human. Among the major cities, half-elves, elves, and gnomes make up a significant minority, but these races are uncommon in the pastoral communities. Halflings appear with moderate frequency in these more distant communities, but shifters are rare; shifters were once more common, but they were driven from Aundair by Silver Flame zealots more than 150 years ago. On rare occasions, orcs and half-orcs of Eldeen, and even the occasional tiefling family, settle on this side of the border; the common folk of the region distrust these foreigners but rarely engage in open hostility.

Most Aundairians worship the Sovereign Host, but adherents of the Silver Flame account for a significant minority. Several of Aundair's cities contain enclaves of Silver Host "puritans," extremists far more fanatical than the average Thranë.

The people of Aundair are acutely fashion-conscious. Nobles prefer bright colors, feathered hats, long skirts, coats or cloaks, and ruffled or puffy sleeves. Poorer folk cannot afford to keep up with such fashions, but they often own a single "fancy" outfit that poorly models the styles of a generation or two gone by.

AUNDAIRIAN ADVENTURERS

Adventurers from Aundair have the same range of objectives and motivations as adventurers from the other nations, but Aundairians are inclined to focus their efforts toward rebuilding and restoring their nation. The queen's efforts at expanding Aundair's

economic and internal resources have inspired much of the populace, and adventurers have adopted her objectives.

AUNDAIR ASSOCIATED SKILLS

If you are from Aundair, you can choose Endurance and Nature (if you are from a small village) or Arcana and History (if you are from one of the cities) as your associated skill.

Arcane Seeker: You've acknowledged that arcane supremacy is the last, best hope for Aundair's security. You seek out ancient rituals and artifacts, hunt down potential casters for recruitment to the nation's arcane colleges, and even spy on the various mystical endeavors of other kingdoms.

Roleplaying Tips: You are fascinated—even preoccupied—with tales and studies of magic. The slightest whisper of ancient lore or hint of a magic artifact grabs your attention. You focus specifically on the arcane, not necessarily because you think it's superior to other forms of magic but because you know it's Aundair's greatest strength.

Reach Explorer: Aundairians harbor deep resentment for the "Reachers," whom they view as traitors, as well as for the provisions of the Treaty of Thronehold that gave what were once Aundairian territories to the Eldeen Reaches. You might share this hatred, or you might be curious about this wilderness that spreads beyond your doorstep. Whichever the case, you are determined to learn all you can about the Eldeen Reaches—its people, its communities, its ancient druidic histories—if only to ensure that it cannot threaten the peace and security of Aundair.

Roleplaying Tips: You believe that the safety of Aundair hinges upon a firm understanding of the threats posed by the Eldeen Reaches. You might want to see those territories absorbed back into Aundair, or you might be content with peaceful coexistence. Either choice requires you to explore, study, and understand the Eldeen Reaches and the surrounding wilderness.

BRELAND

Of all the Five Nations, Breland has made the greatest social and economic recovery following the war. Breland has vast tracts of workable land—it is one of the major food producers of Khorvaire—as well as a society of great personal freedoms, which has inspired immense loyalty and patriotism in its citizenry. The Brelish are proud of their heritage and consider themselves cosmopolitan, and the nation currently leads all others in social progress. Breland's people are convinced that their social and economic advancements will keep them at the forefront of the Five Nations for generations to come.

COMMON KNOWLEDGE

The people of Breland are fond of their venerable sovereign. King Boranel allows his people an unparalleled degree of freedom. The parliament supporting and enforcing Boranel's rule is elected by popular vote, and this level of civic participation translates into a powerful loyalty on the part of the citizenry. However, King Boranel's health is failing, and some Brelish are uncertain if any of his potential heirs can live up to his example.

Breland's social advancements come at a cost. Its thriving industries and wide social freedoms are a breeding ground for crime and corruption. Although the abuses of Thrane's theocracy are more widely known, Breland's various government agencies are more generally corrupt. Organized criminal guilds and crime families operate throughout the nation's cities, manipulating the country's finances and even its legislation.

Although Breland's farms aren't individually as productive as the richest of Aundair's, the nation boasts a greater amount of quality farmland than any of the other Five Nations. This agriculture, combined with Breland's thriving manufacturing industries, makes the nation economically self-sufficient and stable. This status has resulted in the greatest concentration of dragonmarked enclaves and businesses in the Five Nations.

REGIONAL FEATURES

Although about half of its population lives outside of its urban centers, Breland boasts more major cities and trading hubs than any of its neighbors. Sharn, the famed City of Towers, is the pride of Breland and its major trading center.

Argonth: A floating fortress built by House Cannith during the war, Argonth is one of two mobile citadels built during the Last War, and it is the only one to have survived. Breland's military uses Argonth to patrol Breland's borders, and only military personnel are permitted aboard. When Argonth sets down every week, a small village springs up as the locals gather to supply its needs.

The Black Pit: A terrible crevice in the earth from which strange creatures emerge, the Black Pit is located in a valley in the Blackcap Mountains. It appears to lead to the depths of Khyber. A small and unsavory town of the same name overlooks the pit.

Brokenblade Castle: The home of King Boranel and the royal family, this great castle rises from a small river island in the middle of the capital city of Wroat. A fully functioning keep, Brokenblade contains sufficient staff and supplies to survive a siege of many years.

Cragwar: Located in the foothills of the Blackcap Mountains, Cragwar changed hands between Aundair and Breland numerous times during the

war. Today, it is primarily a military outpost. The surrounding region remains unstable because of its location along the Aundair border and near the Black Pit and the Greenhaunt Forest, both rampant with monsters.

The King's Forest: This wooded region is a preserve that can be legally hunted only at the express invitation of the king. Although patrolled by Knight Rangers, the forest is also a hotbed of outlaws, brigands, and poachers.

Morgrave University: Located in Sharn, Morgrave is the most famous—or, in some circles, infamous—institution of higher learning in Khorvaire. Although not as respected as universities such as Wynarn, it is well known for its easy admissions policies and for its rough-and-tumble approach to research.

New Cyre: After the Mourning, King Boranel granted this territory to Cyran refugees and allows them to live and govern themselves as they see fit.

Orcbone and Sterngate: These fortresses stand at the forefront of Breland's defenses, guarding against attack from Droaam and Darguun, respectively.

Sharn: See the following section for information about Sharn.

Wroat: Breland's capital city rises on both sides of the Howling River. This city is the center of House Medani's power as well as of Breland's government. In addition to Brokenblade Castle, Wroat is home to the obsidian tower that is the headquarters of the King's Citadel and to the great Parliament Hall in which the government deliberates.

PEOPLE OF BRELAND

After humans, gnomes make up the largest proportion of Breland's population, especially in Wroat and the various communities along the Zilargo border. Half-elves, elves, and dwarves appear in reasonable numbers, and other races—including changelings, the various goblins of Darguun, and the occasional eladrin—live in Breland as well.

As in Aundair, Breland's population is devoted largely to the Sovereign Host, with a significant minority worshipping the Silver Flame. Brelish aren't especially devout; they prefer to put their faith in themselves, their neighbors, and their government rather than in deities. In the major cities, cults of other faiths—particularly the Blood of Vol—can be found.

Breland's urban population lacks a unified style of dress or decoration, instead focusing largely on utilitarian garments or on whatever foreign fashions strike their fancy. In some cases, this variety of personal display seems like a deliberate effort, as though Breland's aristocrats are demonstrating that their fashions cannot be restricted any more than their other personal freedoms can be.

BRELISTH ADVENTURERS

Brelish adventurers most often focus their attentions on the nation's borders, since most of the interior is relatively safe. Breland can be the stepping stone to greater adventures, however, thanks to Sharn and to Breland's proximity to more dangerous regions.

BRELAND ASSOCIATED SKILLS

If you are from Breland, you can choose Diplomacy or Insight as your associated skill.

Defender of Civilization: Droaam, Darguun, the Eldeen Reaches, and the Mournland stand beyond Breland's borders. Perhaps no other civilized region is surrounded by so much savagery, mystery, and danger. An enormous number of Brelish adventurers focus on this particular fact, devoting themselves to studying and fighting one or more of these threats to Brelish security.

Roleplaying Tips: You focus on adventures near Breland's borders, particularly if they allow you to improve Breland's defenses or weaken its enemies. You might have a problem working with goblins, orcs, and other creatures you consider enemies.

Hardboiled Hero: You've seen all sides of civilization, from the stylish to the seedy. You might dislike the darker aspects of society, but you're intimately familiar with them. You know the worst that people have to offer, and you've done terrible deeds to survive. Yet you hope, eventually, to prove yourself better than the shadows through which you walk.

Roleplaying Tips: You've done a lot you're not proud of, and you're willing to do it again, although, even if you don't admit it to yourself, you'd rather not have to. You help others primarily for money or other gain, but in your heart of hearts, you also do it for a shot at redemption.

SHARN

Although part of the nation of Breland, Sharn is a society in its own right. People and cultures of nearly every imaginable sort are brought together there. They talk, they do business, they travel together, they pass one another on the street, and the result is a true melting pot, perhaps the only one in all the Five Nations.

Members of monstrous or disfavored races who aren't welcomed in Sharn's towers can find a place in the shadows deep beneath the lofty spires and floating towers that give the City of Towers its title.

COMMON KNOWLEDGE

Sharn isn't just the cultural center of Khorvaire, it's also the economic one—at least as far as its citizens are concerned. "If it can be bought, it can be bought here" is a common saying among the city's markets. Goods and services are available in Sharn from



across the continent and even occasionally from across the seas. It's an open secret that not all these goods and services are legal, despite the best efforts of the Sharn Watch.

Travel across Sharn, and between its various levels, occurs using massive lifts and, for the wealthy, sky-coaches held aloft by magic or pulled by beasts such as hippogriffs. Order is maintained, as much as possible, by the Watch, and the city is ruled by a city council, the Lord Mayor, and a vast governmental bureaucracy.

THE CITY OF TOWERS

Population: Approximately 200,000. Humans form a plurality of the population (roughly one third), but members of every race are represented in this cosmopolitan city.

Government: Seventeen representatives of Sharn's wards form a city council that appoints a Lord Mayor and administers the city's vast bureaucracy.

Defense: The Sharn Watch enforces the laws of the city and patrols the streets, but the Watch is riddled with corruption. A branch of the Watch called the Guardians of the Gate monitors the activities of foreigners in the city, alert to the possibility of espionage and subterfuge. The Redcloak Battalion, an elite military unit, activates in situations that require extreme force.

PEOPLE OF SHARN

Humans form the greater part of Sharn's population, but every other major race of Khorvaire can be found in Sharn, and even the rarer peoples constitute a sizable number of the city's residents.

That same variety appears in the religious practices of Sharn's citizenry. Although the Sovereign Host and the Silver Flame have the most followers here, the Blood of Vol, the Dark Six, and even more obscure faiths—such as the various druidic beliefs and the Path of Light—appear with regularity. Cults of the Dragon Below exist in Sharn as well, but even here, they must maintain secrecy.

SHARN ADVENTURERS

Adventurers in Sharn are often outsiders passing through on their way to more exotic locales. But Sharn's citizens also turn to adventuring and have their own particular objectives.

SHARN ASSOCIATED SKILLS

If you are from Sharn, you can choose Insight or Streetwise as your associated skill.

Explorer of the Underground: You know you needn't wander far from home to find adventure, since countless ruins exist beneath your feet. You're

determined to investigate all the numerous catacombs, hidden chambers, lost communities, and subterranean ruins on which the City of Towers was built—partly for the fame and fortune, of course, but also because you cannot help but wonder what threats might lurk, unseen and ready to strike, beneath this wondrous city.

Roleplaying Tips: You prefer to stay close to home, arguing that any experience to be had in exotic locales can be had just as well in Sharn, “where the exotic makes deliveries.” You’re fascinated by the notion of lost cultures beneath the modern world, and you wonder if modern civilization could benefit from lost knowledge.

Morgrave Scholar: You work for Morgrave University as a procurer of antiquities or a scholar of ancient lore. You might be a hired adventurer and treasure hunter, dispatched to recover relics for the University, or you could be an instructor who moonlights as a combination of archeologist and grave robber.

Roleplaying Tips: You’re interested in learning about lost cultures and foreign peoples. You express far more interest in the scholarly and historical value of the treasures you find than in their monetary worth or magical power. Whether this attitude is genuine or only a facade to cover up mercenary greed depends on what sort of person you are.

KARRNATH

Once the strongest bastion of the Five Nations, Karrnath suffered terribly during the Last War. A proud military tradition and a drive for excellence in all aspects of life empowered Karrnath before the war. However, the reputation of its military proved false after Aundair delivered several swift defeats during the war. Karrnath used necromancy to create undead legions from its fallen soldiers, to no avail. Today, Karrnath struggles against plague and famine.

COMMON KNOWLEDGE

Karrnath is one of the oldest human cultures in Khorvaire. It is still the mightiest military power on the continent, and King Kaius III is still Karrnath’s ruler. Although some Karrns do not trust the king, they acknowledge that he is methodical, powerful, and skilled. Between his own abilities and those of the lords, generals, and landowners who support him, Kaius could transform Karrnath into an unstoppable force once again. This ambition causes the other nations to eye Karrnath with wariness, despite King Kaius’s public support for peace.

The nation is hardly in a position to engage in an extended military campaign. Even though Karrnath boasts rich farmland, it lacks a sufficient number of experienced farmers to work it, and much of it still lies fallow two years after the end of the war. The nation trades livestock and lumber for the food

staples it requires, but its population barely survives. A growing number of nobles, generals, and warlords see the army as a viable solution to this problem, and insist that Karrnath can take what it needs from its neighbors. So far, cooler heads have prevailed.

Unlike people elsewhere, Karrns aren’t horrified at the notion of undeath, due to the large numbers of undead that served—and still serve—in the Karrnathi military. Karrnath’s culture is focused on military service; Karrns value discipline and strength, and they have more respect for a leader they fear than for one they love.

REGIONAL FEATURES

Although ancient structures found across Karrnath predate Galifar, following the Last War Karrnath contains the largest number of modern military structures of any of the remaining Five Nations. Every territory is ruled by a warlord who swears fealty to King Kaius. Travel within the nation is relatively safe near the major communities, where the roads are patrolled by warlords’ soldiers, but a journey through more rural regions can prove dangerous.

Atur: The City of Night stands beneath the peaks of the Ashen Spires, where it remains cloaked in shadows for all but a few hours each day. For the living, the city is known as a hotbed of debauchery, bursting with taverns and bordellos. Below the city lie the Vaults of the Dead, where Karrnath’s undead soldiers await future orders.

The Crimson Monastery: A large, labyrinthine complex overlooking Atur, the Crimson Monastery is the heart of the Blood of Vol faith in Karrnath.

Crownhome: A heavily built, thickly walled military fortress, Crownhome is the seat of government and the location of King Kaius’s home in Korth.

Karrlakton: Karrlakton, one of the nation’s greatest cities, suffers terribly from its proximity to the Mourndland. The populace lives under a pall of despair, and many have fled the city. They have been replaced by crazed prophets and doomsayers who predict the end of the city—if not the world—when the Mourning spreads. Still, the city survives as one of the preeminent sources of arms and armor in Khorvaire.

Korth: The capital and largest city of Karrnath, Korth is a military city with its heavy stone buildings and straight, narrow roads. The city is divided into five major wards, each with its own particular flavor and culture and each marred by the scars of siege.

The Nightwood: Ostensibly a forest preserve, the Nightwood is known for the monstrous creatures that emerge from the forest’s center. Local rumor claims that the forest hides a fissure that reaches to Khyber.

Rekkenmark: Rekkenmark is yet another of Karrnath’s great cities that has lost its purpose since the war. Located at the terminus of White Arch Bridge, the city’s role as a center of trade was lost when

the bridge was destroyed during the war. Today, the city is known primarily for the Rekkenmark Academy. It was once the most prestigious military academy in the nation, and although it was forced to close during the war, the academy has recently reopened its doors, bringing some economic life back to the city.

Sentinel Tower: A great fortress in the heart of Karrlakton, Sentinel Tower is a House Deneith enclave and the home to Deneith's Sentinel Marshals.

Taer Syraen: The Winter Citadel is an eladrin stronghold, a city of needle-thin spires and web-work bridges; a steep wall of ice surrounds it. Every night, eladrin knights ride forth, spreading frost throughout the surrounding territory. King Kaius is said to be on the verge of declaring Taer Syraen a threat to Karrnath and unleashing his full military might against it, due to the refusal of the eladrin to accept ambassadors.

The Ziggurat of the Twelve: A great floating fortress that casts its shadow over Wollvern Park in Korth, the Ziggurat is the headquarters of the Twelve, an arcane organization founded by the dragon-marked houses during the early days of the Kingdom of Galifar.

PEOPLE OF KARRNATH

The people of Karrnath are a disciplined people accustomed to military law. After humans, who make up over half the population, dwarves constitute the second largest group in Karrnath, unsurprising given the nation's proximity to the Mror Holds. Halflings, often from the Talenta Plains, are the next most common, followed by half-elves and elves. In pursuit of Karrnath's efforts to improve its military might, it has begun to accept dragonborn warriors immigrating from Q'barra.

For a time, the Blood of Vol was the government-supported state religion of Karrnath. Those days have ended under Kaius III, but the faith is still practiced commonly throughout the nation. Most of Khorvaire's citizens devote themselves to the Sovereign Host, and a sizable minority worships the Dark Six.

Karrns favor dark clothing, crisp lines, and military dress; formal wear among civilians closely resembles official uniforms. Bright colors are considered appropriate only for children, and wearing such colors to a formal function is a minor faux pas.

KARRN ADVENTURERS

Individuals with combat-appropriate skills—martial, arcane, or otherwise—have few choices in Karrnath. They become adventurers or serve in the Karrnathi military. Sometimes, they do both.

KARRNATH ASSOCIATED SKILLS

If you are from Karrnath, you can choose Athletics or Intimidate as your associated skill.

Defender of Goodwill: Of all the Five Nations, Karrnath is the most distrusted by the others, with good reason. Karrnath makes use of undead on the battlefield, boasts a high proportion of lords and generals trying to talk their king into a new war, allows the macabre Blood of Vol to flourish within its borders, and still associates with the Emerald Claw. You're determined to help your nation maintain the peace by doing what you can to counter such negative perceptions. You engage in selfless acts for the benefit of others, letting all know that Karrnath can produce heroes as well as villains. You battle undead, work to thwart the ambitions of warmongers, and stand against the endeavors of the Emerald Claw.

Roleplaying Tips: You speak frequently of the glories of Karrnath—not just its accomplishments but also the more positive aspects of its culture and the advantages to all if the other nations would ally with it. You grow personally angry, even offended, at evils committed by Karrns or individuals associated with them, and you take whatever steps you can to counter these acts.

Seeker of Lost Glory: You're determined to restore Karrnath to its rightful place as the pre-eminent nation of Khorvaire. You might do this by seeking magic relics, supplies, and resources for the government's use, or you might be more direct, seeking to instigate a new war where Karrnath's military strength might prove dominant.

Roleplaying Tips: Everything you do is for the glory of Karrnath. You take offense when anyone speaks ill of your homeland, and you view every adventure in terms of what sort of benefit it can provide your nation.

THE MOURNLAND (CYRE)

Cyre is no more. The Purple Jewel of Galifar's Crown, the most beautiful and artistically advanced of the Five Nations, ceased to exist on the Day of Mourning. Four years ago, without warning and without explanation, foul gray mists swept out from the nation's center, leaving behind a broken, twisted land of horrors. That the fear inspired by the Mourning led, eventually, to the Treaty of Thronehold and the end of the Last War is of little solace to Cyre's survivors, who struggle today to make their way through a world that fears and distrusts them.

No PCs live in the Mournland. The associated skills are available to PCs who were born in Cyre before the Day of Mourning and who have struggled to survive elsewhere in the following years.

COMMON KNOWLEDGE

Cyre was twice the victim of the Last War. King Jarot's daughter Mishann should have, by all rights and traditions, assumed the throne, but she was prevented



from doing so by her ambitious siblings. For a hundred years, Cyrans viewed the Last War as a personal affront, a war against them as a nation. Losing both Cyre and Queen Dannel to the Mourning was a doubly heavy blow, and survivors still harbor grudges against all the other Five Nations.

During its heyday, Cyre was a land of plenty, with lush farmlands, thriving cities, traditions of art, and elegant styles. As the primary battleground of much of the Last War, however, it was dying by inches even before the Day of Mourning. Its outlying settlements were all but razed, and its cities were filled with the hopeless, the homeless, and the destitute.

REGIONAL FEATURES

The Mournland of today is a blasted, twisted wasteland. The dead-gray mists that choke the land are poisonous to mind, body, and soul, and the beasts that dwell within are foul abominations.

Eston: The Mourning grievously damaged this mining town—once the former center of House Cannith—when many of the surrounding hillsides collapsed into the mine shafts. It is a common destination for treasure hunters since the warehouses are said to hold lost Cannith creations.

The Field of Ruins: The site of the last major military engagement of the Last War, the Field of Ruins is the final resting place of thousands of Brelish,

Thrane, and Cyran soldiers, as well as Zil, Valenar, and Darguun mercenaries. The mists at the forefront of the Mourning swept over the battle here, and to this day, the bodies, weapons, and war machines that lie where they fell show no sign of decay.

The Glass Plateau: This enormous stretch of land around the dead city of Making is glass that has melted into jagged protrusions and dizzying, impossible shapes.

Metrol: The former capital of Cyre sits on the banks of the Cyre River, and it is said to be a study in contradictions. Even though many wards lie in ruins, others appear untouched—except for the dead-gray mists and the absence of any living creatures. Reports claim that the royal palace of Vermishard, the lightning rail station, and the Sovereign Host's Cathedral still stand today.

Tronish: Formerly a major stop along the lightning rail, Tronish is now a city ruled by aberrant beasts that are rumored to take their orders from a monstrosity dwelling deep within Lake Cyre.

SURVIVORS OF CYRE

Humans, half-elves, and halflings are common survivors of the Mourning, along with the occasional shifter or changeling. Most people of Cyre followed the Sovereign Host, which is true of most survivors, but some have turned away from the religion, or else

devoted themselves to darker faiths in their search for vengeance or succor.

Cyran fashion tended toward bright colors—similar to Aundairian fashion but without the flamboyance of Aundair's hats and ruffles. Cyran style also favored large amounts of jewelry, in quantities that others sometimes found gaudy. Although some Cyran survivors try to blend in to their new homes, others cling defiantly to the fashions of the dead nation.

CYRAN ADVENTURERS

Most Cyrans who survived the Day of Mourning did so because they fled before the mists. With no nation to call their own and others watching them with vigilant suspicion, it's unsurprising that Cyran survivors lean toward itinerant, adventuring lifestyles.

CYRE ASSOCIATED SKILLS

If you are from Cyre, you can choose Endurance or Streetwise as your associated skill.

Cyran Avenger: You burn with an undying need for vengeance against the destroyers of your homeland. Depending on your beliefs and attitudes, you might devote yourself to investigating the mysteries of the Mourning, hoping to discover who or what was responsible so that you can wreak retribution upon them. Your hatred might reach wider, inspiring you to act against the governments and militaries of all those nations who battled Cyre during the Last War, holding them all equally responsible. It's even possible that you hold all citizens of every nation responsible, taking your "vengeance" by acting as an outlaw brigand and waylaying travelers of every stripe (although this attitude probably isn't viable for a PC in most campaigns).

Roleplaying Tips: You are bitter and angry. You feel that Cyre and its citizens are the victims of history. You derive your only pleasure from contemplating vengeance on the parties you deem responsible. You might step off the path of retribution long enough to help others in need—feeling sympathy for their plight because of your own—or the suffering of others might be meaningless to you since it cannot match your own.

Homeland Seeker: Even though New Cyre in Breland is a start, it's not much of a homeland. You're determined to find a home for all Cyran survivors, somewhere worthy of the great legacy Cyrans carry. That might mean making yourself useful enough to convince one of the existing nations to carve out a parcel of land for you, or it could mean creating a civilization out of the wilderness of Khorvaire—or even of Xen'drik. Whatever it takes, you're determined to make it happen.

Roleplaying Tips: You speak frequently of the glories of Cyre and urge that Cyran culture must be preserved.

You're quick to volunteer for any adventure that offers the opportunity either to prove your worth to someone who can aid your endeavors or to explore unclaimed lands in search of a new Cyran homeland.

THRANE

The center of the remaining Five Nations and the heart of the Silver Flame, Thrane has a heightened sense of its own importance. A major military and economic power in the region, Thrane's theocratic government is ostensibly devoted to stamping out evil and making life better for all. However, privileges of power can sometimes lead to arrogance and corruption. Still, Thrane's people aspire to lead virtuous lives, and Thrane could potentially become the brightest light in a darkened world.

COMMON KNOWLEDGE

Thrane is ruled, spiritually and temporally, by the Church of the Silver Flame. The Keeper and the Council of Cardinals make all political decisions; Queen Diani ir'Wynarn holds a purely symbolic position. This arrangement began when the Church stepped in to take the reins of power from Prince Daslin early in the Last War. Although Thrane is primarily known as a religious center, it has traditions of archery that served the kingdom well during the war. Many Thranes learn to use the bow, and Thrane's soldiers are renowned for their deadly accuracy.

Thrane's primary liability is its inability to support itself. It exports textiles, wool, and livestock, but having suffered deep losses in peasant levies during the war, it has insufficient manpower to produce staple grains. Thus, even those factions of the Church who would prefer a more isolationist stance for their nation reluctantly acknowledge that they must continue to interact with their neighbors.

Those interactions have been strained since the end of the war. In addition to the normal distrust felt on all sides, the common folk of other nations view the Church of the Silver Flame as an oppressive institution that seeks to convert others by force. However, this view exaggerates the situation; only a small faction of the Church engages in such practices, and other religions are tolerated within Thrane proper. Nevertheless, this opinion spreads wider, as tales of the Church's intolerant few outweigh the words and deeds of the more moderate.

REGIONAL FEATURES

Thrane's largest communities are clustered in the east, with the western reaches of the kingdom largely given over to ranching and new efforts at expanding the nation's available farmland. The upper class of the nation is mostly composed of a priestly caste and its allies; a growing middle class stands between them and the poor who work the land.

Aruldusk: This rapidly growing city on the lightning rail was, through sheer luck or divine intervention, spared the worst of the ravages of the Last War. As such, it is a highly prosperous community and considered blessed by adherents of the Silver Flame.

Daskaran: Once a major trading center, Daskaran was damaged hundreds of years ago by a major fire and has never truly recovered. Thrane has put little effort into rebuilding it.

Flamekeep: Both the spiritual and political seat of power, Flamekeep houses the largest population of any city in Thrane. It hosts the Cathedral of the Silver Flame, the holiest site in the faith—pilgrims come from all over Khorvaire in hopes of gaining admittance. In addition to the holy sanctuary, the Cathedral includes the offices and apartments of the Keeper of the Flame and the Council of Cardinals, as well as a full garrison of soldiers.

Shadukar: Shadukar was a thriving city until Karrn's foot soldiers reduced it to a burned-out ruin. Karrnath's Cyran allies crossed the sound on soarwood skiffs to hammer the city's defenses while the Karrns attacked.

Sigilstar: Sigilstar is the home of the largest community of mages in this largely divine-magic-focused nation. The presence of the mages, in addition to the city's position at the convergence of several major caravan routes, the lightning rail, and the Thrane River, have allowed Sigilstar to grow swiftly from a minor community into a trading center that might soon rival Aruldusk.

Thalingard: This great fortress, standing near the Cathedral of the Silver Flame in Flamekeep, is the ancestral home of Thrane's royal family.

Thaliost: An Aundairian city captured during the Last War and ceded to Thrane formally at Thronehold, Thaliost is a hotbed of trouble. The people frequently protest Thrane rule, and the response of the city's governor, Archbishop Solhar Dariznu, has been to crack down with ever more savagery. (Note: A PC native to Thaliost gains the regional benefit of Aundair, rather than that of the rest of Thrane.)

PEOPLE OF THRANE

Because the religion of the Silver Flame appeals primarily to humans, Thrane is the only one of the Five Nations in which humans are predominant. Half-elves, elves, and dwarves reside in Thrane in small numbers, and other races can be found individually here and there, but an overwhelming number of Thrane's inhabitants are human.

Even though the Silver Flame is dominant in Thrane, the Church does not forbid other religious practices. Temples to the Sovereign Host are not uncommon, and other good-aligned faiths, such as the Path of Light or the occasional druidic sect,

appear as well. While not widely embraced in Thrane, the Blood of Vol is tolerated. However, permitting these other faiths is not the same as fully accepting them. Some regions of Thrane are cosmopolitan in this regard, but others are not so open-minded, and practitioners of alternative faiths often find themselves persecuted by their neighbors. Other religions, such as worship of the Dark Six, are squelched upon discovery.

Thrane fashion is somewhat ascetic. Even though they don't focus on dark hues to the extent that the Karrns do, Thranes favor simple, utilitarian garb in relatively muted colors. Followers of the Flame wear a symbol of their faith openly, somewhere on their person.

THRANE ADVENTURERS

Although some Thranes take up adventuring for the variety of reasons presented elsewhere, most of them do so for the sake of the Silver Flame.

THRANE ASSOCIATED SKILLS

If you are from Thrane, you can choose Intimidate or Religion as your associated skill.

Flame Inquisitor: One of the precepts of the Silver Flame is to destroy evil, and you have taken this precept to heart. You might set out to find whatever evil you can, but you can also choose a particular form of evil on which to focus your efforts. You could be something of a Church-sanctioned police officer, rooting out crime and corruption, but more likely, you're a hunter of undead or a demon slayer.

Roleplaying Tips: You are devoted to the hunt, determined to make the world a better place by eliminating evil wherever you find it. You might pick a particular type or origin of creature on which to focus your efforts. You can be single-minded in the pursuit of your chosen targets, and at times your zeal borders on obsession.

Silver Evangelist: The word of the Silver Flame must be spread for the betterment of everyone. Although some pilgrims set out to spread the teachings of the Silver Flame, you've chosen a more active approach. You seek to perform impressive deeds, to draw people's attentions as you help them in their time of need in order to show them the way to the Silver Flame.

Roleplaying Tips: You seek out every opportunity to do good for others in the name of the Flame and not your own. Proselytize when the opportunity arises, offer prayers to the Flame before every endeavor, and give thanks after every success. You don't hate the followers of other faiths; you feel sorry for their misguided beliefs and hope to show them the true way.

GREATER KHORVAIRE

Although the people of the Five Nations see themselves as the cultural, historical, and economic heart of Khorvaire—and indeed, this opinion might be true—they are hardly the continent's only people. A vast array of nations, kingdoms, and regions stretch across Khorvaire, and the continent teems with strange people and monsters (precisely which is which depends on whom you ask). The nations outside the five kingdoms have their own cultures, their own beliefs, their own agendas, and their own adventurers.

None of these regions can entirely escape the influence of the Five Nations, but neither are they necessarily bound to those troubled, tumultuous lands. And if another war breaks out, these outside nations could end up the conflict's true victors—or its greatest victims.

DARGUUN

Depending upon one's point of view, Darguun is either the strong rightful heir of a defeated land, or it's a scab growing over the wounds of deception and deceit. A nation of warriors built on the ruins of Cyran settlements, Darguun was born less than three decades ago in a single moment of betrayal. A harsh, dangerous land, Darguun still struggles to determine precisely what sort of nation it is—and what kind it will become.

COMMON KNOWLEDGE

Before the Last War, the region now called Darguun was a territory of Cyre. The goblins of the nearby mountains were retained as mercenaries by House Deneith and hired out to the various nations (mostly

Cyre) during the war. The hobgoblin warlord Haruuc instigated the sudden, bloody rebellion against the goblins' Cyran employers, driving the humans and other races out or enslaving them, Haruuc declared the territory he seized to be the independent goblin nation of Darguun. Today, Darguun is ruled by the Lhesh Haruuc Shaarat'kor, the King of the Crimson Blade. Haruuc is of the Ghaal'dar, the strongest of Darguun's tribes.

Darguun goblins conduct slaving raids on nearby communities, and travelers through the nation are subject to attack and capture unless they carry a flag of passage purchased in one of Darguun's major cities or at a Darguun embassy. It is a lawless nation by others' standards. However, the goblins do have a code of rule; it's just not one most outsiders generally recognize. The nations of Khorvaire despise Darguun but consider its existence a necessary evil, preferring the current situation to having the multitudes of goblins completely uncontrolled and uncontained as they once were.

REGIONAL FEATURES

Darguun boasts several major communities, most built on the ruins of prior societies. However, the majority of goblins still dwell in mountain caves or below ground. Wide stretches of farmland surround those caves and underground cities, the fields tilled primarily by slaves. Roads wind past broken towers and ruined villages untouched since the days of the Last War.

Gorgonhorn: An outpost in the last fertile ground before the Mournland, Gorgonhorn is Darguun's first line of defense against the creatures that emerge from that terrible wasteland.

Rhukaan Draal: The largest city in Darguun, Rhukaan Draal is the home of Lhesh Haruuc and his Razor Crown Clan. A patchwork metropolis of

PCS AND GOBLIN TRIBES

Goblin, hobgoblin, and bugbear PCs from Darguun should determine which of the various clans and factions they come from. The three factions presented here are the primary power groups of Darguun, but players are free to discuss with their DM the possibility of playing a member of a different tribe.

Ghaal'dar: Currently the nation's dominant power, the various Ghaal'dar tribes have the least focus on specific goals and traditions and, thus, the greatest personal freedom for members. A PC might be an honorable warrior trying to make amends for his people's betrayal of Cyre, a protégé of Lhesh Haruuc seeking to prove her worth, or a mercenary out to make a living amid a people she doesn't understand.

The Heirs of Dhakaan: Highly disciplined and devoted to the restoration of the ancient goblin empire, the

Dhakaani tribes are currently split by internecine strife. They look down on other goblins and consider themselves the true preservers of a noble past. A Dhakaani PC might be a noble contending for the leadership of her people, an adventurer seeking ancient relics to aid the struggle, or a seeker of lost symbols of goblin culture that could be used to unite the squabbling clans.

Marguul: Bugbears can be full members of the Marguul tribes, and they possess a violent streak to make even other Darguuls take notice. A Marguul PC might be a slaver (if the campaign allows for such occupations), a bugbear or other goblin seeking to prove her worth and advance through the cut-throat ranks of the tribe, or an escaped slave trying to stay one step ahead of his former masters.

ancient stone structures and canvas shantytowns built on the ruins of a Cyran trade center, Rhukaan Draal is a hotbed of violence and intrigue. Representatives of the various goblin clans, as well as criminal fugitives from other nations, conduct business in the shadow of Haruuc's palace, the 100-foot tower of crimson granite called Khaar Mbar'ost, or the Red House.

Shae Joridal: A city of emerald spires, this eladrin citadel remains under constant siege by the region's goblin tribes. Great magic has allowed the eladrin to survive thus far, but Lhesh Haruuc continues to marshal forces to wipe out the eladrin resistance.

Volaar Draal: An all but impenetrable Dhakaani city built into the side of a mountain and winding through its heart, Volaar Draal is the greatest source of Dhakaani weapons. Its vaults are said to hold lore and magic dating back to the Age of Demons.

Wyvernskull: One of the few goblin ports, Wyvernskull is a major hub of the Darguun slave trade.

PEOPLE OF DARGUUN

Goblins and hobgoblins make up the greater portion of Darguun's population; although bugbears hold a great deal of power, they are not especially numerous. Slaves—mostly humans, kobolds, and the occasional gnome—round out the populace. A few members of these races remain free, either through having made themselves useful or by winning their freedom through skill at arms. Darguuls particularly despise elves due to various grudges against Valenar, and most consider orcs to be savages.

No common faith unites Darguuls. Many goblins, including Lhesh Haruuc, worship a pantheon consisting of several Sovereign Host deities; others worship the Dark Six, particularly the Shadow and the Mockery. Most Dhakaani goblins acknowledge no god at all.

DARGUUN ADVENTURERS

Given their violent, militaristic culture, numerous Darguuls adopt an adventuring lifestyle. The majority remain within the borders of their own homeland, but some travel far and wide, learning to operate among the other peoples of the continent. Venturing out into the world and living among other races make Darguun adventurers the most likely to come to understand and accept members of other races as potential equals.

DARGUUN ASSOCIATED SKILLS

If you are from Darguun, you can choose Athletics or Endurance as your associated skill.

Darguun Mercenary: The goblins' most frequent involvement with other races through the years

has been as mercenaries, and although Darguun's betrayal of Cyre has destroyed what little trust the goblins might have enjoyed, others still find them useful soldiers. You work privately or through the auspices of House Deneith or House Tharashk; in either case, you go where you're told and fight for whom you're told—as long as the price is right.

Roleplaying Tips: You don't have a moral agenda per se, but you might cling to your own code of honor. You just want to fight or adventure as you're paid to do. You know that outsiders don't trust goblin mercenaries, so you make every effort to abide by your contracts, knowing that even one change of heart could ruin your chances of ever being hired again.

Escaped Slave: You managed to escape your oppressive Darguun masters, and now you seek to make your way in the world while avoiding capture and punishment. You might adventure to make a living on the run, or you might be looking for a way to achieve revenge or arrange the liberation of loved ones back home.

Roleplaying Tips: You fear capture far more than death, and you resist any notion of cooperation with your enslavers. That resistance doesn't have to include all Darguun goblins—you might be a goblin yourself—and it doesn't mean you object to slavery as an institution (although you might). You're just determined that it will never again happen to you.

Peace-Seeker: You recognize that Darguun must find a way to live alongside the other nations, even if the majority of Darguuls do not. The hatred that humans and other races feel for goblins will one day turn to violence, and though you know your people are the greatest warriors in the world, you also know that you could not stand against all of Khorvaire's inhabitants. Although you do not turn away from who and what you are, you do what you can to prove to the other nations that Darguun need not be an enemy.

Roleplaying Tips: Seek out adventure alongside members of other races, and do not hesitate to prove your worth to humans, dwarves, or gnomes in need. You need not like them and you don't put up with mistreatment, but you do your best to work with them, rather than against them. As much as possible, you keep your word when you give it to them, and prevent your fellow goblins from harming members of other races without just cause.

THE DEMON WASTES

At the northwestern edge of Khorvaire, the blasted lands form a twisted window into the past. For here, where monsters roam and barbarian tribes eke out an existence amid the horrors, is the loudest echo of the Age of Demons, a land that hasn't fully recovered even after thousands of years.

COMMON KNOWLEDGE

The majority of creatures native to the Demon Wastes are monsters, lesser demons and fiends who have slipped free from Khyber or monstrous humanoids who would slaughter strangers rather than speak to them. Human and orc barbarian clans—called Carrion Tribes by outsiders—roam the badlands. Most tribes are as violent and twisted as the monsters that dwell here, and they devote themselves to demonic powers, but a rare few stand fast against the crushing evil, seeking to defeat it or at least to prevent it from spreading to the lands beyond. Foremost among these are the Ghaash'kala, a confederation of four clans of orcs that devote themselves to containing the malign influence of the Demon Wastes. Over the years, the clans have accepted half-orcs, humans, and tieflings as members.

Despite the dangers, adventurers and expeditions travel here, seeking to exploit the rich resources, both mineral and magical, that the Demon Wastes have to offer. Many such foolish explorers never return, but those who do become rich. House Tharashk is the only civilized entity to have a permanent enclave here—that anyone knows of, anyway.

REGIONAL FEATURES

The Demon Wastes consists of jagged mountains and foothills, cracked and blasted badlands, and shattered deserts. Volcanoes belch toxic smoke into the air, and portions of the land are poisonous.

Ashtakala: A great brass and basalt metropolis surrounded by a permanent, flesh-ripping sandstorm, Ashtakala is said to be a city of demons and rakshasas left over from a prior age. It is a bastion of evil and violence, one of the worst places Khorvaire has to offer.

Blood Crescent: This small community is an outpost of House Tharashk, which uses this location to launch expeditions to search for dragonshards and other wealth. Citizens hole up here against the occasional raids by Carrion Tribes and other, far more fearsome foes.

Festering Holt: One of the few surviving native communities in the Demon Wastes, Festering Holt is a common way station for adventurers seeking Ashtakala or other infamous (and supposedly wealthy) places of adventure. The people here are slightly more civilized than the Carrion Tribes, but travelers who stop here often vanish.

The Labyrinth: The Labyrinth is a two-hundred-mile maze of broken chasms, rocky outcroppings, sheer walls, and hazards such as geysers and rockslides. Bands of demons and savage humanoids hunt its passageways, barely held at bay by the Ghaash'kala who dwell in and around the labyrinth.

The Lake of Fire: A great lake of lava in the bowl of a mighty volcano, the Lake of Fire is said to be



home to an imprisoned fiend that attracts all manner of demons and savage cultists.

PEOPLE OF THE DEMON WASTES

Tribes of humans, orcs, half-orcs, tieflings, kobolds, and gnolls wander the Demon Wastes, consuming anything they encounter—including one another. Demons stalk the badlands as well, and even the most fearsome of tribes know to give these horrors a wide berth.

Most of the Carrion Tribes worship a tribal spirit; many of these are fiendish powers from the Age of Demons. Even tribes that do not engage in evil activities still practice spirit worship and remain ignorant of the religions of Khorvaire. The Ghaash'kala worship a variant of the Silver Flame known as the Kalok Shash. The four clans of the Ghaash'kala are the Jaasakah, the Kastar, the Maruk, and the Vaanka.

WASTES ADVENTURERS

Survival is an adventure in the Demon Wastes. Still, a rare few devote themselves to a greater purpose.

DEMON WASTES ASSOCIATED SKILLS

If you are from the Demon Wastes, you can choose Endurance or Religion as your associated skill.

Guardian of the Gates: Perhaps you cannot destroy the evil that ravages the Demon Wastes, but you are not going to permit it to spread to the rest of Khorvaire. You might be one of the Ghaash'kala, a member of a Carrion Tribe, or an outsider who discovered the evil here and chose to stay to combat it. Whatever the case, you patrol the passageways of the Labyrinth, the Shadowcrag or Icehorn Mountains, or one of the other routes out of this hell on Eberron. None shall pass your vigil.

Roleplaying Tips: Try to convince outsiders to avoid the Demon Wastes. Allow nothing to pass out of the Wastes, unless you are certain it is not evil. You are grim and determined; you know you'll eventually face death or worse at the hands of the evil you fight, but each day you can put that off is one more day the people beyond the mountains need not fear.

Outland Guide: Despite the hazards that you have spent a lifetime avoiding or defeating, people still come to the Wastes from outside, searching for gold or glory. You're happy to accompany them, doing your best to guide them around the dangers, or at least showing these ignorant outlanders how best to battle them. You might be a guide for payment, or you might see it as a minor way you can fight back against the evils of your land, facing them alongside people with powers and resources your fellow tribe members lack.

Roleplaying Tips: You give advice and direction constantly and assume that—at least in the Demon

Wastes—you know better than your companions. Although you disparage their poor decisions, you never hesitate to help your allies out of a jam. Even though you scoff at their ignorance and foolishness in coming here, you also admire their courage and envy their lives beyond the Wastes.

Survivor: You don't care about thwarting evil or protecting the world, you're just happy to have survived the Demon Wastes. You might be as adventurous as anyone else, but you're searching for more tools and powers to aid in your tribe's or family's survival, not adventuring out of any desire to see justice done.

Roleplaying Tips: You prefer to avoid conflict when possible, but when you must fight, you strike hard and fast, without mercy or remorse. You undertake adventures only when you think the rewards outweigh the risks.

DROAAM

Droaam is a land of monsters, creatures that—to the outside eye—make even the goblin tribes of Darguun look civilized. The mountain passes of Droaam teem with giants and gargoyles, and the forests are thick with trolls and orcs more savage than the fiercest tribes of the Eldeen Reaches.

Yet the region contains more than random horrors. Ruled by the mysterious Daughters of Sora Kell, Droaam grows ever more disciplined, ever more structured—and the people of Khorvaire grow ever more frightened.

COMMON KNOWLEDGE

The Treaty of Thronehold does not recognize Droaam as a nation. But its rulers, the Daughters of Sora Kell—a covey of hags—govern it as one. A decade ago, Droaam was a region in anarchy, its monstrous tribes and people warring against one another. Today, a number of regional warlords, including the medusa Sheshka (the Queen of Stone) and the oni mage Drul Kantar, rule regions of Droaam, and all swear fealty to the Daughters. The nation functions, roughly but effectively, as a cohesive whole despite the violence, chaos, and bloodshed that is still the norm within individual territories.

For years, Breland claimed the region now called Droaam, but few humans ever attempted to establish colonies there; it is the abode of monsters. Droaamish mercenaries were effective during the Last War, and fear of their strength—and the hope that the Droaamites might prove valuable allies should war come again—has prevented the Five Nations from moving against them. This has not calmed public nervousness at having monsters on Breland's borders, or halted those monsters' occasional raids into civilized lands.

REGIONAL FEATURES

The Daughters of Sora Kell organized the construction of the major Droaamish fortresses and cities over the past ten years; many of these communities are built on the ruins of ancient Dhakaani goblin enclaves. Most Droaamites dwell in tiny villages, without even formal roads to provide connections between towns.

Cazhaak Draal: The seat of Sheshka's power, the Stonelands is a rocky region surrounding an ancient hobgoblin ruin. A great evil in eons past petrified all life in the region, leaving statues of hobgoblins, other goblins, humanoid slaves, and even plants. Today, the city is occupied primarily by medusas and their basilisk hounds.

Graywall: The gateway between Droaam and Breland, Graywall has a quarter devoted to humans and other nonmonstrous humanoids from beyond the mountains. Legitimate merchants, mercenary employers, and criminals from all over Khorvaire can be found here amid the native goblins, orcs, and gnolls.

The Great Crag: The capital of Droaam is a winding city of new construction, old goblin ruins, and warrens running through the mountain at the nation's center. The Daughters of Sora Kell rule a population of harpies, gargoyles, and other monstrous humanoids. House Tharashk maintains an enclave here, from which it negotiates mercenary contracts with the Droaamites.

Lost: The legendary city of the doppelgangers, Lost is said to be able to change the shape of its buildings and even its roads as easily as its inhabitants change theirs. Only the city's inhabitants and the Daughters of Sora Kell know its location.

The Venomous Demesne: This region is a tyeftling fiefdom, ruled by Lord Bal Molesh. Recently discovered by the Daughters of Sora Kell, these tyeftlings are slowly integrating into the feudal structure of Droaam, adding their eldritch might to the physical strength of the other natives.

Znir: The Droaamish gnoll tribes meet in Znir—one of the primary gnoll communities in Droaam—once a year to honor their ancestors and renew their pact to avoid the demonic influences that rule the gnolls of other lands.

PEOPLE OF DROAAM

The inhabitants of Droaam are mostly monsters: Gnolls, orcs, and goblins make up the greater portion of the population. Shifters and doppelgangers are not uncommon, and trolls, ogres, primitive giants, harpies, gargoyles, minotaurs, and even more exotic beasts—as well as small populations of humans and tieflings—are found in reasonable numbers as well. A populace this diverse has no single, defining style; the citizens of Droaam dress in whatever finery and

carry whatever goods they can afford and are strong enough to keep.

Much of Droaam's population rejects gods entirely. Others worship the Dark Six or, more rarely, form cults of Khyber. The worship of the Dark Six in Droaam is different from elsewhere, focusing on both the positive and the negative aspects of those deities. (For instance, the Shadow is viewed as the giver of monstrous powers such as the songs of harpies and the petrifying gaze of medusas.) Droaamites have little to do with the Sovereign Host, and they distrust and despise the Silver Flame.

DROAAMISH ADVENTURERS

Plenty of opportunity for adventure exists in these wild, monster-claimed lands. The trick, of course, is for the monsters of Droaam to be the instigators of adventure, rather than the victims of it.

DROAAM ASSOCIATED SKILLS

If you are from Droaam, you can choose Dungeoneering or Nature as your associated skill.

Blood-Feud Fugitive: The ascension of the Daughters of Sora Kell has reduced the internecine bloodshed within Droaam but hasn't stopped it. Family, tribal, racial, and regional conflicts rage non-stop, and losers cannot expect mercy. You travel to escape such a feud, trying to stay a step ahead of your foes or seeking a way to go back and snatch victory from the jaws of your neighbors.

Roleplaying Tips: You're paranoid, waiting for the day your enemy catches up with you. You assume that everyone is lying to you until proven otherwise, and you try to keep an eye out for danger at all times. Once you're certain you can trust someone, you rely on that person heavily and do everything you can to keep him or her alive, grateful that you're no longer alone.

Loyal Servant: You've found a purpose fighting and adventuring in the name of one of Droaam's leaders. You might follow a regional warlord, or you could serve one of the Daughters; you might be a warrior, a spy in the service of Sora Katra's growing criminal empire, or a hunter of ancient magic.

Roleplaying Tips: You're still adjusting to the idea that life in Droaam can have a larger purpose. You're unshakably loyal to whatever power you serve, even when you don't entirely understand why something is being asked of you.

Inner Beast: You have a monstrous side. You adventure because it gives you the chance to kill monsters and take treasure; you don't care all that much about who or what you're killing.

Roleplaying Tips: You snarl and growl a lot. Violence is your first recourse. The only reason you hold yourself in check is to stay on your allies' good sides.

Tharashk Mercenary: Perhaps you fought in the Last War, or maybe you're just good at battle; at any rate, you've attracted the attention of House Tharashk. Fighting is in your blood, and if you can earn money doing it—far more than you ever would working for another Droaamite—so much the better.

Roleplaying Tips: Initially, you might seek wealth and the chance to wage battle. As you experience the outside world, however, you might come to understand how complicated life is and find something more to believe in—or you might react to the hatred and mistrust you encounter by retreating even further into your bloodlust.

THE ELDEEN REACHES

A largely untamed region, the Eldeen Reaches is home to both simple farmers, practitioners of the most primal magic, friendly villagers, and savage tribes. It is a fountain of life, a land where nature, unchecked by the walls of civilization, spreads in all its beautiful—and terrible—glory.

COMMON KNOWLEDGE

Aundair once claimed much of the Reaches. During the Last War, when Aundair moved its forces farther east and left this region unprotected, the people suffered great depredation at the hands of bandits. The druidic Wardens of the Wood eventually stepped forth to protect the people, and the Reachers angrily proclaimed their independence from Aundair. Today, Thronehold recognizes the Eldeen Reaches as an independent land, although many Aundairians seek to reclaim the territory.

The druids have been the greatest power in the Eldeen Reaches for hundreds of generations. They stand guard against natural threats and warring factions, as well as a vast array of aberrant horrors that lurk in the depths of Eldeen's woods, spawned by ancient horrors imprisoned there since time immemorial.

REGIONAL FEATURES

The eastern Reaches look similar to western Aundair, with wide expanses of farmland and small, clustered communities. Farther west, towns are uncommon, the roads fade away, and Eberron's forests replace open fields.

The Gloaming: A semimythical region in the midst of the Towering Wood, the Gloaming is a region where nature revels in its ugliness. Sickened trees droop over parasite-infested soil, and disease-laden biting insects fill the air with droning. Some believe that the Gloaming formed around a manifest zone linked to a corrupted plane.

Greenheart: The center of government of the Eldeen Reaches, Greenheart is also the seat of power of the Wardens of the Wood, the most potent and

best loved of Eldeen's druidic sects. The city's population swells during religious ceremonies, and although the druids allow no trade with outsiders within the town's borders, they happily provide room and board to merchants who conduct business elsewhere in the Eldeen Reaches.

Shae Loralyndar: A magnificent city of eladrin, Shae Loralyndar appeared in the Towering Wood at times throughout history. After the Day of Mourning rocked the natural world, however, the city appeared once more and has since proved unable to return to the Feywild, leaving its citizens to distrustfully adapt to the world around them.

The Towering Wood: The largest forest in all of Khorvaire, the Towering Wood occupies over half of the Eldeen Reaches, covering its entire western side. Everyone knows that the Towering Wood is home to beautiful, mischievous fey, various predators, and ancient horrors from a bygone age.

The Twilight Demesne: This large sylvan grove is sacred to both fey and druids. Fey gather here to pay homage to the court of Shae Loralyndar and for a wide variety of ceremonies.

Varna: Varna is the trading center of the Eldeen Reaches and the doorway to Aundair. Merchants travel here to sell and purchase goods, including raw materials from the woods and exotic creatures such as mage-bred animals and hippogriffs. Much of this business occurs through the town's House Vadalis enclave. House Vadalis and the Wardens of the Woods cooperate in the effort to rid the town and its surroundings of poachers.

PEOPLE OF THE ELDEEN REACHES

Humans make up less than half of all Reachers, and the majority of those are descended from Aundairian citizens, although some can trace their ancestry back to the original Sarlonan immigrants. Half-elves and shifters each make up a significant minority, followed by gnomes, halflings, half-orcs, orcs, and elves. The druidic sects are made up of orcs and Sarlonan-descended humans, although other races appear in their ranks from time to time. A few particularly wealthy Reachers dress in old Aundairian fashions, but the majority dress in heavy wools, fabrics, and leathers—whatever serves them best in their daily labors.

Western Eldeen is the domain of the druidic faiths, although the Wardens do not prevent citizens from following other religions. Near the Aundair border, worship of the Sovereign Host is common.

ELDEEN ADVENTURERS

Most Reachers are simple farmers, but the dangers of the wild are more than sufficient to inspire some to take up more adventuresome lifestyles.

ELDEEN REACHES ASSOCIATED SKILLS

If you are from the Eldeen Reaches, you can choose Athletics or Nature as your associated skill.

Border Defender: The Demon Wastes, the Shadow Marches, Droaam, and—of course—Aundair, with its lingering resentment of your freedom, surround your borders. You are determined to see the Eldeen Reaches remain free and (relatively) safe. And if that requires bloodshed at the borders, so be it.

Roleplaying Tips: You mistrust all of Eldeen's neighbors, convinced that each has ulterior designs on your newly freed land. You do not automatically hate everyone who comes from these areas, but you do not easily accept their presence. You avoid adventures that take you too far from home unless you have reason to think that you can use the experience and treasures you find to further your own cause.

Reach Warden: You have set out to protect nature and the Eldeen Reaches from the aberrant evils lurking in its midst. You might be a member, or at least an ally, of the Wardens of the Wood, but you could just be a lone adventurer with a cause. You might even be a member of one of the other druidic sects, although such sects are considered darker than the Wardens.

Roleplaying Tips: The natural world is sacred. You don't object to people cutting down trees for firewood, but Eberron must be protected from unnatural evils such as aberrant creatures and demons. You'll fight any evil you come across, but you're truly driven when those forces are clearly aberrant.

Vengeance-Seeker: The horrors of past ages emerged from the wood to slay your family on their farm. An ancestor of yours was slain during the Silver Flame's purge of lycanthropes more than 150 years ago. The druidic Children of Winter caused a famine that nearly wiped out your hometown. You were a loyal soldier during the war and are still bitter about being abandoned by Aundair. Any one of these scenarios, or something entirely different, has driven you to seek vengeance against those who have caused you harm.

Roleplaying Tips: Not every adventure has to revolve around the object of your vendetta, because each new skill you gain is one more step toward the final confrontation. You're not shy about expressing your hatred, however, and you take every opportunity to hurt or impede your foe.

THE LHAZAAR PRINCIPALITIES

Lhazaar is either a wretched nation of pirates, outlaws, murderers, and brawlers, or the home of the world's best mariners and richest seagoing merchants, depending on who you ask—or, for that matter, where you're standing. Consisting of a tiny strip of

Khorvaire proper and a vast archipelago, the Lhazaar Principalities stand at the edge of civilization, and of civilized law.

COMMON KNOWLEDGE

The Lhazaar Principalities are not a fully unified nation but are instead a series of territories, each ruled by a so-called sea prince. The region remained largely untouched during the Last War. Individual sea princes allied with various nations, but the violence rarely reached them directly, and this status made the Principalities a favored haven for outlaws and deserters. The Principalities struggle to be accepted as legitimate trading partners today because they have been unsuccessful in shaking their ram-bunctious and violent reputation and in driving the pirates from their midst.

Laws and statutes vary dramatically between different provinces of Lhazaar, making violence or arrest a distinct possibility over even minor misunderstandings, but masters of the region's intricacies can move about freely. Such folk make a solid living here, either through trade or through other, illegitimate enterprises.

REGIONAL FEATURES

The various communities on the islands of the archipelago come and go; one village springs up even as another is abandoned. No map or catalog contains them all, but the Principalities' major sites and features include the following.

Dreadhold: The most infamous prison in all of Khorvaire, Dreadhold contains criminals from across the Five Nations. It stands on a tiny island just beyond the tip of Cape Far.

The Gray Tide: A rolling gray mist cloaks the waters surrounding the Isle of Lastpoint. This haze clings to wood, flesh, and sail, and it chills the bone and shivers the soul. No one has ever explored the center of the mists, but travelers who pass near it report strange noises and vile, stench-laden winds.

The Pirate Exchange: Despite the name, the Pirate Exchange is no criminal gathering; it is the largest legitimate market in this region of Khorvaire. Located in Regalport, it is the best place to purchase any local good imaginable, as well as wonders from Sarlona and even Argonnessen.

Port Krez: One of the true pirate havens of the Principalities, violent and vice-riddled Port Krez sits on the outermost edge of the region, staring out over the empty sea. Pirate fleets launch their attacks from here, knowing that no outside law can touch them.

Port Verge: The seat of power for one of the sea princes, Port Verge is not yet a major trading center. But Port Verge is on the brink of becoming a power to rival Regalport; Nobles and merchants are pouring more money into the Port, and its ambitious prince

continues to make deals with House Lyrandar (which hopes to cut into House Thuranni's dominance in the region).

Regalport: The capital of the Lhazaar Principalities (insomuch as its inhabitants acknowledge one) and home to High Prince Ryger, Regalport is everything a rich and relatively law-abiding seaport should be. The courts are fair, the watch is more or less honest, and pirates find it easier to bother other cities.

Tempest Isle: A mountainous island covered in perpetual storms, Tempest Isle is said to hold the hidden treasures of whole generations of pirates. Still, given that no one knows what causes the storms and that few who go there ever return, not many adventurers are inclined to search for those treasures.

PEOPLE OF THE LHAZAAR PRINCIPALITIES

The human majority of Lhazaar is joined by a substantial population of gnomes, half-elves, and doppelegangers. Smaller but still notable numbers of elves, dwarves, halflings, and dragonborn round out the populace, standing out but fully accepted for the various strengths and skills they have to offer.

The styles of the Lhazaar Principalities vary from isle to isle, but they tend toward the stereotypical "mariner" look. Long coats and plumed hats are favored, as are loose pants and tunics for ease of mobility; the rich wear high boots, and the working class tend toward simple sandals or bare feet. Bright or rich colors are in style, partly to show that one can afford the dyes and partly because they show up better than dark colors if one falls overboard.

Most Lhazaarites have little time for religion. Religious followers tend toward worship of the Sovereign Host, particularly Kol Korran, with the occasional prayer to propitiate the Devourer thrown in for good measure. A rare few worship the Blood of Vol, although the majority of Lhazaarites fear that faith and its strange practices.

LHAZAAR ADVENTURERS

Lhazaar is a haven for fugitives and criminals fleeing from other jurisdictions. It is a relatively lawless region where the brave and the skilled can make a hefty amount of coin, so it comes as no surprise that Lhazaar both draws and creates its fair share of adventurers.

LHAZAAR PRINCIPALITIES ASSOCIATED SKILLS

If you are from the Lhazaar Principalities, you can choose Athletics or Thievery as your associated skill.

Fugitive on the Run: You have fled your homeland and are one step ahead of the law (or an influential temple, dragonmarked house, or other power that holds a grudge against you). Lhazaar

might not have all the comforts of home, but it is at least relatively civilized, and you are certain you'll see your enemies coming before they spot you. And if worst comes to worst, it's easy enough to hop a ship and start running again.

Roleplaying Tips: You never let down your guard. You might be mostly safe from the hunters who seek you, but "mostly" finds a lot of people hanged. Enough criminals and pirates dwell here that the knife in your gut might not even belong to your old enemies. You adventure to earn coin but try to keep a low profile.

High-Seas Corsair: You're not comfortable unless you can feel the deck of a ship moving beneath your feet and taste the salt in the breeze. You might be an unscrupulous pirate, out for profit, or you could be a hero of the seas, tracking down criminals and protecting merchants and passenger ships from sea monsters and other pirates. You might even be an explorer, seeing what strange lands and stranger peoples exist beyond the horizon.

Roleplaying Tips: You choose adventures that take you out to, or at least near, the sea. You speak of the ocean at every opportunity and regale your allies with tall tales of your adventures on the high seas. You might also curse frequently and use colloquialisms such as "matey" and "ahoy."

Aspiring Unifier: You support the efforts of one of the sea princes to take power from High Prince Ryger and transform Lhazaar into a unified nation. You know it'll be difficult, but you truly believe that life here would be better and more stable—and criminals and pirates more easily rooted out—under a single authority.

Roleplaying Tips: You tout the virtues of law and order, even when doing so makes you unpopular. Your efforts are focused on the evils within Lhazaar, including criminal organizations and pirate groups.

THE MROR HOLDS

Ancestral home to all of Khorvaire's dwarves, the Mror Holds are located in a rugged frontier region of rocky plains and craggy mountains. Here, dwarven clans compete to mine the rich veins of ore and for the money and trade of the continent's nations.

COMMON KNOWLEDGE

The Mror Holds is not a single nation but a confederation of dwarven clans. Galifar conquered the Mror Holds nearly a thousand years ago, a victory partly due to the clans' ceaseless internecine wars, and the dwarves declared their independence during the Last War. The clans still compete and engage in feuds, but these conflicts now take the form of political machinations and economic struggles, rather than open war.

The Iron Council, a body consisting of representatives of every clan except House Kundarak (which remains neutral), governs the Mror Holds. The council's primary purpose is to mediate disputes and make decisions that affect all clans equally. Other than these issues, however, the clans govern themselves, making alliances with outside nations, selling the finest ores available on Khorvaire, and (through House Kundarak) providing banking services.

REGIONAL FEATURES

The Ironroot Mountains are the source of Mror's rich ores; a specific clan claims each vein. Mines literally honeycomb the mountains, and the slopes are dotted with cities, fortresses, and camps.

Ferrous House: The meeting hall of the Iron Council within the capital of Krona Peak, Ferrous House is a center of power and controversy. The hall stands on Clan Mroranon lands, just below the clan estate, causing other clans to feel Clan Mroranon is symbolically asserting authority over the entire nation.

The Fist of Onatar: This active volcano in the southern reaches of the Ironroot Mountains is a holy site to followers of the Sovereign Host, particularly Onatar.

The Goradra Gap: A gash in the earth over a hundred miles long, this horrid chasm is home to monstrous beasts. Legend claims that it leads to Khyber.

Korunda's Gate: The home of House Kundarak, Korunda's Gate was once one of the greatest mining and political powers in the region. The House has since stepped out of politics (officially) and leases mining rites to other clans. Many of the Korunda's Gate mines have been transformed into the famous Kundarak vaults, where treasures and funds from across the continent are stored under great security—for a fee, of course.

Krona Peak: Clan Mroranon's ancestral home has—with that clan's rise in wealth and power—become the seat of government for the entire Holds. The city is also the region's greatest trading hub because it sits on the major trading route to the west. Of all the cities of the Mror Holds, it is here that one can find the greatest number of races other than dwarves, or operatives of dragonmarked houses other than House Kundarak.

Noldrunthrone: An empty ghost town, Noldrunthrone was the home of Clan Noldrun, which disappeared five centuries ago. Efforts to learn what happened to them, or to retake the city, have all met with failure.

PEOPLE OF THE MROR HOLDS

The dwarven clans of the Mror Holds make up over half of the population of this rich mining region.

Humans and gnomes account for a significant minority: merchants and miners who came here seeking opportunity and were allowed to stay under the auspices of one of the clans. The infamous Jhorash'tar orc tribes lurk in the wilds and the unmapped caverns. Their hatred of dwarves has grown to a burning hatred for all humanoids other than orcs.

Dwarven styles dominate the region, including intricate knot-work designs and straight, sharp edges on both decoration and clothing. Work outfits are simple tunics with heavy leggings and boots, with no real attention given to color or fashion. The rich, however, dress in deep-hued robes and cloaks, and large gems are favored as the centerpieces of jewelry.

The Sovereign Host is the main religion regularly practiced within the Mror Holds; a few dwarves also pray to the Dark Six—to appease more than to honor them.

MRORIAN ADVENTURERS

The great martial tradition of the dwarves, combined with the clan struggles and great riches of the region, spawn any number of adventuresome folks.

MROR HOLDS ASSOCIATED SKILLS

If you are from the Mror Holds, you can choose Dungeoneering or Endurance as your associated skill.

Deep Sentinel: The mines of the clans, and the vaults and secure holdings of House Kundarak, are a tempting prize for all manner of thieves, raiders, and monsters. Someone must stand between the miners and the beasts of the Underdark that creep from below, and someone must ensure that Kundarak's reputation for absolute impregnability remains intact. That someone is you.

Roleplaying Tips: You need not act as a passive guard, waiting for trouble to come to you, although you do stand vigil when the need arises. Instead, you are active in protecting your fellows from various threats, such as criminal conspiracies against the vaults or monsters hunting vulnerable miners.

Hired Hand: The clans still compete with one another, and when economic and political maneuvering won't do the trick, espionage and sabotage are the order of the day. Since the clans cannot afford to be linked to such activities directly lest they risk a return to the days of open conflict, they hire outsiders—other dwarves and even members of other races—to do their dirty work.

Roleplaying Tips: You're something of a mercenary, but that doesn't mean you're an evil person. You're hired for spying, for sabotage, and possibly for guarding against those things, or for protecting a clan's people, but you're no hired assassin.

Wealth: Between the rich veins of ore and the Kundarak vaults, the Mror Holds probably contain

more wealth than any three or four other nations—even if it doesn't all belong to the Holds per se. You might make a living by guarding the wealth of others, or you could be trying to find some for yourself, hefting a pickaxe and a shovel when you aren't wielding a sword or a staff. You might even be a thief or a con artist, trying to find your way into the world's most impregnable bank. Whatever the case, money drives you, and you won't stop until you have a lot of it.

Roleplaying Tips: You keep an eye out for your big chance. You offer your services to the wealthy—possibly to earn your pay, possibly to learn the ins and outs of their security. You don't trust anyone at first, since they might be trying to con you.

Q'BARRA

A wild land of untamed frontiers extends beyond the Endworld Mountains. Here, fugitives from the Last War found an unclaimed region—at least, unclaimed by other humans, dwarves, or elves—in which they could escape the bloodshed back home.

Lizardfolk, dragonborn, and kobold communities can be found here. These beings have ties stretching back thousands of years and no desire to lose their lands to the mammals of the west.

COMMON KNOWLEDGE

Q'barra is divided into two general regions. New Galifar was founded by fugitives who fled the early years of the Last War rather than shed the blood of their neighbors, and Hope was founded by more recent explorers and fugitives. The former is a feudal, highly ordered realm, whereas the latter consists of largely independent, self-governed communities. The Treaty of Thronehold recognizes Q'barra as a nation but makes no distinction between these two disparate territories.

The remainder of the region is occupied by reptilian tribes. Some lizardfolk and dragonborn are willing to trade with New Galifar and Hope, but others use force to drive the invaders out of their territories.

REGIONAL FEATURES

Q'barra is lush and incredibly dangerous. It is a land of thick forests, jungle foliage, rich soil, and murky swamps—all of which swarm with life, particularly with reptiles that can be deadly to the unprepared explorer.

Haka'torvhak: An enormous citadel carved into the side of a volcano, Haka'torvhak is said to have been created by demons in a bygone age. It is the center of a primitive religion practiced by several lizardfolk and kobold tribes as well as by the occasional dragonborn.



Ka'rhashan: Ka'rhashan is both the largest dragonborn community on Khorvaire and a site holy to that race. The volcanic glass and stone buildings trimmed in brass gleam in the light. This community permits outsiders to enter, but a dragonborn must accompany nondragonborn visitors to prevent the occasional, foolish adventurer from attempting to loot the city's sacred sites.

Mar'saval: A sunken city whose towers protrude from foul waters, Mar'saval is a truly ancient ruin said to be filled with horrid magic, lost treasures, and corrupted lizardfolk.

Newthrone: Newthrone is a fortified port along the Whitecliff River, the seat of power of New Galifar and the capital of the recognized nation of Q'barra. It's surprisingly civilized for the region, offering comforts such as House Ghallanda inns and taverns as well as multiple marketplaces where humans, half-lings, lizardfolk, and dragonborn mingle.

Wyrmswatch: The heart of Hope, Wyrmswatch is a small but growing village. It has its own mines and farms, making it a viable economic power in the region. Wyrmswatch is a theocracy, ruled by puritanical Silver Flame extremists who despise lizardfolk and distrust dragonborn.

PEOPLE OF Q'BARRA

Lizardfolk outnumber humans in Q'barra; dragonborn and kobolds exist in roughly half of humanity's numbers. A few other races—half-lings and half-elves, in particular—appear on occasion, but they represent a small minority. Some Chosen and Inspired of Sarlona dwell in a Riedran quarter in Newthrone, along with a tiny number of kalashtar who are keeping an eye on their traditional enemy. The wealthy of New Galifar attempt to replicate the fashions of Galifar with flowing gowns and ruffled tunics, but the majority of Q'barrans dress in whatever heavy garments can stand up to the rigors of life on the frontier.

Most of the humans in Q'barra worship the Sovereign Host or the Silver Flame, the former being more common in New Galifar and the latter being more common in Hope. Dragonborn are known to worship the Sovereign Host in their incarnations as dragon sovereigns, whereas the lizardfolk and kobold tribes revere various spirits or demons.

Q'BARRAN ADVENTURERS

Given the untamed nature of the frontier, one could argue that everyone who dwells in Q'barra is an adventurer of some sort.

Q'BARRA ASSOCIATED SKILLS

If you are from Q'barra, you can choose Endurance or Nature as your associated skill.

Long Arm of the Law: Q'barra is a favored refuge of fugitives from all nations. Someone has to track these folks down to ensure they face justice and to prevent criminals from overrunning New Galifar and Hope. You might be a licensed officer of the law, such as a Deneith Marshal, or you could be a bounty hunter; in either case, Q'barra is nothing more to you than a hunting ground of dangerous—but valuable—prey.

Roleplaying Tips: You don't want your quarry to see you coming. You try to seem innocuous, all the while asking questions and subtly probing for information.

Lover of Solitude: You have no interest in being part of any society. You don't hate people, and you're willing to go into town to trade and have the occasional conversation, but you'd rather be on your own—or at least with a small, trusted group. You live outside civilization, and you make a living as a hunter, a guide, or treasure seeker.

Roleplaying Tips: You rarely speak, and you don't waste words when you do. You aren't deliberately rude, but you have no patience for the niceties of social interaction.

Preserver of the Past: New Galifar was founded to preserve the culture of shattered Galifar, and the dragonborn of Q'barra protect their ruined cities as remnants of an empire long lost. You might hold such beliefs, or you might be a pilgrim here to recapture something lost in the war. You're determined that a past, a history, and a culture, all of which the rest of the continent has abandoned, will never fully die.

Roleplaying Tips: You live your life by the precepts of a largely dead culture, adhering to old fashions, customs, and political views. You speak often of past glories and of how bad circumstances have become in the modern world. Relics of the past are far more valuable to you than more lucrative treasures.

THE SHADOW MARCHES

A land of fetid marshes and biting insects, primitive tribes and slithering serpents, the Shadow Marches is a region the rest of Khorvaire could happily ignore—were it not startlingly rich in dragonshards, and were it not the location of a dragonmarked house's enclave.

COMMON KNOWLEDGE

Although not every last inch of the Shadow Marches is swampland, it's true that most of it is—and those regions that aren't are either thick woods or already heavily farmed. The Shadow Marches is not a recognized nation and have no overarching authority, so no law exists to prevent the few arable regions from being rapidly exhausted. Most inhabitants dwell on a subsistence level. They construct homes on stilts and raise the few food crops—rice being the most common—that thrive in the marsh.

The majority of Marchers live in clans scattered across the Shadow Marches. Although all are primitive by the standards of the Five Nations, many have intricate crafts, ancient traditions, and a willingness to interact with outsiders. Others, however, are savages in the worst senses of the word, attacking outsiders on sight and worshiping strange spirits of the wild. The former dwell on the outskirts of the swamps, whereas the latter make their homes deeper in the bog, but this tendency is not a fixed rule.

REGIONAL FEATURES

The Shadow Marches boasts few major features or communities. Small villages are scattered across the swamp. Built on stilts or on the rare patch of dry ground, these towns are home to the region's more civilized tribes or to miners and prospectors searching for dragonshards (usually under the aegis of House Tharashk). A few ruins, remains from the age when demons walked the surface of Eberron, protrude from the swamps as well, although only the most degenerate tribes are willing to make their homes there.

Dragonshard Fields: Scattered across the Marches are regions where dragonshards can be found concealed within the local rock in great quantities. House Tharashk has cataloged and claimed the known fields, but others surely await discovery.

Slug Keep: A ruined castle from the earliest days of Galifar, Slug Keep got its name from the masses of slugs, snails, and similar creatures that crawl across its walls on certain nights when the stars and the Ring of Siberys align.

Zarash'ak: House Tharashk constructed Zarash'ak, the largest settlement in the Shadow Marches, to enable trade in the region. Because it sits far from Zarash Bay, merchants use skiffs to move their goods to and from the so-called City of Stilts. This practice has created a thriving local economy in skiff building, sales, and steering.

PEOPLE OF THE SHADOW MARCHES

Whether they're wanderers or dwellers in the region's far-flung villages, Marchers are an insular, tradition-driven people who trust their fellow tribe mates and family members, and nobody else. Over half the population consists of orcs, who outnumber humans more than two to one. Goblins and half-orcs make up the other significant peoples of the region. Villagers dress in loose-fitting, undyed tunics and leggings to make work more comfortable, and they wear broad-brimmed hats and wooden sandals or stilts while tilling the fields in the marsh. The more primitive tribes favor leathers or heavy fabrics that keep out the insects, repel at least some water, and serve as makeshift armor.

The citizens of Zarash'ak worship a variety of faiths. Most other Marchers follow the teachings of the Gatekeeper druids, although a few others grant their devotion to various cults of the Dragon Below. Most devotees of Khyber cults keep their rites and beliefs hidden, but there are places in the Shadow Marches where such worship is conducted openly.

MARCHER ADVENTURERS

Few come to the Shadow Marches for any length of time unless they are adventurers, and few native Marchers are more than subsistence farmers or tribal hunters unless they become the same.

SHADOW MARCHES ASSOCIATED SKILLS

If you are from the Shadow Marches, you can choose Heal or Nature as your associated skill.

Cult Hunter: You're determined to uproot and destroy the region's Khyber cults. This resolution could be for the sake of the lands beyond the Shadow Marches, or you might be a member of a local tribe who hates these cultists. In either case, you won't stop until you've exterminated every cultist in the Marches.

Roleplaying Tips: You assume that any evil, any threat, is related to a Khyber cult until proven otherwise. You're not shy about your hatred of them; you know that this behavior might draw their attention, but so be it. It just makes it easier to identify them when they try to kill you.

Dragonshard Prospector: If outsiders are going to become wealthy from the resources of your homeland, you're going to do the same. You might hunt for dragonshards, or you might serve as a local guide and guard for adventurers who do; either way, you're determined to take your share.

Roleplaying Tips: You are very familiar with the known dragonshard fields, and study the knowledge of your tribe or village to find others. You're friendly to outsiders, since you know that you can make a lot more working with them than against them.

Explorer of Civilization: You're fascinated with the notion of life beyond a tiny village or tribal hunting ground. You don't necessarily think the world beyond is better, but it's different and interesting, and you might learn secrets and make allies to support your family. You travel the Marches beyond your traditional home region, interact with outsiders, and adventure into the other nations of Khorvaire. You seek wealth and power, yes, but also an understanding of the larger world.

Roleplaying Tips: Everything is fascinating to you. You ask questions about how the world works and study your companions as they interact with others. You don't necessarily approve of everything you see, but you're determined to take it all in.

THE TALENTA PLAINS

An enormous stretch of pristine grasslands and rolling hills that fade slowly into the wastes of the Blade Desert, the Talenta Plains remain largely untouched by the spread of civilization. Although military trains and the lightning rail wend their way across the grasses, the bulk of the nation remains as it was since before the empire of Galifar was born.

COMMON KNOWLEDGE

Although recognized as a sovereign nation by the Treaty of Thronehold, the Talenta Plains lack any sort of traditional governing body. The halflings of the region live as they have for thousands of years—in small nomadic clans, traveling about the grasslands as they hunt, gather, trade, and occasionally skirmish with one another. A chieftain called a *lath*, who is elected by every adult member of the family, leads each tribe. Other than the *lath*, adult members of a tribe are considered equals.

The tribes wander fixed ranges, settling on occasion in tent villages for a few weeks before moving on. Each of the clans keeps herds of dinosaurs as mounts, beasts of burden, and food animals. The bond between a halfling and her dinosaur mount or companion is a sacred one, and the tribesfolk consider the dinosaurs invaluable parts of their families.

REGIONAL FEATURES

With the exception of Gatherhold, the Talenta Plains boast no permanent settlements. Halfling tribal villages move with the seasons or with wandering game, and although treaty permits Karrnath to keep fortresses along the borders, even those settlements move at least once every few years.

The Boneyard: The halflings consider this region of the Blade Desert to be cursed, and they prevent all entities that are not draconic from entering. The region is replete with dragon bones, jutting like dying trees from the desolate earth.

Gatherhold: Built along the coast of Lake Cyre, Gatherhold is the largest Talenta community, but its population is modest at best. The Tribal Council meets at least three times a year to decide matters that affect all Talentan clans, and during these times the city's population swells to several thousand. Gatherhold is also the heart of House Ghallanda, which keeps several hundred members here even between council gatherings.

Krezent: Perhaps the only surviving structure on the face of Eberron constructed by the ancient couatls, Krezent has since been claimed and occupied by a tribe of yuan-ti.

The Wandering Inn: An enormous traveling fair and market, the Wandering Inn is House Ghallanda's means of providing services and news to the roving halfling tribes. Its brightly hued tents appear

overnight, ripple in the breeze for a few days, and then vanish as swiftly as they appeared.

PEOPLE OF THE TALENTA PLAINS

The Talenta tribes are all halflings, and although halflings dwell elsewhere on the continent, the greater portion of them live here, just as their ancestors have done for millennia. Humans, changelings, and dwarves comprise the majority of Talenta's nonhalfling population, found primarily in Gatherhold and the Karrn garrisons.

Halfling tribes make no concerted effort at unified styles of dress, cuisine, or adornment, but the lifestyle of the plains tends to make them look alike. Tribe members prefer outfits made of furs and leathers, with a thickness and degree of ruggedness dependent entirely on the season and the tribe's territory. Decoration tends to take the form of small, multicolored beads, intricate knots, and dyed furs.

Tribes combine animal spirit and ancestor worship with a reverence for Balinor of the Sovereign Host in his aspect of god of beasts and the hunt.

TALENTAN ADVENTURERS

The lives of all members of the Talenta tribes are adventurous in some ways. They rarely sleep in the same spot for more than a few nights, they hunt for survival, and they protect their families against predators, but some natives take up a more deliberately adventuresome existence.

TALENTA PLAINS ASSOCIATED SKILLS

If you are from the Talenta Plains, you can choose Athletics or Endurance as your associated skill.

Ghallanda Guardian: Known for comfort, hospitality, and elegance, House Ghallanda is considered one of the least martial of the dragonmarked houses. Yet someone has to do the job of guarding Ghallandan institutions and ensuring that merchants deliver promised goods, inns and taverns remain peaceful, and carnivals and parties reach their destinations. As a Talenta halfling, you feel obligated to House Ghallanda (whether or not you're a member), and you take it upon yourself to do what you can to keep its people and places safe.

Roleplaying Tips: You think some of the luxuries that so-called civilized folk enjoy are silly, making them soft. That said, you fully understand how important their patronage is to House Ghallanda—and, in turn, to the economy of Gatherhold—so you keep your opinions to yourself. You're quick to resort to violence to protect your charges, which can sometimes cause problems when you react more seriously to an insult than society's rules normally suggest.

Hunter and Then Some: Talenta tribesfolk hunt for the sake of their tribes—to obtain food, fur, tools,

and the like. You've taken it a step further. Rather than game animals, you hunt monsters, protecting your tribe from monstrous rampages and bringing back any treasures you've gathered for your people to trade at the next clan meeting.

Roleplaying Tips: You're alert for signs or tales of monsters, hidden lairs, and ancient ruins. You prefer adventures that keep you close to home so that you can better protect your tribe—but you'll wander pretty far afield if you believe doing so is of sufficient benefit to the family.

World Traveler: The outside world might not have much impact on the Talenta Plains, but it does intrude on a regular basis—the operatives of House Ghallanda and House Jorasco, the lightning rail, and the soldiers of Karrnath, to name a few examples. You don't have the same fascination with aspects of civilization as do some adventurers from regions such as the Shadow Marches. Rather, you're interested in seeing how societies function so that you can introduce any advances that might make your own tribe's life easier while avoiding the pitfalls that make members of those societies soft and weak.

Roleplaying Tips: You seek out opportunities to interact with people from beyond Talenta and to adventure outside its borders. You're uninterested in the larger workings of civilization and more interested in the little details: magic and technical advancements, weaponry, crop growth, and anything else that might translate to tribal use without requiring your people to give up your traditions.

VALENAR

The only true elven nation in Khorvaire, Valenar is also one of the youngest. Inhabited by a warrior people with no desire to maintain any connection with their homeland, Valenar is in a state of constant conflict with its neighbors. Valenar might be the spark that ignites the next war.

COMMON KNOWLEDGE

The region now known as Valenar was once claimed by Cyre. A number of Aerenal elves who came to Khorvaire as mercenaries to fight in the Last War staked a claim to the territory as the conflict progressed. These elves are more martial in nature than their comrades who worship the Undying Court, and they want little more from life than the opportunity for glorious bloodshed.

The elves of Valenar are divided into warclans. Some clans serve as mercenaries for other nations, and others practice and spar constantly with one another across Valenar. Still others wander the wilds in search of glorious battle—and they chafe that the close of hostilities of the Last War has made their sport that much more difficult. High King Vadallia, who led a contingent of elves in Khorvaire during the Last

War, rules the nation, but Valenar remains primarily a collection of warclans. The elves have little desire to establish extensive bodies of laws or any cultural identity beyond their religious and martial activities.

Valenar is well known for the magnificent warhorses bred, trained, and ridden into battle by the elves. Originally brought from Aerenal, this breed of warhorse is the envy of all Khorvaire, and the elves take great precautions to ensure that no breeding stock leaves their borders.

REGIONAL FEATURES

Warclans of Valenar dwell in temporary camps, setting up wherever their maneuvers take them. The majority of Valenar's permanent settlements are farming communities or strategically placed keeps in which the elves can take shelter if attacked.

Peasants' Market: The single largest market in Valenar is the Peasants' Market, located within Taer Valaestas. This is the best place in the nation to buy goods from anywhere in Khorvaire. While the elves themselves rarely engage in such mundane activities as shopping at a market, the human and half-elf inhabitants of Valenar frequently visit the market on behalf of their feudal lords.

The Royal Palace: The home of High King Vadallia, this building in Taer Valaestas is the largest permanent structure in Valenar. Despite its size, the Royal Palace is a military keep first and foremost.

Taer Valaestas: A walled community built with military precision, Taer Valaestas was constructed because the elves of Valenar recognized that a nation requires a capital city.

The Temple of the Ages: The center of Valenar religion, the Temple serves as a place of worship and training for the Keepers of the Past, the priests of the Spirits of the Past.

PEOPLE OF VALENAR

A number of humans, half-elves, halflings, and hobgoblins remain in Valenar from the days before elven rule. The elves, however, who number nearly half the total population, consider themselves the only true citizens. Members of all other races are peasants and serfs who primarily perform the farming, physical labor, and administrative duties with which the elves cannot be bothered. As a military people, Valenar's citizens have little interest in the arts, in fashion, or in architecture that serves no military purpose. Battle dress and fancy dress are one and the same, and decoration consists of trophies won from foes or passed down through the generations.

Valenar's elves worship the spirits of their ancestors—particularly great warriors or champions of the people. A few cling to the beliefs of the Undying Court, albeit with a heavier focus on specific past heroes. The elves don't care who or what Valenar's



other inhabitants worship, as long as they're quiet about it.

VALENAR ADVENTURERS

Just about all Valenar elves are soldiers of some sort or another. The question is not what sorts of adventurers does Valenar produce, but what sort stands out?

VALENAR ASSOCIATED SKILLS

If you are from Valenar, you can choose Acrobatics or Athletics as your associated skill.

Honorable Mercenary: You're no less anxious for excuses to fight than your comrades are, but you're determined to lift a blade or fling a spell strictly for honorable causes. You firmly believe that your ancestors would disapprove of random bloodshed, and you struggle instead to find adventures and take mercenary commissions that meet your ethical standards.

Roleplaying Tips: In your search for mercenary contracts or adventure quests, the cause is at least as important to you as the money. You look down on other Valenar elves who fight without concern for cause, and you're quick to defend the weak—not necessarily because you believe it's the right thing to do (although you might) but because you feel doing so impresses the ancestors.

Militant Instigator: The way for your people to prove themselves is through war, and if the human nations won't start one on their own, you'll have to help them along. You conduct raids on neighboring military communities, ambush supply caravans, and do everything in your power to provoke your neighbors into attacking Valenar directly.

Roleplaying Tips: You seek out military targets from other nations, and undertake adventures that allow

you to remove great treasures from across the border. You might restrict yourself to military casualties, or in a darker campaign, you might be willing to shed civilian blood in order to sow conflict.

Peasant Hero: Your elven lords think that your people are good only for farming and manual labor, but you intend to teach them otherwise. You lived in Valenar but were not an elf, so your opportunities for proving yourself were few. Now you've taken up blade or spell and gone out in search of fame and fortune.

Roleplaying Tips: You take every opportunity to showcase your prowess. You're not suicidal, but only extreme risk will keep you out of a fight or an adventure. It might look like you're showing off, but you're trying to prove yourself—to the elves, to the world, and perhaps to yourself.

ZILARGO

Homeland to a gnome culture that predates the rise of Galifar, Zilargo appears to be a land of plenty, of peace and prosperity, and of lush farms and well-ordered cities. Those who observe Zilargo's laws never have reason to see it as anything else. But enemies of Zilargo find their secrets exposed and their plans countered before they're executed. And individuals who break the peace or incite unrest vanish swiftly and completely.

COMMON KNOWLEDGE

Zilargo is ruled by a council of representatives from all its major cities rather than by a single sovereign. It has maintained its independence over the years through diplomacy and, on occasion, the judicious use of blackmail instead of through military might. The gnomes here are experts in all matters arcane

and alchemical, and Zilargo boasts perhaps the greatest intelligence and spy network in Eberron. Even though other nations could probably conquer Zilargo, the cost in information spread to its enemies and arcane secrets lost would far outweigh any benefit.

Gnome alchemical creations, magic items, and elemental-bound vessels are in demand across Khorvaire. Unofficially, gnomes and Zil organizations also make money by providing intelligence gathering services to outside powers.

REGIONAL FEATURES

Zilargo is a beautiful nation; its buildings are fantastic meldings of wood and stone, built to offer comfort to both gnomes and larger creatures like humans and elves. Even the smallest villages are bright and bedecked with minor magic.

Korranberg: The City of Knowledge is the ancestral home of House Sivis and a repository of lore and texts from across Khorvaire and throughout history. It's said that, if one knew how to find it, one could learn anything here. This city is also the home of the *Korranberg Chronicle*, the most reliable newsheet in Khorvaire.

The Library of Korranberg: Occupying nearly a quarter of Korranberg, the library consists of enormous underground vaults of lore and a college almost as prestigious as Wynamn University.

Pylas Pyrial: A glittering tower also called the Gate of Joy, Pylas Pyrial appeared along with the other feyspires in recent history. Gnomes native to the Feywild outnumber the eladrin population here.

The Street of a Hundred Temples: This district of Korranberg boasts more temples than any other city in Khorvaire, and it includes shrines to every imaginable religion.

Trolanport: The center of the Zil shipbuilding trade, Trolanport is also Zilargo's capital and contains the tower of the Triumvirate, the nation's ruling council. It is said that the goods in Trolanport's markets are as many and as varied as the lore in Korranberg's library, and Houses Lyrandar, Cannith, and Kundarak all have major enclaves here.

Zolanberg: The smallest of Zilargo's three major cities, Zolanberg maintains its wealth and power by mining the rich veins of ore and gems in the Seawall Mountains. It is the most martial of gnome cities because its people most frequently repel kobold raids from the Seawall Mountains.

PEOPLE OF ZILARGO

Zilargo is known as the gnome homeland, and gnomes make up well over half the population. Other significant populations include humans and dwarves and smaller numbers of kobolds and eladrin. Although the gnomes are more determined and devoted in their thirst for knowledge and local intrigues,

most who dwell here develop something of a taste for secrets and manipulations. Gnomish styles favor long coats or cloaks and heavy boots, all in bright colors that would be considered garish in other cultures.

Zilargo has no predominant religion; the people of this nation are free to worship whatever pantheons they prefer. Members of all major faiths—including the Blood of Vol, the Dark Six, and Khyber cults—practice without persecution (as long as they don't disturb the peace).

ZIL ADVENTURERS

Zilargo is a peaceful, quiet nation, but it still offers substantial opportunity for adventure.

ZILARGO ASSOCIATED SKILLS

If you are from Zilargo, you can choose Bluff or Insight as your associated skill.

Agent of the Trust: Zilargo's citizens keep the peace not because they want to, but because they never know who's watching. In fact, you are. You are an agent of the Trust, the shadowy cabal that runs both Zilargo's espionage services and its law enforcement. When something happens to threaten the peace, be it a conspiracy against the government, organized crime, or monsters from the coast, it's your job to deal with it—quietly.

Roleplaying Tips: You don't let on that you're more than you appear, but you keep an eye out for trouble. You're an obsessive collector of information, not just out of curiosity, but in case it becomes relevant later. Even you don't know much about the higher levels of the Trust; your assignment is to take orders and report back.

Korranberg Chronicler: You don't adventure for wealth, for fame, or for glory; you adventure so you can write about it. You're a chronicler for the *Korranberg Chronicle* (or a similar organization). It's your job to keep people informed about what's happening in the world, and that means traveling the world and seeing even its most dangerous trouble spots for yourself.

Roleplaying Tips: You want the truth, and nothing is going to stop you. You are willing to do whatever the pursuit of the story requires.

Thirst for Knowledge: Like most gnomes, you consider even the tiniest piece of information valuable, or at least potentially so. Whether you're sneaking into secured buildings to eavesdrop on the rich and powerful or delving into ancient ruins for that one wall of hieroglyphics that nobody else has seen, you're happy only when you're learning something you didn't know before.

Roleplaying Tips: You pay close attention to everything, filing it away for future use. Nothing is unimportant, no matter how trivial it might seem at the time.

BEYOND KHORVAIRE

Although Khorvaire represents the heart of Eberron, it is only one of six continents. Many exotic lands lie beyond Khorvaire's shores, waiting to be explored.

AERENAL

The ancestral homeland of Eberron's elves, Aerenal is a realm that is alien to most of Khorvaire's inhabitants. Thick jungles and exotic flora cast deep shadows across the land, shrouding a society steeped in a fascination with death.

COMMON KNOWLEDGE

Aerenal is open to travelers and traders, although the Aereni rarely offer a warm welcome to foreigners.

The Undying Court, a council of religious and noble leaders from prior generations, rules the elves of Aerenal. The members of this council are undead; the Aereni refer to these individuals as the undying. The Undying Court selects the Sibling Kings—currently Balaereth and Tezaera of the Mendyrian line—to handle day-to-day government business. The Aereni respect the wisdom of the Undying Court, and their faith recognizes its members as emissaries of their ancestors. Death fascinates the Aereni, and it informs their fashions and arts; they also have a propensity for the study of necromantic and planar magic. Some Aereni even undergo alchemical processes and mystic rites in order to appear dead. Most elves of Aerenal are members of vast extended families, called lines, that have ties to counselors of the Undying Court.

The Tairnadal elves of Aerenal's northern plains have a warrior culture similar to that of the Valenar elves. Tairnadal family divisions are called warclans, and they are less devoted to the Undying Court than are other Aereni.

MAJOR REGIONAL FEATURES

Most Aereni dwell on private estates in the jungle—small family villas ruled by a noble line. In the north, the wandering elven warclans practice a nomadic lifestyle, maintaining only a few fortresses and settlements.

Pylas Talaear: This major Aerenal port is the gateway by which outsiders visit Aerenal, although few traders ever travel beyond the city. The residents of Pylas Talaear are more tolerant of outsiders than are other Aerenal elves, and few undying dwell in the city.

Shae Cairdal: This city is the capital of Aerenal and the home of the Sibling Kings. Much of the city stands atop enormous trees, and many of its structures are shaped from living tree trunks. Shae

Cairdal has the second largest population of undying in Aerenal.

Shae Mordai: Shae Mordai is the spiritual heart of Aerenal. It is the home of the Undying Court and contains the largest population of undying in Aerenal.

Shae Thoridor: Shae Thoridor is Aerenal's other major port besides Pylas Talaear. The Tairnadal also control the city, and no undying dwell there. The city's combative elven occupants are always eager to prove their warrior skills, and they can present a danger to foreigners.

PEOPLE OF AERENAL

Proud, haughty, and fascinated with death, the elves of Aerenal comprise over two-thirds of the continent's population; the undying account for most of the remaining one-third. A small number of half-elves and traders of other races are also permanent residents of Aerenal.

All of Aerenal's elf inhabitants worship the Undying Court, the Spirits of the Past, or both. No other religion is accepted among the permanent population, although foreigners are not persecuted for practicing other beliefs.

The elves of Aerenal revere the undying, but they harbor a hatred for other forms of undead, particularly those that feed on the living. Destroying such creatures is considered to be a religious duty.

AERENAL ASSOCIATED SKILLS

If you are from Aerenal, you can choose Arcana or Religion as your associated skill.

ARGONNESSEN

The name Argonnessen brings a shudder to even the bravest explorers, for it is a land of mystery and fear. Vicious tides and murderous rocks surround it, and fierce barbarian tribes inhabit its shores. Yet much greater perils lie beyond its beaches.

Argonnessen is the ancestral home of Eberron's dragons, which guard the land's legendary wonders. Ancient cities, enormous structures, and vast treasures lie within Argonnessen. A few explorers, adventurers, scholars, and merchants have braved the Dragonreach to land on the beaches of Seren Island or upon the coast of Argonnessen. If anyone has ever traveled beyond these lands' borders, though, they have left no evidence of their discoveries.

The only region of Argonnessen known to outsiders is Totem Beach, where most ships make landfall. Huge stone monuments, built by unknown powers in a bygone age, jut from the sands, looking out over the sea. Beyond, a thick jungle and the Great Barrier Mountains block any view of the continent's interior.

Sailors from the Lhazaar Principalities clash frequently with the barbarians of Seren, who attempt



to raid passing ships. Most Seren barbarians are human, but a few dragonborn tribes exist as well. Most dragonborn believe that Argonnessen is their ancestral home, but the dragonborn of Q'barra came to Khorvaire so long ago that they have no better knowledge of Argonnessen than anyone else.

ARGONNESSEN ASSOCIATED SKILLS

If you are from Argonnessen, you can choose Athletics or Arcana as your associated skill.

THE FROSTFELL

The Frostfell stretches across Eberron's northern reaches and is a land of blinding snow, creaking glaciers, and jagged peaks. With its ancient treasures and untouched lands, the Frostfell beckons to adventurers and explorers like a gleaming, uncut jewel.

For all the attempted expeditions to the Frostfell, little is known of this enigmatic region. Few groups have returned safely from exploration of the region. One such group is the Wayfinder Foundation, an organization of exploration and philanthropy led by the halfling Boroman ir'Dayne. The foundation's members have reported great devil-ruled cities in the ice, towers of frozen bone, and warm oases in the midst of frosty vales. However, most of their accounts are contradictory.

The dwarven clans of the Mror Holds believe that they originally hail from the Frostfell.

FROSTFELL ASSOCIATED SKILLS

If you are from the Frostfell, you can choose Endurance or Nature as your associated skill.

KHYBER

It is a realm without hope, without sanity, without light—but not without life. Endless darkness, crushing rock, winding corridors, and sunless seas fill the vastness beneath the surface of Eberron. This realm is Khyber, the Dragon Below, an Underdark world that lurk like a ravenous maw beneath the feet of surface dwellers.

Khyber is a realm of nightmare. Demons that stalked Eberron a thousand generations ago lie imprisoned within its depths, and beings of madness slither through its twisted passageways. Foulspawn and other aberrant creatures lurk in Khyber, orchestrating plans to unleash destruction and madness upon Eberron.

The passageways to Khyber are few, although rumors and ancient texts tell of gaping pits on the face of Eberron that lead into its depths. Despite Khyber's horrors, many surface dwellers have an unhealthy fascination with the denizens of the Dragon Below. Khyber cultists grant their devotion and their sanity to the foul beings that dwell in the Underdark, hatching vile plots to empower the objects of their worship through sacrifices of blood; they even conspire to loose these creatures upon Eberron's other inhabitants.

A few individuals brave Khyber's depths in search of fortune or to destroy the evil that dwells there. Treasure hunters seek valuable midnight blue and oily black Khyber dragonshards, obtainable only in



the darkest depths. Adventurers strive to destroy ancient beings of evil, for the good of all or in order to ensure their place in the legends of ages to come.

KHYBER ASSOCIATED SKILLS

If you have spent a significant amount of time in Khyber, you can choose Dungeoneering or Endurance as your associated skill.

SARLONA

Torn by ages of war, paranoia, rampant magic, and human exodus, Sarlona is a continent deeply affected by the ravages of the past. Although larger than Khorvaire, its struggles have reduced the population to two primary cultures: one that is grateful for the prosperity granted by its spiritual overseers and one that believes those spirits to be corrupt.

COMMON KNOWLEDGE

The continent of Sarlona is relatively flat, consisting of broad plains, the great Tashana Tundra, and a vast desert. The weather is harsh, and fierce storms flay the land, particularly in Adar.

Many details of Sarlonan history have been lost through war and catastrophe. It is widely believed that the current civilization arose through the guidance of otherworldly spirits, which steered humanity away from total destruction. Thus, the nations of Sarlona have coalesced into two distinct regions.

Residents of Riedra believe that they represent the crown of civilization. The Inspired, fortunate individuals possessed and guided by spirits, serve as both religious and secular leaders. Violence and crime are rare except for acts of sedition, which, according to the Inspired, are committed by those who have

been misled by evil spirits to turn against the Path of Inspiration.

In direct opposition to Riedra is Adar, a mountainous, rocky land—one of the few such areas on the entire continent. Storm-blasted and desolate, Adar is home to those who refuse the peace of Riedra, for they believe it to be a lie. Here, nomadic tribes and small communities struggle to survive, seeking to adhere to the Path of Light and to aid others in throwing off the yoke of the Path of Inspiration.

MAJOR REGIONAL FEATURES

Riedra's population dwells in massive cities and military bastions, where they live under the watchful protection of the Inspired. Each such community boasts at least one monolith; these monoliths are central to Riedran civilization and to the Path of Inspiration.

Adar boasts fewer population centers, because the land won't support them and because living in dispersed communities makes Adarans less vulnerable to attack from Riedra.

Dar Jin (Riedra): Riedra's most renowned port and one of its largest metropolises, Dar Jin receives the bulk of trade with Khorvaire and Stormreach. Like most Riedran cities, it is divided into districts, and few outsiders are permitted to leave the Foreign Quarter.

Dvaarnava (Adar): This hidden port is the only spot in all of Adar where ships can dock. The people here do business with foreigners, but they remain alert for Riedran infiltrators.

Kasshta Keep (Adar): Built into the side of a great mountain overlooking the sea, Kasshta Keep is the home of the Keepers of the Word, the greatest religious figures of the Path of Light. The people of the keep trade with outsiders by using magical lifts

that can haul cargos or entire ships up to the city from the water below.

PEOPLE OF SARLONA

In Riedra, humans and the Inspired are the dominant race. Sarlona is believed to be the birthplace of humanity. Nonhumans—such as shifters, changelings, and the occasional goliath and ogre—dwell in the region but are second-class citizens. Members of nonhuman races often join the military because such service is one of the few ways for them to obtain respect or position in Riedran society. Adar also consists largely of humans, although its society is not as racially divided as is Riedra's. Adar's population includes the same races as Riedra's, along with a sizable population of kalashtar, who hide from the agents of the Inspired.

The Path of Inspiration is the only faith permitted in Riedra. Practice of other religions is a criminal offense. In Adar, the most common faiths are the Path of Light and an old form of worship of the Sovereign Host.

SARLONA ASSOCIATED SKILLS

If you are from Sarlona, you can choose Diplomacy or Endurance as your associated skill.

XEN'DRIK

South of Khorvaire, beyond the Thunder Sea, Xen'drik rises from the waves, beckoning to sage and explorer, merchant and adventurer. Deep in jungles thick with foul creatures, the ivy-covered cyclopean ruins from the empire of giants still stand, their great secrets waiting to be revealed and their fabulous magical treasures waiting to be unearthed. Vast deserts stretch out like cupped hands to catch the dragonshards that fall to Eberron from the Ring of Siberys, and great mountains hide winding tunnels and vast chasms that shelter the tribes of the scorpion-worshipping drow.

Cartographers take incredible risks to create accurate maps of Xen'drik, but no modern explorer has successfully mapped the heart of the Continent of Mysteries. Giants, the descendants of ancient empires, make their homes across the continent, worshipping strange, arcane powers or violent primal spirits. Relics and ruins of a past demonic age occasionally birth horrors far worse than giants.

Yet for all its dangers, Xen'drik attracts the interest of many of Khorvaire's inhabitants, particularly the dragonmarked houses. Many of Eberron's people—including elves and warforged—can trace their lineage to this forgotten land, and they seek to fill in the gaps of their own history. The riches of the giants' empire wait for explorers, as do the vast fields of dragonshards. The jungle lands are verdant, and if they could be tamed, they would offer grand opportunities for farming and settlement.

Only a small number of settlements established by foreigners have survived on Xen'drik. Most are tiny frontier towns, maintained by a rich patron or a dragonmarked house. The famous port of Stormreach is the only one of them that has managed to become a full-fledged city.

XEN'DRIK ASSOCIATED SKILL

If you are from Xen'drik, you can choose Nature as your associated skill.

STORMREACH

An oasis of civilization before one reaches the wilds, Stormreach is known as the Gateway to Xen'drik. It is the starting point for nearly all exploration into the Continent of Mysteries.

Stormreach's population is an eclectic mix of races, with styles and fashions from across the world. Natives of Xen'drik prefer various forms of spirit or ancestor worship, whereas immigrants from Khorvaire continue their worship of the Sovereign Host, the Silver Flame, or occasionally the Blood of Vol.

A community of some sort has existed in Stormreach's location since time immemorial. The current city was constructed under the aegis of the Kingdom of Galifar and the dragonmarked houses after they managed to clear out a pirate sanctuary, which in turn was built on ancient giant ruins that still protrude from the city's foundation. Buildings of wood and stone that would seem at home in any city on Khorvaire stand beside ancient monoliths and repurposed pyramids. The city is divided into districts and wards, each with a unique culture and story.

All thirteen dragonmarked houses have enclaves here, hoping to take advantage of any discoveries made within the depths of Xen'drik.

STORMREACH: THE GATEWAY TO XEN'DRIK

Population: Approximately 11,000. No single race holds a clear majority here; humans, dwarves, half-lings, elves, half-elves, and changelings walk side by side with half-giants, goliaths, ogres, drow, and thri-kreen, a humanoid insectlike race.

Government: The Storm Lords, a council made up of representatives of Stormreach's five founding families, govern the city with substantial advice from the dragonmarked houses.

Defense: The Stormreach Guard officially keeps the peace. Many members are ruffians and former criminals, and corruption runs rampant throughout the organization, making the Guard far better at defending the city from outside threats than at keeping the peace within. The Iron Watch, an elite unit of warforged, and the Inquisitives, private detectives licensed by the Finders Guild or House Tharashk, are better at stopping crime.

DRAGONMARKED HOUSES BACKGROUNDS

In Eberron, a character's dragonmark (or lack of one) is at least as important as the nation in which he or she dwells. (See page 21 for a table of which races each dragonmark is most closely associated with.)

HOUSE CANNITH

Cannith Inventor: You can't help thinking up new inventions—whether they're mechanical, magical, or a strange mix of the two. What's the clever invention or technique that got you noticed within the House? Do you have a rival who claimed credit for one of your ideas? And what great invention is in your head right now, awaiting the right rare materials or powerful magic to make it a reality?

ASSOCIATED SKILL

If you are a Cannith inventor, you can choose Arcana as your associated skill.

Cannith Tinker: You served a stint with Cannith's Tinkers Guild, traveling from town to town and earning coin for House Cannith by fixing countless broken items. What strange communities did you visit? Did you enjoy life on the road, or were you bucking for a different post within the House? And given that the Tinkers Guild is less hierarchical than the rest of the House, did you find the egalitarian nature of the Tinkers liberating or frustrating?

ASSOCIATED SKILLS

If you are a Cannith tinker, you can choose Streetwise or Thievery as your associated skill.

Cannith Warforged: You're one of the warforged that House Cannith kept rather than sold to one of the Five Nations. What made you worth keeping—were you unusually capable, or unlikely to do well in a military environment? How do you feel about your creators selling your fellow warforged as property? And more broadly, how do you reconcile your loyalty to the House with your newfound legal freedom?

ASSOCIATED SKILLS

If you are a Cannith warforged, you can choose Diplomacy or Insight as your associated skill.

HOUSE DENEITH

Deneith Mercenary: You served with House Deneith's Blademarks Guild during the Last War. What major battles did you take part in, and on which side? Were you ever wounded, and do you still bear the physical or mental scars? Were you ever captured, besieged, or caught behind enemy lines? How

would you characterize your relationship with your commanding officer?

ASSOCIATED SKILLS

If you are a Deneith mercenary, you can choose History or Intimidate as your associated skill.

Deneith Bodyguard: A member of House Deneith's Defenders Guild, you gave up a life among the Blademarks to guard an important personage, such as a noble, a general, or the scion of another dragonmarked house. Whom have you guarded, and did you ever come under attack? Were you on friendly terms with anyone you guarded? What events did you witness while acting as a bodyguard—including embarrassing, criminal, traitorous, or otherwise sinister deeds that only the bodyguard's code of silence prevents you from revealing?

ASSOCIATED SKILLS

If you are a Deneith bodyguard, you can choose Insight or Perception as your associated skill.

Marshal's Deputy: As a Sentinel Marshal, you rode the trails with the best House Deneith has to offer, learning what you could while helping to apprehend Khorvaire's most dangerous criminals. What fugitives and war criminals have you brought to justice—and did any escape you? Do any convicted criminals have vengeful families or gangs? Which Sentinel Marshal did you serve under? Why aren't you still his or her deputy?

ASSOCIATED SKILLS

If you are a Marshal's deputy, you can choose Intimidate or Streetwise as your associated skill.

HOUSE GHALLANDA

Ghallanda Enclave Guard: You were responsible for keeping everyone safe within a Ghallanda enclave, no matter what nations, Houses, or mysterious organizations wanted to violate the sanctuary of your house. Which enclave did you guard? What unusual or famous fugitives did you meet while guarding the enclave? Did you ever break up a conflict among those who sought Ghallanda's hospitality, and does someone owe you thanks or bear a grudge as a result? Did you ever smuggle people out of your enclave—or kick them out because they were threatening others?

ASSOCIATED SKILLS

If you are a Ghallanda enclave guard, you can choose Perception or Insight as your associated skill.

Ghallanda Dawn-Builder: You were part of Chervina the Architect's Dawn-Builder retinue, constructing new House Ghallanda enclaves far from civilization. What enclaves bear the sweat of your brow, and what dangers did you face while making them? Did you interact with Chervina personally, and did you believe that she was guided by prophecy—or touched by madness?

ASSOCIATED SKILLS

If you are a Ghallanda Dawn-Builder, you can choose Diplomacy or History as your associated skill.

Wandering Inn Traveler: You spent much of your adolescence in the halflings' ancestral homeland, the Talenta Plains. You traveled as part of a massive Ghallanda caravan, offering a comfortable respite to the nomadic tribes of the plains. Why aren't you still there? What great sights did you see on the plains (think especially of events or places that no one in Ghallanda's urban enclaves would believe)?

ASSOCIATED SKILLS

If you are a Wandering Inn traveler, you can choose Endurance or Streetwise as your associated skill.

HOUSE JORASCO

Jorasco Medic: House Jorasco sold its services to all the major combatants in the Last War, and you tended to wounded soldiers in the aftermath of major battles. In what battles were you a medic, and how close were you to the actual fighting? Were you ever tempted to take part in the battle?

ASSOCIATED SKILL

If you are a Jorasco medic, you can choose Heal as your associated skill.

Jorasco Investigator: You have a keen interest in rare poisons, exotic diseases, and mysterious ailments that have no known cause. In the company of more experienced healers, you have traveled across Khorvaire looking for rare herbs or magical reagents that would solve the mystery of these ailments and make healing possible. What are the names of the poisons, disease outbreaks, or epidemics you've dealt with, and where did they take place? Is there a mysterious ailment that has vexed your every effort? And have you ever been afflicted with the same condition you're trying to cure?

ASSOCIATED SKILLS

If you are a Jorasco investigator, you can choose Heal or Insight as your associated skill.

Follower of Sahemi: Sahemi the Emissary is a House Jorasco halfling who came back to the House after a sojourn in the Eldeen Reaches, contending that the Mark of Healing could be used not just to heal people but to heal the land—specifically, the Mournland. You were one of his first recruits, and you learned the ways of the druids and shamans of the Reaches. How did Sahemi recruit you? What part of his message resonated with you? Do you still believe in Sahemi's crusade to heal the land, or have you become disillusioned along the way? Have you been inside the Mournland and seen it firsthand?

ASSOCIATED SKILLS

If you are a follower of Sahemi, you can choose Heal or Nature as your associated skill.

HOUSE KUNDARAK

Iron Gatekeeper: The Iron Gate, part of the Warding Guild, is a select group of dwarf guards who supplement House Kundarak's magic wards, traps, and defenses. What were you assigned to guard, and what happened to the unlucky thieves who tested House Kundarak's defenses? Did you have a hand in the creation or maintenance of the magic traps? And are you aware of any flaws in the House's protective schemes?

ASSOCIATED SKILLS

If you are an Iron Gatekeeper, you can choose Arcana or Thievery as your associated skill.

Ghorad'din Recruit: You received extensive training in the arts of stealth and subterfuge from the Ghorad'din, a secretive order that answers only to Lord Morrikan d'Kundarak. You left your training before attaining full membership in this shadowy group: Why did you leave? What drew you to the Ghorad'din in the first place—or did they seek you out? Can you still count on the aid of the Ghorad'din? Or do you fear they'll try to knife you in the shadows someday?

ASSOCIATED SKILLS

If you are a Ghorad'din recruit, you can choose Bluff or Stealth as your associated skill.

Korunda Vault-Keeper: You spent your youth guarding the countless underground vaults below Korunda Gate, the largest enclave of House Kundarak. Many of the vaults contain spectacular but mundane treasure: piles of gold, platinum, gems, and jewelry. Other vaults contain powerful weapons and armor—either legacies of bygone ages or examples of the best in modern dwarven craftsmanship. What wonders did you see in the chambers you guarded? Did you ever have to deal with thieves or raiders?

Were you ever tempted to take something from the vaults—and did you resist the temptation?

ASSOCIATED SKILLS

If you are a Korunda vault-keeper, you can choose Dungeoneering or History as your associated skill.

HOUSE LYRANDAR

Lyrandar Airship Sailor: You are at home on the deck of an airship, traversing the skies of Eberon. You have flown through massive thunderstorms and fought off everything from hungry wyverns to murderous sky pirates. What strings did you pull to receive such a plum assignment? Why did you leave the airship for the life of an adventurer?

ASSOCIATED SKILLS

If you are a Lyrandar airship sailor, you can choose Athletics or Perception as your associated skill.

Lyrandar Raincaller: You traveled with a crew of raincallers, performing weather-improving rituals for landed nobles, armies, and governments with the coin to afford House Lyrandar's services. What places have you visited while performing your duties? Were you ever close to the action during the Last War?

ASSOCIATED SKILLS

If you are a Lyrandar raincaller, you can choose Athletics or Nature as your associated skill.

Lyrandar Privateer: You served on House Lyrandar's elemental galleons, keeping shipping routes safe from piracy and monster attacks. What was your specific rank and duty aboard your ship: lookout, catapult operator, boarding marine, or navigator? Was your ship ever capsized, or were you marooned on an island or confronted with mutiny? What Khorvairian ports of call did you look forward to—or dread?

ASSOCIATED SKILLS

If you are a Lyrandar privateer, you can choose Acrobatics or Athletics as your associated skill.

HOUSE MEDANI

Thousand Yard Stare: You've been where few people dare go: inside the Mournland. As part of a heavily armed, mounted column, you patrolled the periphery of what was once Cyre, trying to ensure that the Thrane and Brelish communities to the west stayed safe. What made you seek out such a post? What was your relationship with Channara d'Medani, head of the Thousand Yard Stare? What was the worst incident you ever saw on patrol?



ASSOCIATED SKILLS

If you are a member of the Thousand Yard Stare, you can choose Endurance or Perception as your associated skill.

Basilisk's Gaze: Taldor d'Medani gave you mental training in preparation for joining the Basilisk's Gaze, a House Medani group that hunts down war criminals. The Basilisk's Gaze gave you esoteric training in observation and reason, but what was the actual training like? How did you wind up learning from Taldor in the first place? And why did you suspend your training?

ASSOCIATED SKILLS

If you are a member of the Basilisk's Gaze, you can choose Arcana or Perception as your associated skill.

HOUSE ORIEN

Orien Courier: You took part in delivering time-sensitive or high-risk parcels for House Orien, including diplomatic packets, rare magic items, and sealed containers about which no questions were asked. What places did you go, and how did you travel there: a fast horse or griffon, a lightning rail, or a teleportation portal? Did you ever fail to make a delivery, or find yourself unable to because something sinister happened to the recipient?

ASSOCIATED SKILLS

If you are an Orien courier, you can choose Acrobatics or Stealth as your associated skill.

Orien Smuggler: You work in the part of the house that doesn't officially exist—those who use the Mark of Passage to pass through borders without attracting legal entanglements. What goods did you smuggle, and what was the most common origin and destination? Did you elude border patrols, pay off guards, befuddle them with charm magic, or slip disguised goods right under their noses? Were you ever caught?

ASSOCIATED SKILLS

If you are an Orien smuggler, you can choose Bluff or Stealth as your associated skill.

Caravan Scout: You're accustomed to scouting out ahead of everyone else, making sure the road is safe for the valuables aboard a House Orien trade caravan, not to mention your comrades and the passengers traveling with the caravan. What routes do you know like the back of your hand? What monsters and bandit gangs have you had to deal with? Were you ever lost in the wilderness, with or without your caravan?

ASSOCIATED SKILLS

If you are an Orien caravan scout, you can choose Athletics or Perception as your associated skill.

HOUSE PHIARLAN

Shadow Acrobat: You were part of the traveling troupe known as the Carnival of Shadows, a group of dancers, acrobats, and musicians who engage in cloak-and-dagger work for House Phiarlan under the guise of nomadic entertainers. What was your performer's role in the caravan—and what did you really do when everyone was distracted by your compatriots? Did you have any particular rivalries or friendships among the other members of the Carnival? Do you miss performing before a crowd?

ASSOCIATED SKILLS

If you are a Shadow acrobat, you can choose Acrobatics or Athletics as your associated skill.

Phiarlan Archivist: The headquarters of House Phiarlan's Demesne of Memory in Fairhaven has a library containing much of the intelligence that the House obtained during the Last War. Your job was to catalog, collate, and analyze all the information found in various sources: tattered tomes, precise military orders, or hastily scribbled notes inked in a spy's own blood. What was the most incendiary information you saw while researching in the Tower of Memory, and under what conditions would you reveal it? What was the key piece of information that you were unable to find for your masters? Might a more direct approach obtain the missing secret?

ASSOCIATED SKILLS

If you are a Phiarlan archivist, you can choose Arcana or History as your associated skill.

HOUSE SIVIS

Prophecy Sage: House Sivis tries to keep track of the Draconic Prophecy, and you were part of that effort. You took part in diplomatic missions to speak with dragons, and you studied historical records and mystical texts to learn what the future might hold. Were you interested in what the Prophecy means for the world, for House Sivis, or for you personally? Were you part of any significant discoveries? Do feel the Draconic Prophecy is affected by the actions of a few key dragonmarked people—including you?

ASSOCIATED SKILLS

If you are a Prophecy sage, you can choose Arcana or Diplomacy as your associated skill.

Tasker's Dream: You were involved with House Sivis's psionics and linguistic research headquarters in Krona Peak. What inquiries were you part of? What did you see to justify the extensive two-way wards that surround the Krona Peak enclave? And what translations—written or verbal—did you do? Did you learn anything particularly sensitive or dangerous?

ASSOCIATED SKILLS

If you are a member of Tasker's Dream, you can choose Arcana or Insight as your associated skill.

War Courier: During the Last War, you were responsible for delivering top-secret orders to armies in the field. Which army did you work for, and what kind of relationship did you have with its generals? Did you ever come under attack or arrive in the aftermath of a major battle? Did you ever peek at the orders before delivering them—and if so, what did you learn?



ASSOCIATED SKILLS

If you are a war courier, you can choose Athletics or Stealth as your associated skill.

HOUSE THARASHK

Tharashk Prospector: Dragonshards have had a grip on your heart since you were a child, and you've scoured the Shadow Marches in search of Eberron's most valuable commodity. Have you ever struck it rich, only to lose your fortune through fraud, bad luck, or dissolute living? Would you like to repay any rivals for jumping one of your claims? What monsters and natural hazards of the Shadow Marches have you had to deal with?

ASSOCIATED SKILLS

If you are a Tharashk prospector, you can choose Dungeoneering or Nature as your associated skill.

Liondrake's Roar Mercenary: During the latter days of the Last War, you served with the Liondrake's Roar, a House Tharashk mercenary outfit composed of gnolls, ogres, minotaurs, gargoyles, harpies, and other monsters. How did you feel about fighting with these monstrous troops? Do you dread facing any particular monsters in battle because of your experience?

ASSOCIATED SKILLS

If you are a Liondrake's Roar mercenary, you can choose Nature or Dungeoneering as your associated skill.

Tharashk Gatekeeper: You trained with the druidic arm of House Tharashk, using the Mark of Finding to discover and secure the seals that bind the horrors from Xoriat. Whether or not you're a druid,

you're accustomed to working with druids and in the wild places of the world. How did it feel the first time you encountered a seal you knew had a restive, eons-old demon behind it? Were you friendly with the Gatekeeper druids? Is there a particular lost seal you're still looking for and hoping to secure before the ravages of time unlock the demon beyond?

ASSOCIATED SKILLS

If you are a Tharashk Gatekeeper, you can choose Arcana or Nature as your associated skill.

HOUSE THURANNI

Thuranni Stonespur Recruit: You received an assassin's training in the warrens beneath Stonespur Island in the Lhazaar Principalities. But you left before joining the Shadow Network. Did you have qualms about something you were asked to do? Did a rival orchestrate your washing out of the program? Or did a high-ranking member of the House ask you to leave Stonespur but refuse to say why?

ASSOCIATED SKILLS

If you are a Thuranni Stonespur recruit, you can choose Acrobatics or Stealth as your associated skill.

Clandestine Courtier: To the gossip traders in Khorvaire's noble courts, you were just another Thuranni hanger-on, possessed of enough money and personal magnetism to make you a welcome guest at noble courts across the land, often for months at a time. But your masters in House Thuranni knew the truth: You were engaged in espionage at every stop on the social calendar. The secrets you learned in Aundair in summer were sold to the highest bidder in Karnath before the leaves fell—or better yet,

exchanged for even more valuable secrets. At what courts did you linger as you made the circuit from manor to manor? Did you have to deal with rivals from House Phiarlan?

ASSOCIATED SKILLS

If you are a clandestine courtier, you can choose Bluff or Insight as your associated skill.

Dragon's Path: This mystical order within House Thuranni tries to uncover the secrets of the Draconic Prophecy, but unlike the prophecy sages of House Sivis, the Dragon's Path wants to shine bright daylight on the Draconic Prophecy and, if possible, break it. What worries you about the Prophecy, or what brought you to the Dragon's Path in the first place? Did you see signs of the Draconic Prophecy in your own life? Did you feel trapped by fate and want to find a way out? Is there still a specific aspect of the Prophecy you try to thwart?

ASSOCIATED SKILLS

If you are a member of the Dragon's Path, you can choose Arcana or History as your associated skill.

HOUSE VADALIS

Vadalis Handler: At the house's Erlaskar Manor enclave, you saw dozens of monsters gathered from all over Khorvaire. Your job was to study them, learn how they could be put to use, train them, and eventually raise their offspring in captivity. What specific monsters did you work with? Did you feel at ease around them, or were you cautious of their inherent danger? Did the monsters ever escape or otherwise pose a danger to you and your fellow handlers?

ASSOCIATED SKILLS

If you are a Vadalis handler, you can choose Dungeoneering or Nature as your associated skill.

Vadalis Griffon Rider: In the final days of the Last War, armies started deploying Vadalis griffon riders against other griffon riders. And unlike the other dragonmarked houses doing business with the warring states, House Vadalis had a brief internal battle. You flew one of those griffons into battle: What happened? Did you down any enemy riders—and did they survive the battle to seek vengeance? What other dangers did you face from the ground? Do you miss the sensation of flight, or are you glad to be on the ground?

ASSOCIATED SKILLS

If you are a Vadalis griffon rider, you can choose Acrobatics or Nature as your associated skill.

Vadalis Botanist: House Vadalis sends you on expeditions across Khorvaire to find rare herbs, strange fruits, and other of the botanical wonders that it tends in the greenhouses of its Foalswood enclave just outside of Varna. Where did you go on the House's behalf, and what dangers did you face while searching the wilderness? Did you ever have to use the rare herbs you were seeking on your own behalf? And is there a particularly potent plant you still seek today?

ASSOCIATED SKILLS

If you are a Vadalis botanist, you can choose Heal or Nature as your associated skill.

OTHER BACKGROUNDS

These backgrounds detail some of the aspects of your birth, upbringing, and history that might affect your personality and career today.

BIRTH AND YOUTH

Child of Two Worlds: You were either born to parents on two different sides of the Last War, or you were raised half your life in one place and half in a rival region. You never felt truly at home in either land, but you learned quickly how to blend in with the people of both of your homes.

ASSOCIATED SKILLS

If you are a child of two worlds, you can choose an associated skill from either region of your origin.

ADULTHOOD

Deserter: You refused to volunteer to fight in the Last War, and in the latter years, when many of the nations passed laws requiring service, you fled rather than be pressed into the front lines—or maybe you were a soldier at one time, but you abandoned your service. Are you still a wanted criminal, or has your home region offered amnesty for deserters? Why did you run? Was it cowardice or a moral objection to the battle? If you risked imprisonment to avoid violence, then why did you become an adventurer?

ASSOCIATED SKILLS

If you are a deserter, you can choose Endurance or Bluff as your associated skill.

Mist-Touched: You have been touched, body and soul, by the dead-gray mists of the Mournland. Did you witness the Day of Mourning? Have you spent longer in the Mournland than other adventurers? Or are you, for some reason, more susceptible to its touch than others?

ASSOCIATED SKILLS

If you are mist-touched, you can choose Endurance or Intimidate as your associated skill.

Refugee: Your home is gone, destroyed in the Last War, or perhaps annexed by a nation whose oversight you refuse to accept. (Cyre is one example, and plenty of others exist, from Thrane-claimed Thaliost to the hundreds of nameless hamlets devastated by the war.) You have turned to a life of wandering. But are you searching for a new home, or for a way to rebuild or reclaim your old one? Do you adventure because there's nothing else left for you?

ASSOCIATED SKILLS

If you are a refugee, you can choose Endurance or Streetwise as your associated skill.

OCCUPATION

Commissioned Officer: You held rank in one of the various militaries involved in the Last War, and you directed soldiers in the thick of combat. Did you resign your commission? Were you discharged from the army? In either case, why?

ASSOCIATED SKILLS

If you are a commissioned officer, you can choose Insight or Intimidate as your associated skill.

Enlisted Soldier: You served on the front lines of the Last War, shoulder to shoulder with dozens, even hundreds, of others. For years, all you knew were long, agonizing days of waiting, followed by minutes or hours of swinging a blade or slinging a spell at your foes, trying to kill them before they could kill you.

ASSOCIATED SKILLS

If you are an enlisted soldier, you can choose Athletics or Endurance as your associated skill.

Inquisitive: For you, adventuring isn't about great wealth or fighting blatant, monstrous evils in the wild—it's about protecting society from the more subtle evils within. You could be a city guard, a House Deneith Marshal, or just a private citizen; your goal is to solve crimes and protect those who cannot protect themselves.

ASSOCIATED SKILLS

If you are an inquisitive, you can choose Insight or Streetwise as your associated skill.

RACE-SPECIFIC BACKGROUNDS

Player's Handbook and *Player's Handbook 2* offer background options for the races presented in those books. Those races particular to Eberron are presented here.

Cultural Assimilator (Changeling): Like most changelings, you've spent your time dwelling among the members of the other races. You've paid more attention than most, however, or perhaps you're abnormally fascinated by other peoples. Whatever the case, you've become skilled at interacting with them.

ASSOCIATED SKILLS

If you are a changeling cultural assimilator, you can choose Diplomacy or Insight as your associated skill.

Natural Chameleon (Changeling): During your youth, you were forced to hide rather than rely on your ability to change shape, and you adapted accordingly. Was your family at war with other changelings? Did you or a relative make an enemy of a caster or creature capable of seeing through your disguise? Did others of your own family torment you? And do any of these enmities linger today?

ASSOCIATED SKILLS

If you are a changeling natural chameleon, you can choose Bluff or Stealth as your associated skill.

Vigilant (Kalashtar): The kalashtar are watchful for agents of the quori, the Inspired, or other enemies of the Light. Whether you've suffered attacks from those groups in the past or are just naturally paranoid, you are watchful and alert. You pay careful attention to the body language and words of everyone you interact with.

ASSOCIATED SKILLS

If you are a kalashtar vigilant, you can choose Insight or Intimidate as your associated skill.

Mental Bastion (Kalashtar): The dual spiritual nature of your mind is abnormally strong, perhaps because you are descended from a particularly potent quori. It's far more difficult for others to force you to act outside your intentions.

ASSOCIATED SKILLS

If you are a kalashtar mental bastion, you can choose Arcana or Insight as your associated skill.

Unstoppable Soldier (Warforged): You've been trained—or built—to be the perfect killing machine. You are quick to take advantage of any opportunity or opening your foes offer. You cannot be stopped until you complete your mission.

ASSOCIATED SKILLS

If you are a warforged unstoppable soldier, you can choose Athletics or Endurance as your associated skill.