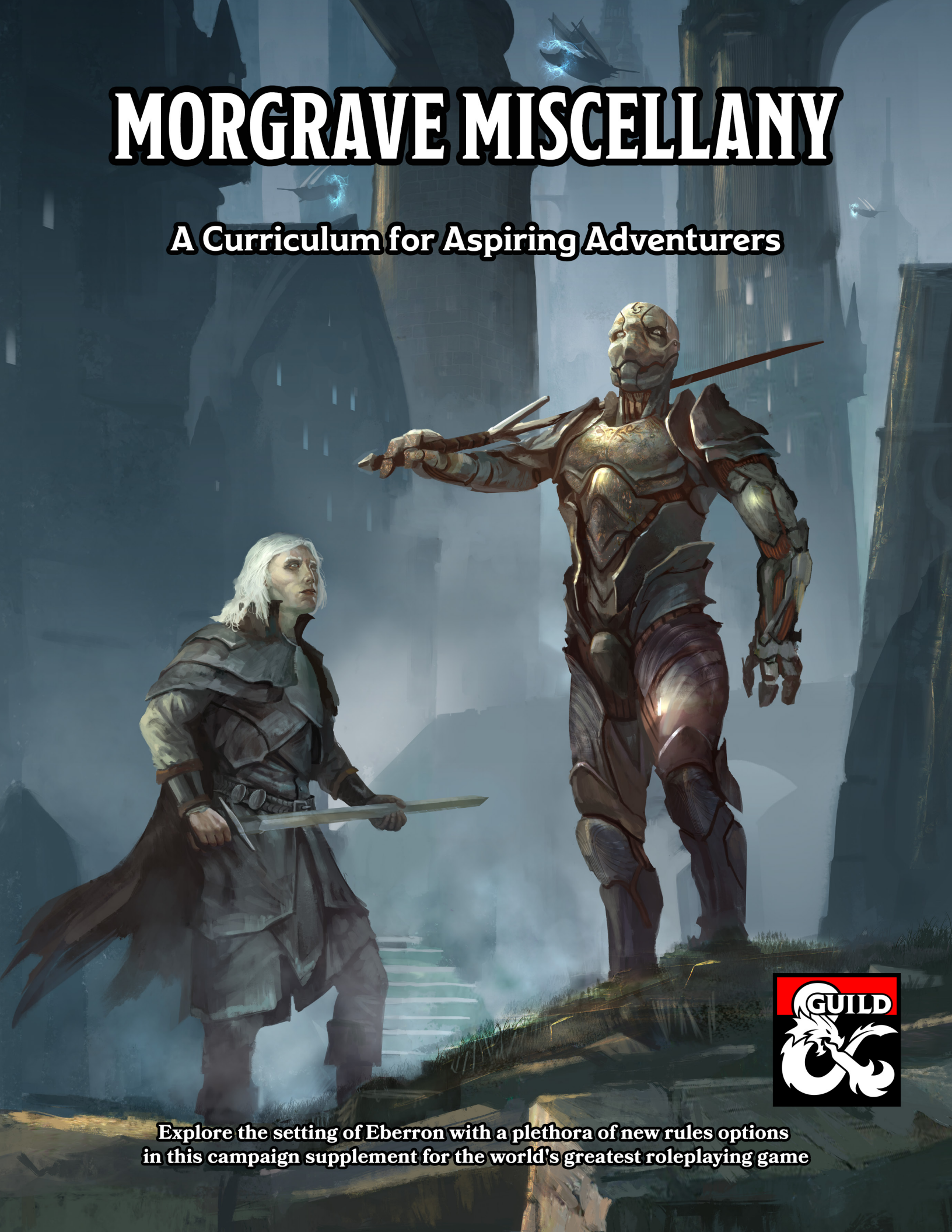
MORGRAVE MISCELLANY

A Curriculum for Aspiring Adventurers



Explore the setting of Eberron with a plethora of new rules options
in this campaign supplement for the world's greatest roleplaying game

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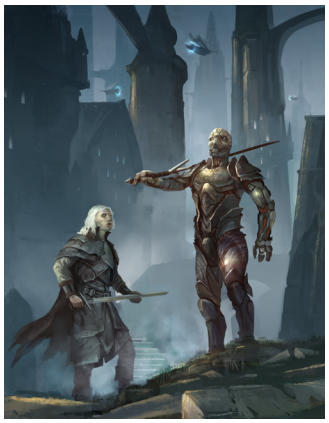


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This book includes rules, subclasses, and spells that originally appeared in *Guidmaster's Guide to Ravinica* (2018), *Xanathar's Guide to Everything* (2017) and *Xanathar's Lost Notes to Everything Else* (2017).



ON THE COVER
A changeling and warforged, two of Eberron's outcasts, find their way in Sharn, the City of Towers. This cover, painted by Kim Van Deun, depicts the thriving metropolis of Khorvaire, comprised of towering spires, skybridges, and soaring airships.

Special Thanks to the entire staff of Dungeons & Dragons and *Maze Arcana*, the encouragement and patience of Jenn Ellis & Satine Phoenix, and to all the playtesters whose feedback made this book what it is.

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Introduction

A character in fifth-edition Dungeons & Dragons is a blend of concrete mechanics and abstract story. The barbarian class provides a specific set of features: skill and weapon proficiencies, and the gift to channel Rage. But just because you're playing a class called "barbarian," does that mean you're *actually* a manner-less brute? One must ask, who are the barbarians of Eberron? Where are you from, and how might that inspire your adventures going forward? Are you a savage warrior from the Demon Wastes, trying to find a way to break your ties to an evil spirit? Or are you a bold Talenta halfling determined to take the world of giants by storm?

Morgrave Miscellany addresses all these questions and more. The purpose of this book is to provide you with additional rules and character options that let you delve deeper into the world: new subclasses, racial feats, new forms of dragonmarks, and more. It also provides you with the lore you need to build a deeper character and story. While this is presented in a player-focused way, these ideas should inspire DMs, as well as players. Even if no one at your table creates a barbarian or druid character, the information about the Druidic sects of the Eldeen Reaches or the concept of the super-soldier barbarians of House Vadalis could be the seedlings of a story yearning to develop its maturity.

This book serves as an expansion to the themes and ideas offered in the *Player's Handbook*, *Dungeon Master's Guide* and *Wayfinder's Guide to Eberron*. Chapter 1 dives into the Eberron lore and player options that realign the *prestige classes* of Dungeons & Dragons third edition into the archetypes of fifth edition. Chapter 2 offers a look into the Eberron's cultures and background. Chapter 3 is designed to offer a few resources and optional rules for players and DM's telling stories that hold true to the classic elements of a hardboiled, high-stakes, pulp noir setting. Chapters 4 presents some suggestions for hooks and 0-level adventuring in Eberron by way of the *Gumshoe Chronicles*.

Without belaboring the point or adding unnecessary pages to the size of the book, we ask that DMs and players reference the mechanics in the three core rule-books where necessary. The game especially makes frequent use of the rules in chapters 7-10 of the *Player's Handbook*: "Using Ability Scores," "Adventuring," "Combat," and "Spellcasting." That book's appendix A is also crucial; it contains definitions of conditions, like invisible and prone. You don't need to know the rules by heart, but it's helpful to know where to find them when you need them. If you're a DM, you should also know where to look things up in the *Dungeon Master's Guide*, especially the rules on how magic items work (see chapter 7 of that book). Finally, DMs and Players will find a wealth of knowledge and etiquette in the introduction of *Xanathar's Guide to Everything*: "The DM Adjudicates the Rules" and "Ten Rules to Remember."

Morgrave University doesn't have the finest reputation. We've all heard the stories. We're politely known as a "School for Adventurers" and more often as a college of grave robbers and tomb raiders. And why not? We believe that the best way to learn is to experience the world. Why read about the Dhakaani Empire when you can walk through its ruins and see its works with your own eyes? Practical experience trumps dusty scrolls any days; unless you're the one who discovers them!

But you know all this, or you wouldn't be here. So let me tell you what awaits you in this tome. Here you'll find a collection of our finest courses and lectures, filled with miscellaneous details that might serve you in the days ahead. Perhaps you're curious about the workings of the Siberys dragonmark? Are you intrigued by the legends of the infamous Mark of Death, or concerned by the resurgence of aberrant dragonmarks? Our courses will tell you all that you need to know. Or it's conceivable that you're looking for career advice. Perhaps you wish to learn the secrets of a Karrnathi Bone Knight, or a cleric who draws from the full Sovereign Host instead of just one of its deities. Maybe you're curious about what can be learned studying the rise and fall of the various empires of Eberron or the truth behind the legend of the Progenitors. Seek out the answers, because even in the past, the answers lie ahead.

Go forth boldly! Use this knowledge wisely and well. Adventure awaits you!

Kessler

Sharn 998 YK

About the Authors

Meet the creators and developers of this book.

Keith Baker

Keith Baker has been writing novels and designing games for more that two decades. He's best known for creating the Eberron Campaign Setting for Dungeons & Dragons and the storytelling card game *Gloom*. His recent work includes the RPG *Phoenix: Dawn Command* and the card games *Illimat* and *Action Cats,* created with his company Twogether Studios. His novels include the *Dreaming Dark* trilogy and the *Thorn of Breland* trilogy, both available on Audible.com. Keith can be found online at Keith-Baker.com, or on Twitter as @HellcowKeith.

Patron Saints

Much of the material in this book originally appeared in the blog and Patreon of Keith Baker, while many iterations of the features contained within were playtested by the Maze Arcana patrons on Patreon and by those who participated or watched Inkwell Society on Twitch.tv/MazeArcana and Twitch.tv/dnd. While some content from those sources have been set aside in favor of those that better resonated with Keith, Ruty, and the gracious fans of Eberron, the feedback gained from almost two years of toil and personal playtesting at conventions and events have been refined into the materials you see presented here.

Ruty Rutenberg

Ruty is co-author of the *Wayfinder's Guide to Eberron* (a Dungeon Master's Guild Adamantine best-seller), lead designer of *Xanathar's Lost Notes to Everything Else* (a Mithral best-seller), and is a multi-platform Wizards of the Coast partner and film producer for Dungeons and Dragons. That includes being the Dungeon Master for the official Eberron live-stream, *Inkwell Society*, on twitch.tv/dnd & twitch.tv/MazeArcana. His experience spans acting, film producing, hosting, screenwriting, & voice acting, alongside all the major studios on titles like *Argo, Fury, Finest Hours, Growhouse,* and *Magnificent Seven*. Most recently, Ruty can be heard in the new expansion to *Neverwinter* from Cryptic Game Studio as the voice of Durnan the Wanderer, the gruff owner of the Yawning Portal. He reprises the role in Syrinscape's *Dragonheist* D&D soundset.

Ruty is also a US Army OIF/OEF Veteran, award-winning professional Dungeon Master, and world creator. You can follow him on Twitter & Instagram: @RutyWoot.

Chapter 1: Classes in Eberron

The initial sections of the *Miscellany* look at each of the character classes of the fifth edition of Dungeons & Dragons. Each section contains story hooks to inspire you and examples of how the classes fit into Eberron, along with new backgrounds or subclasses tied the setting. The section on monks presents a new subclass, the Way of the Argent Fist, but also discusses the role of monastic orders in Eberron and where the existing subclasses fit into the setting. If you want to make a monk that embraces the Way of the Shadow, Miscellany will help you craft a story that makes sense in the world of Eberron. It should be noted, that while many of these archetypes find their inspiration in the earlier editions of Eberron, they are designed for universal inclusion regardless of the world or setting.

As you read these sections and develop your character, keep in mind the difference between rules and story. A class in Dungeons & Dragons provides a set of rules that define the concrete abilities of your character. These things are set in stone and define what it means to *be* a character of that class. A barbarian rages. A bard inspires. A wizard casts arcane magic. However, the story is more flexible. A barbarian doesn't have to be a savage warrior. They always have the Rage feature, but "Rage" doesn't actually have to involve fury. The rules of rage are concrete and constant: you gain a bonus to damage rolls, you're resistant to damage, and these effects immediately end if a turn passes and you haven't made an attack or taken damage. Where one character might embrace Rage as a state of savage fury, a warforged barbarian might describe rage as a form of temporary overdrive, something that's part of its inherent design. Throughout this chapter you'll see many examples of character ideas that embrace the rules of a class but reimagine the story underlying it. We hope that this will be a source of inspiration and help you develop many additional ideas of your own.

Many of the ideas in this chapter are tied to particular subclasses. For example, it's suggested that a Ghaash'kala barbarian would be a good match for the Zealot subclass. Of course, with most classes a subclass isn't selected until 2nd or 3rd level. The idea is to play your Ghaash'kala barbarian in the same way you'd play a Zealot that has yet to develop the power, or trust, of a deity. If by 3rd level you decide that your Ghaash'kala character is better suited as a Berserker, you should remember to follow the story that makes the most sense to you. Be sure to work with your DM to create the appropriate goals and character arcs that will fuel the story for the life of the campaign.



Barbarian

Welcome to Military Application 1103, *otherwise known as Barbaric Practices. This class will review the fierce halflings of the Talenta Plains to the so-called 'carrion tribes' of the Demon Wastes. Whether by adrenaline or spiritual connection, "barbarians" can be found anywhere strength trumps reason. If you can't identify the practiced hand of a battle master from the unbridled rage of a barbarian by the end of this course, Khyber take you.*

—Talaen Tolaoi
Professor of Military Studies

MA1103: *Barbaric Practices*

Even in these enlightened times, barbarism lingers in the shadows of Khorvaire. Fearsome warriors, defined by durability, speed, instinct, and the ability to channel oneself into a physical frenzy. Traditionally barbarians are savage champions of primitive cultures, relying on force and fury in place of sophisticated techniques. There are many places for such a barbarian in Eberron, some dare to redefine or reimagine their fury, embodying all that is "barbarian" but without being barbaric.

Savage Warriors

Eberron is a setting in which arcane magic has been harnessed to build great civilizations. But there are primitive cultures scattered across the world. In choosing to play such a barbarian, a crucial question is *what has drawn you out into the role of adventurer?* Why have you left your tribe or clan behind, and what binds you to your adventuring companions? How long have you been in civilized lands? Are you constantly amazed by the wonders of civilization, or do you consider the people of the Five Nations to be soft and decadent? The Barbarian Origin table can provide you with ideas.

Barbarian Origin

d8	Origin
1	I fought as a mercenary in the Last War, and even served alongside one of my party. To me, that is a blood-kin bond.
2	My tribe was massacred during the Last War. I've sworn to avenge them, but I know I can't do it alone.
3	My people have abandoned their ancient traditions and assimilated into one of the major nations. I follow the old ways, even if I must do so alone.
4	I was given a quest by a clan elder and can't return to my people until I've seen it through.
5	I'm amazed by the wonders of the civilized world—especially the food—and I'm always eager to travel to new places.
6	I serve as an ambassador and scout for my people, doing what I can to help my clan through my adventures.
7	I'm searching for an artifact that belonged to a champion of my people. If I happen to follow in a legendary hero's footsteps, all the better.
8	I killed a rival in a fit of rage and have been exiled from my homeland. My rival's kin still seek vengeance.

The Carrion Tribes

The Demon Wastes are harsh and deadly, home to malevolent spirits and echoes of ancient wars. To survive in this savage land, one must come to terms with the fiends that infest it. Each of the Carrion Tribes forge pacts with the powers of the Wastes, and these malefic forces fuel their inhuman rage.

As a barbarian of the Carrion Tribes, you were raised in a savage culture and bound to fiends. Your class features and subclass reflect this malefic connection. The Paths of the Red Reaver (*Xanathar's Lost Notes*) and Berserker are both strong choices for the Carrion Tribes. If you actively serve one of the dark powers, you might follow the Path of the Zealot.

In playing a Carrion Tribes barbarian, the critical question is *what is your relationship with your people and your demons?* Tied to this, what has brought you out of the Wastes—and why would the other characters choose to associate with you? One option is that you're a pragmatist: you spill blood in the name of your



patron demons and they give you strength. You don't want to conquer the world and you never kill without reason, but you're from a land where life is cheap and demons are useful allies. On the other hand, you could be an exile driven from your tribe after you opposed their cruel traditions. Now you're a folk hero who uses your demon-fueled rage to protect the innocent. You may be a blood-soaked warrior, but you only kill those who are worse than you.

The Tribes of the Talenta Plains

The halflings of the Talenta Plains are nomads who work closely with the dinosaurs of the plains. From the mighty beasts of burden to the swift raptor mounts, the halflings forge close bonds with their scaled companions. The shamans say that when a warrior's beloved mount dies, the halfling can embrace its spirit... drawing it in and becoming an unstoppable beast in halfling flesh. These are the halfling barbarians: tribal champions who embrace the strength and fury of mighty dinosaurs.

The Path of the Totem Warrior is the most common path for Talenta barbarians. The halflings have their own names for the totems: The Bear is the **Hammertail**, known for its heavy armor and powerful tail club. The Eagle is the high-flying **Glidewing**. The Wolf is the **Clawfoot**, a swift raptor and the most common warrior's mount. Talentan berserkers are consumed by the primal instincts of their dinosaur spirits, leading to savage frenzies. The Path of the Ancestral Guardian is a rare path; some who follow it conjure spectral dinosaurs, while others draw on the spirits of legendary warriors.

As a Talenta barbarian, you might have a living mount; but think about the spirit that fuels your rage. Who was your dinosaur companion? How did they die? Do you continue to talk to them as if they're still with you, or do they exist only in your fury? Do you consider yourself a dinosaur in halfling form, or does the spirit only emerge when you invoke your rage?

Orc Barbarians: Ghaash'kala, Shadow Marches, and the Jhorash'tar

Orcs are passionate by nature, given to strong emotion and deep devotion to their friends and ideals. They are quick to anger, but they feel joy and sorrow just as strongly as fury. There are a number of different orc cultures in Eberron, and barbarians can be found in each of them.

The **Ghaash'kala**—or "ghost guardians"—are an alliance of orc clans that dwell in the canyons that separate the Demon Wastes from the rest of Khorvaire. These fierce warriors are devoted to **Kalok Shash**, the *flame that binds the darkness*, a force known to others as the Silver Flame. Ghaash'kala barbarians usually follow the Path of the Zealot, channeling the radiant energy of the Silver Flame. While the Ghaash'kala are primarily orcs, there are a few humans and half-orcs among them. Race means nothing to the Ghaash'kala, as they care only about courage and devotion to the fight. As a Ghaash'kala barbarian, you are likely pursuing a fiend or force of evil that has escaped from the Wastes. You are a champion of light in an endless war against

darkness, and you have no time or patience for the luxuries or distractions of the civilized world, and the people of Khorvaire likely seem soft and naïve.

The **Shadow Marches** have long been home to a host of orc tribes. Some follow the druidic path of the Gatekeepers, described in more detail in the Druid section. These barbarians generally follow the Path of the Totem Warrior or Path of Sacred Kin (*Xanathar's Lost Notes*), channeling the power of nature in their struggle against the daelkyr and their minions. Other orcs are touched by the madness of the the daelkyr and the Cults of the Dragon Below. These orcs tend towards the Path of the Berserker or the Path of the Red Reaver. Like the barbarians of the Carrion Tribes, Dragon Below cultists aren't necessarily *evil* but are driven by visions and beliefs that seem like madness to outsiders. One of the larger Cults of the Dragon Below believes in a paradise that lies within Khyber and passage to this blessed realm must be earned with the blood of worthy enemies. As such a cultist, you may be scouring the world in search of a truly worthy foe, a victory that will assure you passage to the Vale of the Inner Sun. Orcs make up the majority of the tribes, but half-orcs are celebrated for their diverse abilities and can be found on either side.

The **Jhorash'tar** orcs live in the Ironroot Mountains, where they have long clashed with the dwarves of the Mror Holds. The Jhorash'tar hold to ancient traditions and revere the spirits of their ancestors, and refuse to leave the peaks where their heroes once dwelled. Some of the Mror clans wish to exterminate the Jhorash'tar, while others wish to see the orcs recognized with a voice on the council of the Holds, and yet the tides of violence ebb and flow.

The Jhorash'tar are stubborn and proud. Most champions follow the Path of the Ancestral Guardian, though a few channel the icy winds of the mountains through the Path of the Storm Herald. There are few half-orcs among the Jhorash'tar, generally blending orc and dwarf blood; this is a difficult road, and such half-breeds have to struggle to prove themselves to their kin. As a Jhorash'tar barbarian you could be seeking allies for your people, searching for an ancestor's long-lost weapon, or you might be on the run from Mror justice after killing a dwarf lord.

Civilized Barbarians

As a class, the barbarian is a *survivor whose* Unarmored Defense, Danger Sense, and Feral Instinct help avoid or survive the threats they face. They are *fast*, reflected both by improved movement speed and Feral Instinct. They are skilled combatants who shun heavy armor. They are defined by Reckless Attack and most of all by Rage—a surge of strength and aggressive power. All of these abilities fit the classic barbarian warrior. However, these abilities can reflect other stories. Feral Instincts don't have to be *feral* but can simply reflect remarkable reflexes. Rage is a temporary surge of strength that can only be maintained in the heat of battle, but it could be explained as a focused trance or another sort of combat enhancement. Here's a few examples of barbarians that aren't barbaric, followed by the Path of the Extreme Explorer, a subclass that embraces this idea.

The Eldeen Champion

The people of the Eldeen Reaches aren't savages. Its farmlands were once part of Aundair, and while its farmers have adopted the druidic faiths, their grandparents were Aundairian. The shifter tribes of the Towering Woods live closer to nature, but even they are familiar with the customs of the east. The Wardens of the Wood and the other druidic sects serve as a bridge between these two cultures, tempering the wildness of the shifters and helping the farmers find a balance with the natural world.

The elite forces of the Wardens are often rangers and druids, but there are a few champions—especially among the shifters—who draw primal strength from the natural world. The Path of the Totem Warrior is an easy way to represent this and is especially appropriate for a shifter barbarian. A shifter's choice of totems can reflect a deeper connection to the beast within. However, the Path of the Storm Herald could reflect a touch of druidic magic and primal power. The Path of the Berserker can be a good match for an Ashbound champion; the Ashbound see themselves as the avengers of the natural world and vessels of Eberron's fury.

As an Eldeen champion, you're not barbaric. You may have grown up in the Towering Woods,

but you understand the ways of the civilized world... even if you may think it corrupt and foul. When creating you character, consider what has drawn you from your beloved woods? Are you tied to one of the druidic sects and serving its goals? Or are you driving by curiosity, or instincts you can't explain?

Super Soldier

War drives innovation, and over the course of a century of conflict the Dragonmarked Houses and the Five Nations explored many paths in search of the perfect weapon. The warforged were built for battle, and many class features can be interpreted as specialized design features. As a warforged barbarian, your "rage" is a battle surge boosting your musculature to increase your damage, reinforce your armor, and reduce injuries. The Path of the Berserker is a simple choice for this, but the Path of the Totem Warrior or the Path of the Storm Herald can easily represent specialized design. A "bear totem" reflects your superior bulwark of armor instead of spiritual devotion.

While everyone in Khorvaire has heard of the warforged, a warforged barbarian is a rare design from one of the many secret research programs during the Last War that aren't so well known. Notably, House Vadalis is known for the practice of using magic to breed beats with enhanced abilities and mystical capabilities, called *magebreeding*. If you ask the house, all attempts to create magebred humanoids during the Last War were unsuccessful, and such testing facilities destroyed in its aftermath. Yet, perhaps a branch of the house had a breakthrough during the war, and your "barbarian" is the product of that program. Your Rage reflects a massive surge of adrenaline. Your Unarmored Defense might be sheer toughness and will, or you could literally have natural armor. A magebred barbarian could follow any path, though the Extreme Explorer presented here is an obvious choice for a character who relies on powerful bursts of adrenaline.

In making such a character, work with your DM to work out the details of your past. Were you part of a unit of super soldiers, or a lone success? Are you a free agent? Do you have ties to a nation or house? Or are you a renegade, hunted by those who created you?

Path of the Extreme Explorer

Some explorers search for mystical secrets, delving into the crumbling ruins of Xen'drik or climbing to the highest towers of Sharn. Some explorers venture into the frigid depths of the Frostfell or face the sandstorms of the Blade Desert in search of forgotten civilizations and ancient treasure. Whether driven by a thirst for gold, knowledge, or a love of a good challenge, the extreme explorer is an archetypal action hero, ready to face any challenge that Eberron can offer.

Rather than being driven by rage, an extreme explorer is guided by remarkable luck and fueled by pure adrenaline. Every extreme explorer is a unique individual, and background helps to define their story. The adventurous Morgrave scholar could be a sage, who's equally comfortable in a library or a jungle. A bold crypt raider might take the criminal background, reflecting a knack for dealing with traps and useful contacts when it comes to fencing recovered artifacts. An urchin born in Sharn has no interest in gold or glory, but has never met a tower that couldn't be climbed. Most of all, an extreme explorer is an *adventurer*, ever ready for the next challenge.

Path of the Extreme Explorer

Barbarian Level	Feature
3rd	Adrenaline Rush, Cunning Artisan
6th	Adaptive Elements, Extreme Rush
10th	Elevated Exploration
14th	Conditioned Endurance

Adrenaline Rush

Starting when you choose this path at 3rd level, a rush of adrenaline by the thrill of inherent danger fuels your rage. While raging, you can push your body and mind, each time sacrificing your own vitality to rise to the occasion.

Whenever you make an ability check, attack roll, or saving throw while raging, you can spend one of your Hit Dice to push your normal limits. Roll the Hit Die, and add the number rolled to the total. You can choose to do so after you roll your d20, but before the DM tells you whether you succeed or fail.

Immediately after, you take damage equal to the number rolled minus your proficiency bonus, and you can't reduce this damage by any other means.

Cunning Artisan

Also at 3rd level, as part of a short rest, you can harvest bone and hide from a slain beast, construct, dragon, monstrosity, or plant creature of size Small or larger to create one of the following items: a shield, a club, a javelin, or 1d4 darts or blowgun needles. To use this trait, you need a blade, such as a dagger, or appropriate artisan's tools, such as leatherworker's tools.

Adaptive Elements

Starting at 6th level, as part of a short rest, you can spend 10 minutes insulating you or your equipment against the elements. You must have access to cloth, furs, paper, plants, and other naturally occurring materials to create your insulation.

Once you are insulated in this way, you gain resistance to cold or fire damage, and the choice you make allows you to tolerate temperatures as low as −50, or as high as 150, degrees Fahrenheit without any additional protection. You choose when you complete the short rest.



Extreme Rush

At 6th level, you can focus your adrenaline to greater effect. You gain the following benefits.

Instinctual Focus. When you use your Adrenaline Rush feature to make an Intelligence, Wisdom, or Charisma ability check, you can add half your proficiency bonus, rounded down, to the ability check if it doesn't already include your proficiency bonus.

Overwhelming Dominance. When you use your Adrenaline Rush feature to succeed a saving throw against a creature you can see within range, you can immediately use your reaction to make a melee or thrown weapon attack against that creature. If you hit, you add the number rolled to the weapon's damage.

Unbridled Aggression. When you use your Adrenaline Rush feature to hit with a melee or thrown weapon attack that targets only one creature that you can see, you can use the weapon to deal extra damage to the target equal to the number you roll on the Hit Die.

Elevated Exploration

At 10th level, your enthusiasm for reaching untrod ground emboldens your ability to traverse gaps and untoward obstacles with uncanny ease.

Climbing and swimming no longer costs you extra movement, and your speed increases by 10 feet while you are not wearing heavy armor.

At 14th level, while you have both hands open, you gain the ability to move along vertical surfaces on your turn without falling during the move.

Conditioned Endurance

At 14th level, when you roll a Hit Die to fuel one of your Extreme Explorer features, and the number is less than your proficiency bonus, you don't expend the Hit Die after you add the number to your roll.

Bard

Historian, Musician, or Spy? *From the ancient goblin dirge singers to the entertainers of House Phiarlan, many cultures embrace the bard as an entertainer who also serves as a historian or bearer of news, a chronicler if you will. Here at Morgrave, you will learn not to merely preserve history — but rather, to shape it.*

—Excerpt from *An Oratory Opus*
by Lord Dirge Tiriandara d'Kundarak

MUS1103: *Endomusicology*

To survive on the road, a trouper must be clever, charismatic, and versatile above all. Whether tryst with a foe resolves by silver-tongue or adamantine blade, an adventuring bard's worth truly comes from the ability to improvise a magical talent to charm, lull, or simply assist with a nearly limitless reservoir of practical knowledge and skill. While the common trope sings of a troubadour whose magic harmonizes with some cosmic symphony, those who have traversed Khorvaire have learned that inspiration is the true magic of any bardic exhibition, regardless of the medium.

The Houses of Shadow and the Five Demesnes

The bardic colleges—Lore, Valor, Whispers—aren't concrete organizations. Choosing a subclass doesn't require a character to swear loyalty to an actual college. But if a bard wants to be part of such an order—an alliance of artists, a source of patrons and peers—the Five Demesnes of House Phiarlan are the closest thing that Eberron has to offer.

The Dragonmarked House Phiarlan maintains the Entertainers and Artisans Guild, and it has dominated the industry for centuries. The house trains and licenses performers, and maintains many of the grand stages. The finest schools of House Phiarlan are known as the Five Demesnes. Each is the stronghold of a particular artistic discipline, and each claims to be home to the most talented teachers and practitioners of those arts. While many of the teachers and stars of the stage are heirs of the house, anyone with sufficient talent can earn a place in one of the Demesnes. On rare occasion, truly remarkable prospects are made the focus of pursuit, and have been known to cause squabble or infighting between the teachers looking to further the prestige of their tutelage.

As a bard, work with your DM to decide if you have a relationship to one of the Five Demesnes. If you're an established artist with a following (as reflected by the entertainer background) you may have learned your skills at one of the Five Demesnes. In this case you could have a beloved mentor, spiteful academic, rival, or other existing connections to the Demesne that can serve as hooks for adventure. On the other hand, you could be an outsider hoping to earn a place within one of these citadels of art.

The Demesne of Memory encompasses the written word. Novelists, playwrights, and poets are all students of memory. This Demesne contains one of the finest libraries in Khorvaire, a repository both of general knowledge and songs and stories. Bards tied to the Demesne typically follow the College of Lore. The Demesne of Memory is located in the city of Fairhaven in Aundair.

The Demesne of Motion deals with the arts of motion and the body. Gymnasts, dancers, and wrestlers are students of motion. This Demesne is typically associated with the College of Swords, which teaches both ancient elven styles and new techniques developed by the school. For students of motion, combat is a celebration. The Demesne of Motion is in Karrnath, in the city of Korth.

The Demesne of Music teaches the arts of sound, both song and the use of instruments. While most bards learn the basic traditions of music, the members of this Demesne delve deeper in their study of the fundamental principles of music. These teachings reflect a wealth of musical techniques from across Eberron. Instructors here are well versed in Adaran chant, Marcher throat-singing, Thelanian ballads, and battle-chants of Shavarath. Those who master the musical arts generally follow the College of Glamour. The Demesne of Music is in the city of Flamekeep in Thrane.

The Demesne of Shadow teaches the art of illusion. Deceptive magics are a powerful tool in the field of entertainment, and the Demesne of Shadow helps those who can wield these powers perfect their techniques. In addition to bards, wizards and sorcerers can be found at the Demesne of Shadow honing their illusionist aspirations. While magic is typically the focus, the demesne also teaches the verbal arts of deception and coercion, of feigning emotion and playing a role. Actors and orators learn their craft at this Demesne, but these techniques can also be useful to diplomats and spies. For these reasons, bards that pursue the techniques of the College of Glamour or the College of Whispers receive the most advantageous training within its halls. The Demesne of Shadow is located in Breland, in the city of Sharn.

The Demesne of Shape is the least likely home for a bard, as it focuses on the physical creative arts. House Cannith is the center for industry, but the Demesne of Shape teaches sculptors, painters, potters, and any form of physical art. Its students also create the resources the house requires for its entertainers, from fine instruments to sets and costumes. The smallest and least populated demesne, it holds a specialization few others have the expertise to teach, and the techniques of the College of Keys, a skill set highly valued by the spies of the Serpentine Table, brings the Demesne of Shape the core of its pupals. The original Demesne of Shape was located in the city of Metrol in Cyre. In the wake of the Mourning, the Demesne of Shape has been reestablished in Breland, in the city of Wroat. With a new focus on the lineage wrought from that terrible day, a new line of elective study is being developed within its halls, simply known as the College of Mourning (*Xanathar's Lost Notes*).

The Serpentine Table

The sigil of House Phiarlan is a hydra with five heads, with each head representative of one of the Five Demesnes, which perform in concert to further the Entertainers and Artisans Guild. Yet, the perceptive note the hydra casts a shadow, one known to symbolize the Serpentine Table which acts as the intelligence gathering arm of House Phiarlan. The truth of this is a closely guarded secret. Serpentine agents are recruited from across the Five Demesnes and maintain ties to these demesnes as covers for their covert activities. As a result, bards tied to the Serpentine Table can follow any of the colleges, though they place a high value on agents trained in the techniques of Lore and Keys. The location of the Serpentine Table is ever changing and never committed to paper, thus each DM must decide where it resides at any given moment.

House Thuranni and the Shadow Schism

The Five Demesnes of House Phiarlan have existed for over a thousand years but the house itself is far older, and its traditions can be traced all the way back to Xen'drik. By a bloody act of insubordination resulting in an unsanctioned assassination, the fractured trust within the ancient institution dealt a crippling blow to the unity of Phiarlan. After the Last War, a few of the dragonmarked families within Phiarlan split off to form a new house with the Mark of Shadow: House Thuranni. House Phiarlan considers this house a dark mirror of its former glory. While far from evil, its heirs learn the extensive arts espionage, while also retaining their focus on entertainment. As a smaller house, Thuranni has yet to establish grand institutions to match the Five Demesnes and refuses to train outsiders in its techniques. While many members of House Phiarlan have no ties to the intelligence gathering of the Serpentine Table, nearly all heirs of House Thuranni are involved into the covert affairs of the house, almost by default.

Only elves with the Mark of Shadows are found working for House Thuranni, and its bards pursue any college they desire, but Blades, Keys, and Whispers are the most prevalent. Thuranni has a bitter rivalry with House Phiarlan, and members of the house often compete for contracts with Phiarlan heirs both on stage and in the shadows.

Other Bardic Traditions

The Five Demesnes of House Phiarlan are the largest and most respected bardic institutions, but there are other paths that a bard can follow. As with the Five Demesnes, a character could begin play with established ties or possible obligations to one of these traditions, and it could always become something that evolves over the course of play.

The I.W. Society

The I.W. Society is spread across Khorvaire. Its outposts are taverns and inns, and its 'Socialites' are a loose alliance of artists, storytellers, and sometimes vigilantes. As clandestine as some of the elven houses, one might know a member for decades but only realize this is the case when an invitation is extended as a sponsor. The meaning of the society's I.W. abbreviation is known only to its members and some outsiders believe it to be a form of password linked to its founders. The organization seeks to use its talents to make the world a better place through the power gained in celebration and collaboration of story. In the past, this largely abstract goal has urged its membership to primarily seize the opportunity to collaborate with peers, to compare techniques, and afford bookings or haven to struggling artists. Today, the I.W. Society takes it mission more seriously as a whole in the wake of the Mourning, and a member might be given tasks that counter the despair and ennui following the aftermath of the war.

Society members can almost always find food and shelter from fellow Socialites, though they'll be expected to sing for their supper, or provide other discrete services for the good of the local populous. Socialites can be a useful source of information, even to non-members, and might be willing to exchange a favor in the present for a promise of future aid. Transactions of this sort one might usually expect to see in dramas recounting wartime espionage, where a hopeful client makes a request through a network of barkeeps or tavern workers and hopes for an agent to make contact. Socialites come from all walks of life, and many of its bards aren't refined enough to find a place in the Five Demesnes but teach each other the techniques of any college they've learned along their travels. However, the organization as a whole tends to be suspicious of those who employ techniques from the College of Whispers, with rare exception.

The Duur'kala

Thousands of years ago, Khorvaire was dominated by the goblin Empire of Dhakaan. The duur'kala, or 'dirge singers', were an order of female hobgoblin bards who played a vital role in the empire. The duur'kala were the spiritual leaders of the Dhakaani, inspiring their people with tales of fallen heroes, while also warning of their follies. Those trained in the techniques of the College of Lore served as historians and diplomats, while those who followed the College of Valor inspired soldiers on the battlefield.

The Empire of Dhakaan collapsed thousands of years ago after a brutal conflict with the daelkyr and their armies of aberrations but the duur'kala hymns still linger. A goblinoid bard from Darguun might be struggling to uncover and preserve these cultural techniques. It's rumored that deep outposts exist where hidden goblinoid clans have kept the traditions intact in ancient form. As a bard of these heirs of Dhakaan, a character could have been sent out into the world to experience modern Khorvaire and to serve the interests of the clan as it finds its place in the current age.

The Greensingers

The Greensingers are one of the druidic sects of the Eldeen Reaches whose bards and bardic magic are an important part of its daily life. The Greensingers seek to live in harmony with the fey and to stand between Thelanis and Eberron. They celebrate story through song, and love to explore fey techniques of enchantment and illusion, making the College of Glamour a common path. Greensinger bards are charged to spread stories or search for new ones. It isn't uncommon for an archfey patron to task Greensingers with toil in the mortal world. If your character hails from the Reaches, is your bond to the wild wood, the sect, or directly with the fey? Did you spend your childhood lost in Thelanis? Do you enjoy the chaos of the Fey, or truly believe that the Fey can make this mundane world a better place?

The Valenar

While many Valenar are rangers or fighters, preserving history and the tales of the past is vitally important to them, and as a result bards are an important part of their fierce society. A Valenar bard is expected to spend their life on the battlefield, inspiring allies with both song and deed, often reenacting their ancestors' heroic deeds between campaigns. Due to this martial

bent, most learn the techniques of the College of Valor or the College of Blades. As a Valenar bard, the crucial question is *why have you left your people?* Were you exiled due to a crime you might or might not have committed? Are you following the example of an ancestor who also fought along a band of outsiders or pursuing an artifact belonging to tribe?

Bards Without Music

Traditionally, a bard is a "master of song, speech, and all the magic they contain." But the abilities of the bard can lend themselves to many character concepts that have nothing to do with music or entertainment. Eberron is a world where magic is a part of life, and the bard's spellcasting could be closer to the talents of a magic initiate, magewright, or wandslinger, but at a level of artistry that surpasses the common adept.

Optional Rule: Bardic Tool Proficiency

This optional rule supports characters who want to have the general abilities of a bard but have no reason to rely on musical training. If your DM uses this rule during character creation, you can exchange the three instrument proficiencies provided by the bard class for a single tool or kit proficiency you don't already know.

The Chronicler

Wizards search for arcane secrets, spies engage in wars in the shadows, but there are others who seek the truth for its own sake. A *chronicle* is a news service, typically sharing information in the form of broadsheet or by criers. The best known and most reputable is the *Korranberg Chronicle*, based in the nation of Zilargo, but there are a host of lesser papers, including the sensational *Sharn Inquisitive*. A chronicler could also work directly for the Library of Korranberg, gathering information to add to its vast store of knowledge. As a chronicler, you could just be making gold by reporting on the deeds of your fellow adventurers. Your job could also be a source of adventure, as your editors send you to investigate mysteries or unusual events.

Sage is a good background for a chronicler and the Researcher feature reflects the ability to track down leads and to conduct general research. Divination or enchantment spells can prove equally useful in your work and the College of Lore is an obvious path. Bardic Inspiration can represent an inspiring personality but could reflect your keen eyes and astonishing array of knowledge. Perhaps you spot a weakness and share it with an ally or shout advice on how to resist an attack. Whether your insight is concretely focused or random trivia, a chronicler works hard to provide helpful advice in form of inspiring prose.

The Grifter

With a quick tongue, a swift blade, and knack for maximizing the *friends* cantrip, grifters keep one step ahead of an adversary by the sheer need to survive. Often a criminal or a charlatan, grifters use shady connections or a talent for deception in conjunction with their magical gifts. The College of Glamour and the College of Keys are both sound avenues for such a bardic scoundrel. Bardic Inspiration could be part of a charming personality, or simply remarkable luck and good fortune passed along to allies.

When creating a backstory, identify why other characters will want to keep you around. You might start off in deep water, hunted by angry victims or struggling to maintain a long con. Your silver tongue might be your best feature, but should anyone trust you? Perhaps your schemes are in service of a noble cause or you've had a change of heart and you're trying desperately to right some past transgression.

The Spy

The same skills that make a good grifter can produce a superlative spy. A rogue might make a better assassin, as bards excel at deception and intrigue, and magical talents could prove to be far more useful than a well-timed and sneaky attack. The Royal Eyes of Aundair and the Trust of Zilargo are known to employ magic as part of their covert operations, but any nation could make good use of a skilled bard.

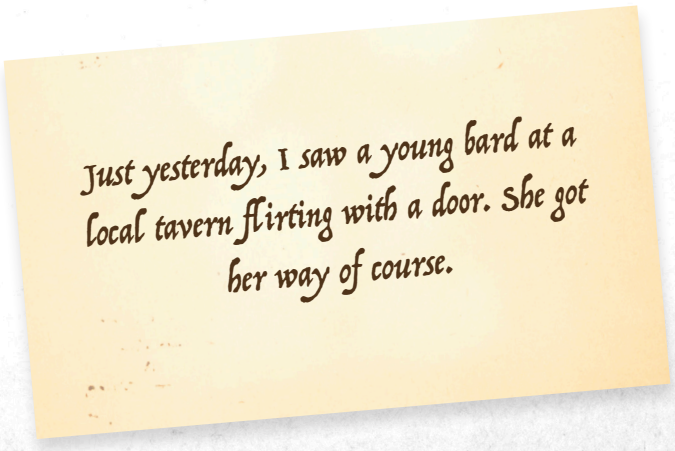
The main difference between a spy and a grifter is a tie to a nation or organization. The College of Keys can be useful for a covert infiltrator, while the College of Glamour or

College of Whispers might prove useful for a more direct approach. As a spy, you and your DM will have to decide if you're still an active agent or if you've put that life behind but found other ways to employ your espionage skills from prior service. Either way, old enemies or past jobs could come back to haunt you. Intelligence agencies of Khorvaire are discussed in more detail in the Rogue section of this chapter.

Instruments of Eberron

Every culture has its own musical traditions, and an entertainer in Eberron can choose from many paths. A bard could specialize in Lhazaar sea shanties, ancient Dhakaani battle-dirges, Karrn marches, or the hiss-choruses of the Q'barran lizardfolk. The halflings of the Talenta Plains love percussion in all forms; the hip-drum is a small instrument slung across the waist, while the hammertail drum is a massive instrument that can only be carried by multiple halflings. The ancient empire of the goblins favored its war-horns, and the horn is the most popular instrument in Darguun.

Eberron is a realm where magic is a part of life and one its most notable instruments is the Thurimbar rod, a form of wand specifically designed to channel and enhance the musical aspects of the *minor illusion* cantrip. A bard using a Thurimbar rod is limited only by their imagination and skill. With practice, the rod can mimic the sound of any instrument, or even an entire orchestra. The typical Thurimbar rod has no innate power of its own but acts as an arcane focus for this bardic magic, using the spell to produce its sound. However, there are enchanted *Thurimbar rods* that amplify the radius of audio illusions, allowing a musician to fill a concert hall with illusory music, and in rare instance, some that can pair dual illusions into a current of symphonic and optic delights.



Instruments of Eberron

d8	Instrument
1	A Talentan hip-drum, played with fists and fingers.
2	A Thurimbar rod carved from a unicorn's horn.
3	An Aundairian lute with a *Thurimbar rod* embedded into the neck.
4	A Phiarlan flute that's more than four thousand years old.
5	A crude harp from the Demon Wastes, made from the gut and bones of some unknown creature.
6	A Cyran fiddle recovered from the Mournland.
7	A gnome hand-harp said to be a gift from one of the archfey of Thelanis.
8	A goblin battle-horn, in the Dhakaani style.

The College of Keys

Many say that it was a warden of House Kundarak that first mastered the techniques of the College of Keys, singing a song so beautiful that the locks of Dreadhold opened and closed with harmonious rhythm. Whatever the truth, the techniques of the College of Keys are a boon to anyone who faces locks and traps on a regular basis. Many masters of this path can be found in House Kundarak, but the elves of House Phiarlan orchestrate the Timbre Illuminous, and spies and thieves alike yearn to strike the Master Keynote. It is an uncommon path, and one that is very difficult to master, but riches await those who unravel its mysteries.

College of Keys Features

Bard Level	Feature
3rd	Bonus Proficiency, Key Change, Timbre Illuminous
6th	Cypheric Ostinato
14th	Master Keynote

Bonus Proficiency

When you join the College of Keys at 3rd level, you gain proficiency with thieves' tools, if you don't already have it.

Key Change

Also at 3rd level, you learn to bend locks and traps with dashing style. If you have Expertise in one of your Charisma skills, you can use that skill instead of making a Dexterity check with your thieves' tools.

Timbre Illuminous

At 3rd level, you can coax a variety of information from a mechanism regarding its composition using merely verse and rhyme. When you spend at least 1 minute speaking or singing to a construct or inanimate mechanism, you can expend one Bardic Inspiration to learn certain information about its capabilities compared to your own. The DM tells you two of the following characteristics of the mechanism, of your choice:

- Purpose (lock, trap, surveillance, etc.)
- Intricacy (singular, compound, or complex)
- Nature (magical, mundane, or otherwise),
- Approximate difficulty class (easy, hard, nearly impossible, etc.)
- Elemental energies present (if any)
- Additional embedded magical qualities (if any)

Cypheric Ostinato

Starting at 6th level, you learn to control vocal range and resonance of your voice to offset the magic or material mechanisms within security and surveillance spells.

When you use your action to disarm or dispel a trap, or when you make a saving throw to avoid the full effects of a trap or magical ward, you can choose to expend one use of your Bardic Inspiration, rolling a Bardic Inspiration die and adding the number rolled to the ability check or saving throw. You can choose to use this feature after seeing the roll but before the DM determines whether the ability check or saving throw succeeds or fails.

Master Keynote

At 14th level, you learn how to hone pitch and rhythm to disarm all nearby mechanical impediments. You can expend one use of Bardic Inspiration to disarm all traps and open all locks within 30 feet for a number of rounds equal to the number you roll on the Bardic Inspiration die.

Once you use this feature, you can't use it again until you finish a short or long rest.



I love when dwarves opt for a little refinement. That rich baritone doesn't have to scare the plate off ya!

Cleric

Faith and Force. *What does it take to found a temple? What leads a congregation to questioning its beliefs or purpose? The heroic acts of Tira Miron founded the modern Church of the Silver Flame, while the "false Keeper" Melysse Miron nearly destroyed it. As your vestments gather over the pew, join us for an enlightening discussion of religion in the Five Nations.*

—Lady Dara ir'Rael
Artium Magister of Religion

REL1103: *Faith and Force*

It's easy to think of a cleric as just another magic user, one with a different knowledge and intent from that of a warlock or a wizard, one whose support is both consistent and focused. While a wizard's magic takes the form of a science, the mystical abilities of a cleric are a gift from a higher power, earned through faith and devotion to a cause. To call for this aid, a cleric's prayers to help the fallen need not follow the same repeatable pattern and pacing as those of the arcane arts dabbled in by artificers or wizards.

It's important to understand that in Eberron, not all priests can wield divine energies. A priest provides spiritual guidance to a community and congregation and they don't need magic to do this. Those that can use magic are usually adepts with the ability to utilize one or more low-level spells, like *thaumaturgy*, or other ceremonial rituals useful for everyday duties. A rare adept might be able to cast *speak with dead* or *lesser restoration,* but this is a great gift. Such a healer or medium is celebrated within the community and may be throughout the region. A cleric is a full-fledged divine champion, and someone who possesses such a powerful connection wouldn't waste that power on sermons and everyday services. People of faith assume that such power has a purpose. In playing a cleric, do you know your purpose?

The Power of Faith

Gods don't walk the world in Eberron, nor do their avatars lounge in fortresses across the planes. People believe that they are guided by divine forces—the Voice of the Silver Flame, the intuitive guidance of the Sovereigns—but don't expect these beings to physically manifest before them. If a thing can't be seen, is it real? Does the possibility exist that a such a higher purpose might not? These types of questions can create room for doubt, and while there's no question clerics and adepts wield mystical power, in Eberron it's possible to be an atheist.

Clerics rarely feel the need to prove the truth of their beliefs. As a cleric, you know your faith resides in your heart and that is all the proof you need. Work with your DM to uncover exactly why that is? What is it that has given you such an unshakeable faith in a force you can't touch? Do you have a direct connection to the divine? Do you believe in the doctrines and traditions of the church or is your faith entirely held within you, personally? What was the first time that a prayer was answered, and divine magic was yours to wield? Did your transcendental moment come from great need or with great sacrifice?

Transcendental Moment

d6	Event
1	A spontaneous act of healing saved a dying friend. (*spare the dying* or *cure wounds*)
2	A burst of flame struck down a deadly foe. (*sacred flame*)
3	A divine presence guided a task thought impossible. (*guidance*)
4	Your voice carried across a battlefield, allowing you to rally your allies. (*thaumaturgy*)
5	Divine power forced an enemy to do your bidding. (*command*)
6	Allies overcame impossible odds by the aid of a divine power. (*bless*)

Background

Every cleric has the ability to cast spells and channel divinity, but this is where the similarity from one cleric to another typically ends. To be a cleric, one doesn't necessarily need to be trained



or ordained priest. A cleric *could* have familiarity with the testaments of one or more religions, but it is far from a required skill. When creating a character in Eberron, spend time to focus on how your background fleshes out the differences that help your character break the ritual tropes, and separate it from the story of other clergy.

- **Acolyte.** You're a recognized servant of your faith who can always find shelter and support at a temple. In return, you're expected to abide by the rules of your church, and its faithful might ask you for advice or aid.
- **Charlatan** or **Entertainer.** You began as a charismatic street preacher, perhaps initially as a scam, until a divine power moved through you. Have you fully embraced your new role, or are you frightened of your power and purpose?
- **Folk Hero.** You're a champion of your faith and use your power to protect the common folk, but you have little interest in church doctrine or hierarchy. You might be a peasant guided by divine forces, or a former priest disgusted by corruption in your church.
- **Hermit.** You have studied the mysteries of the divine, either as part of a monastic order or in an isolation of your own making. In this time you've made a great discovery. Have you discovered a buried teaching, perhaps a truth that others will consider to be heresy? Or is your discovery more practical and personal, a quest you must complete?
- **Noble.** You believe that your family's power is a divine right, and that with that power comes responsibility. Does your family recognize a long tradition of priesthood? Have you been chosen to carry the mantle of your family's divine duty or was this burden chosen for you to bear alone?
- **Outlander.** You come from a wild tradition that diverges from the faiths as they're practiced in the Five Nations. You might be a half-orc priest from the Demon Wastes used to fighting a daily battle against fiends, or a halfling shaman from the Talenta Plains. Do you respect the priests of the Five Nations or are they fools who don't understand the true nature of the divine?
- **Sage.** Perhaps you're a student of history and prophecy, driven to understand the connection between divine power and the arcane, which you believe unlocks the mysteries of the planes. Familiar with the role religion has played in history, you might have uncovered suppressed or abandoned beliefs formerly labeled as heretical. Do you use your knowledge to guide others on the proper path or bring about greater change?
- **Soldier.** You don't care much about church politics or intrigues. A champion of faith, you fight a battle against evil and those who would harm your flock. Divine magic is just another arrow in your quiver, and prayer is your bow.
- **Urchin.** The divine found you in alleys and sewers. You don't know much about church or tradition, and your personal

beliefs and terminology stray wildly from any established doctrine. All the same, your suffering endured so that others might not.

Divine Purpose

As a cleric, you don't have to have a singular purpose to have been given the power to heal the sick and to smite the foul. But, why you, and why now? The general duties of a cleric are to protect the downtrodden and to act in accordance with your beliefs, serving as an example to others as you share your faith. Faithful of Kol Korran wander the roadways to offer aid to travelers. The cardinals of the Silver Flame and priests of Dol Arrah protect the innocent from supernatural threats. Cleric of Aureon search for knowledge to share as wisdom to help others. A general code of conduct can be a broad swath to follow on whatever adventure awaits or it could be particular and finite.

It could be that you proselytize and try to convince others to follow your path, or you could feel that you prove the value of your beliefs best through heroic action. On the other hand, your divine gifts might have been given to you to fulfill a specific destiny. Discuss and develop your divine purpose with your DM, and never expect your purpose to drive every adventure. In your travels you can always be searching for ways to pursue your goal and move closer to fulfilling your purpose but, unless the other characters have signed up for a crusade, you'll need to convince them that your cause is worth fighting at any given juncture.

If you do have a divine purpose, how was it revealed to you? Did you have a divine vision from a celestial messenger or tasked by a hobbled congregation or a leader of the church? Is it something you can reveal to others or kept secret from all but your closest allies? Is this the work that requires a lifetime to fulfill or is it something that must be accomplished quickly?

Divine Purpose

d8	Purpose
1	Cleanse your church of corruption and heresy.
2	Defeat an epic force of supernatural evil.
3	Cleanse the Mournland and prevent a second Mourning.
4	Recover lost relics of your faith.
5	Overthrow an oppressive leader.
6	Expose a fiendish conspiracy.
7	Bring down a cabal of warlocks.
8	Help victims of the war and unite the divided nations.

Drama Divine

The themes that define the acquisition of power for a cleric and warlock are similar in principle. In practice, there's rarely mystery to the source of a cleric's magic. Your faith is part of your story, not some bargain for power that might demand forfeit of your spellcasting abilities if the principles of your blind association of faith are violated.

If you and your DM agree, you could choose to add a little more uncertainty to your magic, furthering the idea that your powers aren't scientific or reliable, and exploring the connection to a higher power you don't fully understand. Before choosing to walk this path, bear in mind that you have to accept the good with the bad, and the possibility of disadvantage along with any benefit of advantage. This is a way to make clerics *feel different* from other classes but isn't intended to make them *better*. With this notion, the DM is the absolute arbiter of any divine effect, and your faith in the DM must be similar to your faith in the connection between your character and deity. Even if chosen, this path isn't something that should create an expectation of power at given milestones, even if you believe you are being as devout as possible. In fact, the point of this idea is that divine gifts aren't reliable, and that higher powers work in mysterious ways. If player and DM want to explore this idea, consider these paths.

Divine Visions

For most people the voice of the divine is simply instinct and conscience and even most priests don't have direct visions or celestial visitations. In Eberron, characters aren't most people, and you are a cleric imbued with divine power and purpose. Often, a divine vision is unquestionable and cryptic. Rarely does one carry on a conversation with a deity or ask for clarification. When you arrive in a village, you could have a vision of a golden crown floating over the head of

a beggar. Could it mean that you're supposed to place the beggar on the throne, that the beggar is a prince among men, or simply that you should do what the beggar requests? Alternately, a celestial guide in the form of a couatl tied to the Silver Flame, an angel devoted to a Sovereign, or even a manifestation of your own Divinity Within for the Blood of Vol might make an appearance. This spirit may not take kindly to being questioned by mortals and, of course, once voices and visions guide you, there's always the risk of being misled. It's always possible that your dream was crafted by a clever quori and who is to say if an angel is truly a servant of Boldrei and not an agent of the Lords of Dust?

Divine visions provide the DM with a somewhat subtle way to drive a story forward, adding a sense of mystery for a cleric and depth to the divine. At the same time, reliance on divine visions shouldn't take choice away from characters or force them down a path. These types of visions are best when enigmatic, presenting a cleric with clues or new mysteries to explore as opposed to simply being demands.

Mysterious Magic

The magic of a wizard is entirely predictable and reliable, because it's a form of science in Eberron. Meanwhile, the spells of a cleric are a divine gift, but as it stands they are just as predictable and reliable as any other form of magic. Presently, there is nothing mysterious about the divine power a cleric wields, no reward for using appropriately and no punishment for acting against the principles of your religion.

If both DM and player agree, a DM can add a little more uncertainty to divine magic. The simplest answer is for a divine spell to be more effective when it is used in a way that is truly aligned to the character's faith. An attack roll could have advantage, or a target could suffer disadvantage on a saving throw. Conversely, when divine magic is used in a way that violates the principles of the faith, the spell might require a roll to succeed or simply be denied.

These benefits and penalties shouldn't become common or trivial. Simply attacking an evil creature doesn't justify a bonus for a cleric of the Silver Flame, but if they are putting themselves at risk to protect an innocent, there by sacrificing a spell that could be more useful later because it's the right thing to do now, might be the sort of thing that receives favor. Even then, this favor might be limited to once an adventure, rather than over and over. Again, the purpose of this isn't to make a cleric stronger or weaker than any other enigmatic class but to add the feeling that the cleric's powers aren't entirely under their command and to encourage dramatic action in the name of such faith.

Doubt or Heresy

While the Silver Flame definitely exists as the force that holds the fiendish overlords at bay, there is no certainty in the faiths of Eberron, and an orc cleric of Kalok Shash would have a very different opinion from the cardinal of Flamekeep about the proper way to follow its path. As an example, the Silver Flame has many divisions that all retain the core convictions pertaining to protecting the innocent, regardless of their beliefs and on fighting supernatural evil. There are many different interpretations of the Sovereign Host and Dark Six, including cults that unite them together, and there are unusual practices that the faithful of any religion will need to consider at some point in their journey.

- **The Church of the Wyrm Ascendant** is an offshoot of the Sovereign Host that asserts that the Sovereigns are ascended dragons. This sect reveres dragons as divine beings, and also maintains that it is possible for any mortal to ascend through faith, devotion, and remarkable achievements in life.
- **The Emerald Claw** is an extremist sect of the Blood of Vol, and most followers of the faith don't support their violent actions. Within the Blood of Vol, two core beliefs surround the Divinity Within and can be stated simply as a path to self-discovery or the assertion that mortality is a curse laid upon the world by the Sovereigns, thereby ensuring mortals never ascend to threaten their dominion. Those who follow this path search for a way to bring down the cruel gods and end the tyranny of death. Such an abstract and distant goal, to be sure, but it can create direct tension between the vassals and other faithful of the Sovereign Host.

- **The Ghaash'kala** of the Demon Wastes consider life to be an endless war against hidden demons and beings who have been possessed or tainted by foul forces, and now act as the physical manifestation of evil. The Pure Flame is an extremist sect of the Silver Flame that believes in rooting out mortal evil through harsh action and deter future evils by similarly flagrant example. Even within the main body of the church, there is a growing division between those who support the theocracy of Thrane and those who believe that involving the church in politics is a distraction and invitation of corruption.
- **The Three Faces of War** is a cult found among the armies of the Five Nations. Members pay homage to the *three* Sovereigns of War: Dol Dorn, patron of strength and courage; Dol Arrah, the embodiment of strategy and honor; and Dol Azur, who favors cunning and victory at any cost. Dol Azur is more commonly known as the Mockery, a member of the Dark Six who remains despised by most followers of the Host. Yet, those who follow the Three Faces believe that they each have their place on the battlefield, and each one should be shown proper respect, lest the hardest warrior fall to their irreverence.

In creating a cleric, you can choose to follow one of these paths, or come up with a heresy of your own. Whether you are content to walk the path alone or if you want to spread beliefs that could bring you into direct opposition with an established populous, you can find your own unique approach to religion, even as a cleric of one of the known faiths.

Sovereign Domain

Be it war, storm, death itself, faith has more than one bastion, and these individual aspects create the maelstrom of existence. Rather than limiting devotion to a single deity, a vicar of the Sovereign Host embraces an entire pantheon of gods and goddesses. When blades are drawn, the Sovereign cleric calls on war gods Dol Dorn and Dol Arrah. When it's time to for negotiation, the priest looks to Kol Korran for inspiration. While some realms overlap slightly, one who specializes in the omnitheism knows the right Sovereign dominion for each occasion.



As a representative of many gods, a Sovereign priest can draw on a wide selection of spells. However, this also means that the common people will call on the cleric with a wide variety of problems. Marauding bandits? A cursed forge? A wedding ceremony? The Sovereign cleric can handle all of these.

Sovereign Domain Features

Cleric Level	Feature
1st	Solemn Devotion, Worldly Focus
3rd	Channel Divinity: Omnitheist
6th	Encouraging Whispers
8th	Divine Balance
17th	Sovereign Vessel

Solemn Devotion

When you choose this domain at 1st level, you gain proficiency in the History and Religion skills if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

Worldly Focus

Also at 1st level, you have spent countless hours studying the portfolios of deities across your pantheons, and learned to acknowledge their influence all around you in both peace and war. You gain proficiency in martial weapons and can use any weapon you are proficient with as a spellcasting focus for your cleric spells.

Channel Divinity: Omnitheist

Your belief in the omnipresence of the gods allows you to call upon the goodwill of any divine presence in the pantheon. As an action, you can use your Channel Divinity to choose one spell from any domain spell list. For the next 10 minutes, you can cast this spell as if it were a domain spell for you. The spell must be from the same level of spells you would gain access to at your level.

Encouraging Whispers

Starting at 6th level, while you are concentrating on a cleric spell, you add your Wisdom modifier (minimum of 1) to concentration checks made to maintain your spell.

Divine Balance

Starting at 8th level, you gain the ability to infuse your attacks with divine energy. Once on each of your turns when you hit a creature with a weapon attack or deal damage with one of your cleric cantrips, you add your Wisdom modifier to the damage you deal.

Sovereign Vassal

At 17th level, choose five spells from any domain spell list (the five needn't be from the same list), one from each of the following levels of the table: 1st, 3rd, 5th, 7th, and 9th. Like your other domain spells, they are always prepared and count as cleric spells for you.

Would you hire a seamstress to craft you a sword? What about a blacksmith for a ball gown? Of course not! So if it feels odd to follow a one-size-fits-all church, like the Silver Flame, your best bet is a cleric of the Sovereign with the expertise to point you in the direction of the most applicable Host!

Druid

Eldeen Cultures & Customs. *In the Five Nations, we have little experience with the champions of nature called "druids". However, recent rise of the Eldeen Reaches proves the power of the wild deserves the respect of nations. This class reviews the many druidic traditions found in the deep within the hidden wilds of western Khorvaire.*

—Excerpt from *Galifar Evolved*
by Ange Thornlong

CHG1101: *Eldeen Cultures & Customs*

Druids draw primal magic from the world itself. The process isn't like the spells of a wizard or the tools of an artificer, nor is it a divine petition to a higher power. Well, not exactly. Legend recounts how the great progenitor dragon Eberron enveloped the jealous evil of Khyber in the living prison that would become the world. If arcane magic comes from the tears of Siberys above, then Druidic magic is the blood and breath of Eberron herself, granting power to those who seek to defend her and the natural order from the threats beyond.

Most druids are swathed in tradition, usually initiated by a sect that teaches the secrets of this primal magic while also charging the aspirant with specific duties. While some sects are loosely aligned, each one has its own ideas as to the role their kind should play in the world.

The Druidic Language in Eberron

There's no universal alliance between all druids. The Wardens of the Wood and the Greensingers recognize one another as peers, but these traditions evolved alongside one another in the Eldeen Reaches. The Wardens know little of the Mask Weavers of the Talenta Plains or the primordial traditions of the lizardfolk shamans of Q'barra.

When a druid learns Druidic, "the secret language of druids" it is a secret shared by all druids, regardless of sect or tradition. Scholars remain perplexed by the fact it has remained secret over the course of thousands of years. Even the most gifted linguists lament that its patterns and sounds seem discernable only to those gifted a deep-seeded primal understanding. Still it remains unlearnable and unteachable, even when deciphered by the use of diligent magics, each attempt to decode its patterns and sounds results in fruitless energy spent withered away.

In Eberron, the answer is that Druidic is an innate magical language, the meaning of which one feels primally from within or never grasps at all. It is the language of nature itself and is integrally tied to calling on nature to facilitate casting a druid's spells. In casting *entangle* a druid requests vines to grow, while casting *cure wounds* pleads the organism's blood and bone to heal, and as all druids understand Druidic because it's the tool they all use, sages have coined this verbal component a "Druidic Invocation", citing the similar praxis to bridge the gap between their conventional knowledge. In truth, one with the knowledge or ability to call on the wild would never try to name that which is rooted to the core of the world itself.

While there is no universal alliance between all druids, woodland folk know that someone who speaks Druidic is a fellow initiate delving into Eberron's primal mysteries. That individual might not initially be welcomed as a friend but will certainly be given the chance to parley before a situation escalates to violence. This consideration isn't without flaw from time to time, as the well-intentioned worshipers of a Sovereign tied to nature might occasionally be mistaken for foe.

Druids and Nature Clerics

Traditionally, the Sovereign Host is a civilized faith with shrines in the great cities of the Five Nations but a number of shrines to deities tied to nature can be found in the wilds. Balinor is the Sovereign of the Hunt, Arawai brings nature's bounty, and the Devourer embodies its destructive power and the hunger that reclaims its waste. In Eberron, a priest of Balinor isn't inherently required to follow one trail or the other, but the main differences between the two lay in how command of nature is granted,

and the purpose for which they use it. While it's common for the two paths to recognize one another, such respect isn't always equal.

From a philosophical perspective, a druid is an envoy of nature with a connection to the environment itself, not a servant of a higher power. By contrast, the cleric serves a higher power and holds dominion over the natural world. While druids shun such metal armaments, nature clerics usually practice combat in man-made heavy metal armors until proficient. Yet, clerics lack the primal understanding required to communicate in Druidic and to assume Wild Shape, which is a reflection of the druid's deep connection to the natural world.

Such differences lead to a deep disconnect between the typical druid and a nature worshiping cleric. The Warden of the Wood might see the priests of Balinor as an arrogant outsider, a city-dweller who believes that humanoids hold some sort of divine right over the planet, which is admittedly often the case. To the priestess of Arawai, nature is something that serves the people and her primary concern is ensuring a bountiful harvest, not driving farmers from their fields.

While this is the obvious contrast, it's possible to create a character who uses one class while following the opposite path. Perhaps you want to play a priest of Balinor but you love the idea of hunting in the form of a wolf, or you want to be Ashbound but have no interest in ever assuming a Wild Shape. While there will be the occasional disconnect, like the Ashbound cleric can't use Wild Shape, the Balinor druid can't turn undead, look to juxtapose these ideas to best match the story and experience you're looking for, using backgrounds like the acolyte or outlander to cultivate the option.

Druids and Civilization

Druids stand between the civilized world and the wild. Some see civilization as an unnatural construct that should be destroyed. Others simply want to maintain a balance between the two. You can use this table as a quick guide to determine a druid's outlook, and whether any philosophical challenge aligns with one of the primary sects, or if a new one might be brewing somewhere in the depths of Khorvaire, still unknown to the world.

Druidic Beliefs

d8	Civilization…
1	… is a threat to the natural world and you fight to keep it at bay. (*Ashbound*)
2	… can exist in harmony with the natural world and you serve as an ambassador between the two. (*Wardens of the Wood*).
3	… allows the weak and sickly to survive, it is your duty to cull the herd. (*Children of Winter*)
4	… is inhabited by natural creatures but the most important thing is to protect *all* natural creatures from unnatural threats, such as undead and aberrations (*Gatekeepers*).
5	… is disturbing, you remain amazed that your comrades can stomach its strange ways.
6	… is fascinating and you're always curious to learn more about its oddities.
7	… is doomed, and you know that nature will rise up and wipe it all away, sooner or later.
8	… is still a part of nature, and just like the rat, nature adapts its ways to endure the city.

Druidic Circles in the Eldeen Sects

Thousands of years ago, the black dragon Vvaraak foresaw a catastrophe: the planar incursion from Xoriat, the Realm of Madness. Breaking with the traditions of Argonnessen, Vvaraak came to western Khorvaire and shared her knowledge of natural magic with the orcs of that region. Her acolytes became the first Gatekeeper druids, and they played a crucial role in defeating the daelkyr invasion. As the Gatekeeper sect spread north into the Towering Wood, its traditions were adapted by shifters, elves, and eventually humans who dwelled in that region. Four distinct traditions emerged over the course of centuries, and while there are other lesser sects, these are the paths that have survived the test of time. Each of these sects has a strong presence in the Eldeen Reaches, and over the last century many have been extending their influence into the Five Nations. As a new druid of the Eldeen, you may have been born into your sect, discovered it as you fled the Mourning, or turned your back on your birthlands when disgusted by the Last War.

Each of the Eldeen sects is a distinct order with unique customs, territory, and leadership. However, all respect the Great Druid Oalian and his oasis grove, the Greenheart, as a safe haven for druids of all paths. Oalian is an awakened greatpine, who some say was awakened by Vvaraak herself. Regardless of the truth of this, Oalian has been teaching initiates and mediating disputes for many thousands of years.

A druid's choice of circle is usually related to their sect, but it isn't dictated. Each circle typically provides a connection to the common environs and affinity to certain beasts that sect favors when shapeshifting. The following descriptions suggest circles that are especially strong matches for each sect but these are suggestions, not absolute restrictions. For instance, the Circle of the Spiritlords (*Xanathar's Lost Notes*) are a common choice for halfling druids of the Talenta Plains, while a druid who's learned techniques from the Circle of the Land could join a sect or remain unaligned, just as the Circle of the Arbiter is a new subclass that is designed to work with any of the Eldeen sects.

When creating a druid in Eberron, selecting a sect is a way to add depth to the backstory of a character and to establish why the druid left to seek adventure. The Aspirant background is a good match for a character closely tied to one of these sects, but there are many other backgrounds, ranging from hermit to folk hero, that can work well for a protector of nature.

The Ashbound

The Ashbound believe that nature and civilization are at war, and they are the champions of the wild. Ashbound druids seek to defend the natural world from the depredations of civilization and see arcane magic as a dangerous and corrupting force. In frontier regions, the Ashbound launch guerilla strikes against encroaching settlements and make brutal examples of poachers. Ambitious Ashbound even attack the holdings of dragonmarked houses and release bound elementals in their service.

The Ashbound are the warriors of the natural world. Many embrace the Circle of the Moon and fight with tooth and claw, while others tend to follow the Circle of Seasons (*Xanathar's Lost Notes*). Barbarians are common among the Ashbound, drawing on the primal fury of the natural world and it isn't uncommon to see Ashbound barbarians of the Path of the Storm Herald and Path of the Totem Warrior dashing into battle alongside Ashbound druids.

This is a difficult path for a player character to follow. How can you walk through the natural world with your allies without smashing it? How can you condone the presence of a wizard or an artificer? If you play an Ashbound druid, work with your DM to define the reason you are out in the modern world and make sure that reason is important enough that it overshadows such lesser transgressions and avoids conflict within the party. If the mission is to find a way to reverse the Mourning or to overthrow the Dragonmarked Houses, one could overlook the actions of the party wizard as long as all work towards that greater good. A considerate Ashbound might still ask a wizard to think carefully about the cost of magic and the harm they could cause and encourage that wizard to limit their arcane casting.

The Children of Winter

Death, disease, and decay are all part of the natural order. Disease keeps populations under control, death weeds out the weak and makes room for new life, while decay sustains the future. The Children of Winter embrace this reality as the harshest of truths. They firmly believe that if this natural order falls out of balance, Eberron will act to correct things on her own. If civilization goes too far, an excruciating summer or winter will devastate any hope of harvest to feed nature, and such famine will brutally restore the balance, wiping out all modern nations to start anew. Most outsiders regard this as apocalyptic nonsense, until the Mourning. Many of the Children of Winter believe the Mourning is the beginning of Eberron's cleansing, and they might be right.

The Children of Winter are a grim sect with grim responsibilities. They firmly believe in survival of the fittest, sometimes testing those who oppose them for the sake of that balance, but rarely to the death. Druids tied to this sect can be tasked to hunt down and destroy creatures that defy the cycle of life and death, search for the answer to the Mourning, or fight to stop the coming apocalypse. On the darker side, there are others in the sect who



believe that civilization must be brought to heel. Typically, these are extremists who unleash plagues in the great cities of Khorvaire and spur conflict to weed out the weak.

The Circle of Seasons (*Xanathar's Lost Notes*) and Circle of Spores (*Guildmaster's Guide to Ravnica*) are both found in the Children of Winter, and Monster Hunter and Gloom Stalker rangers have their place within the sect. While the Children abhor the use of medicine to save the weak who might sap valuable resources from others, it's acceptable to heal a champion who places themselves in harm's way for a worthy cause.

The Gatekeepers

The Gatekeepers are sworn to battle aberration, fiends, and anything that has no place in the natural world. While they are found in the Eldeen Reaches, the roots of the Gatekeepers have always come from the Shadow Marches, and there are many Marchers who support the old ways even today. The Gatekeepers have supporters within House Tharashk and, more recently, send agents across Khorvaire to toil in the long shadows cast by the dragonmarked house. Gatekeeper agents battle Cults of the Dragon Below and agents of the Daelkyr, watching for any signs of another planar incursion.

If you're playing a Gatekeeper, do you have a specific mission—a cult to bring down, an artifact you must protect? Or are you simply watching for any signs of unnatural influence?

The founders learned the beginnings of their primal druidic magic from Vvaraak, and any druids and rangers of many origins can be found in its ranks, especially the Circle of Dreams, Horizon Walkers, and Monster Hunters.

The Greensingers

The Greensingers believe the magic of the fey to be integral to natural, complimenting and enhancing its majesty, and encourage close ties between Thelanis and Eberron. They work to improve relations between mortals and the fey, teaching people how to safely interact with the fey, and serving as ambassadors to the faerie realms. While the bards and druids draw the most attention, many Greensingers are simply people who learn the stories of the fey and follow their traditions, seeking to live in harmony with their fey neighbors.

While the Greensingers are united by core principles, many Greensingers serve an archfey patron with ties to their topographical region, and they might work to advance the specific agenda of their patron in the world. This favoritism can lead to feuds among Greensingers. Though the rivalries within the sect can range from harmless pranks to malicious obstruction, this behavior is expected, understood, and never fatal. Such behavior also leads to the perception of Greensingers as a source of mischief and chaos. To outsiders, their actions are wild and unpredictable, as they serve the agendas of many different fey.

Any path that skirts the boundaries of the Fey lands finds a place among the Greensingers. Circles of Dreams, Moon, and Shepherd are archetypal Greensingers, but their ranks include bards of the College of Glamour and warlocks who've made pacts with the Archfey. In creating a Greensinger, decide if you follow the general principles of the sect or if you have a tie to a specific archfey. Work with your DM to cultivate the story of your patron and the role they might play in the campaign.

The Wardens of the Wood

The largest of the sects of the Eldeen Reaches is the Wardens of the Woods. With thousands of active members, the sect's primary purpose is to *protect the innocent, whether creatures of civilization or of wood and wild*. The Wardens ensure that the dangers of the Towering Wood don't spill out into the farmlands of the Eldeen Reaches, while also dealing with brigands, poachers, and other interlopers from the civilized world.

Although most Wardens live on the fringes of civilization within the communities of their sect, every Eldeen village has a single Warden advisor who seeks to peacefully resolve disputes within their village or with other communities. These advisors travel the nearby farms to ensure the farmers of the Reaches work peacefully with the land, nurturing it with each harvest, instead of doing harm.

Under a different capacity, Wardens serve as the militia of the Eldeen Reaches. While they are the largest sect, most of their members are hunters or advisors. Among the latter, the Circle of the Shepherd is the most common path, while the former guard the deep woods and might follow the Circle of the Land.

The Wardens act to protect the wild from the world and vice versa. As a Warden, identify reasons why you've left your community and how your adventures advance that goal.

Other Druidic Traditions

The Lizardfolk of Q'barra have their own path that mirrors the Gatekeepers in the Shadow Marches. The origins of this tradition are long forgotten, but it's likely that they were also taught by dragons and the possibility exists that Vvaraak taught both orc and lizardfolk. With the longest lineage of all establish sects, the Eldeen druids are by far the largest and most widespread in the wake of the Mourning with agents crisscrossed throughout Khorvaire, but these are not the only druids in Eberron.

Maskweavers are the shamans of the Talenta halflings. The Talentans believe that the environs around them are filled with the spirits of their ancestors, spirits of nature, and even of fringe realms to this plane. A maskweaver guides their tribe and serves as an intermediary for the spirits as part ambassador, part medium. They create the masks that serve as symbolic tools when dealing with the spirits and help their tribal warriors forge the tethering bonds with their mounts. Like the Greensingers, the Talenta druids often deal with the fey but, unlike their Eldeen counterparts, the maskweavers see no distinction between purely natural spirits, the ghosts of their ancestors, or the fey.

Maskweavers generally follow one of four circles that hold sway of their daily lives. Those of the Circle of Dreams deal with the fey and

watch over manifest zones. Circles of the Moon and the Shepherd work with dinosaurs and excel at assuming dinosaur shapes. While the Circle of the Spiritlords (*Xanathar's Lost Notes*) deal first and foremost with natural and ancestral spirits. As they guide the barbarian warriors of their tribes, they craft masks and totems that reflect common beasts of the Plains instead of the forest. Totems of the Hammertail (ankylosaurus), Glidewing (Pteranodon), and Clawfoot (raptor), take the place of the Bear, Eagle, and Wolf.

The **Siyal Marrain** are found among the Valenar elves. Translated in the common Galifaran tongue to "Horse Watchers", these druids care for the remarkable steeds of the elves and unleash the force of nature on the battlefield. Less spiritual than other druids, the Siyal Marrain wield the wild as a weapon against the foes of the Valenaran. A product of their environment, the Circle of the Land is often used to support their raids, while the Circle of the Shepherd care for their warhorses and commune with ancestral spirits. Other Siyal focus primarily on the martial arts, preferring armor to an animal shape and such a champion can be created as a barbarian of the Ancestral Guardian, cleric of the Nature domain, or Hunter ranger.

Unnatural Druids

A barbarian needn't be a savage, a bard needn't warble sonnets and, in the same way, it's possible to create a druid character without a bond to the natural world. As a matter of story or flavor, spells might reflect supernatural gifts as opposed to primal magic, whose effects remain unchanged but are described within your supernatural narrative. If this is a direction you and your DM agree to explore, consider exchanging the Druidic language for one that compliments that narrative instead. Here's a few unnatural options.

The Changeling Menagerie

Naturally, a changeling can only assume humanoid forms, but one who devotes themselves to the art of shapeshifting might transcend this limitation. A gifted changeling who masters these transformations to assume a wide array of bestial and humanoid shapes is called a **menagerie**.

Thematically, such a character might strongly consider the Circle of the Moon to reflect this shapeshifting prowess through Wild Shape. Spells of a menagerie could also emulate the same talent for physical alterations through mystical manifestation. With a little creativity, spells like *barkskin*, *darkvision*, *meld into stone*, and even *poison spray* could all be described as a temporary metamorphosis. Perhaps a truly gifted changeling druid understands the composition of matter on a level that allows extending the transformation to others with *cure wounds*, *enhance ability*, or *protection from energy*, while still following the rules of spellcasting.

Olarune's Champion

Shifters are found among all the Eldeen sects and make excellent rangers and druids. Legend among the Eldeen shifters speaks of the moon, Olarune, long ago blessing the wisest shifter warriors with power over the natural world and the gift of shapeshifting. Later legends impose that this gift was corrupted by demons, and this is the true origin of lycanthropy. Such shifters were thought hunted to extinction during the Purge, but perhaps the blessing of the moon can overcome the atrocities of the Silver Flame's Lycanthropic Inquisition of 832 YK.

Another path that reflects expertise in shapeshifting, a shifter character would have a deep and primal connection to the natural world. It is reasonable for them to know Druidic and their influence of other beasts is easily conveyed through the *animal friendship and conjure animals spells*. As one of Olarune's Champions, a druid is unlikely to be bound to any particular sect but might have a divine purpose. Does the moon-spirit want you to battle evil lycanthropes or find a way to defeat the spirit that corrupted her gift and share it with other shifters?

The Vadalis Monarch

An heir with the Mark of Handling has a connection to the natural world, one not earned by devotion, but as a birthright instead. A character with the Mark of Handling could describe their abilities and spells as empowered

effects of an exceptionally powerful dragonmark. Not only does the mark allow influence over animals' behavior common to the mark, but is an anomaly that grants the heir the form of those beasts. Such an evolution of the Mark of Handling might explain the c*harm person* and *hold person* spells as granting unprecedented influence over humanoids, as well as animals.

Functionally, these powers follow the standards for spellcasting but facilitate a story arc that grants dominion over the wild. As an heir of a mighty house with a dragonmark that exceeds the most powerful Siberys mark recorded. Unbridled dominion over the wild kingdom lay before you as the Vadalis monarch, if you can survive your ascension.

The Greatwenge Weald

In the wake of the Mourning four years ago, the twisted Greatwenge Embrisa emerged from the depths of the Shadow Marches. She claims Vvaraak herself charged her with knowledge to be shared only under cataclysmic circumstance. Hierophants and hermits argue if this event is some unknown disaster that lies ahead, the Mourning, or if she might have been its cause.

While Embrisa hasn't engaged directly with Oalian or the leaders of the Gatekeepers, a small conclave of druids methodically recruit promising aspirants from within the other sects to an estuary hidden somewhere between the Crawling Swamp and the Deepwood, called the Wengeweald, which plays hearth to this ancient sentinel and her growing army of disciples. Now, whippoorwills whisper of a tradition forgotten millennia ago, called the Circle of Arbiters, and its followers blaze a trail once consigned to oblivion.

Seemingly by design, the circle remains intimate and its ultimate mission yet to be revealed. If you have been recruited by Embrisa and initiated into the mysteries of the Arbiter, why? Is a massive planar incursion looming? Could the Mourning spread beyond Cyre? As an Arbiter you will like receive assignments directly from Embrisa or fellow agents, and your true purpose will surely emerge in time.

Circle of the Arbiter

Members of the Circle of the Arbiter understand that the material world is just one aspect of reality. These planar defenders are sworn to protect the natural world from the denizens and influence of the outer planes. The druids of this circle are drawn from many different sects, and in this order an Ashbound stands shoulder to shoulder with a Greensinger as the last bulwark between Eberron and the beyond. This diversity strengthens the circle, as every tradition offers unique advantages and techniques that to counter different threats.

Circle of the Arbiter Features

Druid Level	Feature
2nd	Student of Tradition, Shape of the Arbiter
6th	Hated Foe
10th	Elder Gifts
14th	All Paths, Arborescent Omen

Student of Tradition

When you choose this circle at 2nd level, you gain one of the following features of your choice passed down by tradition.

Absolve the Unnatural. When you cast a divine spell that reduces a creature's hit point total to 0 and would kill it, you can choose to subdue the creature, instead.

Scent of Decay. You know the *detect poison and disease* and the *protection against poison* spells, you always have them prepared, and they don't count against the number of spells you can prepare each day. You can cast each once without expending a spell slot. Once you do, you must complete a short or long rest before you cast these spells again in this way.

Darkvision. You gain darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 30 feet.

Woodsong. You gain proficiency in the Charisma (Performance) skill and whenever you make a Charisma check when interacting with fey creatures, your proficiency bonus is doubled if it applies to the check.

Warden View. You gain proficiency in the Nature and Perception skills if you don't already have it. Your proficiency bonus is doubled for any ability check that uses either of those proficiencies.

Shape of the Arbiter

Also at 2nd level, you can use your action and expend two uses of Wild Shape at the same time to magically assume the shape of a planar being of energy whose origin and composition are as pure as the multiverse itself, called an arbiter.

The rules of Wild Shape apply with the following changes. Your statistics don't change but you gain temporary hit points equal to your Hit Point Maximum. While these temporary hit points remain, you are always considered to be under the effects of the *levitate* spell, and you have resistance against all damage except force and psychic damage.

You gain a special melee and ranged spell attack option that you can use with the Attack action. This special attack has a range of 30 feet and can hit ethereal creatures. You are proficient with it, and you add your Wisdom modifier to its attack and damage rolls. Its damage type is force, and its damage die is a d8. You can stay in this shape for a number of minutes equal to half your druid level (rounded down). You then revert to your normal form. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, you have no more temporary hit points, or die.

Additionally, while you are transformed by Shape of the Arbiter, you can use a bonus action to expend any number of Hit Dice up to your Wisdom modifier to regain 1d8 of these temporary hit points per Hit Die expended.

Hated Foe

Starting at 6th level, your sect is charged with maintaining the balance between some of nature's deadliest enemies. You choose one sect listed in the Hated Foes table. When you hit a creature type associated with that sect, you gain a bonus to the damage you deal with your melee and ranged spell attacks against that creature equal to half your druid level, and its damage type is the same as the attack.

Hated Foes

Druid Sect	Creature Types
Ashbound	Celestial and elemental
Child of Winter	Plants and undead
Gatekeepers	Aberrations and fiends
Greensingers	Beasts and fey
Wardens of the Woods	Constructs and monstrosities

Elder Gifts

At 10th level, you gain one of the following magical abilities gifted by your an elder of your sect.

Ashes to Arbiter. You can expend one use of your Wild Shape feature to cast the *counterspell* spell without using a spell slot. As part of the same reaction, you can expend an additional use of your Wild Shape to immediately refocus the energy you defuse to assume the shape of the arbiter. You can't use this feature again until you finish a long rest.

Chillbane. You are immune to poison and disease, and have resistance to Cold damage and effects of cold weather.

Gates of Mind. You gain immunity to psychic damage and resistance to force damage.

Singer's Haunt. You gain proficiency in Charisma saving throws and you can't be charmed, frightened, or put to sleep against your will.

Warden's Last Stand. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

All Paths

At 14th level, you know the *planar shift* spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. You can cast it once without expending a spell slot. Once you cast the spell in this way, you can't cast it again using this feature until you finish a long rest.

Additionally, while in Wild Shape, you can see into the Ethereal Plane out to a range of 30 feet.

Arborescent Omen

Also at 14th level, you gain one of the following features of your choice, an omen as to the trials the lay before your kind.

Bound to Unravel. Once on each of your turns, when you make a melee attack against a creature that is concentrating on a spell, you can deal additional damage to that creature. The additional damage type is force and is equal to your proficiency bonus.

Contagious Chill. You know the *contagion* spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. When you cast it, you can expend a number of Hit Dice equal to your Constitution modifier to increase the spell save DC by 1 for each Hit Die you spend.

Once you use this feature, you can't cast it again in this way until you finish a short or long rest.

Gates of Wrath. Whenever you reduce one of your hated foe to 50 hit points or fewer, you can expend one of your Wild Shapes to banish it. If the target is native to a different plane of existence than the one you're on, the target disappears, returning to its home plane. If the target is native to the plane you are on, the creature vanishes into a harmless demiplane. While there, the target is incapacitated. It remains there for one minute, until you are incapacitated, or you use this feature again, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

Song of Madness. You know the *crown of madness* spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. Also, when you cast it using this feature, it affects all humanoids within 30 feet of you that can hear or see you.

Once you cast the spell in this way, you can't cast it again using this feature until you finish a long rest.

Fell Sacrifice. When you hit a creature with a melee attack while in Wild Shape, you can expend one of your Hit Die to sacrifice some of your life force to deal damage equal to your druid level to your target, in addition to the attack's normal damage. Each time you do, roll the Hit Die, and subtract the number from your hit point total.



Fighter

Blade, Bow, and Bone. *At the end of the Ninth Century, Galifar was a single united kingdom. Decades of civil war drove each nation to develop unique military strategies and forces that harnessed national traditions and resources. In this unit we study some of the exotic traditions of the elite soldiers of the Five Nations, from the Bone Knight to the Silverbow.*

—Talaen Tolaoi
Professor of Military Studies

MA1104: *Weapons of Warriors*

A fighter is more than just adept with arms and armament. With a second wind of determination, willpower, or sheer physical stamina, a natural born fighter takes decisive action beyond the limits of normal soldiers. When others would falter, the indomitable spirit to champion of revolution or act as a bulwark of the weak is what ultimately defines the fighter.

Military Rank in Eberron

The last war was a defining moment in the history of Eberron. Nearly every individual was affected in some way, and most fought, or lost friends and family, over the hundred years leading to the Mourning. Though a logical background choice, you don't have to have been a soldier or mercenary just because you fought in the Last War. Outlander could suffice for a former scout. A deserter might be considered a charlatan or criminal. However, the benefit of the soldier background is your Military Rank and service, and it means that you served with such distinction that your former comrades still honor your service, and that you can exert influence over other soldiers from your nation.

If you do follow the soldier background, first identify the nation you served, and perhaps all the way down to the type of unit, a glorious victory you enjoyed, and several defeats you suffered. The Military Rank benefit only applies to "soldiers loyal to your former military organization" from Thrane, Breland, Karrnath, and Aundair but all are sound choices for established traditions and a concrete hierarchy in Eberron. However, while the nation of Cyre has fallen, it might prove quite useful. Cyran soldiers are spread among the refugees and can be found across Khorvaire and beyond, which means help might never be far away. Furthermore, as a Cyran soldier there's no mystery as to why you've left military service. Whether you served your nation with distinction or simply say that you did, the nation fell and you must establish a new path on your own. Another unusual choice for the soldier background is House Deneith. The Blademarks of House Deneith are likewise found across Khorvaire and helped to supply all nations with mercenaries and coordinate their movement from one employer to another. Perhaps your former service to the house can get you shelter and respect at a Deneith enclave without having a dragonmark of your own.

No matter which background you choose, if you've decided to link yourself to military service, you should consider what you did to earn such respect, why you left, and what horrors you experienced. Did you leave voluntarily? Did political positioning cause your nation to discharge you for killing an enemy aristocrat, or are you celebrated for it? Were you severely injured in a courageous act and released from service for an extended recovery? Have you been discharged, on an important mission for a general, or are you simply on leave?

A final thing to establish when taking the soldier background is your military rank and the confidence that carries sway in the confidence of your gain, as well as the competency others assume you maintain. It could be an asset when you're dealing with people loyal to your nation, and could endear you to higher ranking officers, but it might have unpredictable results when interacting with your former enemies. If you served Cyre with distinction in the war, it's possible that a Karrnathi general will show respect for your former rank but the Karrnathi corporal might look to take revenge for a friend lost on the battlefield.



Elite Forces of Khorvaire

Martial archetypes reflect specialized training and styles of combat. Champion and Battle Master are flexible archetypes that have a place in any culture. But there are other archetypes that have a narrow focus and more closely reflect the martial traditions of a particular culture.

If your backstory involves military service, you might have been selected to one of these elite units during the Last War, might still in good standing, and receive ongoing specialized training directly from the source. Otherwise, you might decide that you received instruction of full abilities of an archetype during the Last War, and while you practice them daily in your morning routines, you refuse to put them to work until you have perfected the motions for fear of getting your allies killed. In any case, members of this force will likely recognize your talents and regard you accordingly, if not friendly. As a Karrn, you served with the Ebon Skull but have only recently been able to utilize the full potential of Bonecraft, and one of the Ebon Skull would certainly recognize your efforts.

Optional Rule: The Silverbow

The Silverbow is an optional variant of the Arcane Archer martial archetype, drawing on the divine power of the Silver Flame. If you use this variant, replace the Arcane Archer Lore feature with Silverbow Lore, and add Radiant Arrow to the list of options for Arcane Shot.

Silverbow Lore

At 3rd level, you are trained in the rituals and lore of the Silver Flame. You choose to gain proficiency in either the History or Religion skill and learn the *thaumaturgy* cantrip.

Radiant Arrow

You infuse your arrow with the light of the Silver Flame. The creature hit by the arrow takes an extra 2d6 radiant damage and it must succeed on a Constitution saving throw or be stunned until the end of your next turn. The radiant damage increases to 4d6 when you reach 18th level in this class. The damage is increased by 1d6 if the target is undead, to a maximum of 5d6.

Aside from the backstory potential, these elite forces are still active in the world, and could be potential allies or enemies during your adventures.

Aundair: The Knights Arcane

Wizardry is the lifeblood of the kingdom of Aundair. The smallest of the Five Nations, Aundair relied on arcane superiority to hold its own on the battlefield. Aundair was the first nation to field squads of soldiers trained in the use of destructive cantrips, called wandslingers. The Knights Arcane are among the finest forces in the Aundairian arsenal and are feared as warriors who can strike down the enemy with steel, spell, or both simultaneously.

The Knights Arcane are the predominant Eldritch Knights of Eberron and the pride of Aundair. Their garrison is attached to the floating towers of Arcanix, and Aundair continues to build their ranks in preparation for whatever conflicts lie ahead. The Knights recruit nobles and sages from the aristocracy and the most promising students of Aundair, and both are logical backgrounds in lieu of the soldier. While the Knights Arcane are fighters, on the battlefield they are supported by wizards, magewrights, and powerful mystical artillery, giving them an edge working with more magical allies in their travels.

Aside from the Knights Arcane, Aundairians favor grace and cunning over brute strength. Aundairian Battle Masters often specialize in Disarming Attack, Evasive Footwork, and Feinting Attack. While not by name specifically, the Samurai reflect the considerate dedication and discipline that is valued throughout the nation. Many Aundairians prefer light armor and finesse weapons, often with a wand in one hand. Even if an Aundairian fighter isn't an Eldritch Knight, the Magic Initiate feat can categorize their aptitude appropriately.

Breland: The King's Shields

The most elite soldiers of Breland are drawn to the King's Citadel, and those with arcane talent are assigned to the King's Wands, while those who work best in the shadows join the King's Dark Lanterns. The King's Swords fight in the vanguard, and fighters in this force are typically Champions. However, the finest soldiers in Breland are the King's Shields, entrusted with the defense of the royal family and anyone the nation can't afford to lose. The Swords are celebrated for their courage, but the Shields are renowned for their skill with sword and shield, whether mounted or on foot. Most Cavaliers aspire to this charge, and a character who learns to use Unwavering Mark and Warding Maneuver to draw attacks and defend their allies will be quickly noticed.

Finally, with the longest borders of all the nations, and threats coming from nations and raiding bands of outlaws and monsters, those folk hero types who can't help but stand against the tide find themselves labeled Vigilante for taking matters into their own hands. These brawlers are rarely concerned with their own personal safety, and years of standing up for their neighbors have made them tough as nails and stalwart in conviction. Vigilantes can even be found on the dark streets of Sharn, with rivulets of temperate rains accented by the glow of magical neon lights drizzling from their weapons or armored trench coats.

Cyre: Resurgent

Cyre's military was shattered by the Mourning, its leadership was lost, and units scattered to the corners of Khorvaire. Prince Oargev has established himself in New Cyre, but not all of the loyal soldiers of Cyre believe that the prince is the best hope for a reborn Cyre and some fear that he is too focused on his own narratives of glory rather than what is truly best for the scattered refugees of his crippled nation.

To be a Resurgent is to follow an ideal. A soldier still willing to fight for the good of the Cyran people and possessing the determination and charisma to keep the spirit of the nation alive. Not drawn from a single unit, and no true sigillary to bear, the symbol of the movement is the golden Cyran crown wreathed in green flames. It's fire represents the spirit of the Cyran people and the crucible that will restore the nation. Former rank means little to a Resurgent; a general might follow a foot soldier, if that soldier shows sufficient courage and tact. A Resurgent with the soldier background is respected for their deeds in the Last War and

might have held a high rank but folk heroes are equally common, reflecting the common soldier who has fought to protect the refugees and earned their respect and love. The Resurgents don't have a strict hierarchy, and even a Vigilante can be a respected Resurgent while still following their own path as an adventurer, simply by keeping their eyes open for ways to aid and inspire Cyran refugees through action.

The Resurgent is an inspiring figure who gives the downtrodden courage and hope. Most Resurgent these days are Vigilantes fighting in the alleys of cities, battling criminals and others who prey on refugees, as well as throughout the countryside. Those who spent more time in service, or exemplified the teachings of their instructors, follow the techniques of the Battle Master and specialize in the maneuvers like Commander's Strike, Distracting Strike, Rally, and others that help facilitate their allies to victory. No matter the path, the Resurgent focus on directly defending the people of their once beloved nation, even at great personal cost.

Karrnath: The Ebon Skull

Karrnath is renowned for a martial discipline that strikes fear into the hearts of their enemies. Menacing Attack is the signature maneuver for Karrnathi Battle Masters, most Karnns can tell one of their soldiers by the posture and confidence that their extensive training demands. Cavaliers and Champions can be found throughout its army and special forces reflecting the same tenacity and poise of their leadership. No matter how impressive the Karrn's mundane skills are, Karrnath is infamous for its use of undead on the battlefield, and as the ranks of these skeletal legions swelled, the nation needed a new kind of soldier who could marshal the dead and forge them into an effective weapon. Years of perfecting this call to arms produced the Bone Knight, a fearsome warrior who stands between life and death.

Through the secrets of the religion, the first Bone Knights learned bonecraft as followers of the Blood of Vol. In the hands of an ambitious military, the religious devotion once required is now more of a daunting matter of discipline, but still one many patriotic Karrns struggled to master. Bone Knights were spread among a number of units to provide the vital techniques necessary to muster the undead, and a single Bone Knight could turn the tide of a battle. The two most distinguished units were the Order of the Emerald Claw and the Order of the Ebon Skull and both were disbanded at the end of the Last War. The Emerald Claw has since been revived as a force of violent extremists, warriors who serve the Queen of the Dead instead of the King of Karrnath. By contrast, the members of the Ebon Skull have remained loyal to their nation. Stories of the victories attributed to the Ebon Skull echo throughout Karrnath, and even if their unit has been disbanded, its members are still respected. Many continue to serve at Fort Bones, waiting for the day that the war begins again, and the ivory legions are called from the crypts.

As a Bone Knight, consider that those who trained you came from the Ebon Skull or the Emerald Claw. If you were part of the Emerald Claw, your former allies are now outlaws and terrorists, but members of the Ebon Skull still have comrades and a home base in the Fort Bones. Either unit might seek to defeat established traitors and or heretics to redeem their storied reputation? Either might follow the faith of the Blood of Vol or see necromancy as a martial tool disconnected from any faith, wielded the same as any weapon.

Thrane: The Silverbows

Archery is a devotional practice of the Silver Flame, and many practiced on the range daily, regardless of their station on the battlefield. The people of Thrane take pride in their archery, and peasant archers played a major role in the Last War. While such informal Vigilante militias are surprisingly effective, the Church of the Silver Flame also fielded elite units of exceptional archers behind their frontlines. These archers were the envy of every other major power and the magical capabilities they could deliver with a volley of arrows far exceeded that of any other nation. As much of Thrane's conflict during the war was with the neighboring Karrnath, the training of the Silverbows focused on infusing their arrows with the power of the Flame itself, blasting their undead foes with radiant energy or using beguiling arrows to control the battlefield or halt a fight all together.

Those with the soldier background are first and foremost aligned with the martial wing of the

Silverbows, tied directly to the army, and fought specifically to defend Thrane from the advancing undead hordes. The acolyte background would indicate service with the templars, dedicated to the Church of the Silver Flame to protect the nation and defend all innocents from supernatural threats. Different backgrounds tied to the Silverbows might be tenuous, operating either as a solo operative who mastered the techniques through study and practice, or left the order after some great travesty or faith shaking realization.

Silverbow or not, Thrane fighters typically specialize in Archery or Protection. Rally, Goading Strike, and Distracting Strike are common techniques for Thrane Battle Masters.

In the service of Thrane, a Silverbow is nearly indistinguishable from an Arcane Archer of another nation, with a few distinct changes that identify its service to the theocratic nation. When a Silverbow fires the Banishing Arrow, the victim is pulled into the bindings of the Flame itself, while the Beguiling Arrow calls on the compassion of the Flame to soothe aggressors. Finally, and perhaps the most telling, Magic Arrows loosed from the Silverbow's strings radiate with a translucent blue flame.

Valenar Warbands

The Valenar elves devote their long lives to martial excellence, and even the least among the Valenar is a match for the elite warriors of other nations. Each Valenar elf is sworn to emulate the life and deeds of a heroic ancestor, a champion of legend. These ancestral heroes embraced every path of war. Cavaliers of the Valenar are the finest cavalry in Khorvaire. Arcane Archers and Eldritch Knights weave magic into their warfare with hypnotic movements, and Valenar Battle Masters overwhelm enemies with Sweeping Attacks and unerring precision.

Ancestry and patronage are paramount to each Valenar fighter, as is their equine prowess. An Eldritch Knight might come from a long line of battle mages, and might be excited to join the line or furious their path has been chosen already. The Samurai archetype is a good choice for a Valenar who wants an especially close relationship with their patron ancestor, drawing on his ancestors for guidance in battle as exemplified by their Fighting Spirit.

The Valenar nation is one vast army. This roving army is grouped into camps made up of around 500 elves, called warclans, which are broken down into independent warbands of 8 to 12 soldiers. What is your relationship with your warclan? What position did you have within your warband? Is your clan assigned to Valenar, or are its members serving as mercenaries across the Five Nations? Are you the last survivor of a devastating battle? Work with your DM to establish the story of your past and relationship with your ancestors as a Valenar, no matter your path.

Martial Heroes

As a fighter, you're a fierce combatant, but you don't have to be a soldier, and you might not have fought in the Last War. Here's a few additional ideas for fighters in Eberron.

The Enforcer

You grew up on the mean streets of one of the great cities of Khorvaire. You never fought in the Last War, and you never gave a damn about nations or who sits on a throne. Your interest was always surviving another day and taking vengeance on your enemies. You had to fight to survive, fell in with a gang, and even worked your way up to working for one of the major criminal organizations. What is it that caused you to leave this life behind to become an adventurer? Did you fall out with your employer? Did a rival gang wipe out your former comrades? Or do you yearn to do something better with your life to redeem your bloody past?

The criminal background is a good start for an enforcer, and gives you contacts in the underworld. The Battle Master can give you a few dirty tricks—Disarming Attack, Menacing Attack, Trip Attack—from your back-alley brawls and the Vigilante embodies the archetypical lone wolf.

The Fallen Paladin

You were once a truly devout champion of the light, perhaps a templar of the Silver Flame or a paladin of Dol Arrah, but your faith was shattered by something you saw or did during



the Last War. Perhaps it was simply the relentless cruelty and suffering you witnessed daily, a massacre, or the Mourning itself. Whatever it was broke your faith so completely that you turned away from the divine and never looked back.

This would be a story decision and wouldn't change how fighters normally work but is driven by the idea that your shattered faith is the core of your character. It's not just that you have pragmatic doubts or made a mistake once upon a time, it's that the things you've seen or done have made you bitter, cynical, or pessimistic. In the past, your faith might have produced miraculous victories but that really might have been just steel and muscle. These days, your sword and shield are all you can believe in—at least, they've never let you down.

As a Fallen Paladin, you're unlikely to be an acolyte or a soldier, because you turned away from the life you once led well before your adventures began. Now you might be a wandering urchin, a sailor, even a criminal. On the other hand, you could be a folk hero who's seen the ugliness of the world, and though you don't believe there's a divine plan or great purpose, you can still bring your own justice to the streets.

The War Machine

A warforged fighter is a living weapon, literally made for battle. As a warforged fighter, your class abilities might be manifestations of your design. Second Wind activates a self-repair routine. If you take the Samurai archetype, the temporary hit points from Fighting Spirit could be temporarily shift your armor for better durability. As a Rune Guard (*Xanathar's Lost Notes*), your spells could be enchantments etched into your plating. Whatever your path, it's an opportunity to explore the idea that you were built for this purpose, and with that in mind, what drives you now? You were made to be a weapon, but can you stomach the bloodshed or do you hunger for battle?

Legacy Weapon

No one becomes a fighter overnight. Many seem carry to on a family tradition learned from a parent or wise mentor, and further honed during years of military service. Perhaps you weren't a protégé but a prodigy, feeling the length of a blade or the weight of armor as an extension of your own body, and the drive to innovate where the teaching of others lulls them into predictable patterns, and predictable flaws. If you've chosen the path of a fighter, whatever battles you've fought, your mind, arms and armor are the tools that saw you through it, and your favorite weapon might have a story of its own, forged by your sweat, or handed down through millennia.

Perhaps a family sword has innate powers that will only be revealed when the blade tastes

the blood of a dragon, proving the heir's mettle. A rescued artificer might offer to enchant the bow left by a dying mentor. By working with your DM to craft a lineage defined by your armor, weapons, or shield, you two might build a narrative bond over that item and might choose to unlock magic properties in this weapon of legacy, rather than placing magical weapons in your path. Pick one of your weapons and use the table below to enhance the history of your weapon.

Weapon Legacy

d8	Story
1	The weapon has been handed down in your family for generations.
2	You took the weapon from a dangerous enemy.
3	Your dying mentor entrusted you with the weapon.
4	You received the weapon when you joined the army, and carried it through the war.
5	The weapon was a mysterious gift, supposedly from a secret admirer.
6	You received the weapon as a prize in a grand tournament.
7	You made the weapon yourself. It's not pretty, but it works.
8	You stumbled upon a forgotten ruin as a child, and found the weapon there.

Bone Knight

To a Karrn, the undead are weapons and a Bone Knight walks a line between life and death, training night and day to wield the ivory legions as they see fit. Bone Knights wield the power of necromancy and can grow armor and weapons from their own bones. Beyond this, there is an intuitive connection to the undead. Initially, this allows you to command a single undead soldier and arm yourself for battle from within. As your power grows, you can direct a legion of the dead, turning these mindless creatures into an effective fighting force.

Most Bone Knights served Karrnath in the Last War, fighting as part of the Emerald Claw or the Ebon Skull. However, the champions of the Blood of Vol have practiced these traditions for centuries and learn these skills through this faith. Whether your bonecraft was earned through devotion to faith or your own design, decide whether this is something you sought or a disturbing means to an end.

Bone Knight Features

Fighter Level	Feature
3rd	Spellcasting, Ivory Legionnaire
7th	Bonecraft
10th	Master of the Ivory Banner
15th	Marrow Strike
18th	Grim Conscription

Spellcasting

When you reach 3rd level, you augment your martial prowess with the ability to cast spells. See Spells Rules for the general rules of spellcasting and the Spells Listing for the cleric spell list.



Bone Knight Spellcasting

			—Spell Slots per Spell Level—			
Figher Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

Cantrips. You learn two cantrips of your choice from the cleric spell list. You learn an additional cleric cantrip of your choice at 10th level.

Spell Slots. The Bone Knight Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *inflict wounds* and have a 1st-level and a 2nd-level spell slot available, you can cast *inflict wounds* using either slot.

Spells Known of 1st-level and Higher. You know three 1st-level cleric spells of your choice, two of which you must choose from the necromancy and transmutation spells on the cleric spell list.

The Spells Known column of the Bone Knight Spellcasting table shows when you learn more cleric spells of 1st level or higher. Each of these spells must be a necromancy or transmutation spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the cleric spells you know with another spell of your choice from the cleric spell list. The new spell must be of a level for which you have spell slots, and it must be a necromancy or transmutation spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, and your power comes from devotion to your discipline. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier.

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ivory Legionnaire

At 3rd level, you gain the aid of an undead **warhorse skeleton** to ride into battle. You also gain a **skeleton** protector that accompanies you on your conquest. It acts on your initiative and obeys your commands in battle.

Add your proficiency bonus to its attack rolls and damage rolls, as well as any saving throws it is proficient in, and it gains hit points equal to your fighter level.

If your mount or protector dies, you can spend 1 hour to reanimate each corpse, which you can do over the course of a short rest.

At 10th level, your skeleton protector becomes a **dread warrior**.

Bonecraft

Beginning at 7th level, your spiritual connection with the composition of the undead legion bestows your body with the gift to grow weapons and armor from within you to enhance your martial prowess on the battlefield.

The first time you create your armor or your weapon, you can expend a spell slot of 1st-level or higher to increase the effectiveness of either

one of your armaments. When you do, until the end of your next long rest or until you die, the armor or weapons you create with this feature become magic items, granting a +1 bonus to AC if it's armor or a +1 bonus to attack and damage rolls if it's a weapon. The bonus the item gains is equal to the level of the spell slot you spent when you created it for the first time.

Bonecraft Armor. You can use your action to encase yourself in a suit of segmented, bonecraft armor. When you do, your Armor Class becomes 10 + your Constitution modifier + your Proficiency bonus. While your bonecraft armor envelops you, you can't benefit from wearing armor, but if you are using a shield, you can apply the shield's bonus as normal. You remain protected in this way until you absorb the armor (no action required), or you die.

Bonecraft Weapon. You can use your bonus action to graft a weapon of hardened bone from your body in your empty hand. You can choose the form the weapon takes each time you grow it. Your bonecraft weapon becomes brittle and breaks if it is more than 5 feet away from you for 1 minute or more. It also crumbles to dust if you use this feature again, if you absorb the weapon (no action required), or if you die.

Master of the Ivory Banner

Beginning at 10th level, when you use your Second Wind feature, you add your proficiency bonus to the hit points you regain, and your undead allies within 60 feet of you gain temporary hit points equal to the total number you regain.

Death Strike

Starting at 15th level, when you hit a creature with a melee or ranged attack using your bonecraft weapon, you can expend one spell slot to cause the weapon to deal 1d10 extra damage to the target. This damage increases by 1d10 for each spell level higher than 1st, to a maximum of 4d10. The damage increases by 1d10 if the target is undead.

Grim Conscription

At 18th level, you prowess on the battlefield is respected by legions of undead. As an action, you can assume command of a number of undead creatures from a willing summoner or you can force any undead you can see within 30 feet of you to make a Charisma saving throw against your spell save DC or fall under your command. If a creature succeeds on this saving throw, you can't use this feature on it again. If it fails, it falls under your command and obeys your orders for the next 24 hours.

Intelligent undead are harder to control in this way. If the target has an Intelligence of 8 or higher, it has advantage on the saving throw. If it fails the saving throw and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.

Your undead legion can't have a cumulative challenge rating greater than your Fighter level.

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

Vigilante

For some, war is a battle between nations. To others, it is a quest for justice, something fought in the alleys and the wilds. As a Vigilante you have a driving purpose, a battle you feel that only you can win. You may work to battle crime or expose corruption. You may be on the trail of a hidden cult manipulating the fate of nations. What defines the Vigilante is your absolute conviction—a willingness to give your all, burning your vital energy to sharpen your senses and push past any obstacle. You'll get the job done... even if it kills you.

Vigilante Features

Fighter Level	Feature
3rd	Bonus Proficiency, Tough As Nails, Vital Pursuits
7th	Prepared For Anything
10th	Vigilant Heart
15th	Tireless Pursuits
18th	Vigilant Opportunist

Bonus Proficiency

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: Insight, Investigation, or Perception.

Tough As Nails

When you choose this archetype at 3rd level, while you are not wearing any armor, your Armor Class equals 10 + your Constitution modifier + your proficiency bonus. You can use a shield and still gain this benefit.

Additionally, your hit point maximum increases by 3, and increases by 1 each time you take a level in this class.

Vital Pursuits

Also at 3rd level, you can push beyond your physical and mental limits with sheer determination, enhancing your deductive and martial abilities for a short time at the cost of your own personal wellness. As a bonus action on your turn, you can expend 1 Hit Die to sharpen your attention on the grandest of schemes or most vital details. As you enter this heightened state, before your concentration begins, roll the Hit Die and subtract the number from your hit point total. This damage can't be reduced in any way. While you concentrate (as if casting a spell), you gain the following benefits:

- You gain a bonus to Wisdom, Intelligence, and Charisma ability checks and saving throws equal to your Constitution modifier.
- You gain a bonus to the damage you deal with your weapon attacks equal to your proficiency bonus.
- Whenever a creature makes a Wisdom, Intelligence or Charisma ability check against you to uncover your presence or determine your purpose, you can use your reaction to impose disadvantage on it.

These effects last for a number of minutes equal to the number you roll, and end early if you lose your concentration, become incapacitated, or you die. You have two uses of this feature, and you regain all expended uses of it when you finish a long rest.

Prepared For Anything

At 7th level, you gain proficiency in one additional saving throw of your choice. Whenever you finish a short or long rest, you can choose to replace it with different saving throw of your choice.

Vigilant Heart

At 10th level, you have advantage on Constitution saving throws that you make to maintain your concentration when you take damage.

Tireless Pursuits

Starting at 15th level, your sharpened senses are available whenever battle starts. If you roll initiative and have no uses of Vital Pursuits remaining, you regain one use of it.

Vigilant Opportunist

Starting at 18th level, you respond to danger with extraordinary vigilance. In combat, you get a special reaction that you can take once on every creature's turn, except your turn. You can use this special reaction only to make an opportunity attack, and you can't use it on the same turn that you take your normal reaction.

Orphan with a shattered past? Detective down on your luck? There's something to be said about those who are so stubborn they take matters into their own hands. At least take the right tools!

Monk

Mastering Mind and Body. *The Monks of Khorvaire hail from the Adaran tradition of the Tashalatora, to Dol Dorn's Order of the Broken Blade, this introduction explores the monastic traditions found across Khorvaire. Professor Hass Holan will guide you through the varied philosophies of these fascinating sects, while Professor Tolai demonstrates their martial techniques.*

—Talaen Tolaoi
Professor of Physical Studies
&
Jolan Hass Holan
Professor of Galifarian History

MA1105: *Exotic Disciplines*

Wizards harness mystical power through the study of arcane science. A cleric is a vessel that entreats for the aid of divine forces. Those who study the fighter's disciplines harden their bodies and minds through purposeful repetition. The monk walks a step in each of these shoes. Beginning with a foundation of mental and physical discipline, a monk channels energy to force an impossible action to become possible, from moving with superhuman speed to striking with fists of flame. The sorcerers persuade the ambient energies all around them to do their bidding, while the monk focuses power within them and becomes a conduit with the strictest discipline.

Monastic Traditions

The monasteries of Aureon are some of the finest libraries in the Five Nations, and the Church of the Silver Flame has many refuges for those who wish to retreat from the world and focus on the mysteries of the Flame. However, the monks who live in these places are cloistered scholars and priests, not martial artists. The people of the Five Nations are used to fighting with sword or spell, and the techniques of the monk class are exotic and mysterious. However, there are a few established monastic traditions in Khorvaire.

The Flayed Hand

The Mockery is the lord of pain and vengeance, the deceiver who destroys. His monks embrace suffering, and through ritual torture, they overcome weakness of body and mind. An initiate of the Flayed Hand strips the flesh across the body and then treats the muscle below with an alchemical substance that toughens and heals it. This process is an aspect of their Unarmored Defense.

After learning to endure pain, the next teachings focus on how to inflict it. The monks of the Flayed Hand are master torturers and deadly warriors, communing with the Mockery through murder and deception. Most monks of the Flayed Hand employ the Way of Atonement (*Xanathar's Lost Notes*) or the Way of Shadow. The order often tempts orphans and those with sorted pasts to join their ranks, making urchin or criminal ideal recruits for these monks.

Monks of the Flayed Hand might be mercenaries or assassins for hire. In that vein, you might be a murderer who preys only on murderers or a masked avenger who uses terror and torture as tools in the service of justice. Work with your DM to discover where you came from, why you joined, and if you hide your self-inflicted disfigurement or display it as a source of pride and a warning?

The Fulcrum

The monks of the Fulcrum meditate on the balance of the planes, contemplating the delicate array of forces that underlie reality. The order was founded in Zilargo, and its roots are closely tied to the elemental binding industry. The masters of the Fulcrum believe that industrial binding carries the risk of disrupting the planar balance, and that the devotions of the Fulcrum serve as a counterbalance and prevent catastrophes.

Through their devotions, monks of the Fulcrum learn to channel powerful elemental forces. Rather than being part of the natural world, these powers are drawn from the planes, and the energies of Fernia, Risia and Lamannia flow through the Fulcrum monk. Most members



of the order use such energies in abstract ways, acting purely to maintain the balance of elemental energies within the world. While some focus on the martial potential of these powers, sheathing their fists in fire and skin in stone.

The Fulcrum isn't a religious order, but its members are concerned with anything that could disrupt the balance of the planes and are especially interested in solving the mystery of the Mourning. The order follows the Way of the Four Elements, and sage, scholar, and hermit are common backgrounds.

The Order of the Broken Blade

Dol Dorn is the Sovereign of the common warrior, the patron of anyone who pits strength and skill against another. Centuries ago a soldier stood alone surrounded by foes, holding the hilt of a shattered sword. Though the odds were impossible, Dol Dorn was with him and he let the Sovereign guide him, bringing down his enemies with hands, feet, and the hilt of his broken blade. This unnamed soldier founded the order and it continues to this day.

The monks of the Broken Blade follow the Way of the Kensai. Many members of the order began as soldiers, but a few gain renown as folk heroes, using their talents to protect the common people.

As a monk of the Broken Blade, you honor all the deities of the Sovereign Host in the proper time, but Dol Dorn stands above the rest. You hear the Sovereign's voice in battle and are always searching for worthy foes. Sword, bow, fist, foot—you strive to master each one, as each reveals another aspect of the Sovereign of Strength and Steel.

Shadow Dancers

The Demesne of Motion in House Phiarlan teaches every aspect of movement from acrobatics and dance, to gymnastics, and even advanced forms martial arts. For many, this discipline is used only to entertain but the Houses of Shadow are tied into a world of espionage and intrigue, and while this order is primarily comprised of elves who bear the Dragonmark of Shadow, Thuranni and Phiarlan will train exceptional students of any bloodline.

There are two distinct paths within the house, and as a shadow dancer, either is just as likely. The Way of the Drunken Master is tied to showmanship, and those who follow this tradition are typically entertainers. Those that follow the Way of Shadow typically originate from the spy variant of the charlatan background.

As one of these monks, you might be an operative for the House or, conversely, it is possible to have remained untethered to anything particularly sinister at all. An entertainer might simply have given up the stage for a life of adventure. On the other hand, your troupe might have been murdered one night, and you seek to discover who was behind their final curtain call. If this is your path, you might expect to have lingering ties to the espionage operations of one of the houses, regardless of the teaching you learned. In the shadow of clandestine syndicates, one is never truly retired.

The Silver Forge

The templars of the Silver Flame are sworn to stand against the darkness and to defend the innocent from supernatural evil. The typical templar relies on sword and bow to overcome their foes, but there is an elite order within the Church that strives to produce living weapons. Forge and Flame temper the body and mind,

producing a champion who can channel the radiant energy of the Flame into blade or fist.

A student of the Silver Forge is devoted to fighting for the light. An Argent Fist is a champion of the Church, well versed in its lore, and sworn to protect the innocent from all foul things. A Blade in the Light of the Forge should always be watching for hidden threats or hunting for demons, monstrosities, undead, or fiends.

The monks of the Silver Forge follow the ways of the Argent Fist, Kensei, or Sun Soul traditions. Some are acolytes, focusing on their role within the church, while others are artisans or folk heroes, putting the battle against the darkness ahead of a place in the church hierarchy.

Tashalatora

Tashalatora is a kalashtar martial art, typically translated as "The Path of Shadows" and it is a true martial art, practiced both as a form of meditation and self-defense. The Path of Shadows is widely dispersed among the empathetic kalashtar. As a Tashalatora monk, you could be tied to a particular monastery, either in Khorvaire or Adar. There's a well-established monastery in Sharn, and its members help to defend the local kalashtar from the schemes of the Dreaming Dark. Some Tashalatora monks are rumored to channel ki so precisely they can infuse allies with their lifeforce to embolden their attacks or magically transfer injuries to their own flesh, concentrating to mystically regenerate healing the wounds.

Tashalatora monks follow the Way of the Open Hand or the Way of Empathy (*Xanathar's Lost Notes*). The "shadow" of the title refers to walking through the darkness of the world in pursuit of the light that lies ahead, not to the use of shadow magics. There are many backgrounds that can fit this path. As a hermit, you may have just left an Adaran monastery after a decade of contemplative isolation or a vision of a threat posed by the Dreaming Dark drew you out to oppose it. On the other hand, you could have been taught the path by a kalashtar mentor, regardless of your own race or background. An urchin could have been taken in by an elderly mentor and taught the path to help you control your anger. A folk hero might be determined to use such gifts to battle crime in the alleys of Sharn or to protect the innocent from tyranny.

Other Traditions

The paths described above are well-established and are the most likely monks, but a monk isn't limited to these options. The Order of the Mystic Fist is a secretive order of sorcerers who blend the powers of their arcane bloodlines with the Way of the Four Elements. The monks of the Long Arm are traveling folk who have developed remarkable staff techniques.

The Valenar are another source of monks who don't maintain monasteries. Each of the different monastic techniques is associated with a particular patron ancestor, each celebrated for their deeds on the battlefield. Valenar orders that teach the Way of the Kensei are comprised entirely of elves who share a spiritual lineage and roam the world in search of worthy challenges. Your greatest rivals will often be other Valenar monks, keen to prove either the superiority of their ancestor or, if you share an ancestor, that their mastery of the path is greater than yours.

Monks Without Discipline

Just as a barbarian needn't be a savage, a monk needn't be tied to a monastic order. A monk is characterized by their inner strength, remarkable speed, and martial abilities that improve over time. A monk's increasing unarmed damage generally reflects improved skill; but as a warforged monk, it could literally reflect your fists evolving into deadlier weapons. Consider the following ideas.

Living Weapon. As a warforged monk, your class features can reflect the ongoing evolution of your physical form. Your ki is an internal reserve of energy you use to activate embedded enchantments. Your subclass features can reflect

this, for instance, Sweeping Cinder Strike could be depicted as coming from an embedded wand-like device.

Magebred Warrior. The Dragonmarked House Vadalis is renowned for magebreeding which employs mystical techniques to imbue animals with enhanced physical abilities. According to the house, they've never successfully applied these techniques to humans. Yet, during the Last War, the house certainly attempted to produce mystical warriors.

As your character matures, you'll have to decide if your class features represent a physical mutation or enhanced speed, precision, and combat instincts. You could have been made in the image of a living weapon as the result of this program and your abilities are the result of mystical enhancement.

Could it be that you have bone ridges along your fists that enhance your unarmed attacks and a stronger bone density that enables you a higher threshold for taking and dishing out damage? Are you still aligned with the House Vadalis or are you a renegade working to reveal their horrific experiments? Are you a champion, the first great success of this program, or a flawed and terrible secret the house is trying to hide?

Master Spy. By default, the monk has a mystical, ascetic aspect, but you could present a monk as a highly trained spy specializing in unarmed combat techniques. Combine the monk class with the spy variant of the charlatan background, focusing on stealth and infiltration as your class proficiencies. As a master of disguise, being skilled at deception and quick with your hands, you don't need to carry a weapon—you are the weapon. In that light, the abilities of the Way of Shadow can be seen as a form of specialized arcane training, and you might still be actively working for your former agency or have you been *burnt* and need to forge a new life. In either case, work with your DM to decide if former operations could come back to haunt you.

Primal Champion. Shifter monks might be called Primal Champions, driven by their instinct rather than monastic tradition and found in the wilds or fighting alongside druids and rangers. As a shifter, a monk's enhanced speed and physical capabilities could be a form of ongoing shifting. Racial traits might well explain the monk class features like Unarmored Defense as a heightened Beasthide trait or reflect the increased damage of Martial Arts as deadly claws and teeth. If you discuss this path with your DM, your Martial Arts might inflict slashing or piercing damage if you want to describe the use of claws or teeth gnashing and tearing at your enemies.

Solemn Vow

The martial arts and mental techniques of the monk require devotion and discipline. Many monks live ascetic lives, forsaking the luxuries of the world to better focus on the powers within. Your vow may be a taboo shared by all members of your order, or it could be a boon laid upon you by your mentor. It may be that you are proving your worth to your order by holding to your vow for a period of time, or it could simply be a promise you've made to yourself.

Monastic Vow

d8	Vow
1	You shun all forms of comfort and luxury, maintaining a squalid lifestyle.
2	You maintain an unusual and highly restricted diet.
3	You cannot lie.
4	You seek to suppress all emotion and maintain perfect calm.
5	You seek to battle other martial artists, to learn from their techniques.
6	You must oppose tyranny and cruelty.
7	You cannot refuse a challenge.
8	The master of your order has given you a question; you must do everything within your power to uncover the answer.

Way of The Argent Fist

The Argent Fist uses ki energy to channel radiant power, healing the injured and blasting unclean creatures. This tradition was first mastered by followers of the Silver Flame, and the the Silver Forge has a number of fortress monasteries spread across Thrane. However, an Argent Fist could also be a champion of Dol Arrah, a Ghaash'kala orc, or even a warforged built to battle the undead.

Argent Fist Features

Monk Level	Feature
3rd	Balm of the Flame, Faithful Seekers
6th	Wrath of the Argent
11th	Bound by Faith
17th	Radiant Embrace

Balm of the Flame

Starting when you choose this tradition at 3rd level, you can harness your ki to rekindle the flame represented within all life. You have a well of cleansing flame that replenishes when you take a long rest. With that well, you can restore a total number of hit points equal to your monk level multipled by your Wisdom modifier.

As an action, you can touch a creature and spend 1 ki point to draw power from that well to restore a number of hit points to that creature, up to the maximum amount remaining in your well.

This feature improves when you reach 11th level, when you can expend 1 ki point and 5 hit points from your well of cleansing flame to end one effect that is causing the creature to be charmed or frightened. You can cleanse multiple effects with a single use of Balm of the Flame, expending hit points separately for each one.

The healing effects of this feature have no effect on undead and constructs.

Seeker The Light

At 3rd level, whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can choose to make each fiend, monstrosity, or undead within 30 feet of you make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there is nowhere to move, the creature can use the Dodge action.

Once you use this feature, you can't use it again until you finish a long rest. You can use this feature twice between long rests starting at 11th level.

Wrath of the Argent

Beginning at 6th level, you can expend 2 ki points to wreath your fists or monk weapons in a sacred flame. For the next minute, your firsts shed bright light out to 10 feet, and dim light up to 15 feet. In addition, your monk weapon attacks and unarmed strikes deal an extra 1d4 radiant damage. When you hit a fiend, monstrosity, or undead the radiant damage increases to 2d4.

At 17th level, you can spend 4 ki points to increase this radiant damage to 2d4, and the damage to a fiend, monstrosity, or undead increases to 4d4.

Bound by Faith

Starting at 11th level, when you attempt to stun a fiend, monstrosity, or undead with your Stunning Strike feature, you can instead expend an additional 5 ki points to force the target to make a Wisdom saving throw or be paralyzed for up to 1 minute. The target repeats the saving throw each time it takes damage or at the end of each of its turns. On a success, the effect ends on the target.

Radiant Embrace

At 17th level, as an action, you stoke the embers within you into a torrent of holy fire.

For 1 minute, you gain the following benefits.

- You radiate light as if you were the center of the *daylight* spell.
- While you have at least 1 hit point, you regenerate hit points equal to your Wisdom modifier at the start each of your turns.
- Your monk weapon attacks and unarmed strikes score critical hits on a 19 or 20. Against a fiend, monstrosity, or undead creature, you score critical hits with your monk weapon attacks and unarmed strikes on a roll of 18-20.

Once you use this feature, you can't use it again until you finish a long rest.

Paladin

Throughout folklore and legend, *paladins have been celebrated as champions of light since Tira Miron saved Thrane with her sword and her sacrifice. Often more militant than holy, these warriors seem bound to the outer-worldly beings that guide them more than any other allegiance, and there have even been reports of these vital military assets defying the Nations they champion to serve those "voices" only they can hear. If a paladin's alliance can shift at a whim, what separates them from simple mercenaries for the highest bid of power? This thesis explores the faith and faithfulness of paladins throughout history and their role in modern times.*

— Jerion Phious
Sharn Inquisitive

REL1104: *Faith & Folklore*

A paladin is a champion empowered by faith, and a paladin's oath is a symbol of that faith and a source of guidance in dark or confusing times. Problems are rarely simple, and those too rigid might shatter against the complexities of a noir tale in Eberron. Faith needn't be blind, and like the paladin, it should evolve. Tira Miron founded the Church of the Silver Flame, but she began as a paladin of Dol Arrah, discovering the Silver Flame and her destiny over the course of her adventures. A soldier has a cause and purpose, but a paladin is bound by sacred oath. Don't be afraid to explore these trappings and, should the story present the right reasons, abandon them.

Oaths of Eberron

The *Player's Handbook* assigns cleric domains to the faiths of Eberron but provides no such similar guidance for paladins. Two paladins can serve the same cause in very different ways, and

Oaths of Eberron

The Sovereign Host	Common Oaths
Arawai, goddess of life and love	Oath of the Ancients, Oath of Redemption*
Aureon, god of law and lore	Oath of Devotion
Balinor, god of horn and hunt	Oath of the Ancients
Boldrei, goddess of hall and hearth	Oath of Devotion, Oath of Redemption*
Dol Arrah, goddess of sun and sacrifice	Oath of Devotion
Dol Dorn, god of strength and steel	Oath of Vengeance
Kol Korran, god of world and wealth	Oath of Predation**, Oath of Providence**
Olladra, goddess of feast and fortune	Oath of Devotion, Oath of Providence**
Onatar, god of fire and forge	Oath of Devotion

The Dark Six	Common Oaths
The Devourer, god of wave and whelm	Oath of the Ancients
The Fury, goddess of rage and ruin	Oath of Vengeance
The Keeper, god of death and decay	Oathbreaker, Oath of Predation**
The Mockery, god of betrayal and bloodshed	Oath of Conquest*
The Shadow, god of magic and mystery	Oathbreaker, Oath of Predation**
The Traveler, deity of chaos and change	Any

Other Faiths of Eberron	Common Oaths
The Silver Flame	Oath of Devotion, Oath of Redemption*, Oath of Vengeance
The Blood of Vol	Oathbreaker, Oath of Sacrament, Oath of Predation**
The Cults of the Dragon Below	Oathbreaker, Oath of Conquest*, Oath of Predation**
The Path of Light	Oath of Redemption*
The Spirits of the Past	Any
The Undying Court	Oath of Devotion

*Oath found in *Xanathar's Guide to Everything*.
**Oath found in *Xanathar's Lost Notes*.

their oath doesn't always align like a cleric's domain. The Oaths of Eberron table and section that follows explore the core faiths of Khorvaire and how they relate to a paladin's calling.

The Silver Flame

The Oath of Devotion is the most common path for a follower of the Silver Flame. The primary purpose of the Flame is to protect the innocent from supernatural threats, but courage, compassion, and duty are all core values of the Church. These are principles even the common templar strives to uphold, regardless of their individual oath.

Another pillar of the faith seeks to vanquish monsters and fiends through steel and spell, and that champions who fall to evil should be brought back to the light whenever possible. The Oath of Redemption is a logical path for a paladin focused on inspiring the lost, working in slums or war-torn lands, and showing criminals the error of their ways.

While the church maintains that the Silver Flame exists to defend the innocent, there are those who see it first and foremost as a weapon with which to smite the wicked. In Khorvaire, this belief is tied to the Pure Flame zealots of Aundair, as well as Ghaash'kala orcs of the Demon Wastes who have been battling fiends for thousands of years. Paladins who embrace this philosophy may take the Oath of Vengeance. However, there are many in Flamekeep, including Keeper Jaela, who disapprove of this aggressive stance.

The Sovereign Host

The Sovereign Host is a unified pantheon of Sovereigns who each govern a different aspect of life, and each vassal offers prayers to whichever Sovereign is most relevant to the current situation. Paladins who embrace the entire host will likely take the Oath of Devotion and uphold Aureon's laws, hold Arawai's healing light, and act as the sword of Dol Arrah. Others might swear their oaths to a single Sovereign and focus their actions on a narrower sphere. Paladins usually swear fidelity to the members of Sovereign Host below.

- **Dol Arrah.** The primary patron of paladins within the Sovereign Host, Dol Arrah guides her paladins to fight with honor and bring the sun's light to dark places. Paladins sworn to her service may lead troops in battle, or they may hunt foul creatures.
- **Aureon.** As the bringer of law, Aureon has the second largest corps of faithful. Paladins sworn to his service enforce order and see that justice is done. Aureon is also the Lord of Lore and teaches arcane magic, and his paladins are often Magic Initiates or dabblers in other arcane arts.
- **Boldrei.** The patron of communities, Boldrei's paladins often serve as justices or sheriffs, helping to protect small towns and to mediate disputes between neighbors. This tends to overlap with servants of Aureon, but paladins of Boldrei are generally more



concerned with results than following the letter of the law.

- **Arawai** and **Balinor.** Paladins devoted to these two Sovereigns protect rural communities and patrol wild frontiers. Paladins of Arawai are more focused on defending and healing others, while paladins of Balinor hunt brigands, poachers, and dangerous beasts.

The other Sovereigns rarely call for paladins. Dol Dorn is the patron of the common soldier and prefers to spend his time with fighters over paladins. Champions of Onatar are typically clerics with the Forge domain, while Kol Korran and Olladra prefer bards and rogues to divine warriors.

The Dark Six

There are those within the Five Nations who believe the Dark Six represent virtues to be embraced rather than being depicted as evil forces to be avoided, placated, or shunned. Others might be called to serve these sinister forces against their will, and those who refuse rarely maintain their obstinance for long.

- **The Keeper.** A paladin of the Keeper has visions of people destined to die and serves as the hand of the Lord of Death, duty-bound to ensure that those marked for death are laid low. Such followers might hate this duty, but should the paladin fail in the appointed task, five innocents will die in place of the appointed victim. Alternatively, a servant who falsely professes murderous intent to be of the Keeper's desire will claim five of the paladin's closest companions within the fortnight. Make sure to work with your DM not to unsettle a campaign without due consideration.
- **The Mockery.** A paladin of the Mockery believes that victory justifies any action. Most champions of the Mockery are cruel and ruthless, but like the monks of the Flayed Hand, a few manage to turn the weapons of the Mockery against greater evils. Such a paladin might be a criminal who hunts other criminals or uses terror to drive people towards the light.
- **The Devourer.** Where a paladin of Balinor might hunt brigands or poachers, a paladin of the Devourer, the embodiment of the destructive power of nature, is the wolf in the wood, ready to prey upon anyone foolish enough to stray from the path.
- **The Shadow.** As the dark reflection of Aureon, the Shadow's champions function as community leaders throughout Droaam. In the Five Nations, a hero of the Shadow might follow the same path as the champion of the Keeper, receiving visions of dark mysteries that must be unraveled.

The Dark Six embody wild and sinister forces, their oaths reflect this, and their power is a reward for their devotion, not a punishment. Champions of the Fury are typically barbarians, while emissaries of the Traveler typically prefer guile instead of force.

The Blood of Vol

Followers of the Blood of Vol believe that divine power comes from within. This faith also teaches that death is the end, and oblivion waits beyond Dolurrh. As a result, Paladins of Vol find their duty is to fight against death, steel their will, and to defend friends and family against deadly harm. Often martyrs, Oath of Sacrament paladins harnesses their inner spark to defend their allies, often at their own detriment. While this path is common for a paladin of the Blood of Vol, there are some dreadnaughts who prefer to embrace their familiarity with the undead, rather than their own divine spark. Blackguard like these are most notably aligned with the Order of the Emerald Claw and wield the abilities of the Oathbreaker.

Other Faiths

Paladins aren't especially common among the other faiths of Eberron but there are those who might find solace outside the usual pantheons and gift their convictions to lesser known faiths for one reason or another.

- **The Undying Court.** The champions of the Undying Court channel the radiant power of their deathless ancestors. Most swear the Oath of Devotion, battling evil forces and defending Aereni communities from all threats. These paladins, the Deathguard, are an elite order tasked to hunt down and destroy evil undead wherever they threaten.
- **The Valenar Elves.** If there's a legend of an ancient elven paladin, there will certainly be

a modern Valenar following in the footsteps of their heroic ancestor, re-enacting the deeds of this hero along the way. More important than embracing any particular Oath, a Valenar paladin must live up to the example of that sacred ancestry

- **The Cults of the Dragon Below.** Paladins are exceedingly rare among the cults, but those that do typically serve are driven by delusion. A cultist might perceive themselves as a champion of the light while actually wielding the dark powers of an Oathbreaker, a hypocrisy any manipulative deity might grant in a strategic ploy to further some other long-term goal.
- **The Path of Light.** A kalashtar acolyte seeks to spread serenity as opposed to initiating violence, and though such paladins are rare, their course along the Path of Light is best cultivated through the Oath of Redemption.

Untraditional Beliefs

Faith can be categorized best by a confidence or trust that is not based on proof, and in displaying such a confidence, one's gifts might originate with no doctrine or religion, but rather a belief in an idea, system, or even oneself. A cruel paladin might claim to be a herald of the Mourning or be driven purely by the concept of justice at any cost. There are warforged who serve the Becoming God, a deity the warforged are creating from an idea, just as they themselves were created. Theologians debate whether such paladins are drawing power from the planes or whether they might be granted power by other gods and theorize the Traveler endows such outliers to spread chaos in the world. Regardless, it's entirely plausible to craft a faith around a paladin as opposed to matching the champion to an existing religion.

Origins of Faith

In most stories, the origin of a holy warrior with a cause and devotion that grants divine power is just as important as their oath. The origins of faith, along with the driving factors to swear an oath, offer key insights into an individual's calling and change of heart. Like Tira Miron or Joan of Arc, a paladin could be driven to fulfill a remarkable destiny. Another paladin might be a templar devoted to the broad principles of the faith, but not driven by visions or bound by a weary path.

In Eberron, a paladin's journey is so remarkable that most inhabitants of the world can't possibly fathom the thought, and one that few adventurers will ever truly comprehend. For example, you don't have to be proficient in the Religion skill and might know absolutely nothing about divinity at all. Perhaps you will encounter skeptics who don't believe your story, and your inclination could present as a thirst for such knowledge or an air of insecurity shrugged off as indifference. Maybe you will suffer fools who attempt to provoke you to defy the tenets of your Oath by claiming you a false prophet or blasphemer, even if you know that you're empowered directly by the Sovereigns or the Silver Flame. Will you agree to your ignorance or attempt to convince the unbelievers by word or sword? After all, you were chosen, and you've got work to do.

Whether one of a long line of faithful warriors, called to service by a divine vision, or a direct relationship with a dynamic and compelling mystical source, a paladin's choice of Oath isn't just about delving into the past but about establishing a consistent narrative of interaction with the divine as the story unfolds. Below are some ideas to consider while working with your DM to develop your own personal story.

Called to Serve. Until recently, you were a normal person with no interest in religion or warfare. You could have been an urchin rooting around in the alleys of Sharn, an entertainer planning to spend your life making music, or even a criminal. Then you had an experience that changed your life—a divine calling and realization that you have a purpose to fulfill.

In following this path, it's important to remember that gods don't walk the world in Eberron and you must decide how you interface with the divine. You might receive contact in visions or powerful images of the path you must follow (and perhaps the terrible consequences of success and failure) or a celestial guide who comes to you with information or orders. In this case, is your celestial guide an angel, couatl, deva, or other divine being? Additionally, are these visions an ongoing phenomenon or was this divine contact a singular event to coax you along your destiny.

Devoted Service. Raised in your faith, you worked diligently to gain the trust of your patron and earn responsibilities of power. You could

be an acolyte who served in a temple, a hermit who spent years in contemplation, or even a soldier who protected the faithful even before you had divine authority. You are well-versed in the traditions and histories of your faith. You may receive visions from the divine, but more often you will receive missions from the priests above you. This can provide you with access to the resources and reputation of your church, but it also means that you're bound to follow the rules of your faith and to respect the authority of those above you.

Dramatic Inspiration. Not every decision is between ethical high roads, and while you've always been acquainted with your religion through family or societal pressures, the providence of the paladin was thrust upon you in an unexpected way. Conscript to the Cyre army, you said your prayers to the Sovereigns under your breath before each conflict, but how could you ever expect Dol Arrah's angels to visit you on the battlefield? Perhaps as a prelate librarian or simple temple guard for the Silver Flame, you went about your daily tasks more concerned with your secular activities until the Keeper called you into Flamekeep to imbue you with greater power and purpose. You have been given a very specific task and foresee dire consequences should you fail. Almost any background can bend to this end.

Unspoken Vow. An unusual approach is to play a paladin who doesn't yet realize they're a paladin. As someone with no ties to a church and no training with religion, a soldier, noble, or folk hero could live by a personal philosophy and sense of duty that aligns with the tenets of an oath, but has yet to swear fidelity. Many choose to defend the innocent, to fight with honor and courage, to speak honestly against tyranny—not because that's the Oath of Devotion, but because it seems like the right thing to do. You consider yourself to be a simple fighter, tax accountant, or town crier, but don't believe divine forces recognize your righteousness and are working through you. Under these circumstances, you initially have no control over any of your supernatural class features and didn't know you could cast spells, smite the wicked, Lay on Hands, or had any sort of Divine Sense, but have always had a nose for evil doers and desire to right the scales.

If you are uncertain how to approach an Unspoken Vow, discuss the idea with your DM to confirm the story will provide the opportunities to learn the ability when the effect is triggered. Be patient and trust your DM to allow the narrative to indicate where a pervasive and foul presence can be detected by your Divine Sense. When a comrade is struck down from a mortal wound, you might duck blade and bolt, to cradle their limp frame, crying out to them not to leave you, and provoking a sudden warmth to spread through your hands and permeate the hemorrhage, discovering Lay on Hands while creating a dramatic scene.

There's no benefit to following the Unspoken Vow, but it can be an exhilarating alternative as you play a character navigating their faith through these godsent talents. As you come to understand your influence and the forces at hand, will you embrace this destiny or deny it? Will you operate in ignorance until desperate circumstances demand the proclamation of your vows to seize your power and save your friends?

How you handle each iteration above could change the entire narrative for your party over the duration of your adventuring. Consider that your background will influence your odyssey and work with your DM to provide a more satisfying angle on a historically straightforward class by attempting more roads less traveled.

Oath of Sacrament

The Sacrament of Blood is one of the central rituals of the Blood of Vol. Members of the community gather, and each sheds a few drops of blood into a chalice. The faithful believe that there is a divine spark in the blood; through this ritual, the faithful are recognizing their shared divinity and affirming their connection to one another. Death is oblivion. But life itself is divine, and all of the faithful are bound by blood.

A paladin who takes the Oath of Sacrament harnesses the divine power in their own blood and uses that gift to defend those they care about. Such a paladin cares little for honor or honesty, and sees no need to protect every innocent. Reality is vast and cruel, and some people deserve to end in oblivion. But friends and family are precious, and the paladin will guard them to the bitter end.

Tenets of Sacrament

The tenets of the Oath of Sacrament drive a paladin to be a champion of life and a bringer of death.

Mastery of Life. The multiverse is harsh and unforgiving, if gods exist they are distant, their power is limited, or their attention simply cruel. Within you lies a spark of divinity, and it calls you to share its warmth.

Mastery of Self. You follow the path of no greater being. Your journey is that of a steady hand, thoughtful care, and decisive action. Transcend your mortal beginnings, prove yourself worthy of the faith others place in you, and guide their way.

Mastery of Death. Death is a tool like any other. It is yours to unleash; but do so wisely only to tip the scales when necessary and preserve the balance that wars within all things.

Oath of Sacrament Features

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
6th	Aura of Inner Strength (10 ft.)
15th	Godless Dogma
18th	Aura of Inner Strength (30 ft.)
20th	Absolution

Oath Spells

You gain oath spells at the paladin levels listed in the Oath of Sacrament Spells table. See the Sacred Oath class feature for more.

Oath of Sacrament Spells

Paladin Level	Spells
3rd	*false life, zephyr strike**
5th	*alter self, enhance ability*
9th	*feign death, vampiric touch*
13th	*death ward, sickening radiance**
17th	*anti-life shell, enervation**

*Spell found in *Xanathar's Guide to Everything*.

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Sacrament of Blood. As an action, you can use your Channel Divinity to expend a number of Hit Dice up to your proficiency bonus to strengthen your allies and weaken your enemies. Roll the dice and add them together. Living creatures you choose within 30 feet of you, including you, regain hit points equal to the total, while undead creatures you choose within that same area take force damage equal to the same amount.

Turn the Suffering. When you roll a saving throw at the end of your turn to end one spell or effect on yourself, you can use your Channel Divinity to automatically succeed on the saving throw and push the effect to those around you. Each creature within 10 feet must succeed on the saving throw specified in the description of the spell or effect against your spell save DC or immediately be affected by it. The effect lasts a number of rounds equal to your Charisma modifier. Each creature can repeat its saving throw at the end of each of its turns. On a success, the effect ends.

Aura of Inner Strength

Starting at 7th level, whenever you or a friendly creature within 10 feet of you makes a Strength or Constitution ability check, the creature gains a bonus to the check equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

At 18th level, the range of this aura increases to 30 feet.

Godless Dogma

Starting at 15th level, your stoic resolve allows you to persist against the agents of above and below. Your proficiency bonus is doubled for saving throws against spells and effects that deal necrotic or radiant damage, and you have resistance to radiant and necrotic damage.

Absolution

You have become a selfless champion of perseverance and a pillar for the downtrodden. Starting at 20th level, whenever you cast a spell that targets a single creature that damages or restores hit points to it, you can use your reaction to expend a number of Hit Dice, up to half your proficiency bonus. Roll those dice, and add the total to the healing or damage of your spell.

Ranger

A Survey of Wild Warfare. *In this course, students will study the principles of wilderness survival and the history of the untamed lands of Khorvaire. The indominable Professor Tolaoi and I, Professor Thornlong, will lead expeditions into the King's Forest, the Shadow Marches, and the Demon Wastes. Survival not guaranteed.*

—Ange Thornlong
Professor of Natural Evolution
&
Talaen Tolaoi
Professor of Military Studies

MA1106: *Warfare in the Wild*

The classic image of the ranger is a warden of the wilds, a cunning skirmisher with a touch of druidic magic, but the ranger can fill many roles. A typical ranger is perceptive and stealthy, familiar with the wilds and a subject matter expert on the habits and tactics of a variety of enemies.

A Wild Life

A survivalist's experience in the wild rarely comes quick or easy. Failure, repetition, study, are all parts of dealing with the various obstacles of a given environment, but a ranger has a knack for picking up on the hints that nature leaves behind in the mud, rock, or underbrush. Whether kin of an outlander tribe, the troupe of entertainers traveling off the beaten path, or the noble family who values time in the outdoors, those with this attention for detail have typically spent a significant amount of time in the wilds.

When choosing a terrain, remember that someone who understands the intricacies of the swamp or Underdark has likely spent years exploring in the darkest reaches of the Shadow Marches or Khyber, respectively. Consider what that intimacy means. Those with an acute understanding of the Demon Wastes, might have been born into the Carrion Tribes only to escape and adopt the ways of the Five Nations or could have functioned as a Brelish scout left alone in that hostile land after an expedition was slaughtered by its hellish denizens. The experiences behind a deep territorial knowledge is usually anything but natural and tends to differ from person to person, ranging from summers of cherished vacations to events of great tragedy, loss, or seclusion best forgotten to the past.

In exploring Eberron, many races deemed "monsters" call Droaam home, including some giants and other monstrosities, while a soldier who fought on the Droaam border could have participated in many engagements with gnolls and goblins. Rangers familiar with grassland or forest environs probably roamed the farmlands of Aundair or the Talenta plains but could be an Eldeen warden, a settler from Q'barra, or a poacher from the King's Forest of Breland. The Wilderness Experience table presents some of the most inhospitable environments of Khorvaire and suggests options for Favored Enemy and Natural Explorer tied to the region, as a source of inspiration, but the table is only a partial list and there is always room for expansion.

Expanded Natural Explorer Options

For those who want to draw special attention to Eberron or distinction between multiple rangers in a party, the favored terrain options for the Natural Explorer feature have been expanded to include unnatural and urban environments. Unnatural environments are twisted by magic or populated with alien flora and fauna, like the Demon Wastes and the Mournland, while massive cities, such as the mile-high towers of Sharn or the fortress metropolis of Korth characterize sprawling urban environments. A ranger can add these environments as a type of favored terrain at 1st, 6th, or 10th level instead of choosing from the options in the *Player's Handbook*.

Connection to the Wilderness

The ranger is often depicted as a champion of the natural world and shares many spells with the druid. While it's easy to present this magic as a form of druidic spellcasting, and a ranger could be familiar with wild environments, this doesn't have to translate to respect for nature or any connection to druids. A bounty hunter may have learned to hunt humans in desolate environments but prefers to spend the gold earned for the bounties in a gambling den in Sharn. In creating a ranger, leave no approach without consideration.

If ya don't know where you came from, it doesn't much matter where you're going.

Martial

On the edge of the Mournland, a Cyran Hunter warns the salvage team of the dangers that lie on the other side of the dead-grey mists. In the wild frontier between Breland and Droaam, a Field Marshal guides allies as they ambush marauding minotaurs. A Monster Hunter tracks an elite team of templars to a haunted crypt in Xen'drik.

If a ranger is a martial specialist who operates as an expert navigator in the most unsettling environments, their class features might represent military training instead of a primal connection to the natural world. Primeval Awareness is a ritual that lets the ranger track enemy movements. *Hunter's mark* is an arcane targeting implementation that focuses martial prowess. The *fog cloud* and *entangle* spells manipulate natural environments but one might describe them as a smoke screen or sprung vine trap, using the wild as a tool, not working in harmony with it. The magic of a martial ranger has more in common with a wizard than a druid, and with the DM's approval, the character might use an arcane focus as a spellcasting focus for ranger spells.

When creating a martial ranger, consider how and where you learned your skills. What nation did you serve? Were you part of a larger army, or attached to a small strike force? The soldier background conveys a continuous positive connection with your former comrades, while criminals and folk heroes work as deserters. You have the skills you need to survive in the wild but prefer the comforts of civilization any day of the week. It isn't in your nature to be sentimental about mud and shrubs, and you have no compunctions about weaving a trail of scorched earth in your wake.

Wilderness Experience

d8	Experience	Favored Enemy	Favored Terrain
1	The border of Droaam, where the Graywall mountains rise up from the plains. You've dealt with all manner of monsters, whether as enemies or merely neighbors: ogres and trolls, harpies and gnolls.	Giants or monstrosities	Mountain or grassland
2	The Towering Woods of the Eldeen Reaches. There are depths of the forest never even seen by human eyes, home to fey spirits and dire animals.	Beasts or fey	Forest
3	The depths of the Shadow Marches. Foul creatures and aberrations dwell in these fetid swamps.	Aberrations or monstrosities	Swamp
4	The Talenta Plains, home to halfling tribes and wild dinosaurs.	Beasts	Grasslands
5	The Demon Wastes are infused with infernal energies, resulting in strange plants and horrifying creatures. What brought you to this nightmare realm?	Fiends	Unnatural
6	The Blade Desert. Did you fight alongside the Valenar elves, or did you oppose their conquest of the region?	Humans and elves	Desert
7	The towers of Sharn, from the dismal lower districts to the fortified heights of the spires.	Humans and goblins	Urban
8	The Mournland has only existed for four years, but there's a high demand for salvagers and scouts willing to brave this twisted realm.	Monstrosities or oozes	Unnatural



Natural

A Talenta Beast Master whispers calming words to her razorclaw mount, then calls on the spirits to guide her to her journey. A Horizon Walker patrols the ancient Gatekeeper seals that hold the powers of Xoriat at bay. A Shifter Hunter prepares for a hunt by channeling predatory instincts. All of these are natural rangers, following the traditional model of the warrior bound to the wild. A natural ranger with the aspirant background was trained by a druidic sect. An outlander could be a Talenta halfling, a shifter from deep in the Towering Woods, or a half-orc hunter from the Shadow Marches more cunning than a barbarian, but still tied to a primitive culture. Even a hermit or scholar could have sought isolation to commune with the fey.

Consider why your ranger has chosen to abandon the wild for the life of an adventurer, and how you feel about the civilized world. Are you driven by revenge, searching for villains who massacred your tribe, or poachers who slew your animal companions? Have you been directed by your druidic mentor to hunt out an artifact? Have you sworn to protect a fellow adventurer who saved your life or are you simply curious about the vast cities and their unnatural wonders?

Unnatural

Deep within the sewers of Sharn, a bounty hunter deploys the fibrous cords of a modified tanglefoot bag to ensnare a fugitive, as a Morgrave professor leads and expedition deeper into ancient goblin ruins, and a rat poacher catches supper with a makeshift bow and arrow. These citizens don't have a primal connection to the less civilized natural world and aren't trained to deal with it, but each has made their own path in their environment and picked up an assortment of tools and tricks along the way.

With the DM's permissions, an unnatural ranger can cover a wide variety of concepts and can cosmetically flavor spells and class features to fit a multitude of avenues. You could cast *hunter's mark* by whispering the target's true name to the arrow, or by making an adjustment on a set of magical targeting goggles, while *fog cloud* could be an alchemical gas bomb. The important thing is that the rules remain the same; even if you describe your *fog cloud* as a smoke bomb, you follow all the usual rules and restrictions for casting a spell, and it won't function in an *antimagic field*.

Ranger Units

A lone wolf, or one that functions within a pack or unit, rangers can be found across Khorvaire, and might train, share resources and intel, or even blaze a trail together from time to time. All of the armies of the Five Nations have elite ranger cells, and each might have their own specialized unites, which the mercenary background could establish such a tie to these forces.

The Church of the Silver Flame

The Church of the Silver Flame is devoted to protecting the innocent from supernatural evil. Many threats are easily dealt with using the subtle talents of the ranger as opposed to the radiant hammer of the paladin. The templars of the Silver Flame are a military force, and there's always a call for skilled unites of scout led by a Field Marshal on the battlefield. In addition to these standardized forces, there are also several specialized units.

- **The Arcanum** is tasked to recover and destroy cursed artifacts and demonic treasures. These sorts of expeditions might require an entire party of adventurers, requiring rangers to work alongside rogues, bards, and other specialists recruited to serve as Arcanum irregulars. Gloom stalkers and Wasteland Wanders (Xanathar's Lost Notes) tend to take the lead in guiding these groups through uncertain environs.
- **Kloijner's Edge** is an elite unit of Monster Slayers whose agents hunt down vampires, lycanthropes, and other predators that hide in plain sight.
- **Miron's Tears** are an urban legend. Stories say that this group was founded by Tira Miron before her final sacrifice, charged to protect the Church from heresy and corruption. According to rumor, it has lain dormant for centuries but now, those within the church believe splinter cells of Miron's Tears are preparing to strike against the darkness that has spread throughout the church, cleansing the Flame itself. Originally, Miron's Tears were comprised of Burghal Explorers (Xanathar's Lost Notes), Gloom Stalkers, Hunters, and specialize in observation and assassination.

The longbow is a devotional practice of the church, and a ranger with the acolyte background might flavor spellcasting as a form of divine magic for a character with an ongoing relationship to one of these orders, although the soldier background is just as sound for a templar.



The Eldeen Sects

The druid orders of the Eldeen Reaches are the source of the most iconic rangers of Eberron. The Wardens of the Wood roam the borders of the Towering Wood, battling brigands and poachers and ensuring that the dangers of the forest don't spill out to harm farmers. The Eldeen Sects are described in detail in the Druid section of this chapter, and the role of a ranger is specific to each sect.

- **The Ashbound** are nature's avengers. While barbarians are common among Ashbound raiders, Beast Masters and Hunters are both found among Ashbound raiders.
- **The Children of Winter** embrace the dark side of the natural world. Few glean the insights necessary of a Gloom Stalker, and most elite Winter rangers train to be Monster Hunters or Wasteland Wanderers. The sect despises undead as a particular violation of the natural order, and Winter rangers are charged to lay these abominations to rest.
- **The Gatekeepers** protect Eberron from extraplanar forces. While best known for fighting aberrations and the forces of Xoriat, they are equally concerned with the depredations of fiends and other outsiders. The sect trains both Horizon Walkers and Monster Hunters to prevent planar breaches and to destroy those creatures that have made it through.
- **The Greensingers** embrace the fey as part of the natural world and the Twilight Demesne is a massive Thelanian manifest zone in the Eldeen Reaches. Greensinger rangers roam these mystical forests and dance with the fey. Beast Masters and Hunters are both found among the Greensingers, along with a few Horizon Walkers who maintain the portals and work directly with the archfey.
- **The Wardens of the Wood** are the largest and best organized of the sects and serve as the military of the Eldeen Reaches, with Field Marshals, Hunters, and Beast Masters all serving important roles among the Wardens. A ranger who follows this path might be an active member of the Wardens reporting back to the Great Druid Oalian, or a retired warden following their own path.

The aspirant and outlander backgrounds call to any character who wants to have an ongoing connection to one of these sects, but the soldier background could be adapted to reflect a tie to one of these as well. Rangers comprise the furthest frontline warriors of the Reaches. If the DM approves, a ranger from one of the Eldeen sects might trade a language choice for Druidic or learn it during their adventures in the Reaches.

The Valenar Elves

Like those in the Eldeen Reaches, rangers make up a large portion of the fighting forces of the Valenar elves. Elven cavalry often incorporates Beast Masters with a close spiritual bond to their remarkable mounts. Like all Valenar, rangers usually trace their lineage to a particular patron ancestor and are duty-bound to emulate their hero from the past. This champion might have been a legendary Hunter, a Beast Master with a remarkable bond to a legendary warhorse, or an impeccable strategist, a Field Marshal who provided tactical support to allies in a crucial conflict that brought honor to the entire warclan. As an adventurer, consider why a Valenar ranger isn't riding with a warband. The reversal of the honor-bound archetype might be an exile driven from the elven people or set on a lone quest to reclaim an ancestral relic who lives in disgrace until it can be returned to the warband.

Field Marshal

The Last War showed the value of designating military leadership to smaller unites on the battlefield, and rangers who could support their allies and provide clear focus and direction to individual troops became invaluable and sought after. Field Marshals lead by example, providing tactical guidance to position small hit and run ambushes and raids. During the Last War, Karrnath largely relied on Battle Master fighters to rally and focus entire lines of infantry, but many other nations made exceptional use of those skills by coupling the strengths of the two seasoned leaders. Most notably Breland, Cyre, and Valenar learned to use Field Marshals to relay the larger scale tactics of the Battle Masters to be carried out by smaller units, supporting each other in tandem and repelling

superior numbers with the superior adaptability that individual units can execute with deadly efficiency.

Field Marshal Features

Ranger Level	Feature
3rd	Field Marshal Magic, Armored Infiltration, Tactical Aggression
7th	Redeployment
11th	Overwatch
15th	Tactical Coordination

Field Marshal Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Field Marshal Spells table. The spell counts as a ranger spell for you, but doesn't count against the number of ranger spells you know.

Field Marshal Spells

Ranger Level	Spell
3rd	*faerie fire*
5th	*enhance ability*
9th	*clairvoyance*
13th	*hallucinatory terrain*
17th	*skill empowerment**

*Spell found in *Xanathar's Guide to Everything*.

Armored Infiltration

At 3rd level, you have mastered the patience and focus to traverse the battlefield silently without sacrificing protection. Wearing armor doesn't impose disadvantage on your Dexterity (Stealth) checks.

Tactical Aggression

At 3rd level, you can direct tactical focus on one foe, increasing the damage your allies inflict on it. As a bonus action, you designate one creature you can see within 60 feet of you as the target of this feature. The first time each round you or an ally of yours hits the target creature with a weapon attack, the creature takes extra damage equal to your proficiency bonus.

This benefit lasts until you finish a short or a long rest. It ends early if you designate a different creature.

Redeployment

At 7th level, when you take the Attack action, you can forgo one of your attacks to redirect your allies' positioning on the battlefield. When you do, each ally that can hear or see you within 60 feet of you can immediately use its reaction to move up to half its speed without provoking opportunity attacks.

Overwatch

At 11th level, whenever a creature within 60 feet of you targets an ally of yours with an attack, you can use your reaction to make a weapon attack against it. If your attack hits, the creature's attack is made with disadvantage.

You can use this feature a number of times equal to your Wisdom modifier (minimum of 1). You regain all expended uses when you finish a long rest.

Tactical Coordination

At 15th level, your allies have learned to move in rhythm with your instincts for decisive action. Your Tactical Aggression feature now deals extra damage the first time the creature is hit by a weapon attack each turn, instead of each round.

Additionally, at the end of your turn, one creature you choose within 5 feet of you gains a bonus to their Armor Class equal to half your proficiency bonus (rounded down) until the start of your next turn.

Imagine, a lone wolf, but with friends. That's a terrifying conundrum.

Rogue

Urban Economics and Family Values. *Crime rates have risen sharply over the Last War. Is this tied to a lack of faith in the rule of law? Increasing desperation as established systems fail? Or do criminal organizations provide a sense of stability our leaders no longer provide? Capable students can earn extra credit through extracurricular activities!*

—Tig Boromar,
Honorary Professor of Economics

ECG1103: *Urban Economics*

Anyone can learn to use thieves' tools, to hide in shadows or pick a pocket. The rogue is defined by two things. A rogue is slippery and deals with threats by avoiding them, sometimes even rolling with a hit and then disappearing into the shadows. When that fails, rogues are just as adept at spotting a weak point or unwary foe as they are twisting the knife to inflict devastating damage. While a variety of "specialists" can match a rogue's expertise at different odds and ends, no one can strike a single blow as devastating and then slip away into the night. Like most things in Eberron, no two rogues are the same, and each talent or feature that one possesses is an opportunity to flush out the story of how each skill was learned and the first time it was employed.

Roguish Roots

With any path, players should discuss the ways in which their history might affect the future with their DM. Perhaps a criminal started out as muscle working for the Boromar Clan in Sharn and, caught up in the Clan's struggle with the monsters of Daask, it is an ongoing part of the story. Each adventure a step closer to freedom, only to see the next arc refuse to see the loop closed. Another character might have left that chapter of life behind entirely but could be proud of the past or seeking redemption for those crimes. All of these are valid stories and all are just a question of the path you want to explore over the course of the campaign. The following lists aren't comprehensive, but they cover a number of the most prominent agencies and organizations in Khorvaire.

Criminal

Between the downfall of Galifar, the rise of new nations, and the chaos and carnage of the Last War, the last century has been a time of tremendous opportunity and upheaval for the criminals of Khorvaire. Taking the criminal background means that a character has maintained connections to the underworld. The charlatan background can service the life of a grifter, and the soldier might be flavored as having serviced in the private army of a criminal organization. Your rogue character might be a free agent now, but people still respect their previous rank as an enforcer for the Boromars. A criminal record isn't necessary to have a shady past and perhaps your character abandoned a previous life when the Last War ended or made enough money to pay off outstanding debts, and have since tried to go straight as an entertainer or a guild artisan. Maybe your character has become a vigilante, or an outlaw champion of the commoners, and is seen by some as a folk hero. Your character might no longer have strong connections in the underworld, but might have spent enough time running with ruffians to still know thieves' cant.

If your character has a criminal past, consider how they were drawn into it and what jobs might be considered criminal, but also why your character acted in such a way. Your character could have been drawn into a gang as a child or might have worked the black market during the Last War. If this was the case, decide whether your character was primarily driven by greed, or just trying to help their people get the supplies they needed. A deadly enforcer for the Boromar Clan, might not have relished in this bloody work, and that is entirely up to you. Your character could be working to pay off their family's debt to the Clan, while being haunted by the crimes committed in such service.

Here's a few of the prominent criminal organizations in Khorvaire. There is more

information about Daask, the Boromar Clan, and House Tarkanan in the *Wayfinder's Guide to Eberron*.

- **The Aurum.** One of the members of the inner circle of this cabal of the rich and powerful is a crime lord from the Mror Holds, a figure known only as Adamantine. Most stories say Adamantine is a dwarf, but some tales say that he's a warforged, or even an ancient lich. Whatever the truth of it is, Adamantine is using his vast wealth to consolidate small gangs and groups across the Five Nations, slowly building an international consortium. If you have ties to the Aurum, you could have worked for Adamantine, perhaps as an enforcer or bodyguard for a different Aurum leader, or as part of a small gang absorbed into Adamantine's criminal empire.
- **The Cabinet of Faces.** The members of this mysterious organization are largely changelings and doppelgangers. While the Cabinet engages largely in pranks and schemes that seem to serve no purpose beyond sowing chaos and confusion, it is also behind countless crimes of identity theft, blackmail, and fraud. Many officials wonder if the seemingly unrelated or pointless misdemeanors aren't part of a grand charade which acts as cover or enables the Cabinet's greater crimes. The tyrants of Sharn have ties to the Cabinet of Faces, but the true leaders of the Cabinet are shrouded in mystery. Most rogues within are Arcane Tricksters but the Cabinet will craft a gambit for any archetype with promise.
- **Daask.** Formed by monsterous immigrants from the nation of Droaam, the Dassk is a criminal organization that specializes in violent crime and extortion, and traffics in any illicit substances found in Droaam that commands a sizable sum when imported to Breland. With its base of operations in the city of Sharn, the Daask turns its attention to spreading across the Brelish countryside and making inroads into Aundair and the Eldeen Reaches. On the surface, it appears to be a simple gang of violent thugs, some say that it's actually controlled by Sora Katra, one of the brilliant hag sisters who founded Droaam and if true, its brute violence is likely a cover for more intricate schemes.
- **House Tarkanan.** A small organization whose members possess aberrant dragonmarks, and is primarily composed of mercenary assassins and thieves, selling their services to the highest bidder. The profits funnel back to the central hub and are used to find and help defend others with aberrant dragonmarks from persecution. Some rumors say they are secretly working to undermine the dragonmarked houses. House Tarkanan is based in the city of Sharn, but its message for hope among the "aberrant" is spreading to the great capitols across the Five Nations.
- **The Lhazaar Pirates.** A diverse land with many principalities supports the operations of pirates, and each one of the Lhazaar pirates has its own desires and panache. The Cloudreavers are known for brutality and violence, while the Gray Tide prefer bloodless hijacking. Many Lhazaar captains engaged in "legitimate" piracy during the Last War, serving as privateers paid by one nation to prey on another. A character who wishes to be known as a bold privateer or infamous pirate, like Captain Malleon, might find a lot of the story elements they're looking for continued within the sailor background. Lhazaar pirates have a strong tradition of Swashbucklers and thieves ready to scale the rigging, but Assassins can always find a place to nestle within the crow's nest.
- **The Talenta Clans.** Among the oldest and most established criminals in the Five Nations, the Talenta Clans were founded by immigrants from the Talenta Plains and bolstered by ties to House Ghallanda and Jorasco. The Clans are a cornerstone of crime in most of the greatest cities of the Five Nations. The Boromar Clan is the most powerful family among them, based in Sharn and reaching into Wroat and Stormreach, but there are powerful halfling clans in Korth, Fairhaven, Thaliost, and other cities who all trace some form of allegiance back to the Talenta plains, and must answer for crimes against each other.

This is just the tip of the criminal iceberg, and these organizations have a presence in multiple cities, but most major cities in the Five Nations have their own unique gangs and syndicates, and a DM can always introduce a new criminal guild.



Espionage

Bards, rangers, warlocks, and wizards each have something to offer a covert operation. With the right background and skills, any character could be an effective spy, even a barbarian. However, the bard might get sidetracked on some slight of fancy, the ranger might feel out of element, and that barbarian might make a mess of things. Should a mission require a professional touch to collect information, make a targeted hit, or even slip out unseen with minimal collateral damage, a rogue is the best tool for the task.

The charlatan background provides you with a false identity and a useful set of skills, but you can be a spy without the background, and many agencies recruit urchins and criminals. An entertainer's reputation can be an excellent cover for spycraft, and criminal connections can be just as useful. As with the criminal path, the most important question is whether you'd like espionage to be a continuing part of your story, or if it's a life you left behind when you became an adventurer. Discuss this with your DM to come up with a narrative you both are excited to pursue. No matter where your berth, there are major players afoot in the great game of espionage.

The Royal Eyes. Magical superiority is the foundation of Aundair's military strategy, and that focus on the arcane applies to spycraft as well. The Royal Eyes employ some of the finest diviners in Khorvaire, and their agents include skilled Inquisitives and Arcane Tricksters. However, their resources are limited outside of Aundair, and they are far better at observation than assassination or theft.

The King's Dark Lanterns. Breland was the seat of Galifar's intelligence operations in the heights of its power and have been somewhat romanticized as one of the nation's strengths, especially during the Last War. The King's Dark Lanterns are well trained and well supplied, with a diverse range of talents. If you tie value to keeping secrets, you can earn a place in the Citadel, though Thieves, Assassins, and Inquisitives are especially common. The fabled exploits of some of Brelands operatives, real or imagined, have even been sung or reenacted in plays and operas by elves, dwarves, and halflings of other nations. It's hard to ignore the crowds, and the coin, that such heroics draw to the stage.

The Fifth Crown. In the early days of the Last War, Cyre relied on House Phiarlan to gather intelligence but knew that such an arrangement with a dragonmarked house might not last. Over the course of decades, Cyre began to develop its own spies, the agents of the Fifth Crown, who were largely made up of Assassins, Masterminds, and a few Arcane Tricksters trained to infiltrate enemy territory. In the wake of the Mourning, the fate of the Fifth Crown remains unknown. Most people assume the agency was obliterated with its headquarters, but there are conspiracy theorists who say that agents of the Fifth Crown have worked their way into secure positions across the Five Nations, and that they are simply waiting for Prince Oargev or another Cyran leader to devise an effective way to use them. Until then, they might be the neighbors, postal carriers, teachers, or even community leaders, biding the time until such time leadership activates these pocket splinter cells.

The Twilight Brigade. The people of Karrnath value military discipline and courage, and have no love for those who skulk in the shadows and

fear a fair fight. However, over the course of the Last War, Karrnath established the Twilight Brigade as a counterintelligence agency. The agents of the Brigade mission were to identify and eliminate enemy spies. Most Brigade rogues are Assassins, Scouts, and Inquisitives, with a few Divine Heralds mixed in to maintain the interests of the Blood of Vol in secret. The Twilight Brigade has always been a small but deeply devoted agency.

The Argentum and Miron's Tears. Thrane has never developed an espionage arm that can match the abilities of Aundair or Breland. The Argentum is a branch of the Church of the Silver Flame charged with finding and acquiring powerful artifacts and dangerous sources of mystical power. During the Last War, the Argentum was repurposed to help gather intelligence, but the agency has always specialized in locating and extracting magic items, and as such, most agents are Thieves or Inquisitives. Miron's Tears is another secret agency within the Church, but it's so secret that it doesn't answer to either the Keeper or the Cardinals. Miron's Tears are charged with eliminating corruption within the church. It's a small but elite force, and rogues with the order are typically Assassins or Divine Heralds. In an irreversible decree as old as the founding of the church, a small percentage of each congregation's tithes are held independent of the collection banks to fund this organization, so that it might remain pure and uncoerced in observing the sanctity of the Flame. They never strike without cause, evidence, and always take responsibility for removing corrupt individuals from the fold. So strict are their convictions, it is believed they refuse to act until the evidence is unequivocal.

The Trust. Espionage is one of Zilargo's primary industries. The Trust serve both as secret police who enforce order within Zilargo, and as a spy network gathering information across Khorvaire. The vast majority of its agents are gnomes, but anyone could be recruited to work for the Trust. The organization itself is extremely compartmentalized, and as an agent of the Trust, you might not know any agents beyond your handler and whoever is assigned to help you in your mission. The Trust is a diverse agency of Assassins, Inquisitives, and Arcane Tricksters valuable to its specialized operations, but the Trust also values the strategic talents of Mastermind rogues to coordinate the network, and occasionally deploy to the field. As an agent of the Trust, you'll rarely be told more than you need to know to accomplish a mission, and demanding more information might engender mistrust from your superiors. No one retires from the Trust, and even those who request to be deactivated know that if a handler appears with a new assignment, it isn't a request.

The Houses of Shadow. House Phiarlan and House Thuranni sell the services of spies and assassins to the great powers of Khorvaire. They claim to have no personal agendas, serving only the interests of their clients, but some wonder if there is a greater scheme afoot.

Killer

A rogue can be an efficient killer, and sometimes, that's all they need to be. During the Last War, every nation had a use for swift and deadly skirmishers. While the ranger typically fills this role over entrenched periods of time, a rogue is just as effective in the hit and run tactics of guerilla warfare, especially a Scout. As one of the primary advantages that separates rogues from their counterparts, those who wish to survive a blade in the night should remember that killers come in all shapes and sizes.

The Duelist. A Swashbuckler fights with style and panache. Duelists are found throughout Aundair, and the style was popular in Cyre before the war. Even after the war, gifted duelists can be found scattered among the refugees, making their living off the showmanship, as much as the win. As a duelist, you could consider the entertainer background, and while you might be a killer, people love to watch the finesse you put into performance.

The Murder Machine. The first warforged were designed specifically to act as the phalanx of the battlefield, but many experimental models were developed over time to create more efficient tactics. There's an urban legend about a unit of warforged envoys designed as assassins and equipped with integrated disguise kits, allowing the killers to disguises themselves as humans and members of other races without the means or pitfalls of relying on magic to reach their marks.

The Sacred Assassin. Divine Heralds with the acolyte or hermit background, might have been trained to kill for the faith. The Mockery and the Keeper are the two deities most likely to support sacred killers before the other established religions of Khorvaire. If not a templar acolyte of the Sacred Flame, you could be a servant of the Keeper who receives visions of the people you must kill, whether you want to or not.

Untrained

This chapter has explored professional criminals, trained killers, and former spies, but it's also possible to play a rogue who has developed their talents without the benefit of formal training.

The Natural. This rogue shouldn't be an adventurer, and they might be a loveable urchin or a naïve sage just out of Morgrave who has no business going into danger. Yet, when they do, fortune smiles on them. Nothing can account for timing, and even those who've never practiced hiding might have an innate sense and expertise. When you use Uncanny Dodge, perhaps you aren't trying desperately to avoid the attack but happen to stumble at just the right moment, instead. An inadvertent lucky blow might land in the most unexpected location, triggering Sneak Attack. While this can be a fun story to explore, bear in mind that these are cosmetic details, and the rules are unchanged. You can describe your Uncanny Dodge as your character accidentally avoiding an attack, but don't expect the DM to overlook the required reaction to trigger it.

The Partisan. Your character's hometown might have been occupied during the Last War. Your character could have been part of the resistance, and did what was necessary to secure freedom for your people. While the Treaty of Thronehold maintains that both Darguun and Valenar are now free from their previous allegiance to Cyre, and that Thrane retains control of the bitterly contested Aundairian city of Thaliost, some still fight personal wars against the forces who wronged them. What nation are you from and who did you fight against? Did you finally succeed in driving away the enemy or is your homeland still occupied?

Friends in Low Places

Whether a roguish character started in a street gang or served one of the Five Nations as a spy or a soldier, they've probably met a lot of interesting people along the way. Perhaps more than any other, rogues find themselves naturally involved in any number of outrageous escapades and harrowing escapes. Just as in real life, one's "friends" explains a lot about a person and, if objective, will inform the player a lot about their character. Determine the circumstances surrounding any such familiarity and, maybe, who owes who for what score? Connections like these probably aren't as well-placed or as useful as those received through a background feature, such as Criminal Contact, but will provide the DM with another element to use in a story—someone who can come to you with information or might require assistance.

Even if you have a solid idea of your character's background, don't be afraid to adjust to fit what you've already envisioned, or evolve these acquaintances from it naturally. Was your comrade in arms a fellow criminal or your first informant in your career as a spy? Bring that contact to life by layering in some details. How old is your friend? Do they go by a flashy nickname? Do you know their real name? When you create such a cretin with your DM, you might find a much more rewarding experience by building elements of that contact before releasing ownership entirely. If the contact starts with some distinctive feature, imagine your surprise when you learn that the mark was an elaborate disguise all along. By embracing new information like this along the way, you might discover evidence that implicates them in a grander scheme as your campaign evolves. Work with your DM to find a natural setting for some of Eberron's lowly denizens to have made a roguish character's acquaintance.

I've been kicked out of more low places than you could ever stoop to!

Friends in Low Places

d8	Friends
1	A member of the town watch. The two of you played together as children, and you still share a drink whenever you have time.
2	A soldier from an opposing nation. This sympathetic trooper looked the other way when you were smuggling important goods during the war.
3	A merchant who sold black market goods during the war, and used those profits to start a legitimate business.
4	A member of a rival criminal or espionage organization. Even though you're on opposite sides, you've been through a lot of tough times together and you've exchanged favors in the past.
5	A clever urchin with a remarkable talent for eavesdropping on interesting conversations. Is this a relative? The orphaned child of a friend of yours? Or just someone you befriended during the war?
6	A minor Sivis heir, who runs a local speaking stone station. While Sivis takes customer privacy very seriously, this gnome loves gossip and occasionally lets interesting details slip.
7	A wealthy relative who's pursuing a political career. While they feel some affection for you, helping you in any meaningful way could jeopardize their standing.
8	A comrade who served alongside you. Whether you fought on the battlefield or the streets, the two of you have shed blood together and established a bond of trust.

Thieves' Cant

All rogues know thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Similar to Druidic, this is universal to all rogues regardless of background, and there's no way for a character of any other class—even a seedy bard who moves in the same circles—to acquire this language. It is important to distinguish why other characters don't learn this secret language.

Khorvaire was once united under the kingdom of Galifar. Thieves' cant began as the common tongue of the underworld of Galifar as a type of slang developed so criminals could conduct their business without drawing the attention of the guards. Since then, it has evolved to remain relevant. If a wary guard caught on, it would cease to be useful, and with the Last War and the walls between the Five Nations, the cants drifted farther apart. Thus today, the thieves' cant of Fairhaven is quite different from the cant used in Sharn. Many locals know some of the basic cant of their community, but the Thieves' Cant class feature reflects a universal knowledge of the principles of the cant and the customs of the underworld, allowing the speaker to quickly pick up the local dialect by connecting the cants of their previous operating grounds and applying the context to their current circumstances.

While it might be obvious that a rogue with a criminal background would know how to talk with other criminals, a spy might have learned to assist with cover identities and to work with underworld informants. However, there are rogue concepts that might have no logical reason to know the secret language of thieves. That doesn't mean theives' cant should be useless for such a character, but rather that your DM might decide to allow it to take other shapes or be reflected in other forms.

Optional Rule: Thieves' Cant Alternatives

With the DM's approval, a player can replace the Thieves' Cant rogue feature with one of the following alternatives.

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

Secret Language. You are a member of a cabal—an espionage agency, a tribe, a fraternity—that has developed a secret method of communication. You can use this to hide messages in seemingly normal conversation. Only another member of your cabal understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols that can be used to convey short, secret message to other members of your cabal.

Divine Herald

The Divine Herald is an unwavering agent of divine retribution, who brings swift justice to false prophets and heretics. A divine herald might answer to the congregation, an inner circle within a church, or be guided by celestial visions that reveal those who bear false witness.

The secret order of Miron's Tears maintains its anonymity within the Church of the Silver Flame. In the hours before her final sacrifice, Tira Miron charged the avenger Samyr Kes to protect the church from the influence of the evil Bel Shalor, eliminating those who succumbed to corruption. The order lay dormant for centuries, but now Miron's Tears prepare to cleanse the Church in the wake of the recent rumors of corruption in the highest levels. While Miron's Tears is an established order of divine heralds, they are found in every faith. A divine herald of the Blood of Vol would fight the Emerald Claw and other Vol priests who abuse the faith of their followers.

Divine Herald Spellcasting

			—Spell Slots per Spell Level—			
Rogue Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	3	3	2	—	—	—
4th	3	4	3	—	—	—
5th	3	4	3	—	—	—
6th	3	4	3	—	—	—
7th	3	5	4	2	—	—
8th	3	6	4	2	—	—
9th	3	6	4	2	—	—
10th	4	7	4	3	—	—
11th	4	8	4	3	—	—
12th	4	8	4	3	—	—
13th	4	9	4	3	2	—
14th	4	10	4	3	2	—
15th	4	10	4	3	2	—
16th	4	11	4	3	3	—
17th	4	11	4	3	3	—
18th	4	11	4	3	3	—
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

Divine Herald Features

Ranger Level	Feature
3rd	Spellcasting, Harbinger of Faith, Dogma Votary
9th	Guise of the Believer
13th	Crosier of Penance
17th	Last Rites

Spellcasting

When you reach 3rd level, you gain the ability to cast spells. See Spells Rules for the general rules of spellcasting and the Spells Listing for the cleric spell list.

Cantrips. You learn three cantrips of your choice from the cleric spell list. You learn an additional cleric cantrip of your choice at 10th level.

Spell Slots. The Divine Herald Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *cure wounds* and have a 1st-level and a 2nd-level spell slot available, you can cast *cure wounds* using either slot.

Spells Known of 1st-level and Higher. You know three 1st-level cleric spells of your choice. The Spells Known column of the Divine Herald Spellcasting table shows when you learn more cleric spells of 1st level or higher. The spells must be of a level for which you have spell slots. Casting the spell doesn't remove it from your list of known spells.

Whenever you gain a level in this class, you can replace one of the cleric spells you know with another spell of your choice from the cleric spell list. The new spell must be of a level for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, and your power comes from devotion to your discipline. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier.

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Harbinger of Faith

Starting at 3rd level, your Sneak Attack deals radiant damage instead of dealing the damage of the same type as your weapon. If you follow an evil god, it deals necrotic damage instead.

Additionally, when you hit a creature with a weapon attack on your turn, you can instill doubt in your target, causing it to question its convictions. The target must make a successful Wisdom saving throw or suffer disadvantage on the next attack it makes within 1 minute.

You can use this feature an amount of times equal to your Wisdom modifier (minimum of 1). You regain all uses after a long rest.

Dogma Votary

At 3rd level, your studies have given you a wide knowledge of religion and its impact on life. Whenever you make an Intelligence (History or Religion) check to recall information about the gods or their worshipers, you are considered proficient in these skills and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Guise of the Believer

Starting at 9th level, your time spent among the zealous gives you impeccable insight into their mannerisms, speech patterns, and venerable demeanor, even outside of your religious affiliation.

When posing as a member of a religious organization, your identity is unquestioned by the masses. You have advantage on Charisma (Deception) checks you make against a discerning creature to preserve your guise.

Additionally, you can instill further doubt in your target, granting them disadvantage in the contest with your posturing. Once you have used this feature, you must finish a short or long rest before you can use it again.

Corsair of Penance

At 13th level, the fire of your faith cannot be extinguished. When you are reduced to 0 hit points and don't die outright, you can make a DC 10 Wisdom saving throw. If you succeed, you can immediately roll any number of Hit Dice and regain hit points equal to the result. After the saving throw succeeds, you can't cast a spell or use this feature again until you finish a long rest.

Last Rites

At 17th level, when you hit a creature that is below its hit point maximum, you can use your Sneak Attack feature on that creature, even if you have disadvantage on the attack roll. This damage increases by 1d6 if the target is an undead, fiend, or celestial.



Sorcerer

Arcane Anomalies. *The application of practical magic is a form of science, divine is a form of faith, but what origins allow someone to inherit the ability to cast a spell? Is it the spirits from the ground at your feet? Is it a matter of the strength of one's will or is there truly power in dragon's blood? This course presents an overview of the practical mechanics of sorcery, and examines known sorcerous origins.*

—Tym Bessel
Professor of Arcane Theory

PMA1104: *Arcane Anomalies*

In a world where dragonmarked dynasties dominate the mystical economy, it's easy to imagine how sorcerous bloodlines can fit into the world, but not every sorcerer has dragon's blood or some inherited power. What defines the sorcerer is the fact that their magic comes from within, that they must exert their will to coax the powers that lay dormant within them to manifest. This section explores different ways that this can be expressed within a story, from the traditional sorcerous heir, to a vessel of the Mourning, or the product of Vadalis magebreeding.

Supernatural Traits

The core idea of a sorcerer is that their magic comes from within. Whether it's handed down through a mystical bloodline, the result of exposure to a manifest zone, or some other event, a sorcerer's talents are not a "gift" like a warlock's pact. Magic is truly an inherent part of the sorcerer, and the only bargain one must make is with the sacrifices the magic requires to coax it out. The most obvious way to explore this story engine is to have a dramatic physical manifestation of this mystical power.

If the sorcerer's power is hereditary, consider whether the supernatural traits are shared by other relatives or children of the sorcerer. If the line has been around for a sufficient amount of time, it could be recognized by people of the region. This could make the fledgling sorcerer famous, infamous, or burdened with the expectation to live up to the deeds of the family line.

In some places people might treat a sorcerer with fear or suspicion because of an unusual appearance, but Eberron is a world in which people interact with medusas, warforged, and changelings, and a dwarf with green hair or gleaming violet eyes isn't that unusual by comparison. The traits below are cosmetic and don't provide any sort of benefit or penalty.

Supernatural Trait

d6	Trait
1	Your skin is an unusual color or texture. Alternately, you have patterns on your skin—abstract patterns similar to dragonmarks, scars that resemble arcane symbols, or something even more remarkable. These patterns may glow when you invoke your powers.
2	Your eyes are an unnatural color, and glow when you are excited or when you use your sorcerous power.
3	Your hair is an unusual color or texture. This might be simple—you have bright green hair, but it's otherwise normal—or it could be more dramatic. It could appear to be formed from metallic threads or cold fire, or seem to be constantly moving in an unfelt wind.
4	You have a strong and unnatural body odor. This could be subtle, or it could be exaggerated when you cast a spell.
5	You have an unusual voice. You may subconsciously produce ambient sounds… quiet chimes, eerie whispers at the edge of hearing.
6	You subconsciously affect the environment around you in minor but interesting ways, based on the spells you know. If you wield fire magic, you might raise the ambient temperature by a few degrees. If you know illusion spells, the colors of things around you might shift. These changes aren't significant, but they are noticeable, and might be something you still seek to control.

Sorcerous Blood and Bloodlines

The Dragonmarked Houses establish a clear precedent for powerful families that possess hereditary mystical powers. The established lore of Eberron doesn't present lines of sorcerers as playing a significant role within the setting but that doesn't mean it couldn't be the case, especially with a dragonmarked heir of Siberys. There are a few ways to approach this and you will want to discuss with your DM the ways that people within the campaign setting will react to your inherent power.

- **Fear.** Some people believe that the prejudice against aberrant dragonmarks was artificially generated by the Dragonmarked Houses to turn people against potential rivals of the house. It could be that the reason there aren't powerful, publicly known sorcerous bloodlines is because people are afraid of sorcerers. The common folk might lump these displays of power in with the sporadic aberrant outbursts, believing that sorcerers can't control their powers, that they are touched by Khyber or created by the Daelkyr and, as such, inherently evil. These superstitions could be fueled by the established nobility, the Dragonmarked Houses, or both. If so, the second question is whether these fears are justified. Are sorcerers created by the Daelkyr and unwitting agents of evil?
- **Rare.** Perhaps sorcerous power can be inherited but only manifests every few generations. People recognize that there are sorcerous bloodlines and aren't mystified or afraid of sorcerers but they aren't as common as dragonmarks and haven't impacted society in the same way. Simply, sorcerers are just as rare as any other adventurer with uncommon power, which is to say they are, and even among the dragonmarked houses.
- **Regional.** Sorcerous bloodlines aren't presented as being a central part of the Five Nations, but they could be well-established in a particular region. The Lhazaar Principalities stands out as a wild territory, due to the unstructured nature of the nation, where such wild magics might thrive. There could easily be feuding families of sorcerers ruling neighboring principalities but the scarcity of their bloodline never equated to the numbers or power to extend such influence into the Five Nations.
- **Secret.** Perhaps sorcerers have been hiding their power, and in doing so aren't concerned with ruling the Five Nations. The dragons of Eberron are secretive beings who manipulate humanity in accordance with the Prophecy. The sorcerers of your bloodline could have received a mission along with their talents in magic, similar to the first Gatekeeper druids. You might be charged to combat the plans of the Lords of Dust, or you could be gaining influence and waiting until the time is right.

These explanations are just a few ways of explaining why Eberron is the way it is now, and why a world in which families of sorcerers aren't presented as playing a significant role in the world when they probably are or should be in other settings. Note that even if sorcerous dynasties are rare or secret, that doesn't mean that sorcerers have to be equally rare, it simply means that they rarely pass their gifts on to their



children or use them to do anything but maintain their way of life. Sorcerers could still be a well-known part of the world, but their power comes from manifest zones, enhanced dragonmarks, or spontaneous manifestation, rather than a long-established family line where those who don't manifest some power are disowned by the dynasty.

Components of Sorcery

One of the central ideas of sorcery is that the sorcerer's power comes from within and when negotiating the elements of the campaign and a sorcerer character within it, it's important to address how the thematic and mechanical aspects apply to the story. When a sorcerer casts a spell, it's supposed to be fundamentally different than when a wizard casts the same spell, as the sorcerer draws on a natural talent and latent energy within, instead of manipulating arcane science inherent to the world. Thematically, the central difference is that the hours and hours of study that a wizard requires, the necessity of precise movement, and specific ingredients to coax a spell into existence is something that a sorcerer doesn't require to draw these spells into existence, but for this the wizard benefits from a larger variety of spells learned during their studies.

A sorcerer's casting is supposed to be spontaneous thematically, but it often doesn't feel any different from a wizard casting the same spell. A fireball from a sorcerer still requires all the same components that a wizard would need to cast the same spell, guano and all, and while metamagic acts as a catalyst to a thematic caveat, it's far from consistent and requires a large investment from the sorcerer to invoke. Thematically, when a wizard casts a *fireball spell,* the magic in the air reacts to the words, specialized gestures, and material goods provided to harness and channel arcane energy, while the fireball spell should flow directly through the sorcerer, yet a sorcerer must still provide verbal components, somatic components, and a tiny ball of bat guano and sulfur. How do you reconcile the idea of innate power with having to prepare the same balls of bat guano?

One approach is to say that when a sorcerer casts a spell, it looks just like a wizard casting the same spell, that they use the same gestures and the same words of power, they just spontaneously know to speak whatever arcane language it requires instead of learning it. However, the idea of a small child running about the streets of a broken, grimy neighborhood, finding bat guano and gesturing in a specific pattern while mouthing specific words then defies the theme of sorcerous magic. Additionally, it limits the idea of a sorcerer as someone who possesses the innate mystical power, as somewhere down the line, each sorcerer has to learn the exact measurement and application of the guano. If this is the path you and your DM decide to take, it might be an interesting story to negotiate just how a sorcerer character learned to implement these components without such study.

In Eberron, the easiest approach is to nullify all but the most expensive or rare material components from the sorcerer's spell, indicating that the sorcerers themselves function as the material component, and still provides somatic and verbal components that look and sound entirely different from anything a wizard would do. Describe the somatic as emotional, irrational, and irreverent instead of the graceful, patient, and studied gestures of a wizard. The phrasing of a sorcerer's invocations might be frantic and dramatic, instead of measured and practiced.

If your campaign will have a variety of arcane spellcasters you can use either approach, or a combination to acknowledge the limitations of a component and decide how best to present those components in very different ways. If a spell has a verbal component, the sorcerer has to make sound when casting it but those sounds are likely very different from a wizard's incantations. Discuss with your DM how best to represent this facet of the game in your story.

Material Components

If the sorcerer's magic is different from that of the wizard, why do they both need bat guano? A simple principle is that it's manipulating the same underlying mystical principles and bat guano contains some sort of universal essence of fire, and anyone who performs any sort of fire magic needs that bat guano. On the other

hand, there's the practical aspect of a material component, it can be taken away from you, and if it is, you can't cast the spell again until you find more of it. In fifth edition, the material component matter is simplified to allow an arcane focus to replace any free component and that, with a component pouch, a character is presumed to have an endless number of components and thus an ever-present supply of bat guano. This adjustment waves most free components to the ether, allowing the story teller with the freedom to ignore most material issues.

When it comes to expensive components in Eberron, refined Eberron dragonshards can take the place of any expensive spell component. The identify spell requires a pearl worth 100 gp but that pearl could be replaced with the equivalent worth of dragonshards or a dragonshard focus item of similar value.

While fifth edition allows for some nominal ways to ignore the process of menial material components, there's no reason to ignore the possibility of unique story angles through these avenues. Perhaps a sorcerer's component pouch is actually filled with clay, and the caster quickly draws runes or sigils into clay shaped to represent the target or the fireball itself. Maybe it's a bag of dust ground from dragonshards or bones, and a handful is all that's needed to produce the magical effects. If so, the addition of metamagic might simply be an adjustment to that dust peppered with a crystal or stone.

In that same vein, a wand or staff might normally act as an arcane focus, but your arcane focus could be a marionette, shaping a charm or suggestion spell as the strings are manipulated and pulled to influence the target like the sorcerer's puppet. An Aereni sorcerer might use the skull of an ancestor as an arcane focus, while a Talenta sorcerer could use a spirit mask or engraved dinosaur tooth. As long as the item fulfills the basic principles of an arcane focus in cost and size, connect with your DM to find how to best represent the way sorcery magic is different from other arcane traditions and what reaction an NPC might have to each in the same story, and exactly what makes your sorcerer unique.

Somatic Components

If a spell requires a somatic component, it also requires the sorcerer to have a free hand to cast it, and can't cast with full hands, while tied up, or paralyzed.

In the case of wizardry, the caster usually traces arcane symbols in the air or contorts a hand in a wild array. Depending how dramatic you want to be, these sigils could linger, traced in lines of cold fire, but even without special effects, it's a series of precise gestures that focus and release arcane power. Such gestures could be far simpler in the hands of a sorcerer. One might point at a foe and release a blast of flame from the palm.

As with all rules, find how they best inform and serve the setting and story. A warforged sorcerer might describe the *fireball* spell as a hand temporarily transforming into a cannon to channel the magic. In this case, perhaps the guano is fed directly into the cannon's chamber before it fires off, while still working with the rules to find an intuitive opportunity to show that a character *can't cast a spell without a free hand. T*ake a moment to think about how to use the rules to embrace and support that creative freedom a sorcerer embodies for you and your DM.

Verbal Components

Sorcerers have to make sounds but they needn't form words. A primal scream, hum, or howl, might all cast spells by unlocking the magic in a burst of emotion or powerful memory. Perhaps a snarl, deep and guttural like a dragon might be all that is required from one with a draconic bloodline.

A forceful phrase, perhaps even the name of the spell itself, spoken in Abyssal or Draconic might be all the spell needs. Any language could work for this venture, but these ancient languages are the first forms of speech and carry the most power in Eberron. For most, the words alone do nothing, but for someone with the primal essence of magic already coursing through their veins, they focus thoughts and allow the channeling of that magic.

Instead of full words and phrases, a series of syllables might feel like they're based on Abyssal, Draconic, Giant, or Elvish, but don't form any actual words in those languages. These syllables are primordial building blocks, the arcane underpinning of reality. As a sorcerer, these syllables come intuitively, and a sorcerer doesn't think about the words but does think about the intent trying to be accomplished, and the sounds erupt forth. Perhaps these syllables are the true names of things, and in a sorcerer's chant, the primordial name of fire is invoked to cast the *fireball* spell.

A direction frequently traversed by bards would find the spell obeying a fanciful description of the effect being created. *"Let my fiery lash burn you to ash!", or an expression through sonnet or prose might entice the spell to take shape.*

According to the *Player's Handbook*, a "particular combination of sounds, with specific pitch and resonance, sets the threads of magic in motion." To use a spell with a verbal component, the sorcerer has to be able to speak, and it's obvious to observers that the speech is connected to the spell effect, but what is actually being said?

Sorcerers of Eberron

The Five Nations are founded upon arcane science, the magic of the wizard and magewrights, but there are many ways to work sorcerers into the story.

Divine Souls

A sorcerer with the Divine Soul origin can cast magic usually reserved for clerics and, a practical standpoint, this is about expanding the list of available spells and doesn't have to tie to a divine power. A Divine Soul sorcerer could be a halfling with a remarkable mark of healing or a warforged built with the ability to cast healing spells. A Divine Soul doesn't have to actually be divine, but the process of such creation should consider how best to facilitate its synergy within the story.

Celestial Bloodline. Immortals in Eberron can't produce offspring but they can bind their essence to a mortal bloodline and such an event is the genesis of kalashtar origins. This immortal spirit might be a couatl of the Silver Flame, an angel of Irian, or an archon from Shavarath. The spirit might communicate with you, and your power could be its only legacy. You may want to discuss with your DM about how long ago this bond was made, and how many others like you are out there. If you follow this path, discuss the nature of your relationship to the spirit, benign or otherwise, with your DM.

Personal Divinity. The Blood of Vol asserts that all mortals have a spark of divinity within them and that the Sovereigns cursed the world with mortality to prevent anyone else from rivaling the power they've horded through millennia. No matter where it came from, and even if only beginning to kindle such a spark of divinity, the sorcerer knows it exists. Perhaps such a sorcerer doesn't believe the power is gifted from a god, but that they *are* a god who has just now awakened. Consider what this means for your sorcerer and what you must do to strengthen your powers, and do you keep your divinity closely guarded, or work to convert others to further your ambitions? How might other deities feel about your emergence? Are you the answer to a question the dragons gleaned centuries ago from the draconic prophecy or simply a usurper who their agents will seek to destroy?

Stolen Power. The Silver Flame and the Undying Court aren't gods in the traditional sense but they are divine wellsprings. Perhaps you, intentionally or unintentionally, are stealing this power. You could be channeling the Silver Flame, but you don't recognize the implications, or even believe in the Silver Flame at all. Over time, perhaps you'll come to respect the source of your power, perhaps the true believers will take notice and follow your teachings, or simply hunt you down.

Unknown Source. It's clear that you wield incredible power but perhaps you don't know the source of it. Someone or something has chosen you to be its vessel but you don't yet know your purpose. In conversation with your DM, perhaps the scenario dictates your purpose or burden, which might be revealed through visions or something that always remains unexplained.

Draconic Bloodlines

In this day and age of Eberron, the dragons around the world rarely interact with lesser races or get involved in petty squabbles, but a sorcerer's bloodline infused with a touch of magic could harken back centuries. The joining of humanoid and dragon is a dangerous one, and such a precedent long ago, saw a group of dragons mingling their blood with a line of elves in an attempt to control the draconic prophecy through the Dragonmark of Death. When this arrangement produced results, a multitude of dragons joined with the Undying Court to eradicate the bloodline completely. This was primarily an effort to destroy the dragonmark, not a war on every individual with draconic blood, and in other instances, many dragons are fascinated with the lives of humans, elves and dwarves. While observation usually sufficed, the occasional flight of fancy saw dragons living the day to day in the guise of mortals to better understand the motivations of those with such finite time on the Material Plane. Some visits result in marriage and offspring in an attempt to live the charade to the fullest. Consider why a dragon would share its blood with your family, and do you know the reason or how long ago it happened? Is this a family secret, or do you celebrate your power?



Dragonmarked Sorcerers

Dragonmarks and aberrant dragonmarks possess specific abilities which could improve with the development of a Greater Dragonmark or a Siberys Dragonmark. Some sorcerers are dragonmarked heirs that develop a closer connection with a dragonmark and can use a dragonmark to produce a wider array of powers beyond those most frequently documented. Normally, scions with the Mark of Storms doesn't have the ability to conjure lightning, but a Lyrandar Storm Sorcerer could. A halfling sorcerer with the Mark of Healing could reflect their enhanced healing power with the Divine Soul origin, while an elf sorcerer might command the darkness of Shadow Magic with the Mark of Shadows as the origin of their power. To play this connection to the fullest, a character would likely specialize in spells that closely resemble those the house would have as part of their repertoire.

Sorcery can also be used to reflect the inherently chaotic and unpredictable powers of an aberrant dragonmark, and wouldn't need to match to a particular theme. However, aberrant mark powers are often destructive in nature and disturbing in how they manifest. In creating an aberrant sorcerer, think about what makes your powers frightening, to you and others.

Tying your dragonmark to your sorcerous abilities is a purely cosmetic decision and your DM will have the final say as to how the table will approach components, and any additional power from feats and other features that might enhance or conflict due to the storytelling aspect you have agreed on. Don't assume that this story angle would allow you to ignore the requirements of certain feats or features you might select throughout your adventures.

Manufactured

As with many classes, it's possible to explain the powers of a sorcerer as the result of mystical experimentation.

Magebreeding. House Vadalis is known for imbuing creatures with supernatural power. Perhaps your draconic bloodline isn't natural, but rather the result of a Vadalis program to create hybrid humans. Whether that hybrid was draconic, giant, or otherwise, you might have gained your sorcery from a transfusion of blood or body. If so, consider what became of the program and what your connection to it might be now. You might be an agent of the house, or a fugitive. One possibility is that an angry dragon destroyed the facility where you were created, and you're afraid that either the house or the dragon might finish the job if it knew of survivors.

The Daelkyr. The Lords of Xoriat are trapped in Khyber, but they're known for their love of twisting creatures into new forms, typically creating aberrations in the process. Your spellcasting could be a mental gift, but a stranger option is to say that you have physical elements that allow you to cast your spells, whether that be alien organs, grafts, or symbionts that produce your magical effects. The motives of the Daelkyr are always mysterious, but you might know why they created you. You might be a living weapon destined to free your creator, or you could just be an abandoned experiment.

Warforged. The warforged are mystical tools created to serve a function. As a warforged sorcerer, you are effectively a living wand, a tool that can produce a particular magical effect. As you gain levels and your powers grow, you might simply be unlocking the abilities your creator intended you to have, or you might be evolving into something Cannith never imagined.

Manifest Sorcery

The outer planes influence the material world and this power waxes and wanes, leaking energies into the world through manifest zones that ebb and flow throughout their celestial journeys. At some point in your past, the power of one or more planes was infused into your bloodline, imbuing you with sorcerous power. The positive light of Irian might grant the power of a Divine Soul, the unpredictable energies of Kythri or Thelanis could result in Wild Magic, or you could channel the consuming power of Mabar to produce Shadow Magic.

This origin makes more sense if spells that fit the theme of the plane are mainstays of the sorcerer in the story, but nothing prevents you from learning a few spells that don't fit this theme. Your raw power might flow from the planes, but you may have taught yourself to harness it in particular ways that defy what even the most versatile creatures there are able to facilitate.

The Mournborn

The Mourning is the mystical cataclysm that brought the Last War to an end. It destroyed the nation of Cyre, and everything that survived was strangely warped and twisted, which might include you. If you were in Cyre when the Mourning struck, and you survived, you could possess mystical powers left dormant in your blood. Consider how and when they might manifest, and how your character reacts to the power. Any origin could be explained as being tied to the Mourning, but the dark nature of this cataclysm should reflect in your magic. If you wield Shadow Magic, you could be haunted by the spirits of friends who died in the Mourning. If you have a Draconic Bloodline, your wings and the other physical manifestations of your power could be twisted and strange, almost as if the Mourning awakened the latent energies or fused a piece of a dragon within you.

The Mourning is a mystery, and as a Mournborn sorcerer you're tied to that mystery. In using your powers, you could be spreading the influence of the Mourning, setting the trigger for a second catastrophe, or you could the key to unlocking the mystery of the Mourning and cleansing Khorvaire of its vile influence.

Progenitor Spark

Some sorcerers' power flows from the primordial, cosmic beings who created the multiverse, and in the Eberron setting, these three progenitor dragons are Eberron, Khyber, and Siberys. While the blood of dragons flows in your veins, you don't have scales or manifest wings, but you hold a tiny piece of a spark that can shape reality, instead. On the surface, your spells allow you to fling fire, conjure illusions, and other common magic others might acquire,

but you also have the power to create life, drawing dust and dirt together to form the living.

The progenitor Eberron is seen as the source of all natural life and the defender of all that the three created. Khyber sought dominion over the aberrations and fiends she created, while Siberys produced the celestials in all their beauty and splendor. You might feel a connection to one of the three or you might be purely interested in the potential of creation, unburdened by concepts of good or evil.

Progenitor Spark Features

Sorcerer Level	Feature
1st	Arcane Birthright, Shape of Creation
6th	Cradle of Life
14th	Thirst for Magic
18th	Gift of Progeny

Arcane Birthright

At 1st level**,** you gain proficiency in the Arcana and Nature skills if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

Shape of Creation

Starting at 1st level, you can spend 1 hour and common materials from nature to shape and animate a mindless, featureless automaton you fill with the very essence of creation that uses the **commoner** statistics (see the Monster Manual or appendix C in the Player's Handbook). Your creation can perform simple tasks at your command that a human servant could do, such as fetch things, clean, mend or fold clothes, serve food, stand guard or even make an unarmed attack against a creature or object. Its damage die is a d4 and it deals magical force damage.

Once you give the command, the automaton performs the task to the best of its ability until it completes the task, then waits for your next command. Your creation ceases to exist if it drops to zero hit points, after 24 hours (unless you repeat the 1 hour process to refill its essence), or when you use your action to reclaim its essence, returning to the wellspring from which it came. You can have one such creation at a time.

When you reach 2nd level in this class, each time you shape your automaton, you can spend any number of sorcery points up to your proficiency bonus to increase its statistics. For each sorcery point you spend, its hit point maximum increases by 5 and its AC and Ability scores increase by 1. Your creation's damage die increases by one type when you spend 2 sorcery points (d6), 4 sorcery points (d8), and 6 sorcery points (d10).

For example, if you spend 3 sorcery points when you create your automaton, its AC and all of its ability scores are 13, its hit point maximum increases by 15, to a total of 19, and its damage die is a d6.

Cradle of Life

At 6th level, whenever you cast a spell of 1st level or higher that has a casting time of 1 action, you and friendly creatures within 10 feet of you have advantage on all saving throws and resistance to all damage until the start of your next turn.

Thirst for Magic

At 14th level, you can will yourself the knowledge of a spell temporarily. As a bonus action, you can spend a number of sorcery points equal to the spell's level +1 to learn a spell from any spell list for the next hour. (1 sorcery point if the spell is a cantrip). The spell must be a level which you can cast, and it must be of 5th level or lower.

Gift of Progeny

At 18th level, you learn the *simulacrum* spell. It counts as a sorcerer spell for you, doesn't count against the number of spells you know, and can't benefit from your metamagic.

Also, you can spend 10 sorcery points to ignore its material components and speed up casting the spell, which you can complete in 8 hours, instead of 12. When you do, your simulacrum has no sorcery points and the number of spell slots it can use is equal to the number shown on the Sorcerer's Spellcasting table equal to half of your sorcerer level.

You can only have one simulacrum at a time and, if you create another, the oldest crumbles to dust.

Warlock

Basic Principles of Thelanian Law. *Whether you're negotiating with an awakened oak or asking a pixie to mend your old shoes, understanding the traditions of the fey is the key to success. Taking this course now will help you avoid curses in the future!*

— Birra Oak
Professor of Otherworldly Anthropology

PMA1105: *Cosmic Law*

There's no such thing as a typical warlock. If it was easy to make a pact, everyone would do it. Some warlocks might have gained power through sheer luck, just happening to be in the right place at the right time, when the moons and planes aligned over a particular manifest zone, allowing a deal to be struck with an extraplanar being. While other warlocks may have earned their pact through research and effort, learning long-forgotten rituals to conjure and negotiate with the patron. A warlock could be a member of a bloodline with ancestral ties to a fiend, or they might have claimed an artifact in a forgotten ruin. It's up to the player and Dungeon Master to decide how the pact was made, but always remember that every warlock is remarkable. This sort of arcane power doesn't come easily, and every warlock should have a story.

Patrons of Eberron

Warlocks typically wield magic gifted by a bargain with entities of influence that exist on alternate planes and in Eberron this practice is largely the same. However, this world is full of omnifarious beings of great power that might once have originated from or inherited power from another plane setting their personal agendas in motion and moving in secret. This section provides an overview of the traditional sources of a warlock's power, and touches on other powerful forces that are well suited as alternatives to the traditional pacts.

Eberron sits on the material plane, and like other settings, it is parallel to a plethora of other planes of existence. Scholars who are considered to be experts on the relationships between Eberron and its neighboring planes point to their definitive existence by citing known manifest zones and their effects on the prime plane. Each of the planes affect certain manifest zones, dotted all over Eberron, in different ways as they enter coterminous, and those same effects diffuse as the planes drift along their paths. Fire might burn hotter, levitation magic might wax and wane, or small onslaughts of dark forces might ravage nearby towns as they spill from the different planes during these spans of coterminous. As these planes orbit the Material Plane, each of these manifest zones becomes a hotbed for activity from the denizens of their home plane, and communication becomes possible, enabling deals of all severity to be struck between mortals and these extraplanar beings.

The Archfey

The Faerie Court of Thelanis is closer to Eberron than most of the other planes. There are many places where it's possible to slip between worlds. A character might have stumbled into Thelanis by accident and forged a pact as part of the price of returning to Eberron, or perhaps they're an aspirant of the Greensingers, and found their patron in the depths of the Towering Woods on a moonless night.

The Archfey of Thelanis are the heroes and villains of the faerie tales told in this world, and they are driven by the stories that define them. A DM may decide that their requests are enigmatic, tied to feuds between the fey themselves and unrelated to the details of a main storyline, but ones that might find their ties at some later date in a campaign. Archfey patrons might demand that a character keep an egg safe for a week, compose a poem, or reenact some part of the Archfey's story. There are a number of patrons who fit the flavor of the Archfey pact even though they have no ties to Thelanis.

The Prince of Frost. He was once a joyful spirit of summer, until his true love left him to live a mortal life with a paladin of Dol Arrah, eventually dying a mortal's death. Nothing the Prince could do would save his former lover. Now the prince's domain is as cold as his heart.

He hates lovers and noble heroes in general, champions of Dol Arrah especially. The Prince might demand that his warlock abandon a true love in exchange for his power, then charge the warlock to spread sorrow or make virtuous heroes look like fools. If this story is interesting to you, remember not to be an antagonist of your fellow players in an outright or combative manner and, as a DM, make sure that consent for this style of play is unanimous around the table.

Grandmother. This kindly archfey helps the downtrodden achieve their dreams. She takes pity on the occasional urchin or pariah, giving them powers to help rise above their station, but in return she'll task them to help others whose tragic stories pull on her heartstrings. The great awakened trees, Oalian and Embrisa might present themselves as similar sympathetic entities on the Material plane.

Sora Katra. This immensely powerful hag is one of the current leaders of the nation of Droaam and has a long history of interacting with, and sometimes manipulating, heroes to fulfill her visions of the future. In some tales, she is a villain, but in many she is someone who can be bargained with, and acts as a source of power or information for someone clever enough to deal with her. A character in the service of Katra could be working as an agent of Droaam, trying to help the young nation get recognition. Alternatively, a character might be a criminal with connections to Daask, or simply a would-be hero who has drawn the attention of the visionary hag, but will her gifts bring fortune or misery?

The Celestial

Where a cleric draws power from faith, a warlock has a concrete bargain with a specific entity. The gods of Eberron don't usually engage in such direct transactions, and as such a Celestial warlock generally won't have a pact with "The Silver Flame." Instead, you've made a bargain with a specific celestial entity. Below are a few options to consider while developing a warlock celestial patron.

The Couatl Hezcalipa. The couatl are the first children of Eberron. Most sacrificed themselves long ago; their divine essence forms the foundation of the Silver Flame and holds ancient demons at bay. Hezcalipa is tied to the Silver Flame and can't fully manifest in the world, but she might have granted your warlock character access to some of the powers of the Flame in exchange for helping battle the rising darkness. Hezcalipa doesn't trust the leaders of the modern Church of the Silver Flame, and even though your warlock wields the divine power of the Flame, you might come into conflict with corrupt forces within the church, while operating on your own.

The Angel Ortaniel. Syrania is the plane of peace, and of all things that flourish in peaceful times. Ortaniel is a celestial scholar, a divine chronicler who is studying the Prophecy and making a record of critical events. As an agent of Ortaniel, your warlock might be an adept, a sage, or even a chronicler yourself. The angel will point your character in the direction of interesting or uplifting stories yet to be, and it's their job to record the outcome and tell the story that might otherwise never be heard.

The Archon Trasala. Shavarath is embroiled in an endless war between fiends and celestials. Most of the time this conflict is entirely bound to the outer planes, and commanders on both sides avoid drawing mortals into the battle. Occasionally, fiends slip into Eberron with sinister agendas. When this happens, commanders of the forces of justice such as Trasala, will enlist the help of a mortal to counter these agendas. In general, he wants warlocks that serve him to serve the broad, abstract concept of justice. If Trasala is your warlock's patron, he might task your character with exposing and unraveling the schemes of Shavaran fiends and their agents.

The Fiend

The most powerful fiends of Eberron are the Overlords, but these ancient evils are bound by the Silver Flame. The Lords of Dust serve the Overlords, and a warlock might have been recruited by one of the leaders of this immortal cabal. Alternately, a character could have a bargain with a fiend from the outer planes, a powerful being driven by a personal agenda. You might find inspiration in any of the following fiendish options below.

The Keeper of Secrets. The Overlord Sul Khatesh embodies the concept of dangerous knowledge, both mundane secrets and arcane powers, that is best left alone. While she's bound by the Silver Flame, Sul Khatesh could be

whispering secrets to your character, teaching spells and invocations through dream or vision. She doesn't make demands, but she may reveal secrets your warlock might want to act upon such as assassin's plans, cultist's schemes, or other dark conspiracies. Worst yet your character might never know if your actions are somehow helping the Overlord achieve some diabolical purpose or perhaps freedom from her eternal bindings.

The Wyrmbreaker. The rakshasa Durastoran is one of the most powerful members of the Lords of Dust. He wages a cold and quiet war against the dragons of the Chamber. Warlocks that bargain with Durastoran guess that he is using them to strike at the Chamber, and those who strike a deal have usually experienced great loss due to the actions of the Chamber's agents already. Most of these pacts stoke the fires of revenge hot enough to justify working with this fiend. A DM may decide that your patron's requests pit your character against the dragons of the Chamber, and both paths might be means to an equally fiery end.

The Master of Flames. Asgorel is a mighty balor who dwells in the blazing depths of Fernia. Asgorel embodies the wild and destructive power of flame, the wildfire that consumes cities and spreads terror. Asgorel has no grand agenda but could have granted you a fraction of his powers with the only demand that you use it, constantly. As long as you're causing property damage or killing creatures, Asgorel will be satisfied. If too much time passes between battles, the demon might grow restless.

The Great Old One

This pact reflects a bond to an alien entity, a force that can twist minds and cause madness. Here are two options that fit this story.

The Daelkyr. Long ago, a number of daelkyr, lords of Xoriat, the realm of madness, led armies into Eberron. They shattered the nations of that age, and unleashed hordes of aberrations into the world. Ultimately, they were defeated and bound beneath ancient seals. Above all, the daelkyr are mysterious and unknowable, even today, and no one knows if they sought to conquer Eberron or if they simply wished to transform it.

As a warlock tied to the daelkyr, at some point you could have made psychic contact with one of these mighty beings and negotiated your pact. Another more mysterious option is that the pact simply happened. You could have woken up one morning and found that you had an unblinking eye embedded in your palm, gazing at you. You might later learn to channel your magic through this eye as your power grows. As you use these powers, you can feel your body continue to change in other ways. This approach is a good choice for the Pact of the Host boon presented in this section. You've been unwillingly bound to a symbiont; will you come to terms with it or do you despise this unwelcome passenger?

The Quori. The most infamous of these denizens of the Dal Quor, the plane of dreams, are tied to the Dreaming Dark, a conspiracy that manipulates the world through dreams. You could be a willing agent of the Dreaming Dark, believing that the world will be better off once its united under Quori rule. Alternatively, you could have a connection to an independent Quori that has its own agenda, whether that's fighting against the Dreaming Dark or pursuing its own goals. Your patron will contact you in dreams, and it's in dreams that you learn your invocations and spells. If you take the Pact of the Host, your symbiont might be the ectoplasmic image of a Quori.

The Hexblade

The Hexblade wields the power of the Shadowfell, infusing it into weapons and summoning specters. In Eberron, this is best matched by the hungry plane of Mabar, also known as the Endless Night. Mabar embodies entropy and the end of all things. Its lords feed the source of that negative energy to empower the undead, and one such lord might call a warlock into unholy service.

Queen of All Tears. A powerful lord of the Mabar plane, the Queen of All Tears often seeks mortals who venture too close to manifest zones, surrounding them with the threat of undeath, and offering salvation as her first sinister gift. As a patron, she yearns for the mortal essences that are consumed by the Hexblade's weapons, but also enjoys the general spread of misery and despair. If the Hexblade doesn't feed this hunger by causing misery for others, she might find a way to make the Hexblade suffer. As a Hexblade, you could have learned to channel the power of Mabar into your weapons without making a bargain with a specific patron.

The Mourning. The cataclysm that killed hundreds of thousands of people and destroyed the nation of Cyre is another dark force that could infuse your weapons with shadowy power. Not only did you survive this disaster, but now you somehow wield its power, and you fear that you may be the harbinger of a new Mourning. You can either embrace these destructive powers and begin the cataclysm anew, or you can use them to combat greater evils and focus the power of the Mourning on those who truly deserve it.

Lord of Blades. If you're a warforged warlock, you might consider a Hexblade bargain with this warforged champion. Although he lacks the epic power of other groups, the Lord of Blades might have discovered a deep secret about a power hidden within the warforged themselves. He has agreed to become your mentor, and is teaching you to harness these secrets.

Immortal Weapon. Rather than forming a bond with one of the celestials or fiends that are waging eternal battle on Shavarath, the plane of war, you've formed a connection with an immortal sentient weapon—a weapon that yearns to be used in the cause of either justice or tyranny, depending on its personality. Initially, you can only draw a shadow of the weapon into your own, but once you have the Pact of the Blade you can conjure the actual weapon from Shavarath, granting you the unique honor and power of fighting in unison with your patron.

The Vessel. You didn't bargain for power, it was placed within you. It's impossible to permanently destroy an immortal entity in Eberron and the only way to ensure it is subdued indefinitely is to bind it. Any sort of immortal might be bound within you. The spirit could be passive and dormant, but you can siphon its powers. Alternatively, it could be awake. You're in full control of your powers, but the entity bound within you whispers to you, pushing you to follow its agenda. As you gain experience, you learn how to channel more of the prisoner's power, but are you afraid that this may be weakening its bonds? This could also be an interesting path to combine with the Pact of the Host; when the symbiont takes over, it's your prisoner temporarily transforming your body.

The Wandslinger. Wands and combat magic are becoming increasingly common on the battlefields of Eberron. You might never have been one for studying spellbooks, but you've learned a solid set of cantrips and you're working your way up to being able to drop a *fireball* or two. As a wandslinger, you might be a former soldier looking to get some use from your wartime skills, or you could be a scoundrel—a criminal or charlatan with fast hands and a silver tongue, looking to make some easy gold. Despite the name, you don't have to have an arcane focus to cast spells, however, from a narrative standpoint you prefer to use a wand, staff or rod when you can.

Warlocks Without Patrons

The idea of the patron is part of the inherent story of the warlock class. But just as you can play a barbarian who's not a savage, there's nothing wrong with playing a warlock with no patron. Consider the following ideas.

The Spy. Combined with the criminal or charlatan backgrounds, a warlock can make a highly effective spy. Your cantrips reflect your basic magical training. Your spell slots could be the equivalent of "spy gadgets" or abilities that have been granted to you by your agency. These could be granted by mystical tattoos, or they could be actual gadgets such as temporary magic items you assemble from simple components. As a spy, you may have a patron in the form of your agency. A list of possible organizations can be found in the Rogue section.

Developing a Patron

A patron doesn't have to be an important part of a warlock's ongoing story. A warlock's powers could be a one-time gift, bestowed in exchange for a promise. Perhaps it is a promise of the warlock's first child, the last year of their life, or a pledge to battle the patron's enemies. Just as a bard doesn't necessarily have to be a musician, a warlock doesn't necessarily have to strike a bargain, but the relationship with a patron can be a compelling story hook that adds depth to a warlock character. Consider how contact between the character and patron was first established, and the price for power paid. The patron might be a kindly mentor, who personally teaches new invocations to the warlock, or alternatively, the patron is a demanding overlord, who expects loyalty and service in exchange for their boons.



The player and DM should work together to develop these details, ensuring that the player's vision of the patron fits with the overall story of a campaign. While it might seem that a demanding patron could be a disadvantage, these requests could help to drive a story forward and lead to interesting adventures. A patron might have access to secrets and information that the adventurers could never acquire on their own. The question is whether the patron has an agenda that's hidden from the warlock, and if the character knows the true price of service.

In developing a patron, it's important to establish how the patron communicates with the warlock. The Patron Communication table provides a number of options. Also consider whether the warlock has a way to signal the patron, or if the patron is the only one who can start a conversation.

Patron Communication

d8	Method of Communication
1	Birds or small animals speak to you with eerie voices.
2	Your patron speaks through mirrors, animating your reflection and speaking with your voice.
3	You carry a journal (which could become your Book of Shadows), and messages from your patron appear on its pages.
4	You hear your patron's voice in the rippling of water, the crackling of flames, or in the howling of the wind.
5	Your patron speaks to you in dreams, crafting elaborate scenarios. Hopefully you're not being manipulated by the Dreaming Dark!
6	To receive messages from your patron, you have to drink a special—and highly alcoholic—potion.
7	You find messages from your patron scrawled on walls and embedded in graffiti.
8	Your patron possesses random strangers for brief periods of time.

Otherworldly Pact Boon

At 3rd level, a warlock gains the Pact Boon feature. Here is a new option for that feature, in addition to the options in the *Player's Handbook*.

Pact of the Host

Your patron binds another being in its service to you in a symbiotic relationship, protecting both investments by teaming the power of its independent gifts. The nature of the symbiont and the form that you take during symbiosis depends on the nature of your patron. A fiend might pair you with an ancient evil in need of a physical form, while a Great Old One might bestow an alien symbiont, protecting you in exchange for safe haven.

Whenever you take damage that would reduce you below half of your hit point maximum, you can use your reaction to relinquish control to the symbiont you host and enter a state of symbiosis with it. When you do, the symbiont envelops you and your possessions with its alien essence to enhance your capabilities and protect you from harm for the next minute. While transformed, you can issue telepathic commands to the symbiont, which it tries to obey to the best of its abilities, and the following rules apply:

- If you are affected by any condition when you transform, its effect is suspended for the duration of the transformation, and you have advantage on saving throws against spells and effects that grant additional conditions.
- Your AC becomes your Charisma score and you add your Charisma modifier (minimum of 1) to your Strength, Dexterity, and Constitution scores.
- You retain the benefit of any features from your class, race, or other source. Worn equipment merges with your new form and has no effect until you leave the form.
- You are blind but the symbiont has tremorsense, which can be used to detect and pinpoint the origin of vibrations within 30 feet, provided that the source of the vibrations is in contact with the same ground or substance but can't detect flying or incorporeal creatures.
- You can't cast spells or concentrate on them.
- Your unarmed strikes deal 1d10 magical bludgeoning, piercing, or slashing damage, you choose each time you make the attack.
- If you are knocked unconscious, your transformation ends early. As the symbiont retreats inside you, you suffer two levels of exhaustion.
- If you reduce a creature to 0 hit points while the transformation persists, the symbiont frenzies, and spends its next turn to consume the creature's life force and takes no other actions until it does. If it consumes the creature, nothing remains, including its equipment, and the duration of the transformation increases by 1 minute and you regain a number of hit points equal to your Constitution modifier (minimum 1).
- You can choose to prevent its frenzy at the beginning of each of these turns with a DC 10 Charisma check to regain control using either Deception, Intimidation, or Persuasion. On a success, the symbiont continues to obey your commands, or you can end the transformation early. On a failure, the symbiont spends its turn to consume the creature and the DC increases by 5. You can fail each check (Deception, Intimidation, or Persuasion) only once each transformation, and lose control of the symbiont completely when none remain. If you lose control of the symbiont while it frenzies, it becomes hostile to all creatures and spends its turns pursuing and attacking the nearest creature to the best of its ability until the transformation ends.

Eldritch Invocations

At 2nd level a warlock gains the Eldritch Invocations feature. Here are new options for that feature.

If an eldritch invocation has a prerequisite, you must meet it to learn the invocation. You can learn the invocation at the same time that you meet its prerequisite. A level prerequisite refers to your level in this class.

Alien Speed

Prerequisite: Pact of the Host feature

While in symbiosis, your symbiont gains an increase to movement speed and jump distance equal to your Charisma modifier x 5.

Aquatic Adaptation

Prerequisite: 7th level, Pact of the Host feature

While in symbiosis, you can breathe air and water, and you have a swimming speed equal to your walking speed.

Cameral Mind

Prerequisite: 5th level, Pact of the Host feature

You can relinquish control to your symbiont regardless of your hit point total as a reaction whenever you take damage, you have advantage on ability checks to maintain control over the symbiont, and the level of exhaustion you suffer when it retreats is reduced by 1.

Dread the Darkness

Prerequisite: 12th level, Pact of the Host feature

While in symbiosis, you have blindsight with a radius of 60 feet and are blind beyond that distance.

Elevated Evolution

Prerequisite: 15th level, Pact of the Host feature

When you transform, your symbiont grows wings and gains a fly speed of 30 feet.

Precision Predator

Prerequisite: 9th level, Pact of the Host feature

Once per turn, when your symbiont hits a creature with an attack, you can expend one of your Hit Die to deal extra damage of the same type equal to your Charisma score.

Second Skin

Prerequisite: Pact of the Host feature

When you enter symbiosis, your symbiont gains temporary hit points equal to your Warlock level.

Venomous Spit

Prerequisite: Pact of the Host feature

While in symbiosis, as an action, your symbiont can spray a stream of sticky bile, targeting one creature or object it can sense within 60 feet. The target takes 1d8 acid damage and its speed is reduced by 10 feet unless it succeeds on a Dexterity saving throw against your spell save DC. This damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Violent Ends

Prerequisite: 5th level, Pact of the Host feature

Your symbiont transforms with a serrated prehensile tail that it can use to make a special melee weapon attack with as a bonus action. This attack has the *finesse* and *reach* properties, the damage die for this attack is a d4, and the attack deals slashing damage.



Wizard

Arcane Aptitude. *You've dabbled in magic and learned your first cantrip. Where do you go from here? This course provides a guided tour of the different schools of wizardry, their philosophies, and centers for learning. Are you better suited to abjuration or necromancy? You don't have to be a diviner to find the answer!*

— Cord Ennis
Professor of Arcane Sciences

PMA1106: *Magic of Antiquity*

The secrets and means of shaping the forces of creation are embedded within the principles of arcana magic, thought to be a gift from Siberys himself, and a true wizard seeks to master these principles with every waking hour. Even early on, the talents and versatility of a wizard are remarkable. A magewright could spend years mastering a single cantrip, while those who focus their efforts on dissecting a spell down to the repeatable arcane principles simply by studying scrolls and schematics, and who can reliably duplicate the effects, earn the moniker of wizard.

As a wizard, you're an arcane scientist and, like any scientist, you could be diligent, eccentric, or even stark-raving mad. Among the other magically inclined, you have every reason to be proud of your talents. Bards? Stage magicians obsessed with fame. Sorcerers? Freaks who won the genetic lottery. Warlocks? Cheaters who bought their magic from someone else. You *earned* your power. You're a bona fide genius and it's unlikely that anyone will soon forget how bright your brilliance burned, especially if you go out in a fireball of glory.

Schools of Thought

Wizards approach magic as a form of science, and from that perspective are likely to contemplate the underlying principles of magic more than any other spellcaster. A gesture, an incantation, and a particular form of thought produce a magical result, but how does this happen, and what makes magic? Do the energies involved come from the planes or from Eberron itself? What is the difference between arcane and divine magic—or is there a difference at all?

Arcane scholars have debated these questions throughout history. Every wizard has a theory and might be very well prepared to debate the question at great length with anyone who considers themselves a scholar of the arcane. Consider the popular theorize circulated around Eberron which are provided on the table below. Most wizards decide early in their curriculums which theories support their philosophy of magic or come up with their unique rationalizations.

Schools of Thought

d6	Arcane Philosophy
1	**Consensualist.** Reality is defined by mortal thought and belief. Practitioners of this theory believe the principles of arcane magic hold true when enough people believe in those established principles, but such magic might be subject to change over time.
2	**Dominion Theory**. All magic is a gift of the Sovereigns and Six. The rituals and incantations are window dressing and there's no fundamental difference between arcane and divine magic. Proponents of this theory are often called "loyalists", or "crazies" by some, as they decree that "Arcane magic" is a delusion.
3	**Externalist.** All magic involves channeling energies from the different planes. A *fireball* draws energy from Fernia and a *ray of enfeeblement* pulls energy from Mabar.
4	**Prophetic Principles.** Many believe that magic functions by making minute alterations to the Draconic Prophecy—the fundamental blueprint that defines reality.
5	**Siberyan Theory.** Arcane energy emanates from the Ring of Siberys and permeates Eberron. Arcane magic shapes and channels this force. Some adherents of this theory insist that crystals—especially Siberys dragonshards—are the only worthwhile arcane focuses.
6	**Sympathist.** Any spark produced can be magnified, it's just a matter of knowing the proper materials. Even at a distance, material objects once in contact with each other maintain a connection, and magic flows along this connection, allowing a true wizard to affect a similar object by that connection. Bark will always be connected to a tree, and all a sympathist needs to awaken the tree is a bit of bark and the all-important spark of life.

d8	Arcane Training
1	**Family Tradition.** Your family has a long history of arcane talent and you are the most promising student in generations drawing both praise and ire of members of your family. Alternatively, you might be overshadowed by more talented siblings. While some in a similar position look to make a name in the family history, others hide from such responsibility with feverous desperation.
2	**Hedge Wizard.** You might have studied at one of the academies but found their methods and limitations irritating. Despite the risk, you set your mind to teaching yourself, even if it meant stealing texts to piece together the mysteries of the arcane. Your methods likely seem strange or even horrifying to classically trained wizards.
3	**Military Training.** You served in the Last War, and your mystical abilities are the result of your military training. You might have been a wandslinger on the front lines, operated mystical artillery, called a siege staff, or maintained important magic items.
4	**Mystical Mentor.** You have no formal educational training, but you learned the arts of wizardry through one-on-one study from an exceptional teacher. Perhaps your mentor was an officer during a great conflict like the Last War, a stranger hoping to repay a past kindness or kindle talent, or they traveled the roadways and border town circuits after having been thrown out of one of the major institutes due to unorthodox or forbidden methods.
5	**Proper Education.** You graduated with honors from one of the finest institutions of arcane doctrines. Depending on your national origin, your studies might have taken place at Arcanix, Korranberg, the Vermishard Academy, or any other accredited school of magic.
6	**Religious Study.** You're an acolyte of the Sovereign Host and devoted to Aureon. You honed an aptitude for magic in one of the great temples of the Host and believe that Aureon has guided you along your path.
7	**Supernatural Guidance.** You learned basic principles of wizardry with some coaching from a supernatural entity, similar to a warlock, but without a formal pact granting you their power. Consider how and why this entity contacted you, to what end, and if there might be any ongoing relationship between you.
8	**Thrifty Education.** You learned the arcane arts at one of the less prestigious academies, like Morgrave University, considered to be one of the trade schools of the Twelve. Those from higher learning institutions might look down on you but they can't take your achievements away, no matter what they say.

Arcane Training

According to the myths of the Sovereign Host, the god Aureon was the first being to master arcane magic. The most common version of the story tells that in the course of his studies, a miscalculation gave malevolent life to Aureon's shadow, which became one of the Dark Six. Ever since, the Shadow became the patron of those who delve into the darker parts of arcane magic. Another version suggests that Aureon actually learned magic *from* the Shadow, but some historians theorize that this could be a metaphor for a mortal scholar taught by the fiendish Overlord Sul Khatesh. Whatever the truth, priests of Aureon take an active role in arcane instruction. Aureon's Academies are public institutions for learning the basic principles of arcane magic, most staffed by disciples of the Sovereign of Law and Lore. The graduates of these academies are magewrights, not wizards, due to the advanced instruction required to learn more than everyday cantrips.

Consider where you might have gotten the instruction and guidance necessary to master the arcane. You might have attended one of the prestigious schools of Khorvaire, or maybe you mastered the principles on your own through decades of grueling self-determined study? Perhaps a more sinister mentor indoctrinated you to the darker facets of the arcane. Such a relationship would be different from a warlock, in that your instructor or supernatural tutor didn't grant you power but simply taught you to obtain it. Mentorships like these might be clinical and even kind-hearted, or a more sinister codependency formed during the process as the training progressed. Discuss with your DM whether or not your mentor is still alive, if they are available for guidance, or if they left you to carry on their work. Whatever the nature, you might find that spark of inspiration in any of the following options on the Arcane Training table.

Arcane Focuses

An arcane focus is a tool that allows a wizard to ignore the standard material components required for a spell, as described in chapter 10 of the *Player's Handbook*. Under the standard rules, the difference between a staff or an orb is purely aesthetic and simply mitigates the need for

components. In the world of Eberron, a wizard's choice of focus is both an expression of who they are and the nature of the magic they wield.

Wands, **staffs**, and **rods** are primarily associated with human cultures in Eberron. Both the giants of Xen'drik and the elves of Aerenal occasionally use scepters as a form of focus, and although some have adapted the practice, it was the humans of Sarlona who first made the wand a staple and brought it to Khorvaire. Primarily an offensive tool that amplifies the aggressive energies of a spell, wands of naturally magical woods have been known to increase the potential of evocation spells. In Khorvaire, people recognize wands, staffs, and rods as weapons and assume the carrier know how to use it. Those who wave wands around might cause a panic as if pointing a crossbow at someone and is likely to find either, or both, aimed squarely back at them.

Like a wand, a staff is more than just an expensive piece of wood. In the *Player's Handbook*, a staff can be used as an arcane focus if its value is at least 5 gp and differs from a quarterstaff in more than just cost. An arcane focus is made from specially treated wood, and is generally engraved with mystical symbols, studded with dragonshards or other mystically active substances, and sometimes both. The compact nature of the wand makes it twice as expensive as a staff, which varies based on the exotic nature of the wood, and any customization that the focus might also exhibit. For instance, a staff or cane might be fashioned to conceal a thin blade, and rods that double as umbrellas are a current fad in Sharn. A trained magewright would easily be able to identify whether a length of wood is a functioning rod, staff, or wand and a novice artificer or talented wizard would be able to fashion a nonmagical length of wood into a focus.

Orbs and **crystals** have been used as an arcane focus for far longer than wands. It's thought that the dragons were the first to employ these tools as arcane focuses, but they are also found in the ruins of Xen'drik and are the primary arcane focuses used in the nation of Aerenal.

An orb is a sphere of metal or stone, engraved with arcane patterns and imbued with dragonshards or other mystic substances. In Eberron, orbs are typically associated with abjuration and enchantment spells, and more expensive gemstones can enhance the lucidity of divination magics.

A crystal can take a wide variety of forms. The core of a crystal is typically a Siberys dragonshard, though an Eberron shard of remarkable quality can also serve the same purpose. The focus can simply be a loose crystal shard that has been polished and engraved with mystical symbols. However, a crystal focus might also be carved into a distinct form and many crystals share the length and overall shape of their counterpart wands. Crystals are generally used to channel evocation, conjuration, and illusion magic.

Ignoring any theoretical limitations, a necromancer might use a specially prepared skull, engraved as an arcane focus. The critical elements of an arcane focus require its cost be at least 5 gp, that at least one hand free to be used effectively, and that those who have arcane proficiencies are able to recognize its purpose. For instance, another wizard or cleric would likely recognize a spellcaster using a gold mask worth 50gp as a focus with a distant glance and, unless your DM decides it functions while worn, the mask would need to be held in one hand to function properly.

Variant Wands, Rods, and Staffs

The *Dungeon Master's Guide* and other sourcebooks present a wide variety of magical wands, staffs, and rods, but there are considerably fewer orbs and crystals in the treasure tables. As a DM, you can take an existing magic item and simply change the form. If you're creating an adventure set in an Aereni crypt and want the player characters to find a *wand of fireballs,* you can make it a *crystal of fireballs* to give it more distinctive Aereni flavor. In changing the form of an item, remember that all arcane focuses typically require one hand to use effectively.

Arcane Institutions

Arcane magic is an important part of daily life in the Five Nations. Basic education requires students to be tested for arcane aptitude and those that show promise are tracked to study at one of Aureon's Academies or one of the trade schools of the Twelve. The trade schools provide a significantly better education at a higher cost, though tuition can be waived for students who commit to a lengthy "apprenticeship" with one of the Dragonmarked Houses that many see as a form of indentured servitude. Both options are available across the Five Nations and are designed to produce magewrights but not wizards. To learn more complex spells than simple cantrips required for municipal employment, a potential candidate would need access to one of the advanced institutions, their libraries, or a powerful mentor.

No matter the nation, these academies maintain impartiality in the training of gifted students from any nation, and a favorite past time during the last war saw Aundair recruit ambitious wizards of Breland to join the Arcane Congress, just as Rekkenmark promoted the unity and survival tactics of squad-based comradery to turn the impressionable cadets from Thrane.

Even in these institutions, people with abilities of high-level player characters are rare in Eberron. The teachers in Arcanix aren't all advanced wizards and might never learn to cast the *invisibility* or *dimension door* spell. Some scholars understand the essence of advanced magical theory, teaching spells that they can't perform themselves, while others are ritualists who can cast high level spells, but only as lengthy rituals. By 12th level, a wizard's talents are legitimately legendary, and a careful hermit would still be known far across the world, if not by entities of other planes of existence.

Arcanix and the Arcane Congress

The Arcane Congress of Aundair is the finest institute of magic in the Five Nations. Founded in 15 YK, the Congress was primarily focused on the domestic applications of magic until Galifar collapsed and the Congress was immediately militarized. Aundair is the smallest of the Five Nations, and arcane superiority was crucial to its strategy during the last war.

The Arcane Congress is a massive institution with campuses across Aundair. The most renowned among these is Arcanix, which serves as a center both for cutting edge research and for teaching the most advanced students. The core of Arcanix is located in a cluster of floating towers, and it was moved to its current location during the Last War to secure territory claimed from Thrane. Arcanix isn't merely a school, it's also a military citadel, a testament to the arcane might of the Arcane Congress and Aundair as a whole.

While arcane magic plays an important role in daily life across Khorvaire, this is especially true in Aundair. Between the long-established presence of the Arcane Congress and the importance of magic to the war effort, Aundair has the greatest number of magewrights and wand adepts in the Five Nations. All schools of magic can be studied at Arcanix, but Aundair is particularly noted for abjurers, conjurers, and especially, diviners. Skilled diviners might be recruited to Aundair's intelligence service, the Royal Eyes, which is used extensively to keep an eye on national securities at home and abroad.

Atur Academy

The Karrnath based Atur Academy, within what outsiders call the "City of Night", specializes in mystical studies shunned by other institutions. Atur is a stronghold of the Blood of Vol, and the Academy has no equal when it comes to the study of necromancy. While its coverage of other schools of magic is unremarkable, its researchers develop necromancy and transmutation spells that others would consider to be horrifying, and its vaults are said to contain tomes and scrolls of many spells forbidden during the reign of Galifar.

The Library of Korranberg

The gnomes of Zilargo place great value on illusion, divination, and enchantment magic. Most of Zilargo's many universities teach at least one of these subjects. The Library of Korranberg is especially noteworthy, and its divination facilities rival those of Arcanix. It's rumored that the Trust of Zilargo maintains a number of hidden arcane think-tanks, but this has never been conclusively proven by anyone outside the capitol.

The Lost Facilities of Cyre

In addition to the strong presence of House Cannith and the Twelve, Cyrans embraced the artistic and social potential of magic. **The Vermishard Academy** trained promising nobles in the arts of enchantment, while the **Wynarn Institute of Art** (affectionally referred to as WIA by enthusiasts or snobs) focused on the artistic potential of illusion and conjuration magic. Like other nations, Cyre embraced the martial aspects of magic during the Last War, but its war magic programs weren't as developed as those of Aundair or Karrnath.

Morgrave University

Breland relies on the trade schools of the Twelve for general magical education and Morgrave University is the best option for mystical research and private training. Morgrave's faculty is eclectic, and its facilities are no match for Arcanix, but the University still produces an impressive number of wizards and artificers. This is driven by a tradition of encouraging students to personalize their techniques, shifting verbal and somatic components to find a uniquely effective approach. Aundairian and Aereni wizards find this to be revoltingly slipshod, but it has produced some impressive results over the course of generations and Breland's wizards are well-known for their improvisation, turning the worst situations in their favor. The King's Citadel provides training for spies and war magic to those with the highest marks, or those showing the most pose and creativity, while at the University.

Rekkenmark

Located in the capital city of Korth, Rekkenmark is the finest military academy in Khorvaire. While its focus has always been military strategy and martial excellence, since the collapse of Galifar, it has aggressively expanded its mystical studies to augment its strategic efficiency. While still limited in scope, Rekkenmark has top-notch facilities for evokers, transmuters, and war mages, and reasonable instructors for abjuration and conjuration.

Advanced Civilizations

Arcane magic is a part life's daily conveniences in the Five Nations, but there are other nations that are significantly more advanced than Aundair.

Foremost among these is Aerenal, the island nation of the elves. Aereni culture is tens of thousands of years old, and arcane magic is deeply integrated into its society. Almost every citizen of Aerenal knows at least one cantrip, and the elves only recognize the term magewright when conversing with people on Khorvaire. Spells that might be impossibly rare in the Five Nations are seemingly uncommon but hard to find along the Aerenal interior. One might even be able to seek out an elder spellcaster capable of powerful incantations like the *true seeing* or *plane shift* spells.

While this power is impressive, it comes at an existential cost. The elves of Aerenal feel that they have reached the apex of their civilization, and they are more concerned with perfectly preserving and replicating the techniques of the past than in developing new approaches to magic. As a result, Aereni magic has barely changed over the course of the last five thousand years, while just in the last century humanity has made dramatic strides in understanding and application. In terms of capability, wizards of the Five Nations remain in Aerenal's shadow for now, but things could easily change in the coming millennium.

While Aerenal's techniques are impressive, they are difficult for humans to master. The first challenge is finding an instructor. The Aereni learn magic from their families, and the insular elven culture has no interest in training outsiders. Even if they did, Aereni techniques involve a tremendous amount of repetition, absolutely perfecting smallest details. An Aereni wizard could spend ten years simply practicing somatic gestures before learning even a single spell. The techniques of fully trained Aereni wizards are flawless and beautiful, considered a work of art, but might not be any more effective than the quick and dirty techniques of a Morgrave mage. However, this time and patience has instilled the Aereni with an appreciation for the beauty and danger of magic that shorter lived races might never understand, and a

novice wizard from Aerenal could likely tell the region of another wizard's training based on the specificity and confidence by somatic or verbal components alone.

Few people have even heard of another advanced civilization in Khorvaire, the Venomous Demesne, a tiefling nation on the coast of Droaam. The Venomous Demesne has preserved the arcane techniques of one of the fallen nations of Sarlona. Their traditions often blur the line between warlock and wizard, as even a traditional wizard likely receives guidance in the form of instructions from supernatural tutors. Like Aerenal, higher level magic can be expected from students in the Venomous Demesne, and it is similarly mired in the traditions of the past with little advancement in recent centuries.

If you're playing a wizard from one of these cultures, consider how you feel about life in the Five Nations. You might miss the arcane luxuries of your homeland or constantly wonder how people can live in such primitive conditions. Perhaps there might be something to learn from the innovative spirit of these people or, their ingenuity might simply strike you as stubbornness. In any case, expect those you encounter to have strong opinions about your origins and discuss with your DM how much that might play a factor in the world before you embark together into a campaign.

School of Antiquities

True seekers of knowledge, wizards of the school of antiquities learn the civics, ethics, and philosophies of a bygone era, and how best to prevent such follies. Heralded as cataclysm mages by many, these scholars focus their studies on the fall of ancient civilizations from varied sources across the multiverse, and specifically, the events that culminated their demise. Perhaps by design, they often find the parallel weaknesses of those antiquated societies, learning to use their studies against those who might cause such a cataclysm to befall the world once more.

Usually the choice of anthropologists, archaeologists, and linguists, their magical studies parallel what they learn through etymology, ancient ruin dig sites, or in the field among the tribal remnants of once dominant societies plagued by disaster that lay an age to rest, self-inflicted or otherwise.

School of Antiquities Features

Wizard Level	Feature
2nd	Antiquated Studies, Aftermath
6th	Empire of Secrets
10th	Personal Prophecy
14th	Surveyor of Ruin

Antiquated Studies

At 2nd level, your aptitude for understanding the motivations of past civilizations is matched only by the dedication you place in unearthing the secrets of each age. You gain proficiency in the History and Religion skills if you don't already have it.

Aftermath

At 2nd level, you learn to exploit the weaknesses found during your studies and put them to practical use. When you cast one of your wizard cantrips that targets one creature with an attack roll or a saving throw, you can add your proficiency bonus to the damage you deal with that spell. The damage is the same type as the spell you cast.

Empire of Secrets

Starting at 6th level, your significant investment of study in certain societies and the cataclysmic events leading to their extinction have yielded your first great breakthroughs in truly understanding these cultures' folly.

Choose a creature type: aberrations, celestials, dragons, elementals, fey, fiends, giants, monstrosity, or one type of humanoid (such as dwarves, goblins, or humans).

You have advantage on Intelligence checks to find or recall information about their cultures and empires, as well as the cataclysmic events leading to their downfall.

When you gain this feature, you also learn one language of your choice that is spoken by that empire.



You choose one additional creature type, as well as an associated language, at 10th and 14th level. As you gain levels, your choices should reflect the types of empires you have encountered or studied on your adventures.

Personal Prophecy

At 10th level, your subconscious begins to unravel the path before your waking mind. You are always under the effects of an *alarm* spell, which emanates from you in a 20-foot cube. You can designate creatures that won't set off the alarm whenever you complete a short or long rest. The alarm projects a mental or audible ping that only you can sense and awakens you if you are sleeping.

Additionally, any creature types you have selected for your Empire of Secrets feature have disadvantage on attack rolls against you while inside this cube, and you can't be charmed, frightened, or possessed by them.

Surveyor of Ruin

Beginning at 14th level, your persistence has shown you where to look for the specifics that predicate the demise of those you study. As an action, you can choose one creature that you can see within 60 feet of you, and can quickly deduce certain information about it from your studies. The DM tells you the creature's type, but not its identity, and if it is your equal, superior, or inferior regarding Armor Class and current hit points.

If your target is one of the creature-types you have selected for your Empire of Secrets feature, you immediately learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. Divination magic can't hide this information from you and the additional damage you deal with your Aftermath feature is doubled for this creature.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses of it when you finish a long rest.

Chapter 2: Cultures of Eberron

The peoples and cultures of Eberron are full of varieties the likes you've never seen, from those marked for greatness by the progenitor Siberys, to the Warforged of House Cannith. In this chapter you will find greater detail on some of the unique character options you have available to you, as well as for those you may encounter along your journey. Experience the unique power and responsibility of a dragonmark or aberrant mark, or the air of suspicion as a wielder of the Mark of Death. Explore new and distinctive cultures from the Talenta Plains to the Venomous Demesne. Unlock your character's potential with new feats and backgrounds that let you showcase your humble beginnings, and aid in your rise greatness.

Talenta Halflings

"Ahem! Warriors of the Plains. *Anyone who underestimates the ferocity of a halfling has never faced a charging battalion of Talenta clawfoot cavalry! I'll tell you something else, we halflings are just as ferocious in the city. Don't believe me? Interrupt my lecture again and I'll mince your knee caps."*

—Tig Boromar
Honorary Professor of Economics



CHG1105: *Talenta Cultures & History*

The Talenta Plains are vast rolling steppes, known for the dinosaurs that roam the wild countryside. Alongside those noble beasts, nomadic halfling tribes have roamed this land for millennia. In the last thousand years, the outside world has forced a slow change away from the ancient halfling traditions observed on the Plains. Two of the powerful Dragonmarked Houses, House Ghallanda and House Jorasco, emerged from the Plain a thousand years before the reign of Galifar, and the former still maintains their nomadic lifestyle, while the latter has established its enclave in Karrnath and has largely assimilated to city life away from the plains. Despite Karrn the Conqueror's exploration of the Plains long ago, the danger the dinosaurs present for the travelers leaves these clans to serve as the primary channel between the region and the outside world. As the Last War pressed into the Plains, the halflings responded with unprecedented alliances between the tribes and the eventual recognition and representation of the Talenta Plains as a sovereign nation during the Treaty of Thronehold.

As a native Talenta halfling, you're a stranger in a strange land. Cities, airships, lightning rails, and the like are wondrous things, and it's amazing what the people of these places take for granted. You are also unaccustomed to the myriad laws and customs of these places, as your culture is simpler and more accepting. Among others, outlander and hermit backgrounds reflect the Plains relative isolation. If you have a dinosaur companion, bear in mind that you believe your spirits have been connected, with a ceremony similar to marriage, and the creature isn't simply a mount but family, especially in foreign lands.

Distant Plains

As an adventurer from the Talenta Plains, consider what has drawn you from your homeland. Do you still follow the ancient traditions of your people and feel a close connection to the tribe you left behind, or have you embraced the new world and its wonders?

Leaving the Talenta Plains

d6	Reason for Leaving
1	You're driven by pure curiosity. You've always wanted to know what lies beyond the Plains, and you're thrilled with what you find. You're always searching for new experiences and new challenges.
2	You served as a scout in the Last War and forged a close bond to one of the other player characters. You may feel that you owe a debt to this character, or you may have remained because you feel they need you to protect them.
3	Some powerful force, such as the Emerald Claw, The Lords of Dust, The Aurum, or one of the Five Nations, wiped out your tribe. You've ventured into the distant lands to learn more about your enemy and, ultimately, to find some way to take revenge.
4	Your tribe has sent you to learn more about the distant lands, and to find allies that could help your people in the days ahead.
5	You have been exiled from your tribe and homeland. Did you commit a crime of passion? Were you framed by a rival? Are you searching for redemption or have you turned your back on the past?
6	The spirits have marked you for a purpose. You have visions that guide you (perhaps related to your chosen totem). You don't yet understand these visions, but you know that your destiny lies in the distant lands.

Totem Spirits

The Maskweavers of the Talenta Plains draw little distinction between fey, ghosts, and gods. The world is filled with spirits, and wise people treat all of them with respect. The closest bond is between a warrior and mount, but many Talentans cultivate a connection to a totem, as well. Barbarians who follow the Path of the Totem Warrior and druids tied to the Circle of the Shepherd draw directly on these forces, and many halflings on different paths believe that they also receive guidance from a totem spirit.

First and foremost, a totem reflects personal identity and inspiration. Does your halfling ranger identify more closely with the swift clawfoot or the stoic hammertail?

Talenta Totem

d8	Totem
1	**Ancestor.** The spirits of ancestors and heroes linger, and a halfling may feel a close connection to a departed ancestor. Unlike the Valenar elves, halflings don't seek to re-enact the deeds of ancestors, but they believe that the ancestors watch over them, advising and criticizing.
2	**Blink Dog**. Beloved in the Plains, the blink dog is seen as a helpful ally who appears from nowhere when needed the most. As a totem, the blink dog reflects loyalty, courage, and altruism.
3	**Clawfoot Raptor.** A swift pack hunter, the clawfoot is cunning and aggressive, but values teamwork.
4	**Former Mount.** The bond between rider and mount is a sacred thing, as the two will ride together as spirits in the next life. A halfling adventurer may have already established this connection to a former mount. The clawfoot and glidewing are common Talentan mounts, along with the swift fastieth.
5	**Glidewing.** A high-flying predatory dinosaur. As a totem, the glidewing reflects clear vision and careful planning, surveying a situation and striking when the moment is right.
6	**Hammertail.** Similar to an ankylosaurus, the hammertail is known for its strength and durability. The hammertail is stoic, capable of enduring suffering without complaint and using its great strength to support its allies.
7	**Spindlespitter**. This small dinosaur steals the eggs of other dinosaurs, and spits venom at its enemies. It is the common totem of thieves and those who overcome challenges with subterfuge and trickery.
8	**Swordtooth Titan.** The largest and most fearsome of the dinosaurs of the Plains, similar to the tyrannosaurus. As a totem, the swordtooth reflects great strength and ferocity, and it is often seen as the totem of chieftains; but it is also associated with pride and arrogance.

Talenta Halflings

While halflings of all shapes and sizes can be found wandering the Talenta Plains. The Talenta Halfling tribes are unique to the Plains, reflecting the upbringing of a Talenta warrior. These proud peoples are strong, trained in the unique weapons of the Plains, and possess a close bond to the beasts that play an important role. Ask your DM if you can play a member of this subrace, which has the halfling traits in the *Player's Handbook*, plus the subrace traits below.

Ability Score Increase. Your Strength score increases by 1.

Born to Ride. You gain proficiency in Animal Handling and you double your bonus granted to rolls related to calming or domesticating beasts and dinosaurs.

Talenta Weapons Training. You have proficiency with the sharrash, and tangat, which are weapons unique to the halflings of the Talenta plains.

Talenta Weapons

Weapons with special rules are described here. The weapons of the Talenta Plains are designed and balanced perfectly for the halfling build, allowing Talentan warriors to match foes armed with greatswords and lances. The sharrash is a scythe-like weapon on the end of a long pole originally made for herding herbivores through the grasslands from dinosaur-back and the tangat is a long, curved blade mounted on a short haft favored among the Talenta warriors. While anyone with martial weapons training can use these weapons, they are awkward and unwieldy in other hands.

Talenta Weapons

Name	Cost	Damage	Weight	Properties
Sharrash	40 gp	2d4 slashing	10 lb.	Heavy, reach, special, two-handed
Tangat	30 gp	1d4 slashing	8 lb.	Heavy, special, two-handed

Sharrash. Using the Attack action, you can make a special melee attack with your sharrash to knock a creature prone. If you're able to make multiple attacks with the Attack action, this replaces one of them. The target must be no more than one size larger than you and must be within your reach. Instead of making an attack roll, you make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). You succeed automatically if the target is incapacitated. If you succeed, you knock the target prone. This special attack has

no effect on creatures that are Huge or Larger.

As a halfling, you have disadvantage on all attack rolls and contested checks made with a sharrash if you are within 5 feet of a hostile creature and, while mounted, you ignore the heavy property and its damage is 4d4.

Tangat. As a halfling, you ignore the heavy property and its damage is increased to 3d4.

Shifters

Children of Olarune. *Thin-blooded werewolves or the blessed children of the moons? This course provides an in-depth look at the history of shifters in Eberron and the cultures and folklore of these fascinating people.*

— Ange Thornlong
Professor of Natural Evolution



CHG1106: *Ancestral Cultures*

Stubborn and resourceful, shifters are found in the harshest environments in Eberron. Beasthide shifters dwell in the frigid Tashana Tundra, while cliffwalk shifters have communities nestled into sheer cliff walls. Most of the shifters of Khorvaire track their roots in the Eldeen Reaches, but shifters can make a home almost anywhere and thrive in those conditions with little difficulty thanks to their physical adaptations as a result of their lycanthropic ancestry.

Lycanthropic Lineage

A shifter's lineage isn't bound by genetics but, rather, the spiritual connection to "The Beast Within" that dictates a shifter's physical identity and personality. A shifter community often has a particularly common lineage which is reflected in the culture of the tribe. Beasthide, longtooth, swiftstride, and wildhunt are all lineages most people know and understand, but there are many others. Truedive shifters are most often found in coastal communities and cliffwalk shifters in the mountains, but shifters of all lineage can be found among the towers of Sharn. The cliffwalk shifter might find employment scaling the tower walls to clean windows, and swiftwing shifters can always find work as messengers and couriers.

Tribal Customs

The tribes of the Towering Woods have many shared stories and common beliefs, but shifters are a culturally diverse people, with each tribe and clan observing unique traditions. Some shifters feel a bond to the moons of their birth and carry lunar totems or wear talismans representing this connection. Others are more attached to their clan's sacred primal spirits, honoring Grandmother Wolf or Grandfather Rat. In making a shifter character, consider the customs that you may have inherited from your tribal roots or developed on your own.

Unusual Customs

d6	Customs
1	**Moon Child.** You feel a close bond to the moons, and the waxing and waning of the moons has a powerful influence on your mood. A particular full-moon could drive you to more wild behavior, while a new moon might stir a usually reserved behavior in you.
2	**Patron Spirit.** You feel a strong connection to a distinct animal spirit, which may or may not have any relation to your shifter subrace. You often invoke your patron spirit when you're searching for inspiration or need luck, and you pattern your behavior after this animal.
3	**Tattoos.** You have elaborate tattoos commemorating your achievements and ties to tribes and individuals. Some of these are morphic tattoos that shift in appearance and meaning when you use your shifting feature.
4	**Smell and Taste.** You're more conscious of and driven by smell and taste than of other species. You're always leaning in to smell the people around you, and you'll lick almost anything once.
5	**Totem Braids.** You have intricate or unusual braids. You often associate a braid with an oath or task, keeping it until the oath is fulfilled or the task completed, and then cutting it off; you have a collection of severed braids reminding you of past promises.
6	**Trophies**. You keep mementos of important events and relationships. These include victories in battle, but also tokens of people and places you want to remember.

Shifter Subraces

At the DM's discretion, you have access to more subraces for shifter characters, in addition to the subraces in the *Wayfinder's Guide to Eberron*. When you choose the subrace of your shifter, you can choose one of the following options: cliffwalk, swiftwing, or truedive.

Cliffwalk

Cliffwalk shifters typically act prideful and aloof but those closest to them know these mannerisms mask a shy and introverted countenance. They prefer higher altitudes where they have ample time to gauge and react to threats. When they shift, subtle fur elongates for warmth, their senses and eyes focus acutely, and their hands and feet harden to provide greater protection against from crevice and crag.

Cliffwalk shifters have the following traits in common, in addition to the traits they share with other shifters.

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

Cloven Ascent. You have a climbing speed of 30 feet.

Shifting Feature. While shifting, moving through difficult terrain costs you no extra movement.

Swiftwing

Swiftwing are typically the charmers and songbirds of the shifters, usually mingling late into the morning, sometimes to the chagrin of their companions. Light on their feet and graceful above all else, a swiftwing prizes beauty, community, and loyalty. When shifting, marrow within a swiftwing's bone structure shifts to lighten their form and reinforce leathery webbing all over their bodies, providing aerodynamic support in the air.

Swiftwing shifters have the following traits in common, in addition to the traits they share with other shifters.

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

Light as a Feather. Your jump distance is doubled.

Shifting Feature. While shifted, you can use your bonus action to gain a flying speed of 30 feet until you land. At the end of each of your turns, your altitude drops by 5 feet. Your altitude drops instantly to 0 feet at the end of your turn if you didn't fly at least 30 feet horizontally on that turn. When your altitude drops to 0 feet you land (or fall), and you must use another bonus action to gain the flying speed again.

Truedive

Curious, intelligent, and expressive, truedives are those shifters with no qualms about jumping right in to dubious depths. This can unnerve other shifters, but their impulsiveness is often misinterpreted. Their awareness makes the consideration of situational danger, odds of survival, and learning potential nearly subconscious, leaning their kin to predetermine the worth of such folly as much as success. As

they shift, their lungs swell to help them thrive in the natural environment beneath the water.

Truedive shifters have the following traits in common, in addition to the traits they share with other shifters.

Ability Score Increase. Your Constitution and Intelligence scores increase by 1.

Swimmers Build. You have a swimming speed of 30 feet.

Shifting Feature. While shifting, you can breathe underwater, you have resistance to cold damage, and you ignore any of the drawbacks caused by a deep, underwater environment.

Tieflings

Malefic Bloodlines. *The tiefling is a stock character in stage and story: a tragic figure touched by darkness. In these enlightened times, we know that most tieflings are simply shaped by the influence of the outer planes. This course examines the roles of tieflings in fiction and in fact, then considers the future.*

—Birra Oak
Professor of Otherworldly Anthropology



CHG1108: *Cultural Anomalies*

"*To be greeted with stares and whispers, to suffer violence and insult on the street, to see mistrust in every eye; this is the lot of the tiefling*." This is how the *Player's Handbook* describes the tiefling, and it's the core story of the race. Being a tiefling isn't merely about mystical power or resistance to damage; it's about the story of being touched by darkness, of being distrusted due to the sins of ancestors. The problem is that the things that are seen as evil aren't universal throughout the Multiverse. The traditional tiefling has the appearance of a devil, with long horns and barbed tails, but horned devils aren't the most prominent agents of evil in Eberron, and this appearance won't automatically cause the reaction described previously. The population of Sharn includes harpies, gargoyles, and even medusas; what might be considered monstrous in other settings isn't necessarily considered monstrous in Eberron. Without the inherent fear of devils, someone could mistake a tiefling for a scrawny and hairless minotaur. Devils play a minor role in the Five Nations, and in order to create the same experience of fear and distrust, redefining the history of the tiefling within the world is pivotal.

In Eberron, a tiefling isn't specifically the result of an *infernal* bargain; but it is understood that tieflings are *touched by darkness*. Eberron lies balanced between thirteen moons—planes of madness, war, death, and more. The influence of the planes can be seen in manifest zones, where traits of the plane bleed through into the world, and they can be made to manifest in a tiefling child, a living vessel for the powers of one of the malevolent planes, which in turn leads to the fear and prejudice that tieflings face. Through no fault of their own, tieflings are tied to dark powers. People believe that this evil clings to a tiefling and follows them wherever they go. The world is full of common superstitions, with such ridiculous rumors spread indicating that violence follows wherever a Shavaran tiefling roams, people and animals sicken and die if they spend too much time around a Mabari tiefling, and letting a Fernian tiefling sleep in your house is an invitation to have it burn down.

All rumors come from a drop a truth, and all tieflings do possess mystical powers associated with their origins. In Eberron, a tiefling may have minor involuntary effects on their environment. Shadows grow deeper around a Mabari tiefling,

perhaps even moving on their own. When a Fernian tiefling becomes angry, the ambient temperature rises. These are cosmetic effects, and entirely out of the character's control. That rise in temperature is notable, but despite the superstition it will never actually cause a fire. Although, combined with the tiefling's unusual appearance and the Fernian's power to *control flames,* it's easy to imagine how the fear can spread.

Tieflings are rare, even more rare than people who face similar prejudice through their aberrant dragonmarks. People tend to know of tieflings only through story and folktale, and their rarity only helps to strengthen the superstitions. It is crucial to remember that it's not a tiefling's horns that cause fear, nor is it the belief that they have infernal blood, at least no more than a hairless minotaur. They are feared *because they are tieflings,* and tieflings are known to be touched by extraplanar darkness and harbingers of misfortune.

Tiefling Origin

Tieflings are very rare in Eberron. Beyond those born into the cultures in the Venomous Demesne and other specific cases, tiefling nature isn't hereditary, and their birth is a remarkable occurrence. There are a number of different ways to produce a tiefling, and in creating your own tiefling character, consider your character's personal origins and how this can affect your story moving forward. You might choose to roll on the Tiefling Origin table or choose an origin from the table. Alternatively, you might want to use any of the options presented here as inspiration to come up with your own unique origin.

Tiefling Origin

d6	Tiefling Origin
1	**Arcane Experiment.** You weren't born a tiefling, but you became one as a result of the magebreeding programs conducted by House Vadalis, or the result of a personal experiment you conducted on yourself.
2	**Cursed Child.** The people of your town considered you to be cursed. You were driven from your home as a child and had to make your own way in the world. Perhaps you eked out a living as an urchin or turned to a life of crime while living in the shadows of a major city. Do you hate the common people because of how they treated you, or have you forgiven them?
3	**Direct Influence.** You have a direct connection to a particular fiend. Your parents might have made a bargain with this being, you might believe you've descended from a demon, or your bloodline cursed, and your physical form is the result. This degree of direct influence is common among the Sakah tieflings of the Demon Wastes.
4	**Mysterious Past**. Something obliterated your memories of your childhood. You woke on the edge of a battlefield in the Last War, with no memory of how you got there or who you were. It might be a dark destiny or a bloody past you've forgotten, but the question is, do you want to recover your memories, or are they better left alone?
5	**Sinister Family.** You were born into a prominent family. Your relatives aren't tieflings, but your family has always had a sinister reputation. One rumor exists that members of your family are warlocks, another is that your ancestral mansion rests on a grim manifest zone, but are they indeed false?
6	**Tiefling Bloodline.** You are part of a family of tieflings, an ongoing bloodline shaped by bargains made in the distant past. Such a thing is extremely rare in Eberron, and with the only established tiefling lines being the Kaluun tieflings of the Venomous Demesne. You could be serving the interests of your family, you might have been betrayed by a rival heir, or you could be seeking the power or glory you need to outshine your rivals.

Tiefling Subraces

At the DM's option, you can create a tiefling character who has a special link to one of the extraplanar beings or manifest zones of Eberron. This link is represented by a subrace.

If your tiefling has a subrace, choose one of the following options–whichever one corresponds to your bloodline.

The traits of the chosen subrace replace the tiefling's Ability Score Increase, Infernal Legacy, and Hellish Resistance traits in the *Player's Handbook*. There is one exception: those tieflings who trace their ancestry to Ohr Kaluun. Those tieflings use the traits in the *Player's Handbook*.

Kaluun

Ohr Kaluun was an ancient kingdom in Sarlona, ruled by mage-lords renowned for their dark magic and infernal pacts. Ohr Kaluun was laid low centuries ago by those who feared its dark practices, but a few of its noble lines escaped this purge. These refugees fled across the sea and established a new stronghold on the western edge of Droaam. This city, the Venomous Demesne, is a place of arcane wonders, with cruel and alien traditions.

The noble houses of the Venomous Demesne are tiefling families, shaped by ancient bargains. Kaluun tieflings possess unnatural charm and intellect, and wield powers of fire and darkness at will. Such tieflings use the Ability Score Increase, Hellish Resistance, and Infernal Legacy traits in the *Player's Handbook*.

Sakah

Malevolent forces permeate the Demon Wastes. Tieflings are sometimes born to the Carrion Tribes that live in the Wastes; such children are called *sakah,* or "touched" in the Abyssal language. Considered a blessing among the Carrion, many sakah rise to become leaders and champions of their tribes.

While Sakah tieflings vary in their appearance and abilities, the rakshasa are dominant fiends of Eberron. Some sakah tieflings reflect this with feline features, tiger-striped fur, or the backwards grip of the rakshasa. Their supernatural gifts likewise resemble those of the tricky rakshasa.

Ability Score Increase. Your Charisma score increases by 2, and your Dexterity score increases by 1.

Vile Resistance. You have resistance to poison damage.

Demonic Legacy. You know the *primal savagery* cantrip. When you reach 3rd level, you can cast the *disguise self* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *dust devil* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Dolurrhi

The Realm of the Dead is a place of misery and despair. Tieflings touched by its power have grey skin and eyes. They don't have horns, but tendrils of ectoplasmic mist often trail from their bodies. Dolurrhi tieflings hear the whispers of the dead, though often they are too faint to be understood. Many go mad, but others become remarkable mediums, devoted to helping restless spirits find peace.

Ability Score Increase. Your Charisma score increases by 2, and your Wisdom score increases by 1.

Maddening Resistance. You are resistant to psychic damage.

Legacy of Damnation. You know the *vicious mockery* cantrip. When you reach 3rd level, you can cast the *dissonant whispers* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *crown of madness* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Fernian

A Fernian tiefling is touched by the endless flames of the Sea of Fire. Their skin is orange-red, their teeth and horns have the appearance of obsidian, and their eyes burn like embers. Fernian tieflings have fiery tempers and are quick to anger. Their skin is warm to the touch, and when they become excited or angry, the temperature around them will rise.

Ability Score Increase. Your Charisma score increases by 2, and your Intelligence score increases by 1.

Hellish Resistance. You are resistant to fire damage.

Legacy of Flame. You know the *control flames* cantrip. When you reach 3rd level, you can cast the *searing smite* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *flaming sphere* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Kythri

The Churning Chaos of Kythri is a plane of constant change and instability. Tieflings tied to Kythri are wildly diverse. One Kythri tiefling might have scaly skin and hair that slowly moves of its own accord; another might have silver eyes and flesh that's almost translucent. Kythri tieflings are energetic and chaotic in their thinking, preferring to stay in motion and never remain in one place or path for too long.

Ability Score Increase. Your Charisma score increases by 2, and your Intelligence score increases by 1.

Corrosive Resistance. You are resistant to acid damage.

Legacy of Chaos. You know the *infestation* cantrip. When you reach 3rd level, you can cast the *chaos bolt* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *blindness/deafness* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Mabari

The Endless Night is the plane of shadows and negative energy. Mabari tieflings take after the succubi and incubi that dwell there; they are often painfully beautiful, but their fangs and small horns reveal their unnatural heritage. Mabari tieflings are driven by predatory instincts, and most are cruel and manipulative.

Ability Score Increase. Your Charisma score increases by 2, and your Wisdom score increases by 1.

Shadowy Resistance. You are resistant to necrotic damage.

Legacy of Night. You know the *minor illusion* cantrip. When you reach 3rd level, you can cast the *charm person* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *suggestion* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Risian

Those tieflings tied to the Plane of Ice are cold-hearted and cold to the touch. A Risian tiefling has pale skin, silver-white hair, and horns that seem to be made from ice. Risian tieflings rarely show their emotions, but when they grow angry the temperature around them drops.

Ability Score Increase. Your Charisma score increases by 2, and your Constitution score increases by 1.

Chilling Resistance. You are resistant to cold damage.

Legacy of Ice. You know the *frostbite* cantrip. When you reach 3rd level, you can cast the *armor of Agathys* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *Snilloc's snowball swarm* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Shavaran

Shavaran tieflings resemble the fiends that fight the endless war of the Eternal Battleground. Their horns appear to be made of iron, and their skin has a scaly texture. While they aren't as quick to anger as the Fernians, Shavaran tieflings are naturally aggressive, ever watchful for threats, and only comfortable with a blade in hand.

Ability Score Increase. Your Charisma score increases by 2, and your Strength score increases by 1.

Battle Hardened. You have proficiency with light and medium armor and with shields.

Legacy of War. You know the *blade ward* cantrip. When you reach 3rd level, you can cast the *heroism* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *shadow blade* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.



Dragonforged

Warforged in Peacetime. *The warforged pose difficult questions. What is the role of a living weapon in a time of peace? Is it possible for a manufactured thing to have a soul? What is the economic impact of warforged labor? This course explores the history and possible future of this new race.*

— Fang
Adjunct Professor of Arcane Engineering

CHG1107: *Cultures Future & Past*

The Last War has shaped Khorvaire over the last century, and the warforged are a physical manifestation and constant reminder of this bitter struggle. Most who encounter dragonforged assume that these reptilian constructs were designed for war, one more weapon in the clash between nations, but nothing could be further from the truth. While each being's true purpose might remain a mystery to the dragonforged, all are designed to make a difference in the world and that is evident even without the Draconic Prophecy's dictate.

The Hidden Forge

Merrix d'Cannith pioneered House Cannith's use of automatons during the Last War, but it was his son, Aaren d'Cannith, who created the first true warforged. Aaren was a philosopher searching for meaning, but House Cannith was only interested in weapons. Succeeding in repurposing Aaren's work, the moniker "warforged" was Merrix's invention, and cemented the martial purpose of the beings in their very identity. Aaren d'Cannith protested what he saw as the abuse of his creations and fought to prevent the production of warforged soldiers. For his efforts, Aaren was excoriated from House Cannith in 970 YK and disappeared into the shadows of Khorvaire.

Despite his best efforts, Aaren lacked the resources to change the course of House Cannith and he was furious that his creations were being condemned to the drudgery of lives in a state of endless war. His obsession with stopping the war led him to prioritize his remaining assets toward further research, working to understand the warforged he had created more fully. Any spare time was devoted to his second

love, the Draconic Prophecy, and over time these two obsessions blended together in more than philosophical terms. Aaren located a rare convergence of planar influence somewhere along the borders of Cyre and constructed a hidden forgehold, which he would later dub the "Dragonforge" in his notes. He experimented with unusual materials, blending dragon scale and bone into the construction of the warforged, and timing the moment of creation to align with the planes and moons. In 993 YK, he created the first of his dragonforged. He continued to develop and train these living constructs, but his efforts were brought to a sudden halt by the devastation of the Mourning.

Rumored to have been away from his Dragonforge on the Day of Mourning in 994 YK, Aaren hasn't been seen since, while the location of his forgehold and the creation process of the dragonforged remain entirely unknown, save for scattered pages of partial notes found by relic hunters and scavengers across the wastes and craters of the Mournlands. Treasure seekers believe the presence of these notes would indicate that the Dragonforge was lost in the devastation of the cataclysm, its workshops collapsed, and enchantments broken or transformed into deadly living spells that wander the badlands.

However, the existence of these dragonforged, all seemingly unaffected as the Mourning obliterated Cyre, and their inability or unwillingness to recall the events surrounding their appearance, leave some to wonder if they are simply agents of a conspiracy to misinform any possible explorers, or to keep House Cannith from corrupting this contribution as Aaren's father did before. In the wrong hands, a Dragonforge might recalibrate the draconic prophecy, possibly altering Eberron's future in unimaginable ways.

Regardless of whether Aaren d'Cannith returns, or if the Mourning buried the Dragonforge in rubble and forced the dragonforged, alone and afraid, into the shattered lands of Cyre, these draconic constructs have been left to find their own way in the world, and not even Aaren knows if they will fulfill their part in the Prophecy.

Dragonforged Purpose

d6	Dragonforged Purpose
1	**Bringer of War.** Your task is to fight a war and win it. There's just one problem: The Mourning came before you learned which war you're supposed to fight. Now you search for conflicts that feel justified to you, hoping to find the war you're meant to win.
2	**House Breaker**. You are charged to bring down one of the dragonmarked houses, or potentially, all of them. This could simply be a matter of breaking their monopoly, or it could require you to shatter the entire institution.
3	**Pioneer of Artifice.** Aaren was a brilliant artificer, and your task is to follow in his footsteps, but to what end? You're just beginning to master your skills, and before you're done you want to create something that will change the world.
4	**Seeker of Knowledge.** It's your duty to uncover secrets and to share hidden knowledge with the world. You could be focused on a particular subject, exposing the plans of the Lords of Dust, for example, or you might be devoted to advancing knowledge in any way you can.
5	**Unifying Force.** Your purpose is to reunite the Five Nations. It's up to you whether this means restoring the monarchy of Galifar, or whether you can forge an entirely new united nation. This is a vast and lofty goal, but in the meantime, you feel compelled to resolve conflicts and strengthen relationships between nations however you can.
6	**Warforged Defender.** Your task is to find a way to protect and preserve the warforged. You must help them find a peaceful and secure place in the world, free from House Cannith or the nations that denounce their sentience. At the moment, warforged have no way to reproduce, and if you want to ensure their future, you'll have to find an answer to this.

Prophetic Purpose

As a dragonforged, you were created for a purpose. This purpose is a part of your essence, tied to your moment of sentience, and the energy that grants you life. Whether it was Aaren, or one of the dragonforged only months your senior, your progenitor was working with you, training you for something, but the Mourning came before that training was complete. As an adventurer you must discover and fully harness your hidden talents. You believe in your purpose,

but you know that you need to develop your skills and resources to make a difference in the world.

Each of the dragonforged has a broad purpose, but a few of them believe a deeper destiny awaits them. Aaren was one of the most prolific scholars of the Draconic Prophecy, and some of the dragonforged believe that each of them is tied to a particular passage of the Prophecy, but, like most interpretations, not all of them agree on the predictions of the passages. As a dragonforged character, you might believe that it is your destiny and duty to ensure that the future follows a particular path. If this is true, it is something you will have to discover as your story unfolds. It is also something that could draw you into the ancient struggles between demons and dragons. The question is whether the dragon's visions of the future included your kind and if they will see you as a useful ally or as the work of a human meddling to be eradicated. Find inspiration for your journey from the Dragonforged Purpose table to find out what you might have been made to do.

Dragonforged in the World

There are likely fewer than two dozen dragonforged in the world. They scattered across the globe in the wake of the Mourning, and most have no knowledge of the locations of their cousins or specific origin. The dragonforged were made in the same forge and trained together, but they aren't necessarily friends. Bringers of war might oppose unifiers, and dragonforged with the same purpose could disagree on how to accomplish the same goals. A few of the dragonforged believe that they are in competition with their cousins, that Aaren is watching and judging their progress, and only one dragonforged will accomplish their purpose. These dichotomies can engender a dragonforged to recognize each other as loyal allies or bitter foes.

Most of the people of the Five Nations, including the original warforged, assume the dragonforged are a rare Cannith design, like the envoy model, and as such, dragonforged are typically treated like any other warforged. The most prominent dragonforged is Fang, Special Adjunct Professor of Arcane Advancements and artificer, once offered positions at every prestigious academy in the Five Nations. Fang chose a position among the faculty of Morgrave University, and occasionally appears as a guest lecturer around Khorvaire, acting as a unifying voice in a continent that still teeters on the brink of war.

All dragonforged range in shape and size similar to the dragonborn or lizardfolk of Qbara, and share the same general reptilian design of a heavy-set humanoid, but with dragon marrow and sinew incorporated into a livewood frame, and warforged plating infused with dragon scales While dragonforged temperament and head shape are often similar to dragonborn, they don't carry the same elemental resistance typically inherent to the color of their namesake.

They typically run cool to the touch and, as other warforged do, Dragonforged possess a ghulra, the sigil engraved into the forehead of a warforged. Aaren engraved other indecipherable symbols across each frame and body, which some of the dragonforged believe are tied to their draconic heritage and it's by these sigils that they might identify their draconic "ancestors", while others believe the sigils are a form of prophetic mark, waiting to unlock clues about the destiny of the individual dragonforged.

Dragonforged Traits

Your dragonforged character has the following traits.

Ability Score Increase. Your Strength score increases by 2, and your Intelligence score increases by 1.

Age. All known dragonforged are between five and six years old. Like warforged, their maximum lifespan remains a mystery; so far, warforged have shown no signs of deterioration due to age, and neither do the dragonforged.

Alignment. Dragonforged find order and discipline compelling. Most tend toward a benevolent consideration for other creatures inherited from their maker. While most assimilate the ethics and reasoning of the beings they share company with, the general approach and personality can be affected by their draconic history, but dragonforged aren't bound to a specific alignment.

Size. Your size is Medium. Dragonforged stand between 6 and 7 1⁄2 feet tall averaging over 400 pounds.

Speed. Your base walking speed is 30 feet.

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

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

Forged Scale. Your hide is a blend of organic scale and segmented plates. You have a natural armor class of 15 + Proficiency Bonus and you count as both dragonborn and warforged. You gain no benefit from wearing armor, but if you are using a shield, you can apply the shield's bonus as normal.

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

Draconic Fission. During your creation, you were fitted with a magical device in your maw that mimics the effects of a dragon's breath weapon. You know the *gust* cantrip. When you reach 3rd level, you can cast the *chromatic orb* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *dragon's breath* spell once with this trait and regain the ability to do so when you finish a long rest. Constitution is your spellcasting ability for these spells.

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

Wanna hear a joke? A dragon and a warforged walk into House Cannith, but only one walks out. HA!

Marked by Prophecy

Khyber and Siberys, Aberrant and True. *The common dragonmark is the cornerstone of modern industry. But, there's a wide range of rare dragonmarks that have a hidden impact on daily life. This course explores all manner of unusual manifestations, including Khyber marks, Siberys marks, and late-blooming fledgling dragonmarks.*

— Ohnal Caldyn
Adjunct Professor of Draconic Prophecy

PMA1107: *Arcane Prophecy I*

The Dragonmarked Houses are founded on twelve marks. These are known as the true marks, and part of what makes them distinctive from aberrant marks is the consistencies to which they are tied. A true dragonmark is primarily defined by its common form and hereditary nature, whereas aberrant marks appear to be entirely unpredictable, and two aberrant marks might grant the same exact ability or abilities while appearing wildly different. In all, there are thirteen documented dragonmarks, although only twelve true dragonmarks remain and, even while their tendency remains somewhat of a mystery, the bloodlines to which they manifest are solidly affirmed.

True dragonmarks typically appear at adolescence, manifesting in response to stressful and challenging situations. However, it's possible for a dragonmark to manifest later in life, and it is believed that even the timing of appearance is an important clue into deciphering the draconic prophecy. When someone develops the weakest form of a true mark after any adolescent trials, such a mark is termed a **fledgling dragonmark**. It's also possible for an individual to develop an extremely large and exceptionally powerful form of a true mark known as a **Siberys dragonmark**.

Aberrant dragonmarks have been relatively rare since the War of the Mark, but over the last century there's been a surge in the number of aberrant dragonmarks seen in the world.

Children of Khyber are becoming more common, leading to the rise of groups such as the criminal House Tarkanan. Worse still, there are rumors of aberrant dragonmarks with far greater power than what has been seen in recent centuries: greater aberrant dragonmarks and the dreadful **Khyber dragonmark**.

The Test of Siberys

The dragonmarked races and subraces in the *Wayfinder's Guide to Eberron* are for characters who developed a dragonmark early in life. Dragonmarks normally manifest in response to stress, and each of the houses has developed a battery of trials that are designed to draw out a latent dragonmark. All members of a house bloodline undergo this Test of Siberys during adolescence. Those heirs who don't develop a dragonmark are presumed not to have it, though some do develop fledgling or Siberys marks later in life.

The Test of Siberys varies for each dragonmark. The basic principles are the same across a particular mark, but different house enclaves and barons are known to put unique twists on the test, thus keeping the young scions from attempting to duplicate dangerous tests on their own. While the Test of Siberys is specifically designed to trigger a mark, it's not the only way to force a manifestation. Any stressful situation might trigger a spontaneous manifestation. An heir of a house could develop their mark before being tested, while a foundling born outside of the house could trigger a latent mark by unknowingly replicating the conditions of a Test of Siberys. Additionally, some records reflect accounts of heirs within the true dragonmarked bloodlines manifesting aberrant dragonmarks, much to the dismay of the House. Many of the foremost experts on the Draconic Prophecy, like Professors Caldyn and Ennis, hypothesize that such instances are the design of the larger tapestry of fate, and marks appear in completing the necessary steps toward whatever end the Draconic Prophecy declares.

In creating a dragonmarked character, think about the events that caused your dragonmark to manifest. Did you undergo the Test of Siberys or did your mark manifest independently?

The following list looks at just a few of the challenges and forms of stress involved in the Test of Siberys.

- **Mark of Detection.** An interview in which a candidate is locked in a room slowly filling with water, faced with two identical subjects and must determine if either, both, or neither are changelings, and the correct answer yields the key to safety. Many applicants manifest the mark simply from the stress of suffocation, even if they fail the requirements of the test. Since that is the true purpose of the test, such successes are praised just as are those who exit the room with dry boots.
- **Mark of Finding.** A candidate must track a designated target, often through the Shadow Marches and, depending on the skill of the candidate, such extended hunting might involve ever increasingly dangerous beasts. In a city, the test might involve tracking a House mentor. In either case, failure will bring shame on the family, and could involve injury or death, especially if the prey gets the drop on a would-be hunter.
- **Mark of Handling.** The dragonmark allows its bearer to befriend monstrosities, and the most common test is to be locked in a small space with an angry hippogriff. Candidates might also be faced with a stampede of lesser beasts, challenged to wrangle a herd of cats, or otherwise presented with a difficult task involving the handling animals.
- **Mark of Healing.** Jorasco heirs are often paired with a small pet for a year before the test. Once the two have had time to bond, they're locked in a room and the animal is mortally wounded, and it is up to the heir to stabilize the creature and nurse it overnight. At regular intervals, and if the candidate manages to use natural medicine to stabilize the creature, additional wounds are sustained until the dragonmark appears, or the subject expires. If the mark manifests, candidates are innately able to cast *spare the dying or some other spell to save their beloved pet.* As inhumane as this might appear, Jorasco has one of the highest rates of manifestation among the Dragonmarked bloodlines, and other tests have been theorized but proved ineffective. This practice was deemed more favorable than sending Jorasco heirs into the field during the Last War in hopes that a mark manifests as members of their squad lay dying.

- **Mark of Hospitality.** The most common feature of the Mark of Hospitality includes a strong power of persuasion, and the Ghallanda trials largely revolve around high-stakes baking tournaments. In these bake-offs, candidates often aren't given all the ingredients they require, challenging the heirs to either find a way to overcome this handicap through exceptional talent with cook's utensils or to convince the judges that the proposed meal was a subpar selection, and the dish presented is more appropriate to suit the pallet given the ingredients, which likely requires the ability to make fast *friends*.
- **Mark of Making.** The heir is stranded in a junk heap with a specific challenge that will allow them to escape imprisonment. To accomplish this, the heir must either *mend* broken equipment or use *magecraft* to cobble together something entirely new.
- **Mark of Passage.** Speed is the defining feature of the Mark of Passage, and the candidates are often pitted against each other in foot races to deliver packages to the administrators containing letters of their success, dodging iron defenders while wild beasts are set after them. Those who fall behind might suffer a mauling. As a final safeguard against the crafty candidate, an heir that takes too long to deliver the package also carries with it the mark manifesting stress of the explosive properties infused within the parcel.
- **Mark of Scribing.** Some enclaves focus on the translating abilities of the mark, creating tests that require an immediate translation. An heir could be placed in a dire situation such as being poisoned, or locked in an increasingly inhospitable space, left only with incomprehensible instructions that reveal the keys to survival. Others require a perfect act of scribing, which some might call forgery, perfectly duplicating a challenging piece of writing, such as a legal document. Failing this test could very well mean imprisonment, should the authorities happen upon such replication and detect its imperfections.
- **Mark of Sentinel.** Similar to House Jorasco, Sentinel heirs are often paired with dogs or other animals. After a year of bonding, the heir must keep their animal companion alive through a harrowing week of unexpected assaults and hidden threats otherwise impossible without the assistance of a dragonmark.
- **Mark of Shadow.** The heir is sealed in a space with a brutal foe and must successfully evade the enemy for a period. Some enclaves prefer to avoid these tests of stealth and instead focus purely on a display of artistic talent well beyond the level of most professional entertainers.
- **Mark of Storm.** The candidate is stranded in a dinghy on storm-tossed water and must make their way safely to land. If the fear of drowning is not enough to awaken the heir's mark, the fear of being lost at sea is often cited as the catalyst to achieve the desired result.
- **Mark of Warding.** A common trial involves heirs being sealed in vaults and abandoned. The candidate works to overcome the locks before succumbing to hunger and thirst. Alternatively, late bloomers might face a dangerous threat approaching in the distance, and the candidate must repair a chamber's locks and enter before it arrives.

Fledgling Dragonmarks

The dragonmarked races and subraces presented in the *Wayfinder's Guide to Eberron* reflect characters who developed dragonmarks early in life and have experience using their abilities. But it's possible for a character to develop a dragonmark later in life. This is reflected by acquiring a fledgling feat. While a character with a fledgling feat doesn't have all the abilities of a full heir, they do have a dragonmark in its least form. A fledgling feat allows its bearer to use dragonmark focus items associated with their mark, and it serves as a prerequisite for acquiring the Greater Dragonmark feat tied to the mark.

True dragonmarks are tied to specific races and bloodlines, and if a character manifests the Fledgling Mark of Making, it means that character has a blood connection to one of the families of House Cannith. A character with a new fledgling mark could embrace such a connection, reaching out to volunteer as a house agent. The Dragonmarked Houses are always

willing to reclaim fledglings and foundlings, but if an heir chooses not to build on this connection, the houses won't seek them out without cause. With thousands of heirs with far more experience, House Lyrandar won't mind if a single fledgling is using the Mark of Storm to pilot an airship for a band of adventurers. They will mind if you start your own commercial airship business, though, and active competition with House Lyrandar will invite trouble with a lightning fast response. Generally, the houses won't engage with fledglings unless they initiate the contact or pose an active threat to them.

Taking a fledgling feat means that a dragonmark has appeared on your body, and you should decide where it is. You can also take a fledgling feat to enhance your existing dragonmark. For example, if you're playing a half-elf with the Mark of Storm, you can take the Fledgling Mark of Storm, with the primary benefit of increasing the size of the mark's Intuition die. If you already have the Mark of Storm and you take the Fledgling Mark of Storm, your intuition die increases from 1d4 to 1d6 and if you acquire the Greater Mark of Storm thereafter, it increases to 1d8.

Fledgling Mark of Detection

Prerequisite: Half-elf, no Mark of Storm

You possess the least form of the Dragonmark of Detection. This provides the following features:

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- When you make an Intelligence (Investigation) or Wisdom (Insight) check, you can roll one Intuition die, a d4, and add the number rolled to the ability check.
- You can cast the *detect magic* spell, but only as a ritual. Intelligence is your spellcasting ability for this spell.

Fledgling Mark of Finding

Prerequisite: Half-orc

You possess the least form of the Dragonmark of Finding. This provides the following features:

- Increase your Strength, Dexterity, or Wisdom score by 1, to a maximum of 20.
- Your mark sharpens your senses and helps you find your prey. When you make a Perception or Survival ability check, you can roll one Intuition die, a d4, and add the number rolled to the ability check.
- You can cast *locate animals or plants*, but only as a ritual. Wisdom is your spellcasting ability for this spell

Fledgling Mark of Handling

Prerequisite: Human; no Mark of Making, Passage, or Sentinel

You possess the least form of the Dragonmark of Handling. This provides the following features:

- Increase your Dexterity or Wisdom score by 1, to a maximum of 20.
- When you make a Wisdom (Animal Handling) or Intelligence (Nature) check, you can roll one Intuition die, a d4, and add the number rolled to the ability check.
- When you cast a spell that affects only beasts, it also affects monstrosities with an Intelligence score of 3 or lower.

Fledgling Mark of Healing

Prerequisite: Halfling, no Mark of Hospitality

You possess the least form of the Dragonmark of Healing. This provides the following features:

- Increase your Dexterity or Wisdom score by 1, to a maximum of 20.
- As an action, you can use your mark to spend one of your Hit Dice to stabilize a dying creature you touch.
- When you make a Wisdom (Medicine) check, you can roll one Intuition die, a d4, and add the number rolled to the ability check.

Fledgling Mark of Hospitality

Prerequisite: Halfling, no Mark of Healing

You possess the least form of the Dragonmark of Hospitality. This provides the following features:

- Increase your Dexterity or Charisma score by 1, to a maximum of 20.
- You learn the *prestidigitation* cantrip.
- When you make a Charisma (Persuasion) check or an ability check involving brewer's supplies or cook's utensils, you can roll one Intuition die, a d4, and add the number rolled to the ability check.

Fledgling Mark of Making

Prerequisite: Human; no Mark of Handling, Passage, or Sentinel

You possess the least form of the Dragonmark of Making. This provides the following features:

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- You learn the *mending* cantrip.
- When you make an ability check with artisan's tools, you can roll one Intuition die, a d4, and add the number rolled to the ability check.

Fledgling Mark of Passage

Prerequisite: Human; no Mark of Handling, Making, or Sentinel

You possess the least form of the Dragonmark of Passage. This provides the following features:

- Increase your Dexterity or Constitution score by 1, to a maximum of 20.
- When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.
- When you make a Strength (Athletics) check or any ability check to operate or maintain a land vehicle, you can roll one Intuition die, a d4, and add the number rolled to the ability check.

Fledgling Mark of Scribing

Prerequisite: Gnome

You possess the least form of the Dragonmark of Scribing. This provides the following features:

- Increase your Charisma score by 1, to a maximum of 20.
- You learn the *message* cantrip. Intelligence is your spellcasting ability for this spell.
- You are proficient with calligrapher's supplies and forgery kits. When you make an ability check using either one of these tools, you can roll one Intuition die, a d4, and add the number rolled to the ability check.

Fledgling Mark of Sentinel

Prerequisite: Human; no Mark of Handling, Making, or Passage

You possess the least form of the Dragonmark of Sentinel. This provides the following features:

- Increase your Strength or Wisdom score by 1, to a maximum of 20.
- You can cast the *shield* spell. Once you cast it, you must finish a long rest before you can cast it again using this feat.
- When you roll for Initiative or make a Wisdom (Perception) check to notice a threat, you can roll one Intuition die, a d4, and add it to the ability check.

Fledgling Mark of Shadow

Prerequisite: Elf

You possess the least form of the Dragonmark of Shadow. This provides the following features:

- Increase your Dexterity or Charisma score by 1, to a maximum of 20.
- You learn the *minor illusion* cantrip. Charisma is your spellcasting ability for this spell.
- When you make a Charisma (Performance) or Dexterity (Stealth) check, you can roll one Intuition die, a d4, and add the number rolled to the ability check.

Fledgling Mark of Storm

Prerequisite: Half-elf, no Mark of Detection

You possess the least form of the Dragonmark of Storm. This provides the following features:

- Increase your Dexterity or Charisma score by 1, to a maximum of 20.
- You learn the *gust* cantrip. Intelligence is your spellcasting ability for this spell.
- When you make a Dexterity (Acrobatics) check or any ability check involving operating or maintaining a water or air vehicle, you can roll one Intuition die, a d4, and add the number rolled to the ability check.

Fledgling Mark of Warding

Prerequisite: Dwarf

You possess the least form of the Dragonmark of Warding. This provides the following features:

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- You learn the *alarm* spell and can cast it as a ritual with this feat. Intelligence is your spellcasting ability for this spell.

- When you make a History, Investigation, or Thieves' Tools check involving lock and trap mechanisms, you can roll one Intuition die, a d4, and add the number rolled to the ability check.

Siberys Marks

Dragonmarks are one of the great mysteries of Eberron, and the Siberys marks are the most mysterious of them. While a true dragonmark typically manifests during adolescence, a Siberys mark can manifest at any point in life and can expand from the foundation of an existing greater dragonmark or appear on someone who never realized that they had a blood tie to a dragonmarked house. To scholars of the Draconic Prophecy, the Siberys mark is regarded as a symbol of a remarkable destiny waiting to be fulfilled.

A Siberys mark is physically similar to any dragonmark, with the exception that such marks generally cover the majority of the bearer's body. In the cases where a Siberys mark appears on someone who previously lacked a greater dragonmark, the skin at the heart of the mark remains unchanged, a small negative space where a normal mark would originate. Such an heir can be distinguished by more than visual inspection, as these anomalies possess the exclusive powers of the Siberys Mark but lack the practical abilities of those with lesser marks.

In Eberron, a Siberys mark means that a character will play a significant role in the Draconic Prophecy. They might be the only person who can defeat a demon overlord or find themselves positioned to change the balance of power in Khorvaire. All the Dragonmarked Houses take great interest in anyone who develops a Siberys Mark, regardless of the bearer's bloodline, and will try to draw them into the schemes of their house. The dragons of the Chamber and the fiendish Lords of Dust might also have plans for a character with a Siberys mark. In any case, developing this mark should have far reaching consequences for a character, for the life of the story, or in creating a new story altogether. With the immense power they wield and the attention they draw, characters with Siberys marks can very easily change the face of Eberron. Work with your DM to decide when and if a character receives a Siberys mark.

Siberys Mark of Detection

Prerequisite: Half-elf, Greater Mark of Detection or no dragonmark, 12th level

The Siberys Dragonmark of Detection provides the following benefits:

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- You gain the ability to sense and pinpoint hidden objects in your vicinity. As an action, you can open your awareness for the next minute to magically detect the location of hidden creatures, objects, secret doors, or traps within 30 feet of you that aren't behind total cover and aren't protected from divination magic. When you do, you can't use this feature again until you finish a short or long rest.
- When you reach 15th level, you can cast *foresight* once without expending a spell slot using your Siberys mark. When you cast it in this way, its duration is an hour and its range is self. You regain the ability to cast it in this way after you finish a long rest. Intelligence is the spellcasting ability for this spell.

Siberys Mark of Finding

Prerequisite: Half-orc, Greater Mark of Finding or no dragonmark, 12th level

The Siberys Dragonmark of Finding provides the following benefits:

- Increase your Strength, Dexterity, or Wisdom score by 1, to a maximum of 20.
- As an action, you can imprint a creature in your mind as your quarry whenever you succeed on a Wisdom (Survival) check to track it. The target is imprinted in your mind until it dies or you use this feature again. While you are tracking only that creature, you can follow its trail exactly, and if presented with a choice of paths along the way, you automatically determine which is the most recent route and when the creature traveled it, accurate within one week's time. You don't learn information about the route, the means needed to traverse the path, or whether it is on the same plane of existence, if you don't already know.

Siberys Mark of Handling

Prerequisite: Human, Greater Mark of Handling or no dragonmark, 12th level

The Siberys Dragonmark of Handling provides the following benefits:

- Increase your Dexterity or Wisdom score by 1, to a maximum of 20.
- When you make a Wisdom or Charisma ability check to interact with a beast, you can roll one Intuition die and add the number rolled to the ability check. With these interactions, the minimum Intuition die you can roll is a d6. For example, if you already have a greater dragonmark, your Intuition die is a d8.
- You can cast the *enhance ability* spell on a beast once with your Siberys mark. When you do, its casting time is 10 minutes (as if casting a ritual spell), the beast gains the benefit of all of the spell's properties, and its duration is 24 hours. You can't cast it again this way until you finish a long rest. If you use your mark in this way on the same beast for 30 days, the effect becomes permanent. Wisdom is your spellcasting ability for this spell.

Siberys Mark of Healing

Prerequisite: Halfling, Greater Mark of Healing or no dragonmark, 12th level

The Siberys Dragonmark of Healing provides the following benefits:

- Increase your Dexterity or Wisdom score by 1, to a maximum of 20.
- When you would normally roll one or more dice to restore hit points with a spell, you can roll one Intuition die and add the number rolled to the total.
- You learn the *greater restoration* and *mass cure wounds* spells and can cast these spells once without expending a spell slot using your Siberys mark. You regain the ability to cast these two spells in this way when you finish a long rest. Wisdom is your spellcasting ability for them.

Siberys Mark of Hospitality

Prerequisite: Halfling, Greater Mark of Hospitality or no dragonmark, 12th level

The Siberys Dragonmark of Hospitality provides the following benefits:

- You are always under the effects of a *detect poison and disease* spell while you are conscious.
- When you, and friendly creatures within 30 feet of you, would normally roll one or more Hit die to restore hit points during a short rest, you can roll one Intuition die and add the number rolled to the total number of hit points a creature regains at the end of the rest.
- You learn the *Heroes' Feast* spell and can cast it once without expending a spell slot using your Siberys mark. This requires the expenditure of 1,000 gp worth of dragonshards. You regain the ability to cast this spell in this way when you finish a long rest. Charisma is your spellcasting ability for it.

Siberys Mark of Making

Prerequisite: Human, Greater Mark of Making or no dragonmark, 12th level

The Siberys Dragonmark of Making provides the following benefits:

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- When you make a Charisma ability check to interact with a dragon or another dragonmarked creature, you can roll one Intuition die and add the number rolled to the ability check. With these interactions, the minimum Intuition die you can roll is a d6. For example, if you already have a greater dragonmark, your Intuition die is a d8.
- You gain the ability to spend 10 minutes (as if casting a ritual spell), to enchant a nonmagical weapon or suit of armor. For the next 24 hours or until you finish a long rest, it becomes a magic item, granting a +1 bonus to AC if it's armor or a +1 bonus to attack and damage rolls if it's a weapon. You can't use your mark in this way again until you finish a long rest. If you enchant the same armor or weapon for 30 days, the effect becomes permanent.

Siberys Mark of Passage

Prerequisite: Human, Greater Mark of Passage or no dragonmark, 12th level

The Siberys Dragonmark of Passage provides the following benefits:

- Increase your Dexterity or Constitution score by 1, to a maximum of 20.
- When you make an ability check to operate or maintain a land vehicle, you can roll one Intuition die and add the number rolled to the ability check. With these interactions, the minimum Intuition die you can roll is a d6. For example, if you already have a greater dragonmark, your Intuition die is a d8.
- You learn the *teleportation circle* spell and can cast it once without expending a spell slot using your Siberys mark. When you cast it in this way, you don't need to provide the spell's material components and its duration becomes 1 minute. You regain the ability to cast it in this way when you finish a long rest.

Siberys Mark of Scribing

Prerequisite: Gnome, Greater Mark of Scribing or no dragonmark, 12th level

The Siberys Dragonmark of Scribing provides the following benefits:

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- When you make a Charisma ability check to interact with a dragon or another dragonmarked creature, you can roll one Intuition Die and add the number rolled to the ability check. With these interactions, the minimum Intuition die you can roll is a d6. For example, if you already have a greater dragonmark, your Intuition Die is a d8.
- You can cast the *magic mouth* spell at-will, without expending a spell slot. When you reach 15th level, you learn the *telepathic bond* spell, if you don't already know it, and can cast it once without expending a spell slot. When you do, you can choose to connect to a *magic mouth* you have created, instead of one of the creatures the spell allows. While this spell is active, you can spend 1 minute to change its message and the circumstance that will trigger the spell to deliver your message. You regain the ability to cast it in this way when you finish a long rest.

Siberys Mark of Sentinel

Prerequisite: Human, Greater Mark of Sentinel or no dragonmark, 12th level

The Siberys Dragonmark of Sentinel provides the following benefits:

- Increase your Strength or Wisdom score by 1, to a maximum of 20.
- When you roll initiative, you can cast warding bond on one willing creature. When you cast it in this way, its duration is equal to a number of rounds equal to your Strength modifier.
- When you reach 15th level, you can cast the *sequester* spell once using your Siberys mark and its duration lasts a number of minutes equal to your Strength modifier. You regain the ability cast it in this way when you finish a long rest. Strength is your spellcasting ability for these spells.

Siberys Mark of Shadow

Prerequisite: Elf, Greater Mark of Shadow or no dragonmark, 12th level

The Siberys Dragonmark of Shadow provides the following benefits:

- Increase your Dexterity or Charisma score by 1, to a maximum of 20.
- You learn the *mislead* spell if you don't already know it, and can cast it once using your Siberys mark without expending a spell slot. When you reach 15th level, you learn the *programmed illusion* spell and can cast it once without expending a spell slot. You regain the ability to cast these two spells in this way when you finish a long rest. Charisma is your spellcasting ability for these spells.

Siberys Mark of Storm

Prerequisite: Half-elf, Greater Mark of Storm or no dragonmark, 12th level

The Siberys Dragonmark of Storm provides the following benefits:

- Increase your Dexterity or Charisma score by 1, to a maximum of 20.
- You learn the *planar binding* spell and can cast it once without expending a spell slot. When you cast it with your Siberys mark in this way, its casting time becomes 10

minutes (as if casting a ritual spell), and it targets only elementals. When you reach 15th level, you learn the *control weather spell* and can cast it once without expending a spell slot. You regain the ability cast these two spells in this way when you finish a long rest. Charisma is your spellcasting ability for these spells.

Siberys Mark of Warding

Prerequisite: Dwarf, Greater Mark of Warding or no dragonmark, 12th-level

The Siberys Dragonmark of Warding provides the following benefits:

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- You learn the *alarm* spell if you don't already know it, and can cast it once without expending a spell slot. When you reach 15th level, you learn the *demiplane* spell and can cast it once without expending a spell slot. You regain the ability to cast these two spells in this way when you finish a long rest. Intelligence is your spellcasting ability for these spells.
- When you cast the *alarm* spell with your Siberys mark, or when you use a 2nd-level spell slot or above, you can also choose to arm it with the *glyph of warding* spell, in addition to its normal effects. Both spells end when the *alarm* spell is triggered or ends.

Aberrant Dragonmarks

The term "true marks" was adopted by the twelve Dragonmarked Houses to distinguish them from aberrant dragonmarks, the unpredictable and dangerous marks thought to be the result of the corrupting touch of Khyber. For centuries, aberrant dragonmarks have been a rare and relatively weak manifestation of power, which is reflected by the Aberrant Dragonmark Feat presented in the *Wayfinder's Guide to Eberron*. In recent years, some developed larger aberrant dragonmarks possessing far greater powers, usually of the destructive nature that wrought mass hysteria, leading to the War of the Mark.

Both the Greater Aberrant Dragonmark and Khyber Dragonmark feats provide access to arcane power and spells from the Sorcerer spell list. While the entire spell list is available and the spells it grants needn't follow an obvious theme, the powers granted to the aberrant are generally calamitous or sinister. If the power itself isn't threatening, there might be something about the way in which it manifests that feels malevolent. An aberrant mark that grants *enhance ability* might cause the subject to gain fiendish traits for the duration of the spell. For example, if a character takes Greater Aberrant Dragonmark and chooses the spells *darkness* and *fly*, they might say that when they cast *fly*, it manifests bat-like wings of pure shadow. There's a reason why people are frightened of aberrant dragonmarks, even if the powers they grant are entirely beneficial, the masses tend to feel as if they originate from a dark source.

Greater Aberrant Dragonmarks

The Greater Aberrant Dragonmark feat can be taken by a Child of Khyber or any character with the Aberrant Dragonmark feat. It reflects a sinister expansion of the aberrant mark, which grows in power and also spreads further across the character's body.

Greater Aberrant Dragonmark

Prerequisite: Aberrant Dragonmark or Child of Khyber, 8th level

Your aberrant dragonmark has grown in size and power. This provides the following benefits:

- Your Constitution score increases by 1, to a maximum of 20.
- Choose a 2nd-level spell from the Sorcerer spell list. At 9th level, choose one 3rd-level Sorcerer spell. You can cast each of these spells once without expending a spell slot. You regain the ability to cast these spells in this way when you finish a long rest. Constitution is your spellcasting ability for these spells.
- You can channel your reserves to endure in your most dire hour. When you would be reduced to 0 hit points but not killed outright, you can use your reaction to immediately spend a number of Hit Dice equal to half of your level (rounded down) to gain immunity against all incoming damage, including the triggering damage, until the end of your next turn.

Khyber Dragonmarks

A Khyber dragonmark is the dark reflection of a Siberys dragonmark. It is a mark of the Prophecy on the character, beckoning them to a greater destiny, potentially changing Eberron's future, but a Khyber mark is nearly always the harbinger of a destructive or tragic role. Even if the character avoids setting disasters in motion, the fear others have of them might cause tragedy. The last time the number of Khyber marks swelled, it led to the War of the Mark.

A Khyber dragonmark can appear on any character who doesn't possess a standard dragonmark or a Siberys mark. A character who already possesses a Greater Aberrant Dragonmark can develop a Khyber mark.

Khyber marks cover the entire body, but as with all aberrant marks, each one is unique. Roll or choose from the aberrant dragonmark flaw table in the *Wayfinder's Guide to Eberron*.The flaw associated with a Khyber mark should be extremely hard, if not impossible, to conceal.

Khyber Dragonmark

Prerequisite: Greater Aberrant Dragonmark or no existing dragonmark, 12th level

You possess a Khyber Dragonmark, the largest and most powerful expression of an aberrant dragonmark. This provides the following benefits:

- Your Constitution score increases by 1, to a maximum of 20.
- Choose one 4th-level and one 5th-level spell from the Sorcerer spell list. At 15th level, choose a 6th-level Sorcerer spell. You can cast each of these spells once without expending a spell slot. Constitution is your spellcasting ability for these spells. You regain the ability to cast these spells in this way when you finish a long rest.
- You can now control the flow of your life force to better command the power within your aberrant mark to suit your goals. Along with the benefit you gain from your Aberrant Dragonmark, each time you cast one of your aberrant spells, you can choose to spend two additional Hit Dice to affect your spell with one Metamagic option from the following list: Careful Spell, Extended Spell, Subtle Spell. Immediately after you cast the spell, roll those Hit Dice. You take damage equal to the total.

Khyber Reservoir

Wondrous item, varies (requires attunement by a Child of Khyber or a character with an Aberrant Dragonmark)

Dragonmark focus items focus and enhance the power of true dragonmarks. The houses have spent centuries developing these tools. Far less work has gone into creating items that enhance aberrant dragonmarks, but a few exist. The *Khyber reservoir* is a shard attached to a cord or chain, and holds a reserve of power that can be tapped by anyone who carries an aberrant dragonmark.

A *Khyber reservoir* holds a number of Hit Dice based on the rarity of the item: uncommon (2d6), rare (4d6), very rare (8d6), legendary (10d6). While you're attuned to the *reservoir*, you can use these Hit Dice any time you would normally spend a Hit Die. Once all of the hit dice in the *reservoir* have been expended, the shard crumbles to dust.

Marked by Death

Dragonmarked Mysteries. *Where did the dragonmarks come from? Are they a strange manifestation of nature, or truly tied to a vast prophecy? What of the stories of a thirteenth mark, lost long ago? Explore the stories and the history of the dragonmarks, and see what mysteries can be solved.*

–Ohnal Caldyn
Adjunct Professor of Draconic Prophecy

PMA1108: *Arcane Prophecy II*

Any citizen of the Five Nations can name the twelve true dragonmarks. The marks are pillars of modern society, cornerstones of the tools people use every day. Everyone knows them, but there is another dragonmark. Few now remember the thirteenth dragonmark, once an accepted member of the known houses, and once wiped from the world, known as the Mark of Death.

The Dragonmark of Death manifested on the line of Vol, a noble house of elves in Aerenal.

The mark granted horrifying powers, and the line of Vol allied with a clan of evil dragons, who planned to use the malevolent powers of the mark to dominate Aerenal and usher in an age of undead terrors. The elves of the Undying Court were forced to join forces with heroic dragons from Argonnessen. It was a bloody war, but ultimately the champions of light and life overcame the forces of darkness and death. After careful study, the Sibling Kings of Aerenal regretfully concluded that the Mark of Death was deemed too dangerous to exist, and must be completely eradicated for the greater good. This meant the execution of everyone with any connection to the bloodline of Vol, and the dragons and the Aereni solemnly carried out this sentence, erasing the Mark of Death from the world.

At least, this is the tale as it is recorded in the archives of Aerenal. Even though the line of Vol was wiped out, they had allies. Some of these allies were assimilated into the Aereni culture. Many were killed along with the Vol, but some fled to Khorvaire and spread out across the continent. Most of these refugees abandoned their old culture, though their beliefs inspired a religion called the Blood of Vol. Those who dig deep enough can find the history once told by these renegades. These hidden secrets present the line of Vol in a different light. The Vol were accomplished necromancers, and preserved their greatest citizens as mummies, liches, and other undead, as the edicts of Aerenal encourage. They practiced these techniques peacefully for many thousands of years, and their philosophies dominated southern Aerenal. When the Mark of Death manifested, they embraced it as a gift to further their contribution to their ancestors and society. The mark wasn't a weapon, but a tool that facilitated interaction with the dead and undead. Its bearers were master mediums, not cruel tyrants.

The stories did agree on one point. The line of Vol sought to *understand* the Mark of Death, and to this end they formed an alliance with a clan of dragons from Argonnessen. According to the Vol's version of the story, these dragons were researchers, not conquerors. In their attempts to unlock the secrets of the dragonmarks, they began to breed dragon-elf hybrids, seeking to produce what they called an apex dragonmark, and this is ultimately what drew the wrath of Argonnessen. The elder dragons had forbidden any sort of tampering with the Draconic Prophecy, and the elves of the Undying Court saw a chance to eliminate a long-time rival. If this version of the story is to be believed, the eradication of the line of Vol and the Mark of Death had nothing to do with saving the world, but it was instead about elven politics and the dragons' determination to contain and control any possible manipulation of the Prophecy.

Was the line of Vol cruel tyrants determined on building an undead empire, or innocent researchers seeking answers to an important arcane mystery? It hardly matters, as the last Vol heir died thousands of years ago, unless, of course, the Mark of Death returns.

The Exiled Mark

There are a few ways a character could develop the Dragonmark of Death.

- The Aereni wiped out the elves that carried the blood of Vol, but the line of Vol had mingled its blood with the blood of dragons, and a few of these hybrids might have escaped notice. While dragonborn manifest no dragonmarks of their own, a DM may allow a dragonborn character to bear one, suggesting that their bloodline is a direct path to these Vol experiments.
- The Mark of Death is a part of the Draconic Prophecy, and it can't be destroyed. The character, or characters, manifesting the mark are the founders of a new bloodline that could carry the mark into the future.
- The character might have a blood connection to the line of Vol, a strand of the bloodline that somehow escaped the destruction. Perhaps the Vol matriarch performed a ritual that suppressed the bloodline to hide it from their enemies, and as those wards finally fade, the mark has returned.
- An unwitting pawn, such a character could be the subject of an arcane experiment, such as the work of the dragons of Argonnessen, the Lords of Dust, the Order of the Emerald Claw, or even House Vadalis. Just how involved was the character in this experiment?

If the Mark of Death reappears, there will be a range of reactions. Common folk will be confused. Recognizing the Dragonmark of Death

The Queen of Death

All official histories say that the bloodline of Vol was completely eradicated, but there is an obscure story that suggests otherwise. According to this tale, a single hybrid child developed the Apex Mark of Death, a dragonmark with unprecedented power over life and death. The girl, Erandis Vol, was killed before she could fully master this power, but her mother refused to let her die, resurrecting her daughter as a lich. Even a lich would be easily destroyed by the power of Aerenal and Argonnessen, so the grieving mother worked a greater magic, enchanting her daughter's phylactery so that each time she was reborn, it would be in a new and distant location. Thus, the phylactery could be hidden where no one, not even Erandis herself, would know where it could be found and destroyed. This plan succeeded, but with one terrible catch. Dragonmarks don't function on the undead. The girl was reborn with the Apex Mark spread across her dead skin, leaving the mark as useless as her withered flesh. She was the incarnation of the question her family had died to answer, and yet the power remains just beyond her grasp.

According to the legends, Erandis went mad. She sought to join her parents in death, but she couldn't find a way to destroy herself. After each death, she would simply be reborn in a new undead form. Over the course of centuries, she slowly mastered her new form and became the greatest necromancer the world has ever seen. Perhaps she yearns to destroy Argonnessen and Aerenal to avenge her family, or perhaps she simply wants to regain the powers of her own apex mark and complete her parents' quest. Either way, the Queen of the Dead will want to lay her hands on anyone who developed the Mark of Death anew, perhaps to use their power for her own purposes, help rekindle the bloodline, or to torment the bearer for reminding her of her own failure.

and knowing anything of its history requires a successful DC 14 Intelligence (History) check. Those unaware of its history can see that it has the same general appearance as a true dragonmark, but that it's not one of the known twelve. While the typical reaction will be to assume that it's some sort of aberrant mark, treating it with fear and suspicion, upon closer inspection, a successful DC 14 Intelligence (Arcana) check will discern otherwise. Those who recognize the mark for what it is may be fascinated, or they may be terrified.

According to Aereni histories, the Mark of Death is a threat to all life. Many could feel that the bearer needs to reveal it to the Arcane Congress, the Twelve, or the Church of the Silver Flame so it can be studied or destroyed. If that wasn't enough, there are many factions that would want to control the mark or eliminate its bearer. Like those who bear aberrant marks, the wisest path is to keep a low profile, but in a bustling world like Eberron, it is only a matter of time until the truth gets out.

Using the Mark of Death in a campaign is a choice both DM and player should make carefully. It's something that should have a tremendous impact on a campaign and on a character's personal story. A player should be prepared for their character to be a literal and figurative target. The DM will need to decide on the exact truth behind the legends, regardless of if that truth is ever revealed to the characters.

The Mark of Death

The Dragonmark of Death is one of the great mysteries of Eberron, and it is unlikely that it will become official content or ever have an official answer. In this section, the designers present rules for using the mark in fifth edition, which intends the Mark of Death to be a useful tool as opposed to a deadly weapon, supporting the sympathetic view of the line of Vol. As always, a DM may decide to use the mark as presented here or introduce a different form of the mark to suit the campaign.

The Mark of Death is designed with the assumption that the mark will reappear on a character with a blood tie to the line of Vol. While an elf makes the most logical choice, a more exotic story option might involve one of the dragonborn race. However, the DM could use the feats presented here to assign the mark to any race, or even to multiple races. As such, the ultimate approval to the prerequisites for the feats is the DM's approval.



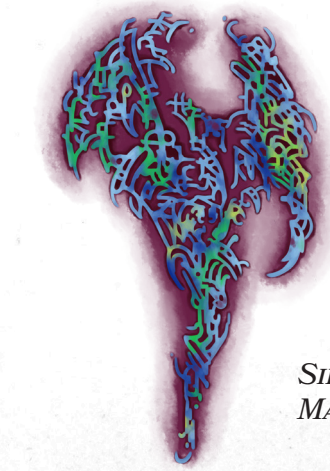
Fledgling Mark of Death



Mark of Death



Greater Mark of Death



Siberys Mark of Death

Elf Subrace: The Mark of Death

This form of the Mark of Death only manifests on elves. If your character has the Mark of Death, this is their elf subrace.

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

Death's Favor. When you make a Charisma ability check to interact with the dead or undead, you can roll one Intuition die, a d4, and add the number rolled to the ability check.

Unliving Bond. As an action, you establish a telepathic link with one undead creature you touch that isn't hostile toward you. For the next 10 minutes, the link is active while you and the creature are within line of sight of each other. Through the link, the undead creature can understand your telepathic messages to it, and it can telepathically communicate simple emotions and concepts back to you. While the link is active, the undead creature gains advantage on attack rolls against any creature within 5 feet of you that you can see.

Fledgling Mark of Death (Feat)

Prerequisite: Elf or dragonborn, no dragonmark

You've developed a dragonmark. The mark has appeared unusually late in life, and you don't have the training or experience most heirs receive after the Test of Siberys. Your dragonmark provides the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You learn the *spare the dying* cantrip and Charisma is your spell casting ability for this.
- When you make a Charisma ability check to interact with the dead or undead, you can roll one Intuition die, a d4, and add the number rolled to the ability check.

Greater Mark of Death (Feat)

Prerequisite: Mark of death, dragonborn or elf, 8th level

Your dragonmark has grown in size and power. This enhances your existing dragonmark, and the benefits are based on the mark you already possess. The Greater Mark of Death provides the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.

- The die type of your dragonmarked Intuition die increases by one.
- You can use your mark to cast the *gentle repose* and *speak with dead* spells as a ritual. You can also cast *spirit guardians* once with your mark. When you reach 15th level, you can cast *danse macabre* once with your mark. You can't cast these spells again until you finish a long rest. Charisma is your spellcasting ability for these spells.

Siberys Mark of Death (Feat)

Prerequisite: Dragonborn or elf, Greater Mark of Death or no dragonmark, 12th level

You possess a Siberys Dragonmark, the largest and most powerful expression of a dragonmark. This may have evolved from an existing Greater Dragonmark, or you may have manifested it spontaneously. The Siberys Dragonmark of Death provides the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- When you make a Charisma ability check to interact with a dragon or another dragonmarked creature, you can roll one Intuition die and add the number rolled to the ability check. With these interactions, the minimum Intuition die you can roll is a d6. For example, if you already have a greater dragonmark, your Intuition die is a d8.
- You know the *revivify, speak with dead,* and *spirit guardian* spells and can cast these spells once with your mark. You can't cast these spells again until you finish a long rest. If you already have a greater mark of death, you can cast *spirit guardians* twice before you finish a long rest. Charisma is your spellcasting ability for these spells.

I'd think people would want to understand something before they feel the need kill it but fear is a powerful anesthetic.

Child of Khyber

The War of the Mark. *An in-depth look at the role of aberrant dragonmarks, from their earliest recorded appearances to the present day. Is the fear of aberrant marks justified, or is it the result of the propaganda of the Twelve?*

— Cord Ennis
Professor of Arcane Sciences

PMA1109: *Arcane Prophecy III*

An aberrant dragonmark is a gift of mystical power, though it can be a painful and distressing curse to bear, and its powers might even be difficult or, in some cases, impossible to control. The legendary Lady of the Plague was responsible for the deaths of thousands before she learned to control her abilities. Even an ability that duplicates a spell as simple as *fire bolt* can be devastating to the individual, and a person who possesses such a mark could have killed friends or even destroyed city blocks in a fiery blaze before mastering this power. This has led the common people to fear those who carry aberrant marks, paranoid that all of them could be murderers, mad, or both. The progenitor dragon Khyber is said to be the source of all things monstrous and evil, and those who carry aberrant dragonmarks in adolescence are called Children of Khyber.

The Aberrant Dragonmark feat in the *Wayfinder's Guide to Eberron* allows a character to manifest an aberrant dragonmark over the course of a campaign. A Child of Khyber has developed their mark earlier in their life and faced prejudice because of this tragic but rare power. An aberrant mark can appear on members of almost any race or family that has been recorded to bear a dragonmark, and a Child of Khyber chooses a subrace to define their original racial identity.

Defining Tragedy

Whether it occurred the first time an aberrant mark manifested or before mastery of its



Defining Tragedy

d6	Tragic Event
1	**Betrayal.** The manifestation of your mark turned someone you care about against you. This could have been a lover, a child, a comrade-in-arms. Whoever it is, they now fear and despise you, while you hope that you can someday regain their affection.
2	**Death.** Your aberrant mark caused a tragic death. This could have been someone you cared about, such as a lover or sibling, or you could have killed someone you hated, a tyrannical officer, a corrupt noble. Either way, you needed to flee from the consequences of that unintended murder.
3	**Massacre.** You were responsible for the deaths of a large number of people. You may have triggered a riot or set fire to a crowded building. Do you feel personally responsible for each death, or do you not even know how many people died?
4	**Public Humiliation.** Your mark manifested during a public and important event. You could have been giving a performance, negotiating a treaty, or conducting a sermon. Whatever it was, it ruined the event and you are now well-known as a Child of Khyber.
5	**Rift**. The manifestation of your aberrant mark caused a deep rift between you and an organization you were once part of. You may have been excoriated from your dragonmarked house, banished from your family home, or dishonorably discharged from the military. Beyond the broad enmity of the organization, you could have a specific rival within the group.
6	**Ruin.** Your mark caused the destruction of something that was extremely precious. You could have destroyed your home, an important document, an arcane research project, or something else that was extremely valuable to you or to others.

abilities, aberrant marks are usually central to a terrible tragedy that has had a deep and lasting impact. The consequences of this event could be public and social, an ongoing scar to a reputation, or they could be secret and deeply personal. Many a Child of Khyber has caused the death of a loved one with their mark and fled, ashamed of the embarrassment, but never publicly tried with the crime. In their deepest sleep, most aberrant marked relive these nightmares, which prove more prevalent than any the Quori might dream up. The road to self-

forgiveness is often as fraught as the mark itself.

You can use the Defining Tragedy table as a source of inspiration to determine the tragic past of your character. Work with your DM to finalize the details of your personal tragedy and to understand how it could play a role in your ongoing story. Be sure to consider the nature of your mark as you develop your story. It's easy to see how the *fireball* spell could be responsible for a death, while a generally harmless and more subtle mark containing the *suggestion* spell could still have unexpected consequences, like triggering a riot or pushing an individual to the brink of madness.

A Hard Road

Every Child of Khyber has faced hardship because of their mark. In creating a Child of Khyber, start by defining your life before you developed your aberrant dragonmark, which is usually reflected by your background. You might have been a popular entertainer, from a respected noble family, or a devout acolyte of the Sovereign Host. Whatever path you followed, you had a good life once, but now adventuring is all you have left.

Whatever your life was, it changed when you developed your aberrant dragonmark. Your defining tragedy forced you down a difficult path, and the benefits you gain from the Hard Road trait reflect that of a new life. Work with your DM to find inspiration in some of the other backgrounds, and adapt their story to suit the life you now lead, especially when starting a campaign at zero level. How have you dealt with your aberrant mark? What have you been forced to do? Here are some examples of how you might tie your background into the campaign moving forward.

- **Charlatan**. You've hidden your aberrant mark from others. A talent for disguise helps you physically conceal the mark, while your proficiency with Deception helps ward off suspicion.
- **Criminal**. You've descended into the underworld and used your mark for personal profit. The *Wayfinder's Guide to Eberron* describes House Tarkanan, a gang comprised of people with aberrant marks, and you could use your new skills to establish a connection with House Tarkanan.
- **Outlander**. You fled civilization after manifesting your dragonmark and lived in the wilds ever since your defining tragedy. Now, something has called you back, ready to make a difference.
- **Urchin**. You stayed in the city but clung to the shadows, eking out a life in alleys and sewers. You didn't become a criminal, but you've fought a bitter struggle for survival with nowhere else to turn.

While you've been forced from your previous life, the benefits of your first background still linger. If you're a noble, you have your Position of Privilege and can demand entry to court. As a soldier, you could still assert your Military Rank. As an entertainer, you might still be in demand. In all three of these examples, that first benefit could have been tainted by your aberrant mark, and you should work with your Dungeon Master to see if this will impact the campaign you're set to embark. Those in court will likely respond to your rank or status, until they realize you're a Child of Khyber, and you'll have to deal with their fears and suspicions once you've placed yourself in the spotlight.

While creating a Child of Khyber, think about the life you once led, the path you're on now, and the tragedies that you've endured along the way. Together these create a unique and, like the dragonmark you possess, distinguished impact on the world of Eberron.

Child of Khyber Traits

Your Child of Khyber has a number of talents and supernatural abilities in common with other aberrant marked creatures.

Ability Score Increase. Your Constitution score increases by 1.

Aberrant Birth. You know a cantrip from the sorcerer spell list. When you reach 3rd level, you can choose one 1st-level spell from the sorcerer spell list and cast it as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. Constitution is your spellcasting ability for these aberrant spells.

Hard Road. It's been a hard road, and you learned a few tricks from those around you, just to survive. Choose one of the following backgrounds: Charlatan, criminal, outlander, or urchin. You gain the background's proficiencies and feature, but not its equipment, in addition to your own.

Marked for Disturbance. Dragons or other dragonmarked creatures have advantage on Intelligence (Investigation) checks made to locate your mark, and you have advantage on Charisma (Intimidation) checks made to influence them, whether the creature has seen your mark or not.

Will to Survive. As an action, you can expend the use of one of your aberrant spells to immediately spend a number of Hit Dice up to the spell's level, add your Constitution modifier, and regain a number of hit points equal to the total (minimum of 1).

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

Subrace. While your aberrant mark makes you a Child of Khyber, and firmly outside the social boundaries of your heritage, you aren't without some of the natural gifts inherent to your birth race. Choose one of these subraces. Your age, size, and speed match the standard values of your subrace and you count as both a Child of Khyber and a member of your subrace for feats and other requirements.

Aberrant Dwarf

You have no affinity for stone or smithing, no training with axe and hammer. But you're tough and resilient, and your darkvision serves you well in alleys and shadows.

Ability Score Increase. Your Constitution score increases by 1.

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

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance to poison damage.

Dwarven Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Aberrant Elf

Aberrant marks have no place in Aerenal. The elves take pride in their ancient bloodlines and traditions and see aberrant marks as a form of corruption. While you may be shunned by the Aereni and the Valenar, your fey ancestry provides you with natural gifts.

Ability Score Increase. Your Dexterity or your Intelligence score increases by 1.

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

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance. Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Aberrant Gnome

The Trust of Zilargo keeps a close rein on anything that could disturb the peace. However, the Trust occasionally conscripts Children of Khyber, training them as agents and assassins. The charlatan/spy background is a way to reflect this. Are you still working for the Trust, or have you escaped the agency?

Ability Score Increase. Your Intelligence score increases by 1.

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

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Aberrant Half-Elf

House Medani and House Lyrandar are the closest thing half-elves have to a homeland, and your aberrant dragonmark turned these forces against you. How do you make do in the world?

Ability Score Increase. Your Charisma score increases by 1.

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

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Aberrant Halfling

Talenta halflings who develop aberrant marks are said to be touched by dark and angry spirits. True or not, you're not as lucky as most halflings, but you still possess remarkable agility.

Ability Score Increase. Your Dexterity score increases by 2.

Halfling Nimbleness. You can move through the space of any creature that is a size larger than yours.

Aberrant Half-Orc

Aberrant creations of the daelkyr linger in the depths of the Shadow Marches. The people of this land are used to dark secrets and corruption, and a Cult of the Dragon Below might consider your mark to be a blessing.

Ability Score Increase. Your Strength score increases by 1.

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

Menacing. You gain proficiency in the Intimidation skill.



Aberrant Human

You might have begun your life as an acolyte in the Church of the Silver Flame, a noble of the Wynarn line, or a decorated Karrnathi officer. Your aberrant mark has dragged you down into the dirt, but humans are exceptionally adaptable, and you'll find a way to survive.

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

Exotic Whispers. You can speak, read, and write one exotic language of your choice, as described in chapter 4 of the *Player's Handbook*.

"Aberrant" isn't a friendly word, not that "Child of Khyber" seems much less ominous or more inclusive. I'm surprised the Sharn "enlightened" can't do better.

Evolutionary Feats

Supernatural Heritage. *From the shapeshifting powers of changelings and shifters, to the telepathic gifts of the kalashtar, many of the creatures of Eberron have mystical powers tied to their blood. Can these abilities be harnessed and honed? How can you unlock your full potential?*

— Ange Thornlong
Professor of Natural Evolution
Talaen Tolaoi
Professor of Military Studies
&
Fang
Adjunct Professor of Arcane Engineering

PMA1110: *Feats of Evolution*

While most characters evolve during campaigns through leveling up, some DM's also allow the use of feats to customize a character. Feats are an option rule in chapter 6, "Customization Options," of the *Player's Handbook*. The DM decides whether they're used and may also decide that some feats are available in a campaign and others aren't. You can take a feat only once, and you must meet any prerequisite specified in a feat to take that feat.

This section introduces a collection of special feats that allow you to explore your character's growth further in Eberron and other campaign settings. These feats are each associated with a race or culture from the *Wayfinder's Guide to Eberron*, as summarized on the Evolutionary Feats table, and represents a deeper connection to your race's culture or a physical transformation that brings you closer to an aspect of your character's journey. The cause of a particular transformation is up to you and your DM. A transformational feat can symbolize a latent quality that has emerged as you age, or it might be the result of an event in the campaign, such as exposure to powerful magic or visiting a place of ancient significance to your race. Transformations are a fundamental motif of fantasy literature and folklore. Figuring out why your character has changed can be a rich addition to your campaign's story.

Evolutionary Feats

Feat	Prerequisite
Atavist	Kalashtar
Chameleon	Changeling
Hierophant	The ability to cast a druid or ranger spell
Moonspeaker	Shifter, Weretouched Master (feat), 8th level
Quori Nightmare	Kalashtar
Spirit Rider	Halfling or Wood Elf
Warforged Colossus	Warforged, Strength 13 or higher
Warforged Reclaimer	Warforged, 6th level
Weretouched Master	Shifter

Atavist

Prerequisite: Kalashtar

By embracing your unique heritage and deepening the bond between you and your Quori spirit, you gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- When you communicate telepathically with a creature using your Mind Link trait, you can simultaneously communicate with any number of creatures up to your proficiency bonus. As a bonus action, when you're speaking telepathically to one or more creatures, you can give those creatures the ability to speak telepathically to each other until the start of your next turn. To use this ability, the creatures must be within 60 feet of you and be able to see you.
- You can call to your Quori spirit for guidance in all things. If you miss with an attack roll, or fail an ability check or a saving throw, you can gain a bonus to the roll equal to your Intelligence or Wisdom modifier. You choose when you make the roll, provided you aren't incapacitated. Once you use this ability, you can't do so again until you finish a short or long rest.

Chameleon

Prerequisite: Changeling

You have honed your natural shapeshifting powers. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You can use your Change Appearance trait as a bonus action.
- You can use Unsettling Visage twice before completing a short or long rest.

Hierophant

Requirements: The ability to cast a druid or ranger spell.

You have strengthened your connection to the beasts of the natural world. You gain the following benefits:

- You gain proficiency in either the Nature or Survival skill.
- You learn the *speak with animals* spell and can cast it once without expending a spell slot. Once you do, you can't do so again until you complete a short or long rest. Wisdom is your spellcasting ability for this spell.
- You gain one use of the Wild Shape feature available to the druid class and can use it to shift into any beasts you have seen before with a CR rating 1/8 or below, including those with a swim or fly speed.
- Once you do, you can't do so again until you complete a short or long rest. If you have the Wild Shape feature from another source, you gain an additional use with the benefits and restrictions of that feature instead.

Moonspeaker

Prerequisite: Shifter, Weretouched Master, 8th level.

You call to the moon to entice your lycanthropic ancestors to further enhance your shifting abilities. You gain the following benefits:

- Your Dexterity score increases by 1, to a maximum of 20.
- Choose a shifter subrace other than your own. When you shift, you also gain the benefits of its Shifting Feature, in addition to your own.
- If you are conscious when your shifting trait ends, you regain a number of hit points equal to your Constitution score, up to your Hit Point Maximum, instead of your Constitution modifier.

Quori Nightmare

Prerequisite: Kalashtar

Your Quori spirit once crafted nightmares, and now you can draw on its power to inspire fear in others. You gain the following benefits:

- Increase your Intelligence by 1, to a maximum of 20.
- You gain proficiency in the Intimidation skill. If you are already proficient in the skill, your proficiency bonus is doubled for checks you make with it.
- When you telepathically communicate with a creature, you can attempt to frighten it as an action. The creature must succeed on a Wisdom saving throw (DC equals 8 + your Intelligence modifier + your proficiency bonus) or be frightened of you until the end of your next turn. A creature that succeeds on this saving throw can't be frightened by you in this way for 1 hour.

Spirit Rider

Prerequisite: Halfling or Elf (wood)

You learn an ancient ritual that creates a spiritual totem from a bracelet, figurine, tribal mask, or other item, that unites rider and mount in a sacred bond. While you possess your totem, you gain the following benefits:

- You can communicate telepathically with your mount.
- You have advantage on Animal Handling checks made to control your mount, and your mount has advantage on Acrobatics and Athletics checks.
- You can communicate simple ideas through sounds and gestures with other creatures of the same type as your mount.

Warforged Colossus

Prerequisite: Warforged, Strength 13 or higher

An unstoppable force on the field of battle, you gain the following benefits:

- Increase your Strength by 1, to a maximum of 20.
- You can use your reaction to reduce the distance you are moved against your will by up to 10 feet.
- When you move at least 30 feet in a straight line right before you make a melee weapon attack using Strength and you hit, you can add your Strength modifier to the damage twice, instead of once.

Warforged Reclaimer

Prerequisite: Warforged, 6th level

You can transfer the power of magical armor you find during your travels into your integrated armor. Magical armor you absorb must have a rarity of very rare or lower and can't be sentient. Transferring the armor's magical properties requires 8 hours of uninterrupted work, which you can complete when you finish a long rest, and destroys the armor in the process. If you repeat the process, the old enchantment is lost and the new one takes its place. If the armor's magical properties include a curse, you always gain that property, and can't replace it with a new enchantment unless you are targeted by the remove curse spell or similar magic as you complete the new enchantment.

Weretouched Master

Prerequisite: Shifter

The strength of your lycanthropic heritage increases, expanding your primal abilities. You gain the following benefits:

- Your Dexterity score increases by 1, to a maximum of 20.
- Choose a shifter subrace other than your own. You also gain the traits of that subrace, but not its ability score increase or shifting feature.
- If you are conscious when your shifting feature ends, you regain a number of hit points equal to your Constitution modifier, up to your Hit Point Maximum.

Backgrounds

Leaving the Nest. *There comes a time when even the most enthusiastic student has to face the dreadful challenges of the world. Through a series of extracurricular activities and internships—and in exchange for a small ongoing donation to faculty funds—our staff will help you find a promising career.*

– Jolan Hass Holan
Professor of Galifarian History

CHG1109: *Cultural Beginnings*

A background is more than a set of proficiencies and a seldom called upon feature, but rather a way to establish a deeper connection between the character and world. Through the avenue of a character's background, a DM and player can explore the personal history, flaws, and vices that shaped the overall story thus far. This adds depth and flavor, but it's also a tool that a DM can use in developing adventures. If one of the characters is a soldier, the DM has room to use an old comrade-in-arms as a story hook to propel the next adventure through a plea for aid. In that same vein, perhaps the character remembers the location of an abandoned military cache that provides characters cover or supplies in a time of dire need. If a character is a noble, the character could be called upon to defend their family's honor, or to represent the family at an important political engagement. This section examines the existing backgrounds and how they fit into Eberron, along with new backgrounds tied to the setting.

Aspirant

The druidic sects of Khorvaire are as organized and established as any divine faith. You have spent your life in the service of a druidic sect, serving as an intermediary between civilization and the wild. You are trained in the rituals and rites of your sect; you can offer both spiritual and practical guidance to those who follow you into the wilderness. You don't have to be a druid, and you might not be able to perform magic, but you

understand the primal mysteries of your sect, and the world itself is your temple.

Choose a druid sect, or work with your DM to develop a new nature focused order. The Druid section contains a sample of organizations, from the Eberron setting. Were you a youth brought up learning about the seasons and solstice from the rural priests of your homeland? Perhaps you were a warden watching over travelers, an initiate performing the sacred rites, an advisor guiding a farming community, and it is up to you to discern why you decided to leave?

Skill Proficiencies: Nature, Survival
Tool Proficiencies: Herbalism kit
Languages: Any one
Equipment: A druidic focus (a gift to you when you entered the sect), a shepherd's wood staff, a set of traveler's clothes, an herbalism kit, and a pouch containing 5 gp

Feature: Wild Hospitality

As an aspirant, you can perform the rituals of your sect and can demand respect from those who share your faith. You and your adventuring companions can expect to receive shelter and support in any established outpost of your sect, though druidic outposts are often sparse in what they can provide. Nature itself will also provide for you; when in the wilderness you can find food and fresh water for yourself and up to five people each day, provided you aren't in an unnatural or exceptionally barren environment.

Suggested Characteristics

You're shaped by your devotion to the ideals of your sect and the time you've spent in the wilds. You have little experience with large cities and the demands of high society.

d8	Personality Trait
1	I talk to every animal I meet, even if they can't talk back.
2	I have a parable for every occasion.
3	I see omens in the actions of animals.
4	I'm always interested in discussing the weather.
5	I prefer to sleep under the open sky.
6	I continually question the ways of the civilized world.
7	I model my behavior on a particular animal.
8	I always want to talk shop with hunters and farmers.

d6	Ideal
1	**Protection.** The common people must be protected from the dangers of the natural world, and nature must be defended from the ignorance and greed of outsiders. (Wardens of the Wood)
2	**Nature.** When civilization harnesses unnatural forces and defies the laws of nature, it should be challenged; even if these violations are allowed to continue, people should realize the dangers of their actions. (Ashbound)
3	**Preservation.** The cycle of life and death is a vital balance. Destroy the undead. Search for ways to strengthen the pack, and offer a merciful end to suffering. (Children of Winter)
4	**Order.** Protect the natural world from threats that come from beyond reality such as aberrations, fiends, and other things with no place in the world. (Gatekeepers)
5	**Freedom**. Search for signs of the fey in the world around you. Respect the ways of the fey. Look for ways to bring a touch of wonder into everyday life. (Greensingers)
6	**Balance.** Preserve balance in all things: the balance between civilization and the wild, life and death, the material world and the planes. (Any)

d6	Bond
1	I will do anything to protect my adopted pack.
2	I am determined to discover the cause of the Mourning.
3	I must find the answer to a question set by the leader of my sect.
4	It's my duty to care for commoners and show them the right path.
5	I am carrying a relic that must be protected from those who would destroy it.
6	I am pursuing an enemy of my sect and will not rest until I have destroyed them.

d6	Flaw
1	I distrust those who wield arcane magic or unnatural power.
2	I don't understand the customs of the civilized world.
3	I believe the weak should be allowed to perish.
4	I don't understand civilized politics or power structures.
5	I never back down from a challenge.
6	I'm often unintentionally rude.

Auditor

You don't work with taxes or accounts. Your job is testing security systems, finding the flaws in vaults, prisons, and other secure systems. Most auditors work for the Warding Guild of House Kundarak, testing locks, traps, and other Kundarak creations. You could also have worked for the Warning Guild of House Medani, helping to spot threats before they occur. In those days, locks and wards were something you studied for your job; now you're putting your skills to practical use as an adventurer.

Skill Proficiencies: Insight, Investigation
Tool Proficiencies: Thieves' Tools, Tinker's Tools
Equipment: Thieves' Tools, a set of common clothes, an Auditor's badge, a pouch with 5 gp

Feature: Keeper of Vaults

You have an excellent memory for traps and security structures and can always recall the general construction of such apparatus, including their triggers. You can also find blueprints of a specific trap in order to learn the details of its application. Such blueprints might provide knowledge of points of weakness, possible advancements, and magic or mechanisms that might trigger them. Your access to such information isn't unlimited. If obtaining or using the information gets you in trouble with the law, your affiliation can't shield you from the repercussions.

Suggested Characteristics

You have a critical eye, and you're always looking for weaknesses and trying to find ways that things can be improved.

d8	Personality Trait
1	I'm always pointing out peoples' flaws, for their own good.
2	I always have a suggestion as to how something could be improved.
3	I try to get to know everyone; it makes finding weaknesses easier.
4	I question every decision. It's the only way to find the best answer.
5	I want to test every limit, looking for patterns, sequences, and cyphers when I'm bored.
6	I hate to waste time. Get to work.
7	I'm always speculating about possible threats.
8	I'm suspicious of everyone and everything.

d6	Ideal
1	**Perfection.** A perfect world is one in which everything is foolproof, and nothing can be broken. (Lawful)
2	**Security.** The world is a dangerous place, and everyone should be able to feel safe. Do what you can to help give innocent people a sense of security. (Good)
3	**Freedom.** Nothing should be hidden. No door should be barred. Those who wish should have access to every path and every secret. (Chaotic)
4	**Neighborly.** Helping people establish strong defenses is a way to maintain one's relationships and financial securities. (Neutral)
5	**Domination.** The perfect system is one that I control. (Evil)
6	**Efficiency.** Anything can be improved, and I'm always looking for ways to do it. (Any)

d6	Bond
1	I have a loved one that I would do anything form as long as they are safe.
2	I want to help friends achieve peak efficiency.
3	I'm going to pull off the heist of the century, but I need a team I can trust.
4	A criminal mastermind used me to commit a crime. I'm on the run, trying to clear my name.
5	My mentor was locked away behind impenetrable defenses. I aim to crack them.
6	I uncovered a secret I wasn't meant to know and now it haunts my dreams.

d6	Flaw
1	I'm always looking for weaknesses in the people and things around me.
2	I'm never satisfied; there's always a way to improve things.
3	I'm paranoid, always imagining threats I have to defend against.
4	I push everything and everyone to find their breaking point. Nothing is true until tested.
5	I'm always hungry for new challenges.
6	My instincts seem more trustworthy to me than my allies.

Keeping track of your money is keeping it safe! Kundarak auditors do both at once!

Cadet

You were commissioned as an officer, but you never actually made it to the battlefield. Perhaps someone pulled strings on your behalf to save you from conflict, or perhaps the war ended before you had a chance to serve. Rather than being thrown into war, you were left to choose your own path. Are you angry that you never had an opportunity to prove yourself, or glad to have dodged the front lines?

When you choose this background, work with your DM to determine which military organization you trained to be a part of, and what lifestyle you have led up until you began adventuring. You might have immediately pursued the lifestyle of an adventurer, served as a military advisor, or even returned to civilian life.

Skill Proficiencies: Athletics, History
Language Proficiencies: One language of your choice.
Tool Proficiencies: Navigator's tools or vehicles (land).
Equipment: A cadet's uniform, a set of common clothes, a diploma from a military school, a map, and a pouch containing 10 gp

Feature: Pupil of Conflict

Your military training allows you to easily recognize and distinguish weapons, uniforms, military strategies and important military figures, such as notable generals, both historical and modern.

Suggested Characteristics

Cadets have been taught to adopt the lifestyle of a soldier, but lack both the tempering of combat experience and the physical and emotional scarring of war. These individuals who seek to fight for what they believe are often idealists and desiring to leave their impact on the world through their service to their nation or sovereign. While not true soldiers, they often embody what they envision soldiers to be.

d8	Personality Trait
1	I speak plainly and directly. Not because it's easier, but because it saves time and lives.
2	I have a tendency to compare situations at hand to famous battles and notable heroes.
3	I am easily bored; I long for action and excitement.
4	I readily seek to outperform others in word and deed.
5	If I give someone my word, I will keep it. Even if it kills me.
6	I do my best to keep morale up, and if it is a low, I will figure out how to inspire it.
7	To me, a new weapon is like a shiny new toy, full of possibilities.
8	I am stoic and professional above all else.

d6	Ideals
1	**Order.** War's main purpose is to exact justice and maintain peace. (Law)
2	**Honor.** The might doesn't reveal the value of might, but of character. (Any)
3	**Valor.** Courage stokes the flame of hope, and inspires others to fight for what is good. (Good)
4	**Tyranny.** Only through demonstrations of strength and superiority can any form of respect be earned. (Evil)
5	**Glory.** Those destined for victory make history, and those who make history rule the world. (Any)
6	**Perseverance.** War is never quick and always complicated, but those who fight for the right cause will outlast the most blusterous foes. (Neutral)

d6	Bonds
1	The friends I made in training are closer to me than my real family.
2	I come from a long line of soldiers, and I must continue their legacy.
3	My mentor died in battle, and I will stop at nothing to avenge them.
4	The conflict separated me from a person I love, and I'm still searching for them.
5	My community sees me as a local hero, and I refuse to disappoint them.
6	I am destined to be a hero, and I will be nothing less than that, or die trying.

d6	Flaws
1	I fly into a fit of rage when others disrespect my lands, my king, or my people.
2	I never wanted to be a soldier, and have no taste for fighting.
3	I don't take orders from anyone that isn't in a position of authority.
4	Because I fear my lack of experience, I become paralyzed with indecision.
5	I am overconfident in my martial skill, and pick fights I don't know if I can win.
6	I am meant to lead, not to be on the front lines; I'd rather have someone else fight my battles for me.

Chronicler

People need news, and you're the one to provide it. You could be an investigative reporter searching for issues of national importance such as conspiracies, corruption, threats of war, or news about the Mourning. You could be gathering gossip, or sharing the tales of bold adventurers, so make sure your friends do something worthy of a story! You could also be a general agent of the Library of Korranberg, always watchful for anything that could expand the repository of general knowledge.

Skill Proficiencies: Insight, Investigation
Tool Proficiencies: Calligrapher's supplies
Languages: Any one
Equipment: Calligrapher's supplies, a set of common clothes, and a pouch containing an ink pen, a bottle of ink, ten sheets of paper, and 5 gp

Chronicle

As a chronicler, you work for an ongoing publication. What's your agency, and what are they best known for? Do you work for the trusted *Korranberg Chronicle*, or are a muckraker for the *Daily Prophecy*?

d8	Chronicle
1	**The Korranberg Chronicle.** The most trusted source of news across Khorvaire.
2	**The Sharn Inquisitive.** A blend of national news and the local gossip of Sharn.
3	**Aureon's Arcanix.** A monthly publication on the latest developments in magic.
4	**The Wayfinder's Weekly.** A digest of the exciting deeds of legendary adventurers across Eberron.
5	**The Voice of Cyre**. A chronicle focusing on the plight of Cyran refugees and helping to preserve Cyran culture.
6	**The Voice of the Flame**. A Thrane publication dealing with news and inspiring stories of interest to followers of the Silver Flame.
7	**The Daily Prophecy.** A fringe publication focusing on conspiracy theories and bizarre rumors. Headlines like, "Dragons are running Zilargo! King Kaius is a vampire!" are commonplace.
8	**The Library of Korranberg.** You gather knowledge on behalf of the grandest repository of information in Khorvaire.

Feature: Press Pass

You're an established reporter for a known source of news. You can often get access to restricted events for yourself and your "crew" so you can cover the story. People familiar with your work may be excited to talk to you, and even people who have something to hide may not want to turn you away without explanation. Of course, using your credentials in this way draws a lot of attention!

I've been called a chronicler by some because I love to write about all the things I've seen, past and present, but that's really a bit of mis-gnomer. Get it? I'm proud of that one!

Suggested Characteristics

You've spent your life asking questions and uncovering secrets. You may be driven by insatiable curiosity, or you could have a deep belief that the people deserve to know all that can be known.

d8	Personality Trait
1	I'm always asking questions, even when it's inappropriate.
2	I'm constantly taking notes on everything around me.
3	I frequently narrate the events around me.
4	I'm sure there's more to the story, whatever the story may be.
5	I never use one word when I could use five.
6	I'm always chasing after celebrities.
7	I'll do anything to get a good story.
8	I have a pen name and exaggerated personality I use when I'm reporting.

d6	Ideal
1	**Balance.** Revealing the absolute truth is all that matters, regardless of whether it tips the balance towards good or evil. (Neutral)
2	**Honor.** The best way to fight corruption and evil is to expose it to the public. (Good)
3	**Revolution.** Opponents who can't be fought with swords can be beaten with words. You use your writing to undermine established authority and introduce new ideas. (Chaotic)
4	**Civilization.** It's your duty to record the history of your nation and to preserve and celebrate the values of your culture. (Lawful)
5	**Power**. Truth is irrelevant. People believe what they want to believe, or what you want them to believe. How can you use your writing to gain power and influence? (Evil)
6	**Entertainment.** People need diversion and entertainment. You're not interested in news; you just want to find brilliant stories to share. (Any)

d6	Bond
1	I'm sure that one of the other party members has a grand destiny, and I'm going to record their story from the very beginning.
2	My family was ruined by a corrupt conspiracy. I'm going to expose this cabal and bring it down.
3	The people have a right to know the truth.
4	People need to know about the long-term impact of the war.
5	I'm going to break the story of the century.
6	I want my work to bring people together.

d6	Flaw
1	I'm convinced there's a vast conspiracy behind everything that goes wrong.
2	I won't take "no" for an answer.
3	I've made a lot of enemies with my writing.
4	I don't trust anyone. Everyone has something to hide.
5	I'm happy to exploit my friends to get a good story.
6	Once I've settled on a story, I become completely obsessed with it.

There's nothing inherently wrong with a normal job, not that I'm speaking from background experience.

Existing Backgrounds

The shape of different backgrounds is molded by their relationship to a setting as a whole, and this is paramount in the tumultuous era in which we embark on campaigns in Eberron. What does it mean to be a noble in Khorvaire? If a character served in the Last War, are they required to be a soldier? In developing a background, consider the following ideas.

Acolyte

You're a recognized servant of an established faith, such as the Church of the Silver Flame, the Sovereign Host, or the Blood of Vol. The critical idea is that you are *recognized;* with your Shelter of the Faithful feature, you can command the respect of those who share your faith and expect to receive shelter and support at any temple tied to your religion. Work with your DM to establish what you did to earn this respect. You might have served as a missionary or evangelist, and your zeal has earned you praise and renown.

Alternatively, you could have been an inquisitor who worked to purge your church of corruption, garnering infamy among the heretics, or a priest in a prominent temple with a devoted following. Are you still an active agent of your faith, or are you simply respected for the services you performed in the past?

Shelter of the Faithful works both ways. You can demand the respect of those who share your beliefs, but they will also look to you for aid and support. As an acolyte, you can perform religious ceremonies, even if they incur no divine power, and you could be called upon to officiate a wedding or to bless a child.

Charlatan

A charlatan is a grifter, skilled at deception, disguise, and sleight of hand. While you might be a criminal, you don't begin with a strong connection to an existing organization. You could be a lone wolf, or you could have once worked with a gang that was destroyed during the Last War or the Mourning. A few other ideas to consider might be any of the following.

- **False Prophet.** You started your career as a con artist taking advantage of peoples' faith, only to discover a true and personal connection to the divine as a cleric or paladin.
- **Refugee.** You're a refugee who lost everything during the war. You're not greedy, nor are you a criminal by nature. You've just had to rely on your wits and words to survive, and you had to learn to forge papers and passports as you've made your way across the war-torn world for the sake of your search for safe haven.
- **Fey Favor.** An Archfey of Thelanis blessed you with a silver tongue and light fingers, but these gifts came with a price. Contracts need not only be for the warlocks of this world. What did you promise your fey benefactor and how might that shape your future?

Criminal (Spy)

Any character could have engaged in illegal activities, but you were a professional. The defining feature of a criminal is Criminal Contact, implying you still know people in the business, whether you are still affiliated with the criminal underworld or not. The Rogue section includes a list of some of the prominent criminal organizations in Khorvaire. Your criminal contact could connect you with any of these groups, or you and your DM can develop a lesser known organization. In addition to choosing your criminal specialty, consider how, or if, you left the business. You could have retired gracefully, with the respect and admiration of your former colleagues, or maybe you drew too much heat in a struggle with a rival gang, and had to be cut loose, narrowly negotiating to be spared from swimming with the sahuagin. Perhaps your old boss wants you back for another job, or you're still an active member of the organization, simply taking a little sabbatical while you adventure.

The variant of a Spy is a prominent background choice in Eberron. Work with your DM to determine who you worked for and how you left. You might have left in such a way that you could still be called back into service, or maybe you defected from the organization, and your contact is helping to cover your trail. The Bard and Rogue sections include a list of intelligence agencies you can choose from.



Entertainer

Whether you are an acrobat, actor, or musician, as an entertainer, the first step is to define your talent. By Popular Demand allows you to get work when you choose; you could have been pursuing a career in entertainment, or simply have a remarkable talent that shines when you choose to reveal it. Consider a few ideas.

- **Fallen Star.** You were found by a House Phiarlan talent scout. You trained at the Five Demesnes and toured as part of the Entertainer's Guild or the Carnival of Shadows. You had quite a career at one point, but something changed that. What happened; did you choose to quit, or did rivalries, feuds, or off-stage drama drive you from the act?
- **Fife & Drum.** You served as a regimental musician during the Last War. You never considered yourself to be an entertainer, but you've got the talent. Now it is up to you what to do with that talent.
- **Inheritor.** You're an elf heir of House Thuranni. Whether or not you have a dragonmark, you're a remarkable artist. You've inherited a performance from your ancestors; you're the only person allowed to perform the routine, but do you really have the talent to do it justice?

Information about House Phiarlan, Thuranni, and other options for entertainers can be found in the Bard section.



Folk Hero

You're a commoner who's made a stand and earned the trust and respect of the people around you. Here's a few ideas to consider.

- **Deserter.** You're a veteran of the Last War, but you put your loyalty to the people ahead of your service to your nation. You may have refused a brutal order or even turned against fellow soldiers who were pillaging or hurting innocents. You may have been discharged, or you could be a fugitive hiding in plain sight but you're still fighting to protect people in need.
- **Divinely Inspired.** As a paladin or a cleric, you may be a former farmhand or blacksmith who's felt the call of the divine. The common people who follow your faith consider you a hero, but you're not recognized by the hierarchy of your church and you may not even know all the rituals of your faith.
- **Refugee Champion.** You're a Cyran, perhaps even a former soldier, a sheriff, or refugee leader. You led a band of survivors to safety after the Day of Mourning, and you continue to do everything you can to protect and serve the scattered people of your nation. This same idea could apply to any scattered people; you could be the defender of Q'barran settlers or Eldeen farmers, or even as a warforged hero, focusing on helping other warforged find a place in the world.

Guild Artisan

The most powerful mercantile guilds in Khorvaire are tied to the dragonmarked houses, as described in the *Wayfinder's Guide to Eberron*. If you possess a dragonmark you might work directly for one of the houses. However, the guilds also license many independent businesses. If your character is a bartender, the Hosteller's Guild of House Ghallanda is certainly the most powerful guild you could be connected to. Alternately, you and your DM could develop a smaller mercantile organization for your background, something operating in the space below the dragonmarked houses, or a union that answers to the houses but doesn't require direct communication with the individual businesses.

Hermit

As a hermit you lived a life of seclusion. The *Player's Handbook* suggests a number of options for a life of seclusion, and here are more:

- **Dreadhold.** You were a prisoner in one of the deep wards of Dreadhold, the most secure prison in Khorvaire. You might have been imprisoned by a jealous relative, or perhaps you discovered a terrible secret that someone is determined to keep hidden. Rarely do prisoners complete a sentence at Dreadhold and secure a peaceful release. How did you manage to escape the highest security prison, with all forms of magical traps and wards, and live to tell about it?
- **Experiment.** You are the product of an experiment. You could have been magebred by House Vadalis and born in seclusion, or you could have been trapped by a daelkyr and held in isolation while your captor conducted experiments. Did you escape this imprisonment, or were you released?
- **Wild Mystic.** You're a paladin of the Ghaash'kala, a tribe in the Demon Wastes. You've been charged with a divine revelation and mission from the Silver Flame, but you have no connection with the church of Thrane. However, you were surrounded by the warriors of your tribe, not living in total seclusion, but you know little or nothing of the Five Nations or their traditions.

Beyond the circumstances of your seclusion, you and your DM should develop the details of your Discovery. Perhaps you have insight into the Draconic Prophecy or you know a surprising truth about the Silver Flame or the Sovereign Host.

Noble

The aristocracy of the Five Nations can be identified by the ir' prefix before the surname—Boranel ir'Wynarn. As a noble, it's important to establish where your family is from.

- **Aundair.** This is the strongest bastion of feudal tradition. Arcane magic is important in Aundair, and as a noble you will be expected to demonstrate some degree of mystical talent. This could be reflected by the Magic Initiate feat or levels in a spellcasting class. Alternatively, you could be a mundane black sheep; an embarrassment to the family name with no arcane talent.
- **Breland.** The aristocracy still has a place in Breland, but there is a slow push towards democracy. There's also a growing amount of new blood, both people who have bought noble titles and powerful plutocrats and socialites whose influence is equal to any traditional noble. You don't have to have the ir' prefix to be counted among the Sixty Families of Sharn!
- **Cyre.** The aristocracy was still strong in Cyre prior to the Mourning. Your estates and your wealth might be lost in the Mournland, but your family may still have pride and the loyalty of survivors. Do you want to reclaim heirlooms lost in the Mourning?
- **Karrnath.** The nobles of Karrnath are warlords and are expected to maintain armies and lead troops into battle. If you're not a capable warrior or strategist, it is likely that you're an embarrassment to your family. Some Karrnathi nobles are loyal to the Blood of Vol religion, while others despise this faith and the use of undead in battle.
- **Thrane.** The Church of the Silver Flame governs Thrane, and the nobility persists in a largely ceremonial role. Your family might have tied itself closely to the Church in order to maintain its power. Alternatively, your family could bitterly oppose the Church, secretly hoping that the monarchy will be restored.

- **The Dragonmarked Houses.** The leaders of the dragonmarked houses have vast wealth and international influence. As the heir of a powerful dragonmarked family, you may not be a member of the aristocracy, but you still have a Position of Privilege based on your bloodline.

Outlander

As an outlander, you are most likely from one of the wild regions of Khorvaire. The Barbarian section describes some of these areas: the Demon Wastes, the Talenta Plains, the Eldeen Reaches. Alternatively, you could be from rural or undeveloped areas within the Five Nations. For example, the King's Forest of Breland is a vast jungle, and you could have never seen a city.

Sage

As a sage, you're well versed in arcane lore and history, and you have a knack for digging up facts. You could be a clever person pursuing your own interests, an itinerant scholar following a lead. But there's many other options.

- **University.** You have a position with one of the grand institutes of learning such as the Library of Korranberg, Arcanix in Aundair, or Morgrave University. You're not a professor yet, but if you can make a grand discovery that could change.



- **Inquisitive.** You're a private investigator, specializing in cases that deal with ancient or arcane matters. Your Researcher feature means that you often know where to find information you don't possess. While this could involve a trip to the library, in your case it's more that you know a wide range of experts. Given time, you can get information, but you won't necessarily find it in a book.
- **Chronicler.** The chronicler background presented in this section represents an active reporter, someone who's out on the front lines gathering information. As a sage, you could work for any of the chronicles described there as a researcher and fact checker. You're still devoted to uncovering secrets and sharing news with the public; you just use different methods.

Sailor (Pirate)

The foremost sailors in Khorvaire are the half-elves of House Lyrandar. The Windwright's Guild dominates the shipping trade in Khorvaire, and no mundane ship can match the speed of an elemental galleon with a dragonmarked captain. However, speed isn't everything. The Windwright's Guild licenses all manner of captains. You could also have served on an independent vessel. Aside from this, every nation has maintained some form of navy, and you could have served your nation on the seas. During the Last War, the Lhazaar operated outside the Windwright's Guild and sold their services as privateers. Now that the war is over, a few have continued to ply their trade as smugglers and pirates, making the Lhazaar a suitable choice should you wish to choose the pirate background.

Soldier

You can be a former soldier without taking this background. Many of the other backgrounds here suggest possible military connections. What defines the soldier background is your Military Rank; it's not simply that you served in the war, it's that you held a meaningful rank and still have influence and respect based on that.

Military rank primarily applies to the organization you served, so the first step is defining that role. Consider whether you served one of the Five Nations, or if you were part of an independent force. Did you serve on the front lines, or were you primarily a strategist?

- **Blademark.** The Blademarks of House Deneith are the largest mercenary organization in Khorvaire. Blademark enclaves can be found in any major city, and a Blademark broker will usually have jobs for reliable blades. The Blademarks have no unifying cause beyond gold, but they're widespread and reliable.
- **Cyre.** Holding military rank in a fallen nation might seem like a bad choice, but it can actually make an excellent story. Former Cyran soldiers may not have much to offer, but they're spread among the refugees and found across Khorvaire. In addition, your DM may decide to let you hold a higher former rank if you're from Cyre. It's not as unbalancing for you to be a former general if there's very limited ways for you to use that rank.
- **Templar.** The templars are the military arm of the Church of the Silver Flame. This exists as a separate entity from the army of Thrane, and as a former templar, you can find assistance at any outpost of the Silver Flame. This can be an excellent choice for a paladin or cleric. However, templars, even former templars, are expected to protect the innocent from supernatural threats. If you exercise your rank, you could be called back into service.
- **Valenar.** All of the Valenar elves are tied to the military. As a Valenar adventurer, you might be on extended leave, but if you have a Military Rank within the tribes, you can command the respect and attention of other Valenar. This could be tied to your personal deeds, but it could also be based on your patron ancestor. The spirits of the ancestors choose their hosts, and if you were chosen by a legendary hero other elves might respect you, not because of what you have done, but because of what they expect you to do in the days ahead.

Urchin

You grew up in the shadows of one of the great cities of Khorvaire, carving out a niche in the alleys of Fairhaven or the sewers of Sharn. Your defining feature, City Secrets, grants you the street smarts and know how to move swiftly from place to place in a bustling city.

- **Cellar Dweller.** You're part of a community that dwells in the dark places within cities. You might have been born in the Cogs below Sharn or the vast sewers of Korth but aren't an orphan. Does your family still live in the darkness, or have they moved on or been driven from their home?
- **Low-born Friends.** You were orphaned and had to struggle to survive, but you didn't do it alone. You forged an alliance with other urchins, people you met on the streets, your companions in an orphanage, and, as a group, looked after one another. Your City Secrets feature reflects that it's not just that you know the layout of the city, but it's that you have allies and friends who help you find what you're looking for.
- **Refugee.** The Last War raged for almost a century, and many people lost their homes during the course of it. You could have been a recently displaced Cyran or your home along two country's borders might have been destroyed in the conflict, and your City Streets feature might reflect a familiarity with the consistent layouts of small towns and villages.

Harrumph! I thought there was more to this section. Something about anthropologists in Xen'drik or archaeologists in the Demon Wastes. I wonder if some little urchin ran off with it?

Chapter 3: Fantasy Noir

Far from a dungeon crawl, dragon-fight, or lich hunt where characters expect gifts, gold, and glittering prizes, *fantasy noir* makes a perfect starting touchstone, or one to return to, for players that desire a more dynamic experience in style, character development, and roleplay.. In these types of stories, moral ambiguity, violence, and corruption are part of everyday life, and outside of those hard truths, little is what it seems. Every choice is a decision that has consequences and will come back to either haunt or reward the characters in some way as the story comes to fruition. These types of campaigns are usually comprised of a series of one-shot odd jobs, deliveries, heists, and mysteries, where each individual event grants a moment, a clue, or a witness, leading the characters to piece together the circumstance of larger notions at play. Coupling these themes with the low-wide magic setting of Eberron creates a perfect culmination of technological convenience through esoteric cantrips and low-level spells, without nullifying a great deal of the challenges that the lowly protagonists of noir stories grapple with throughout their journey.

Greater Expectations

In establishing a noir setting for your game, the location is not as important as the nature of the location. Noir settings are built on shattered lives and broken dreams. The inhabitants share similar attitudes about the world in which they live in, often equating morality with vulnerability and weakness. The setting itself seems to perpetuate the impression that idealism and self-preservation can't coexist. This bleak outlook should remain the backdrop to the story, as though the only thing keeping the characters from being swallowed up by the meaninglessness of the setting is their motivation to rise above this atmosphere.

Crime and consequence contribute heavily to a noir story and its setting. Because secrets permeate the story and drive the events that occur over the course of a noir style narrative, crime is currency of change. In a setting where the sins of the past dominate the lives of the characters in it, only greater sins stand to change it, and embracing vice and wrongdoing is the easiest way to exert control over the setting and those within it. The actions of the characters can, of course, impact the influence crime has on a setting. By interfering with organized crime, and the most ignoble of adversaries, the characters could impact the setting for the better but at a price. If the party manages to take down a local gangster, the characters might draw the attention of an even more powerful crime boss, and the effects of this will be represented in the setting.

The same could occur should the party choose to help another character. They might unknowingly ensure the deaths of others. Any character the players might encounter could have pasts that are not only as equally dark as their own, but they might also carry dangerous secrets to the player characters and others in the present. These perils further contribute to the thematic element that the world around the characters is not to be trusted, and is made up of others who, if they haven't fallen to the nature of the moral darkness around them, have every reason to turn on them for a chance to get ahead.

Precarious Pasts

In most adventuring, the characters are at the center of the conflict. Ultimately, the outcome will dictate huge swaths of their lives, which are morally black and white, clear cut, and even when in doubt, they will likely be vindicated. For such hard-boiled equivalents, like capers, crime thrillers, and detective narratives, hope remains intact; solving the crime will save the day and reset normality. However, in a noir, the contrary is the norm; the sins of a character's past typically live alongside the hope that they will finally be accepted for who they are, and that all will be right with the world. This is not to say they aren't empathetic, or entirely without hope. For the questionable protagonists of hardboiled and noir narratives, a glimmer of success is all the hope necessary to keep them going, and that glimmer could also be what pushed them to take the moral or ethical risk that dropped them into their current lot in life.



Noir stories don't put the characters in the center of unfolding events, but instead make them participating observers who can attempt to ignore the situation or come to the rescue and get embroiled in the saga by meddling in the machinations of a foe that is smarter and better prepared than they might have hoped they'd be. The benefit is that with each glimpse of success, the seed of heroism grows a little more within.

While mysteries are usually singular, a noir is ongoing and all encompassing. These stories are always greater than the sum of their individual plots. No matter how far the protagonists attempt to run, or how poorly they fail, there is a moral, ethical, and emotional weight that usually draws them back in to right a wrong that they wouldn't dare risk for someone else. For this sort of story to work, special attention needs to be put on the characters' questionable backgrounds, their corrupted past choices, and the vices or flaws that comprise their origin and current predicament when the story begins. Every character has lies they tell others, but these characters have lies they tell themselves, and by the end of the campaign, each house of lies should be the heartstrings that make their interconnected campaign narrative impossible to duplicate. Protecting the foundation of those lies will become paramount to drawing the characters back in when abandoning ship seems the wisest course of action.

To start, the tropes of the crime thriller can help to color your story, but it's the shades of gray that will determine the volatility of each outcome. These are no fantastical or stalwart heroes, and every character is a pariah of sorts. In Eberron, it is easy to use the Last War as the catalyst of a soldier's return home or a prisoner of war released to wander about a foreign nation. In either case, the world will never be as it was, and they are left questioning their oldest assumptions, mired in loss and the futility of it all. However, while atoning for their history, the adventurers of a noir campaign might linger over these existential quandaries during roleplay, as the characters seek potential solace from the past in each other's company.

Noir allows characters to push beyond the standard fantasy tropes that are common to many campaigns, such as the gallant knight or sagely spellcaster, in favor of more unfamiliar possibilities like the disgraced inquisitive, or reluctant criminal. These stories allow the characters to explore moral dilemmas as well as test their mettle. Characters might go as far as betraying their families, friends, and all they believe, if it is worth saving themselves. Ultimately, a noir character's journey is a long, stagnated road to redemption, where the final choice is often a matter of heroism versus self-preservation, but if someone has already decided altruism is its own reward, what compelling character journey remains to be had?

Session Zero

First and foremost, in order to create a story that explores these themes, there needs to be a collaboration between player and Dungeon Master. The shift from a hack-and-slash exploration can be jarring, and if players don't want to explore a different tone, attempting to

force it on them would be as tragically fated as most noir adaptations. It is important to remember that nearly all classic noir sees that virtue ultimately triumphs over greed and vice, while suffering is a hallmark of the character's tribulation. These types of stories are not necessarily uplifting at every turn, but for storytellers and players who are looking to question the societal attitudes and emotions they expect to see flourish in society during their sessions, the switch to noir can be just the trick, and is easily accomplished with the slightest melancholy or melodramatic twist within the appropriate atmosphere.

Level Zero Adventuring

Players and DM's alike should consider reveling in the lower levels of the campaign, so that the power inherent to each class doesn't outpace, or make irrelevant through high-magic, some of the tough spots and decisions where a gritty, street-level campaign thrives. Equipped only with backgrounds, and racial traits, the story can advance at a slower pace, progressing months of in-game time compressed between the unfolding events.

Player Characters at Level 0

When starting an adventure before characters would gain a level in any class, these characters are considered to be level 0. This means:

- A player chooses the character's name, race, and background but NOT a class.
- A character's gear is granted by the choices within their background.
- A character possesses the proficiencies granted by their race and background, while their proficiency bonus is 2.
- A level 0 character has 4 + their Constitution modifier for hit points and 1d4 Hit Die. When the character gains a level in any class, their Hit Die type changes based on their new class but the total Hit Die remains 1.

Flawed Characters

Antiheroes, instead of being the direct opposite of heroes, lack courage, idealism, and morality, whereas the flawed protagonists of a noir style adventure still maintain all of these traits, but they remain layered under a tough cynicism that has built up to protect them, rationalizing their ability to look the other way when they stand to lose everything just to lend the hand. Player's looking to create noir characters should understand that these characters are not antiheroes, but are alone, likely abandoned by loved ones that they have wronged, or they have chosen that isolation to protect those they love. By embracing realistic and often negative characteristics, flaws, and vices, the players should be able to ensure that their characters have believable motivations without being evil. Fatalism and nihilism are that which they dread, but must grapple with just the same, and over indulging in those tropes might remove a character's desire to achieve. It is pivotal to ensure that the characters want something. The more empathetic that desire, the easier it will be for the group to stand beside a character when push comes to spell-slinging.

Origin Fuels Tone

More than anything else, a character helps reinforce the tone of a noir story through their origin and outlook. Beyond the abilities, skill-sets, and mystical nature of each class, there are three things that are critical to the backstory of every character. Far from perfect, every character has a penchant, a great mistake, and a fall from grace. This gives characters greater flexibility to define their motivation, even if reluctantly, and conceptualize how to strive to be better than their past.

Group Mentality

Noir characters will work best if they are mired within a hyper-localized setting, scope, and systemic outlook, where mimetic description of atmosphere, plot, and violence can all help set the tone and gravity of the consequences that scale with the character's familiarity to the world and choices. It is up to the DM to communicate that world through such narration, but it is the players' responsibility to accept it as if it were real, and care for it with the same energy that those within the world seem to respond, otherwise the story and campaign will collapse under its own pretensions of the noir style.

It is important to remember that a campaign focuses on a group of characters, and thus a single character that embodies all the tropes of a noir protagonist might spell trouble, taking the "woe-is-me" or "tough-as-nails" focus in every interaction. Instead, work with the entire group to break apart some of the noir tropes, from the private investigator, the patsy, to the journalist, dock worker, femme or homme fatale.

Characters can be bitter, damaged, violent, and taciturn but still possess a desire for redemption. Knowing that giving up the secrets of their past might slide them further downward into the world they hope to escape, could be just as potent a motivator as the character's drive for redemption. The relationship between characters must be desperate enough to bind them into a cohesive group and save them from themselves by helping them make the choice to avoid self-destructive behaviors. Otherwise, they might repeat the pattern that lead them to where they are now and doom them to stay there. By spreading the different elements around the table, it could help layer the players' characters in a surprisingly realistic and complex way that might motivate each in a dozen different directions, saving the tears for when they are truly alone together.

Ability

In true noir fashion, when catastrophe strikes, gods don't materialize to set things right, and there is rarely a coalition of do-good wizards or incorruptible avengers to right the situation. People with abilities similar to those your characters will gain are significant to the story and setting and are well-known among the people. Many non-player characters never gain experience that yields tactical power. It falls to your character to salvage any possible victory and pick up the pieces. In Eberron, the commoners of the realm are just that, and even the most skilled warriors from the Last War might be equivalent to 1st-level fighters, rogues, or barbarians, while the most elite champions of each nation might embody one of the class archetypes at its lowest rung. In this way, your character's experience and ability is amplified by the absence of beings who might run rampant in other settings. This is what primes your character as a force to be revered or feared.

Before embarking on your character's inevitable ascension, encourage the DM to pace the story to convey the gravity of your abilities and allow you the time to establish how your character came to possess such talents, whether magical, martial, or otherwise. Academies, mentors, or previous adventures are all plausible origins for the unconventional practices you've learned, and reveling in those origins might further layer motivations, transgressions, and vices that align with a noir's conceptual core, while keeping your party's characters grounded and mindful of their less than heroic pasts. Former magewrights, insubordinate soldiers, disgraced watchmen, or shamed nobles all possess skills and abilities that separate them from the rest of the inhabitants of the story, but still maintain the theme of being outcast from their usual positions in society.

Motivation

While noir characters are flawed individuals, they stand out in a grimy world because they are driven by some positive force or ambition. Professional pride, a code or sense of honor, perhaps simply a desire to see justice done in a world where the law won't provide it, are all motivations that keep a character from becoming as damned as the world around them. At times in noir stories, it isn't only the survival of a character that matters, but rather the persistence of their motivations that propels the story, even in defeat. Without a reason to try to rise above the situation, your character might succumb to their vices and flaws, or simply fade into the melancholy monotony of their black and white purgatory. When creating a character, work with your DM to identify intrinsic victories that don't necessarily require beating the adversary of each encounter. Embrace the possibility of failure, and communicate with the party to understand when the exit strategy is the best plan available. By establishing motivations like these in advance with your DM, the story can continue to move forward even if your character meets a poignant dead end.

Transgression

Every person is haunted by mistakes and regret. Even those who've made peace with failure know that transgressions shape the core of their

personality, perspective, and outlook on the world. What your character is willing to risk, and what they aren't, becomes central to the journey ahead when viewed through the lens of the past. In this sort of story, no one is perfect, and the typical tragic past, where the character was played for a patsy, or a hapless victim of circumstance, won't provide the type of depth that is so rewarding throughout a typical noir story. These sins should be selfish. Giving in to greed with the knowledge that a disastrous outcome was possible, or purposely ignoring the warning of a friend, makes whatever choice presented to the character at the time more appealing, and the consequence, and guilt, entirely their own. It can be a slow-burn secret revealed over time to the party, or a shameful brand your character wears openly to atone. Not only can such sins help create story hooks for your DM, but they allow you and your group to negotiate what each character regrets and why, paving the way for mutual storytelling that can further the atonement process for their wrongdoing, eventually surmounting the condition of their suffering.

Vice

The classic detective is a rough and tumble, snub-nosed, hard-drinker with a broken heart, but your character might prefer gambling, companionship, or brawling to release their tensions. As a player, you might wish to expand on these vices. If the character likes to drink, do they prefer hard dwarf whiskey or fine wines? Do they like to carouse with dozens, or drink alone to numb the pain? What are the parameters of the activity your character can't pass up, and how far are they willing to go to sate the beast? In some cases, such a vice would throw a wrench into the most carefully laid plans and present a crucial story moment when the intervention of the group, or perhaps the wherewithal to grapple the vice head-on in order to save the party, leads to the vice finally being conquered. As the tropes of addicts, alcoholics, brawlers, and gamblers are quickly exhausted, work you're your DM and the other players to distinguish alternatives and provide characters that are as different in their shattered pasts as they will become in their future adventures.

Advanced Warning

These campaigns allow groups to inhabit unethical worlds with flawed characters who are cynical but pray for moral ground. Characters might find that the crimes within each session provide quandaries unique to an evolving amoral code, ripe with the futility of the "old ways" and will likely grapple with the changing value systems of society as a whole. When flexing its full weight, this style lends itself to unsavory criminal elements, and sometimes the analyzing of brutal crime scenes, even when handled delicately, might be too much both for a DM or a player. Brave roleplay in such adventures should be treated just as cautiously as the moral lines the characters stride and everyone must agree to the shapes the scenes might take from the outset. More than any other style of campaign, regular communication can help the explorations of such things to be consensual and thoughtful, and a focus on aftercare should remain paramount between sessions.

The Cost of Winning

When exploring the seedy underbelly of any situation or encounter, real or imagined, remember that you have entered into a social contract of trust and respect with the group, and each in turn has agreed to honor those gifts during the course of your experience together. Collaborative storytelling in gaming requires thoughtful consideration of all those who have come to play, and while every game might not be for every player, the kindness that maintains these friendships and bonds we forge together is exactly the why these mutual pursuits can change the world for the better. If ever in doubt, put the well-being of those engaged ahead of "winning" the scene.

It isn't a question of winning or losing. The question is "what do you do with the time the gods loan you?"

Throes of Death

Becoming unconscious can be a steep price to pay in a noir narrative because of each player character's role in the game and how dependent the rest of the party might be on their skills. In addition to the setback in capability the party experiences, the most obvious problem with a character being knocked unconscious remains true: the player is removed from participating until the character is brought back to consciousness.

Danger abounds in a noir game, and to make the mechanics of D&D better suit the gritty hopelessness of such a story, you might want to incorporate injuries into your game in addition to the normal hit point system, which you might better explain as adrenaline or stamina. By using injuries, you can create setbacks that not only generate drama and tension, but serve as limiters to discourage overtly reckless behavior while enhancing the concept of mortality and physical limitations. If the characters can overcome their limitations by pushing past their injuries, the labors of their adventures become that much more memorable and triumphant, and such decisive triumphs are a rare occurrence in noir stories.

Optional Mechanics

Below are some optional mechanics that you can use to increase the party's attention and the game's tension during the most critical junctures between life and death.

Injury saving throws

Whenever you end a turn, or suffer damage, with 0 hit points, you don't fall unconscious but must make a special saving throw, called an injury saving throw, as your traumas mount. Each time you fail an injury saving throw, you immediately receive one additional injury.

Roll a d20. If the roll is 10 or higher, you succeed. On your third success, you become stable (see below). Otherwise, you fail, and receive an injury. On your third cumulative failure, you die. Magical healing of 6th level or higher, such as *heal* and *regenerate*, immediately removes all of your injuries.

Each time you fail an injury saving throw, subtract the number rolled from 10, and record the result. Each injury heals after a number of full rests equal to the result, but the rests need not be consecutive. For example, if you roll an 8, the injury you receive requires two days of full rests to heal.

When you are hit with an attack while at 0 hit points, the attacker can choose to knock you out, instead of dealing the attack's damage. You instantly fall unconscious and are stable (see below). This unconsciousness ends if you regain any hit points. It also ends if you take damage from another source and you must make injury saving throws as normal.

Rolling 1 or 20. When you make an injury saving throw and roll a 1 on the d20, it counts as two injuries. If you roll a 20 on the d20, you regain 1 hit point and overcome your latest injury, if you have sustained any.

Damage at 0 Hit Points. If you take any damage after you have reached 0 hit points, you must immediately make an injury saving throw. If the damage is from a critical hit, and you fail the saving throw, you suffer two injuries instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

Describing Injuries

Dungeon Masters describe hit point loss in different ways, and you typically don't show signs of injury. When an attack reduces you to 0 hit points, injuries should become evident. It is up to you or the Dungeon Master to describe any injuries in a way that is consistent with the situation and type of damage sustained in action.

Stabilizing an Injury

The best way to stabilize a creature is to heal it. If healing is unavailable, a creature's injuries can be stabilized with a successful DC 10 Wisdom (Medicine) check. A stable creature doesn't make injury saving throws, even though it has 0 hit points, and it wakes if it was unconscious. The creature stops being stable if it takes any damage.

When a stable creature with an injury takes an action on its turn, it must make a DC 10 Constitution saving throw, if it has 0 hit points at the end of its turn. On a failure it aggravates its

wounds, immediately sustaining an injury, and must start making injury saving throws again, unless it is healed, stabilized again, or it dies. The DC for the Constitution saving throw increases by 5 for each additional injury after the first.

Mastering Noir

In the simplest terms, a deceptive client might initiate a relatively simple or routine challenge to begin the adventure. This client is likely associated with the greater problem in some way, and the challenge spirals out of control or leads to clues that hint at a grand scheme that the characters are in no way prepared to handle. Each smaller case solved gleans some small clue that places the characters in the right place, at the right time, with the wrong people. The protagonists might eventually gain the upper hand through investigative action and shrewd wit, often leading to a blaze of brawn, but escalation of force rarely comes without consequence. The hallmark of noir, unlike other tonal mysteries, is that the series of seemingly unconnected events aren't coincidence. Every inconsistency adds up, even if temporarily obscured by the secrets and sins of the individuals central to these schemes. As the overarching story unfolds, these chance encounters are revealed to be connected by the clues that come from each encounter and the truth of the matter is far bigger than any outside observer could have anticipated.

Noir adventures can be bleak for DM's and players alike, which is why it is an advanced narrative that must be well communicated throughout, but in return they invite a grander, more cerebral, contemplative, and daring approach to roleplay. Characters will often witness daily transgression or violence perpetrated by organized crime, and the machinations of corrupt legal systems that often offer more justice for the criminal, while the sacrifices of the hardworking, average citizen go unnoticed and unrewarded.

These stories aren't for the faint of heart and shouldn't be tread lightly or blindly. Check-in with your players at the beginning and end of each session to make sure they remain comfortable and enthusiastic about the approach to the narrative. This is, effectively, the deep-end of story telling, and characters will sink or swim, based on the quandaries the DM provides. If each choice is a clear-cut decision, and there is no discussion of right or wrong, ethics and morals, the characters can't grow and subsequently, the character's personal story is neglected. While you prepare your players for the campaign, ensure that the characters have a variety of outlooks,



open desires, and secret goals, and watch their role-playing conversations come to life as characters grapple with topics and evolve.

Campaign Structure

In the beginning, an individual mystery or a pedestrian task are perfect one-offs to kickstart a noir style campaign. Many noir stories start with the phrase, "It was a day like any other" to illustrate how innocuous the start to a noir's grand scheme seems. To the characters' perspectives, the problems in front of them should be simple, but later reveal themselves to be much more complicated. When choosing how you might start a noir story, don't get caught up in weaving a complex narrative from the first beat when any simple challenge could work. As with most long running campaigns, allow the characters to latch onto the things that seem important to them, and then craft the story around those threads. It'll be easier to draw distant characters back into the action if someone or something they feel strongly about is implicated.

Focus facilitating the group's session zero, gathering plot hooks from the things each highlights as central to their characters, taking special note of their fall from grace, their vices, and what they lost along the way. A noir plot looks to string together a bevy of mini-mysteries, crime scenes, coincidences, and a lot of legwork, that all add up to the greater overall plot. This might take the form of back alley bargains, coordinated deception, blackmail, street fights, and maybe even a big heist the characters must accomplish against their will. If there is a big conspiracy that the players must foil, how many bread-crumb mysteries are required to create that big moment? Once you have established the necessary hints, allow the players time to piece together the clues, giving them the agency to discover and unravel the plot in a timely manner. The slow crawl of noir stories is all about timing, and the DM may be steps ahead of the party. The reveal of the convoluted web of lies might feel forced if the group hasn't had a hunch that they've been lied to in the first place.

Thematic Elements

Protagonists don't have to be heroic, or even likeable, for noir stories to succeed. Endings don't have to be happy. The form and style should reflect the themes that make noir unique, and using the optional rules, like Slow Natural Healing or adding Gritty Realism to resting, found in the *Dungeon Master's Guide* can help to emphasize the thought, and careful planning, that one might expect from the all-or-nothing danger associated with political intrigue.

Narration that incorporates subtle pauses, stilted phrases, and stagnated pacing can help a DM to deliver clues and emphasize story points with gravitas akin to the gritty noir themes throughout the session. Juxtaposition of simile, rather than metaphor, allows the characters to inject their own emotional qualifiers into the conversation and shape the path of the story. It is the DM's job to communicate the world-building through the narration of familiar layering, until the unfamiliar begins to stand out.

In order to maintain the atmosphere of a noir story, there are several thematic elements that should remain present throughout. These themes emphasize the characters' places in a setting that is bleak, allow their ideals stand out, and makes their flaws feel right at home. Without these elements, the very notion of a noir story is lost, because the themes ground the narrative in a style that is dependent on contrast. Consider the following subjects, and discuss them during your session zero, and again with each player individually.

Amoral World. The world of a noir story is stereotypically dark and stormy, and the community usually has a seedy underworld just waiting to embrace the player characters. The pace should be equally as grueling, even using fights to highlight reminders of the broken, treacherous, and unsavory surroundings. The world is a character itself and should feel as such. Make it come alive with regular expression and personifications. It's usually worthwhile to help the players understand the moment they're in, which is key to keeping their actions in check and not ruining the campaign for everyone else.

Consistency. In every game, the world is only as real as it is consistent. Most settings can get away with minor inconsistencies, forgiving oversight in favor of the established narrative. The noir setting requires greater attention to

detail and consistency, as each modification to the normality that is established during, represents a new fact or clue. For characters to be able to effectively pick out the subtle clues that will build the tension of the case and reveal the true culprit, consistency is paramount.

Cynicism, Fatalism, and Pessimism. The underworld is a dark place of fleeting hope. Its denizens have filled the void inside their hearts with carnal distractions, and replaced their virtuous endeavors with pursuits of vice. Characters that the players encounter will often seek the mollification of their troubles over doing the right thing. Characters who have made themselves at home in these settings often lack the same motivations of the players and view many endeavors outside the norm, if not all, as pointless.

Extrinsic vs Intrinsic Rewards. In a noir style game, extrinsic and intrinsic rewards are of equal value. You might not want to reward your players in items or experience, but always in clues, goodwill, information, and reputation. It's okay to give out magic items but give players the choice to turn them down in favor of the goodwill of a neighboring faction. Noir stories assume that at the start of the story, the player characters don't matter. By becoming more important and influential, they stand to gain as much power as they would from gaining a level or magic item.

The DM must communicate the gritty, slow crawling detail to the players before getting started so the players understand their rewards and the challenge that comes with obtaining them. However, the players must understand that the world doesn't revolve around them, and they are constantly working against an ever-evolving plot that isn't dependent on their whims.

From Zero to Hero. Most players are accustomed to racking up XP to level, but noir stories really thrive on Milestone leveling, where the prospect of gaining new skills can help motivate the players into solving the crime, especially for players that enjoy character advancement and optimization. This can be done by awarding a set amount of experience based on the successes the group brings about. Consider the optional rules for characters starting without a class to reinforce their initial insignificance in the world. Even the most impulsive characters are less likely to pick a fight when each situation has the potential to kill them outright. See the sidebar on *0-Level Characters* earlier in this chapter.

Once the tendencies and vices to the setting are established within the game, offer them as options for the players to use as they create their characters. Further, reward the play of these vices, don't just use them to punish the players. Perhaps fulfilling a vice leads to the coincidental clue that had stumped the party until now. For example, if a party supplants an underground speakeasy, a character whose vices favor carousing might be tempted to allow a bartender underling to escape arrest. Later, as a reward, their underling confidant can provide new leads when a case goes cold, and complicate matters when the bartender's story presents another risk for the party to overcome.

Group Composition. Most Dungeons and Dragons games are a free-for-all for backgrounds, character classes, and races; however, these factors are all very informative to the events of a noir story. In juxtaposition to the usual party roles of "tanks", "damage", "healers", or "utility", consider discussing the diverse team of specialists more suited to espionage or heist narratives. During character creation, encourage the concept that the noir style can encompass many different genres and the group will need a flexible arsenal, allowing the character best equipped for a specific task to shine. Discuss some examples of how the D&D related classes might relate to the common roles of fantasy noir stories in your setting to help players establish the role they want to occupy within the group. Artificers, bards, paladins, rangers, and rogues work well as confidence manipulators, infiltrators, or classic saboteurs, just as barbarians and fighters represent obvious muscle. Clerics, psions, sorcerers, and wizards might all inhabit the space of a mystical adept or specialist with a particular field of study.

Intelligent Villains. The more public the figure, the more layers of plausible deniability or separation a villain will have built into their schemes. One mystery might take many, many sessions to unfold. In a noir-style setting, it is normal for the players to have many clues to piece together, and as they get close, the villain is usually a few paces a head with an escape plan. However, the careful use of intrinsic rewards, and expendable lieutenants, can keep the enthusiasm of the delayed gratification required to chase a villain across many continents and worlds for years.



Player Spotlights. Each scene or encounter should benefit from clues that specific characters can use their unique skills to unearth to benefit the party. Noirs pose particularly fertile ground for spotlighting the contributions and familiarity with inconsistencies that might be evident to certain backgrounds, classes, and races. For instance, instead of general group ability checks as the party searches the room, the DM might volunteer that the rogue notices a desk drawer with a false bottom because of their experience confiscating valuables from noble families. Similarly, one with a noble background might also have a similar eye for such hiding spots. This method of highlighting party members rewards the players for choosing a skill-set and contribution in the unique role they chose that advances the plot. When group checks might be necessary, but the information isn't, a DM might set a task beyond the reach of a non-specialized role or assign varying Difficulty Checks from one class to the next. In either case, the method of discovery should be specialized to the character, even if the information isn't, and different than whatever the main clue the party will find.

Crafting clues to suite the specialties of the group can be a rewarding creative-endeavor. For instance, the party enters the crime scene of a murder investigation, making quick work of the more obvious clues, including the stab wound along the midsection. A character with proficiency in medicine might surmise this singular wound shouldn't have been enough to kill the target, and evidence of discoloration indicating a rare poison. Additionally, an assassin character might be able to identify the poison and leads concerning the black-market merchants that sell it. Perhaps a ranger notes a footprint with a particular mud-clay residue, narrowing the search area, while the muscle can judge the skill of the assailant by the athleticism required to navigate the escape route.

The same distinctions could be made for a character's race or background. A character with the noble background might immediately recognize the seal of another noble house, while the criminal in the group may be the only character who stands a chance of gaining an audience with an influential crime lord, additionally the only tiefling in the group could decipher a cryptic message written in Abyssal and understand what it is in reference to.

Purposeful Isolation. Typically, the main characters in these stories feel alone even in big cities. This can be a challenge for a DM because the players are in a group. By showing the player characters that the inhabitants regard them indifferently, or they care more about not getting into trouble with the factions within their neighborhoods, you can create a sense of isolation that suggests the same futility the player characters strive to reject.

Focusing on the characters' "day jobs" can provide some early adventure hooks to encourage the use of their professional traits and background features, help them earn their keep, and acclimate them to the humdrum of their everyday on their own. Once they've earned the trust and respect of those individuals in some way, this feeling of isolation might lessen, as isolation is one of the many challenges the party faces.

As the campaign continues, there are ways to create this isolation on a larger scale, by exhibiting the way outside communities feel about the one the characters inhabit, and what it means to be from there. Ultimately, this should create a sense of pride in our champions, and through their perseverance, their influence will grow to encompass each new ring of their surroundings.

Relationships and Reputation. Every workplace, every school, every religious organization, or group of friends, comprises a unique faction with its own varying levels of notoriety and sway within a noir world. Further, the underbelly is shaped by those that inhabit it alongside the characters, and the usual suspects might include anything from surly club owners, bartenders, bouncers, femme fatales, black-market fences, and busboys all bustling about the world after dark.

The characters aren't the only ones with relationships involving various factions. Someone as lowly as a paperboy might have a mobster for a cousin. A baker might be under a mobster's protection, and for a price, the characters might gain favor, information, or other forms of leverage by playing, or preying, on these relationships. Work with your players to create a rich web of contacts from the relationships that relate to each character's backstory. These relationships help the players to pick up useful information when the case goes cold, receive special discounts and services, and

allow them to pass information between the different factions in play.

In Eberron, most commoners rarely, if ever, see archetypical characters up close, and inquiring minds will relish the opportunity to interact with characters they recognize, for good or for ill. For perspective, the legendary war hero and leader of Breland, King Boranel ir'Wynarn, is only a fighter of 7th-level, but known throughout the continent of Khorvaire, if not the world. Distant villages and far off kingdoms might send requests for an audience, while reputable newspapers and not so reputable tabloids might help publicize a character's exploits, or discredit a character's endeavors or following, adding yet another layer of intrigue and political sabotage to an advancing campaign. Eventually, you may choose to involve different levels of celebrity, full-time paparazzi, and scrying devices as the characters' reach expands and they become relevant topics of gossip, or recognized throughout this and other planes. If the campaign reaches its highest levels, the strengths, weaknesses, and tendencies of the characters would likely be known throughout the multiverse. Use the following table to relay the reach of a character's notoriety as they advance in level.

Fame & Notoriety

Level	Reach	Notoriety
0	None	Unknown
1	District	Relevant
2	District	Recognized
3	Metropolitan	Relevant
4	Metropolitan	Recognized
5	National	Relevant
7	National	Recognized
9	International	Relevant
13	International	Recognized
15	Interplanetary	Relevant
17	Interplanetary	Recognized
20	Universally	Known

Splitting the Party. Though complications could arise, consider how the adventure might encourage splitting the party to accomplish their goals. Through careful and consistent reinforcement of the populous, players should learn that characters who behave appropriate to their surroundings should come to no harm, but make sure that the story motivates the purpose behind splitting the party and the results remain consistent to the actions the party would take if they remained together. When the stakes are set appropriately, players will focus on the story, even during scenes their characters are absent, because they'll want to know every detail.

Travel. For most noir stories, movement is contained within an urban environment or one specific neighborhood. As the players advance, perhaps after the first big story arch has been solved, they can branch out to a new location, even as vast as a sprawling countryside, but travel should take its shape in the form of narrative context to continue the tone even as the characters make their way away from the city.

It's a good thing when the local baker tosses a little extra into the dozen. It's another thing entirely when the wizard in the tower down the road is plotting against you. That's why, no matter where I go, I always carry a wand of disguise. Sometimes, two!

Chapter 4: The Gumshoe Chronicles

This final chapter of the book contains a selection of zero-level adventures called the Gumshoe Chronicles, aptly named for the series of mysteries that your players will be tasked with solving. The "Broach Poacher Mysteries" are part of a set, while the others may be inserted anywhere, concluding with the adventure "Gumshoe Graduation Day." These chronicles help the player characters to explore their surroundings, as well as explore their functional role as part of a team, without having the benefit of a character class to guide them.

Nine-Pin Pontra

The first encounter of the Eberron Gumshoe Chronicles: Broach Poacher Mysteries for 0-level characters.

A corrupt gnome scoundrel has stolen an insignia of the Silver Flame from one of their acolytes, Silindra Sloan, and she contracts the upstart detective agency where the characters moonlight to retrieve it without drawing attention.

Objectives

A gnome named Pontra, who goes by the moniker "Nine-Pin" because of the underground game of nine-pin bowling that she runs, earns a small income from her bowling business. She makes her larger scores by stealing valuable jewelry from the patrons of her business.

Nine-Pin's latest victim was Silindra, an acolyte of the Silver Flame who, despite her order's ban on gambling, can't help herself: she loves bowling. Nine-Pin stole the brooch that Silindra wears that marks her station within the Church of the Silver Flame.

Silindra strongly suspects that Nine-Pin stole the brooch, but she doesn't want to take the matter to the authorities, because her "illegal" bowling habit might be reported to her superiors in the church. So, she comes to the adventurers to investigate for her. As a last resort, she could ask her younger brother, Todd, a patronizing Silver Flame **knight**, but would prefer not to involve him. If asked, she relays her worry that he'll tell his superiors and remind her about the misstep for the rest of her days.

Case File

Use the details from "Objectives" to instruct the characters on their job. Further details are below:

- Silindra is a middle-aged human who appears wrinkled with fretful worry-lines cut deep into her face.
- She hopes for the characters to find her Silver Flame pendant before her superiors in the Church realize it is missing.
- Nine-Pin runs her bowling game out of a tavern called the Pleasant Perch. There is a secret area below the Pleasant Perch that the owner lets Nine-Pin use.
- Bowling isn't illegal, and neither is gambling. But Nine-Pin consorts with some rough characters from Lower Dura and elsewhere, and they prefer the privacy. Silindra's superior in the church would banish her if he learned she was bowling and gambling.
- The brooch that Silindra lost isn't terribly valuable in terms of monetary value, but someone wearing it could pose as an acolyte of the Silver Flame to gain access to the church's resources or locations.
- There is a password that changes each week to gain access to the game, but Silindra hasn't been told the new password. The characters must find their way in. The secret door and staircase to the bowling area is behind the bar.

The Pleasant Perch

The Pleasant Perch is a working-class tavern operated by Schlay Groo, a respectable **goblin** who keeps her place clean and her clients happy.

Nine-Pin gives Schlay a cut of the gambling profits from the bowling to keep her out of the public eye.

Schlay greets the characters when they enter. She feigns ignorance if they mention a bowling area, but a DC 12 Charisma check can get her to relent. Decrease the DC by 1 for every 2 sp of bribes forked over. They can also try to find the secret door with a DC 12 Intelligence (Investigation) check. Schlay doesn't want to call the City Watch and draw attention to the game.

Complication: Bouncer

Schlay employs a **hobgoblin** bouncer called Sweetie to deal with trouble. If the characters give Schlay a difficult time, Sweetie can insert herself into the discussion, weapon first.

The Game

In the bowling area beneath the Pleasant Perch, Nine-Pin the gnome holds court. There are 6 lanes, each full of bowlers of varying skill. Some lanes contain people practicing, whereas high-stakes games are taking place on other lanes.

Nine-Pin greets the characters when they descend, asking what she can do for them. She doesn't have the brooch anymore (see "Aftermath"), so the characters can't locate it. After some conversation, the characters might be able to convince Nine-Pin to admit she sold the brooch ("I found it, and no one came to claim it, so I sold it to an interested party") to another goblin from the Cogs called Gomey. This information costs almost all the gold the characters possess unless they can beat Nine-Pin in a game of bowling.

In order to play, Nine-Pin insists the characters put up a total of 5 sp. To win the match, each character must succeed on a DC 12 ability check. The following ability/skill combinations are suggested, but you can use your own judgement:

- Dexterity (Athletics)
- Intelligence (Athletics)
- Strength (Sleight of Hand)
- Dexterity (Nature)

Nine-Pin doesn't cheat, and she expects the characters to play fairly as well. DC 12 checks are needed to successfully cheat, or to hide cheating, such as using magic.

Each character makes two checks. In order to beat Nine-Pin, 75% of the checks must succeed. So, if there are six characters, nine ability checks must succeed. If the party fails, they must bribe Nine-Pin with most of their gold to get the information.

Complication: Attacking or Intimidating Nine-Pin

Nine-Pin's alleys are teeming with ruffians and other skilled fighters. If the characters raise arms against the gnome, these people quickly come to her rescue and overwhelm the characters. They are rudely ejected from the tavern.

Aftermath

If the characters defeat Nine-Pin at her own game, or if they bribe her, she tells them that she sold the Silver Flame brooch to a goblin cutpurse from the Cogs called Gomey. She's not sure what he plans to do with it, but it probably is something illegal and profitable.

If the characters take advantage of Silindra's situation, or the money, without fulfilling the mission, Silindra's brother, Todd tracks them down to insist they reconsider, should news of their misdeed spread like wildfire through the Church.

See the adventure "Cogs on Fire" for the continuation of this story.

Treasure & Rewards

Silindra gives the characters 5 gp at the start of their mission.

Cogs on Fire

The second encounter of the Eberron Gumshoe Chronicles: Broach Poacher Mysteries for 0-level characters.

The next lead in the case: A goblin hoping to join the criminal organization Daask has gained access to an authentic brooch of the acolytes of the Silver Flame in Sharn. If he passes it on to Daask, they could gain access to forbidden places and steal, murder, or worse.

Objectives

In the mini-adventure "Nine-Pin Pontra," the characters learn that a **goblin** named Gomey was given an official Silver Flame brooch. Someone wearing the brooch could gain access to private Silver Flame locations in Sharn. The adventurers must find Gomey in the Cogs and get back the brooch before it is used for illegal activities.

Case File

An acolyte of the Silver Flame, named Silindra Sloan, was robbed of her official brooch, and she has asked the characters to get it back. The trail of the brooch has led them to the Cogs, in a section inhabited mostly by goblinoids. As you stroll through one of the tunnels, you find yourselves being eyed by goblins, hobgoblins, a shifter or two, and warforged down on their luck. The characters have definitely left friendly shores.

As they move deeper, a bribe of 3 cp will be necessary to approach one of the aforementioned **commoners** for information or directions unless the character is a goblinoid, can speak Goblin, or has a shady background.

Mimsy

As the characters move through the Cogs, they are engaged by an old goblin named Mimsy. She wears an inordinate amount of makeup to make herself more "attractive," although, the effect is more comical than alluring. When she talks, she sounds like a dwarf who has inhaled several pounds of coal dust.

Mimsy asks the characters what big, strong, talented folks like them are doing in a place like this. She offers to help them perform whatever task they are undertaking for a mere silver piece.

Mimsy is an informant for Daask, the goblinoid criminal enterprise. Her job is to keep tabs on anyone strange moving through her section of the Cogs.

If the characters ask her about Gomey, she tells them that she knows where he is, and she can guide them to him for 1 sp. If they refuse her help, she walks away but then follows them stealthily, requiring a DC 12 Wisdom (Perception) check to spot her.

If the characters uncover her presence or become suspicious of Mimsy as she guides them along, a successful DC 12 Wisdom (Insight) check reveals that she isn't so much keen on helping them as she is learning what they are doing in the Cogs.

Gomey's Hideout Entrance

Using Mimsy's guidance, or by asking others in the Cogs, the characters make their way to a small cave, its opening stuffed with canvas sacks that act as a makeshift door. Even before the sacks are moved, the place reeks of wet animal fur.

The goblin word for "relax" scrawls above the door frame of the abode in greenish-brown paint and is accompanied by a haphazard scrawl of jagged etchings descend the door's wooden frame. Those who read Goblin, or Thieves' Cant, can recognize each set of writing, respectively.

The sacks are "trapped" with a vial of acid hidden among the sacks. A DC 12 Intelligence (Investigation) is needed to located the vial and remove it from the mass of sacks. If a character tries to remove the sacks and enter the cave without first removing the vial, the first character takes 3 (1d6) acid damage.

Jackal Pack

Gomey isn't home at the moment, but his pack of four **jackals** are. They have been trained by Gomey to attack anyone who enters his cave without him present or without speaking the command word, which is "relax" in Goblin.

If a character succeeds on a DC 12 Wisdom (Handle Animal) check, the jackals don't attack unless they are attacked first. On a DC 20

check, the jackals can be made to follow simple commands from the character. Characters who identified the command word outside Gomey's hideout can attempt a DC 12 Intelligence (History) check to recall the word scrawled outside.

If the characters can't calm the jackals, each jackal attacks until it is injured. An injured jackal attempts to escape on its turn.

Gomey's cave is heaped with junk of all manner and size. Searching through the junk takes at least an hour. (See "Treasure and Rewards" below for what is found.)

Gomey's Fiery Return

A few minutes after the characters arrive, Gomey returns home. Unless the characters took steps to hide their presence, like returning the sacks to the cave entrance, and replacing the vial of acid, the **goblin** is aware that something is wrong.

If Gomey becomes aware of the characters' presence, he runs. They need to chase down the goblin to question him.

If the characters don't announce their presence, Gomey is surprised as he walks into his cave to find them waiting for him. In this case, the goblin doesn't even attempt to flee, realizing he is caught.

In either case, Daask attempts to silence the goblin rather than have him tell the characters where he sold the Silver Flame brooch.

Two vials of alchemist's fire are hurled toward the group: one at Gomey and one at the character closest to the goblin. If a character sees the vial coming with a DC 12 Wisdom (Perception) check. If a character declares the intent to catch the flask as they are thrown aloft, a DC 12 Dexterity (Sleight of Hand) check will see them cradle it softly and without breaking the flask.

The vial strikes Gomey unless the characters can intervene. If it hits, Gomey takes 1d4 fire damage at the start of each of its turns, and the characters must put out the flames engulfing Gomey with a DC 10 Dexterirty check to extinguish the flames before he is killed if they wish to question him.

If unattended or undiscovered, Mimsy can be one of the culprits behind the tossed vial. The other is a human **bandit** who does odd jobs for Daask. Neither of them has the same information that Gomey can provide.

Aftermath

If the characters can rescue Gomey from the assassination attempt, he repays their kindness by telling them that he gave the Silver Flame brooch to a hobgoblin called the Admiral. He received nothing in return but was promised consideration for his siblings to join Daask.

He can tell the characters where he knows the Admiral spends his free time: in a bawdy house called Siren's Whelk in Cliffside.

If the characters take advantage of Silindra's situation without fulfilling the mission, a Silver Flame knight named Todd, Silindra's brother, tracks them down to insist they reconsider, should news of their misdeed spread like wildfire through the Church.

See the adventure "Siren's Whelk" for the continuation of this story.

Treasure & Rewards

Among the trash and trinkets in Gomey's cave are 5 sp and a *potion of healing*. If a character got higher than a DC 20 when dealing with the jackals, one of the jackals takes a liking to that character and wants to go with them, as long as the jackal isn't mistreated.

Siren's Whelk

The final encounter of the Eberron Gumshoe Chronicles: Broach Poacher Mysteries for 0-level characters.

On the trail of the Silver Flame acolyte brooch, the characters seek a **hobgoblin** known as "the Admiral" in a Cliffside bawdy house called the Siren's Whelk. They must pose as performers to gain access to the place, and then get the brooch off the Admiral without being caught.

Objectives

The Silver Flame acolyte brooch, stolen from Silindra, is in the possession of a high-ranking member of the Daask crime syndicate. One of the few times that he isn't surrounded by a host of guards and associates is when he takes in a show at the Siren's Whelk.

The characters must first learn about the Admiral's schedule. Then they must figure out a way to get into the establishment and remove the brooch from the Admiral's coat without piquing his suspicion. The most obvious way is to pose as performers at the vaudeville-like show.

Then, they must get out of the Siren's Whelk and past the Admiral's retinue without getting caught. If they can do all of this, the characters succeed at saving Silindra's career, as well as keeping Daask from pulling off a big score at the expense of the Church of the Silver Flame.

Case Files

This encounter assumes that the characters have learned the brooch is currently in the possession of a hobgoblin member of Daask, a goblinoid criminal syndicate based in the Cogs of Sharn. The pertinent information that characters need to start the adventure is as follows:

- The Admiral is a nickname for a high-ranking member of Daask, who currently possess the brooch that marks its wearer as an official acolyte of the Silver Flame.
- This brooch is the property of Silindra Sloan, and grants the wearer of the brooch access to some highly sensitive properties belonging to the Church.
- Silindra wasn't sure why it was stolen but can only imagine nefarious or larcenous purposes. She has pinned her hopes on the characters, rather than her patronizing brother and **knight** of the Silver Flame, Todd Sloan.
- Rumor has it that the Admiral is a capable fighter and almost always surrounded by a team of goblinoids.
- The most opportune time to find the Admiral without his goons is when the Admiral is in the Siren's Whelk taking in one of its tomato studded shows.

Entering the Siren's Whelk

When the characters arrive at the Siren's Whelk, they see that very few people are being allowed to enter. The evening's show happens to be reserved only for select clientele.

A large contingent of human and goblinoid members of Daask are waiting outside for the show to end so they can escort the Admiral to his next meeting.

Around the back of the Siren's Whelk, a fretful half-elf paces and looks up and down the alley. Characters who approach him can engage the half-elf, whose name is Dezander, in conversation. A successful DC 12 Wisdom (Perception) check reveals the scheduled performers are delayed. When the character's approach, he asks if they are the performers, who have been delayed. A DC 12 Charisma (Deception) check gets him to believe that they are. Any character with the entertainer background passes under little scrutiny and can vouch for their accomplices. Once inside, Dezander ushers them quickly to the backstage area of the Siren's Whelk immediately.

If at least half the characters make the cut, Dezander shows them into a dressing room area. A variety of costumes are available, as well as props for performances like juggling and ventriloquism. Be flexible with the characters' desired props and instruments.

Complication: Ya Got Moxy, Kid!

If the character's fail the Charisma check, Dezander asks if they are performers, and if so, would they be willing to perform for 1 gp each. If they agree, he asks them to give him a sample of what they can do. Allow characters to try whatever they think they can do that is entertaining, using DC 12 as a base: singing, tumbling, telling jokes, dancing, sleight of hand, storytelling, and other talents can be attempted.

The Admiral and the Audience

The characters have only 15 minutes to get ready to perform. Dezander waits outside the dressing room door, chiding them to hurry.

As the characters reach the wings of the theater, they find it is a typical large tavern, except that all the seats have been moved to face the stage. The place is packed with enthusiastic, and more than a few tipsy, patrons of the arts. The Admiral, a dour-looking hobgoblin, wearing a faux-military jacket with equally fake medals, sits near the stage. He has several empty glasses on the table in front of him.

He keeps the Silver Flame brooch in an inner pocket of the jacket. A DC 10 Wisdom (Insight or Perception) check notices the Admiral anxiously checking the pocket.

While on stage, characters must make ability checks to entertain the audience. If they fail more than three DC 12 Charisma (Performance) checks, the audience gets rowdy and begins to riot, throwing things onto the stage and threatening physical harm. In the confusion of a riot, the characters might also gain access to the Admiral's coat.

If the characters can get close to the Admiral between performance checks, by wading into the audience, calling him up on stage, or some other impressive tactic, they can lift the brooch with a DC 12 Dexterity (Sleight of Hand) check as he tips and sways, trying to stay on his feet during the affair.

If the crowd revolts, Dezander hooks them from the stage, and tosses them into the back alley with no issue.

Aftermath

If the characters can get out of the Siren's Whelk with the brooch, they can return it to Silindra and gain the promised reward. However, if the Admiral suspects them of stealing the brooch back, he might send three goblins from Daask to follow them, insisting on revenge if it is clear they are involved.

If they fail to retrieve and return the brooch, take the liberty to create another situation in which they can follow the Admiral and achieve their goal without alerting the two-person Sharn Watch guard patrols.

If the characters take advantage of Silindra's situation without fulfilling the mission, a Silver Flame knight named Todd, Silindra's brother, tracks them down to insist they reconsider, should news of their misdeed spread like wildfire through the Church.

Treasure & Rewards

In another one of the Admiral's pockets is a coin pouch with 7 sp and 3 cp. A character that rolls a 20 during a Dexterity (Sleight of Hand) check to lift the brooch lifts the coin pouch as well.

Silindra, in appreciation of the characters' assistance is saving her career, might also offer one free spellcasting service if they are ever in need: any level-1 cleric spell can be redeemed if they have the need.

I Have Reservations

A stand-alone Eberron Gumshoe Chronicles encounter for 0-level characters.

In just eight hours, Pavilion, a high-end dining club in the Silvergate neighborhood of Upper Tavick's Landing, is set to have its opening night. If Lathai d'Medani has his way, it will be a disaster.

Pavillion is the dream of Majoria d'Ghallanda, and to protect her considerable investment, she considered security services brokered by both Lathai Medani and Ilcarthon d'Deneith. House Deneith, with its deep ties to the district, won the day. Now Lathai hopes to teach Majoria that House Deneith isn't up to the challenge of defending against the subtler threats Sharn has to offer.

Objectives

Careful to avoid capture, as the characters become directly involved when hired by Lathai, using the nom de guerre Frolic. They are to disrupt Pavilion's opening night. Frolic stresses that subtlety is key, and no arson, murder, or similar tactics should be considered. The goal is to convince the owner that House Deneith is not up to the challenge. He has arranged a reservation for two for them to use.

Creatures/NPCs

Pavillion is well-staffed with eighteen cooks and serving staff (**commoners**, ten are halflings). The staff is well trained by House Ghallandra. Majoria Ghallandra (female halfling **Noble** without breastplate) is constantly moving, greeting guests and checking up on the staff.

Ilcarthon d'Deneith (male mark of sentinel human **veteran** wearing a chain shirt instead of splint) has a team consisting of three visible House Deneith guards (human **guard**), a **mastiff**, and another, Calda Deneith, undercover as an assistant chef (female human **cult fanatic**).

Throughout the evening, there are twenty to thirty wealthy patrons (**nobles** without weapons or armor) in the restaurant at any given time.

Defense. The House Deneith guards treat the restaurant more like a fortress than a restaurant. Ilcarthon stays close to Majoria, following her around protectively. One guard stands watch by the front and back doors while the third circles the outside with the dog. Calda knows nothing about cooking, but she wears a chef's outfit and tries to look busy in the kitchen while looking for trouble.

Complication: The Critic's Date

If you need some additional excitement, consider adding these patrons to the *Pavilion.* Rosta Kruskal (female human **commoner**), a critic for the Sharn Inquisitive, has come to review the *Pavilion*. She is accompanied by her significant other: Nejaa Dijo (female human **martial arts adept**, *Volo's Guide to Monsters*), who is well known for competing in the last Race of the Eight Winds.

The Pavilion

Surrounded by wooded gardens, the main room of Pavilion has two dozen tables separated by hedges and hanging gossamer drapes. Multicolored, floating magical lights, brass accents, and floral scents give it a sylvan feeling. The exterior windows retract into the walls allowing them to be opened; weather permitting. On opening night, it is perfect.

The restaurant also has an open lounge area with a dark wooden bar. Doors lead from here to a busy kitchen area and to a hallway with several private restrooms. There is a rear exit from the kitchen.

Drinks can be purchased for 2–10 cp each and characters should expect to pay 1–5 sp for a meal.

Complication: The Law

The Watch in Upper Tavick's Landing is very stern: placing limits on weapons, armor, spells, and even fashion that visitors can bring with them. For more on this and how it might complicate the characters' plans, see page 138 of the *Wayfinders Guide to Eberron*.

You're Fired!

In order to convince Majoria to fire House Deneith, the party needs to accumulate one discord point for each character in the party. Below are some example disruptions and the discord it sews.

Discord Points	Disruption
1	Poisoning (non-lethal) meals
1	Releasing vermin in the restaurant
1	Spreading bad rumors about the restaurant
1	Stealing ingredients, inventory, etc.
1	Sustained disruption (noise, foul odors, etc.)
2	Creating a large scene that lasts more than a few rounds
2	Prevent more than a third of the staff from showing up to work (most live in Sunrise).

Treasure & Rewards

If the characters successfully cause House Medani to lose their contract with House Ghallanda without implicating him, Lathai gives the characters a *potion of healing* and 10 gp to split between them.

Web of Spies

An Eberron Gumshoe Chronicles encounter for 0-Level characters.

Vin Thelrin waited in Lower Dura, near the secret entrance to a series of tunnels, at dawn, like he had agreed to. His ally, and fellow Dark Lantern, Almar Benn, was to pass off information to him on the activities of the Jungle Boys in the King's Forest before Vin was to set off for Wroat, but Almar had yet to return.

Vin's faith in Almar assured that he would wait just a couple days longer, but he, of course, couldn't go after his comrade himself and risk compromising either of them. In a snap decision, Vin puts his trust in a detective agency, hoping the promise of coin for a week's worth of work, would ensure their speed and silence

Objectives

Vin entreats the characters to locate Almar, and the scroll case he carries, and return to Lower Dura with the information he carries. Vin asks the characters to look for Almar in the tunnels between here and Hilt's Ford, just on the edge of the King's Forest. If they reach Hilt's Ford and are unable to locate Almar, they should make a



thorough search to retrieve the scroll case that he is carrying, marked with a lantern seal. He would prefer both return before he leaves for Wroat but will suffice with only the information encoded within the scroll case, provided the characters are absolutely sure there is no sign of Almar along the way. Even if they locate the scroll tube, if they don't locate Almar before they reach Hilt's Ford, they should search along the way back just in case.

Case Files

Vin Thelrin (half-elf male **spy**) leads the characters to the hidden entrance of a series of tunnels in Lower Dura, heading northeast out of Sharn.

Almar Benn (human male **spy**) is trapped in the tunnels, about a mile or so from where the tunnel diverges from the route to Hilt's Ford. He has been chased off his path by a **giant spider** that made its home in the tunnels. Almar is narrowly hidden in an alcove too small for the spider to enter. As the hours passed, the spider gave up on trying to dig its prey out of its hiding spot, but now lies in wait in the tunnel for the moment Almar tries to escape.

Into the Tunnels

The tunnels are 20 feet high, 15 feet wide, and are completely dark. On the first pass through, as the characters search the tunnel, they can make a DC 15 Wisdom (Survival) check to discover the scroll case that Almar dropped as he fled the spider. Upon closer inspection, the scroll case is covered in thick webbing. If the characters all fail their Survival check, they have a second chance as they make their way back through the tunnels to find the scroll case.

When the characters discover the scroll case, a DC 15 Intelligence (Investigation) check can hear a faint voice calling for help. A minute of walking later, following the voice, leads the characters to a dead end, where they can make out the dim light of Almar's dying torch from the alcove he has squeezed himself into. The spider waits, hiding in the shadows on the ceiling, for the first creature it sees to come within 20 feet of it, at which point it pounces. A DC 17 Wisdom (Perception) check, reveals the spider's location.

A character who succeeds on a DC 12 Dexterity (Stealth) check, can sneak by the spider without provoking it. The spider can be scared away with aggressive magic, illusions depicting natural predators, or other means of deception. A creature carrying a torch has advantage on Charisma (Intimidation) checks made to scare the spider.

Complications: No Tubing

If the characters fail to find Almar on the first pass through the tunnels, they follow the path Vin dictated to the town of Hilt's Ford, where a DM may decide to tempt them with another encounter, and they decide to delay this endeavor. See the "Dear Hunter" encounter later in this chapter.

When the characters decide to make their return trip, a DC 12 Wisdom (Survival) check locates the scroll tube this time.

I Find That Disturbing

To add an intimidating atmosphere to the dark tunnels as the characters search for Almar, you can choose a couple of the following, or roll on the Unsettling Discovery table, to add to the tunnels as an unsettling addition.

Unsettling Discovery Table

d8	Discovery
1	An old, rusted shortsword with a skeletal hand clutching the hilt.
2	The desiccated corpse of a halfling.
3	A small swarm of spiders that flees into cracks in the tunnel as the characters get closer.
4	A musty old journal. The final entry reads, "It got Reeve, it got Yezra, it got Jakoby; now it is after me."
5	A Medium sized, discarded spider exoskeleton.
6	A soggy, long extinguished torch.
7	A medium sized humanoid wrapped in a cocoon of spider silk.
8	A broken potion bottle.

Treasure and Rewards

If the characters return to Vin and report back that there is no sign of Almar Benn or the scroll case, he gives each character 1 sp. If the characters bring back just the scroll case, each character is awarded 3 sp. If the characters return with both Almar and the scroll case, they are each rewarded 5 sp by Vin.



Dear Hunter

An Eberron Gumshoe Chronicles encounter for 0-Level characters.

Wes Velern waited all day from his perch in a jungle tree within the King's Forest as the golden light of sunset made its way west. At long last, a large yellow-bellied stag crossed in front of him. This gift from the gods would allow him to make his special healing jerky and feed his family for days. He readied his crossbow, and with a single bolt, his prey fell. As he readied his kill for travel, a lonely howl broke the jungle's song. Minutes later, growls and snarls blanketed the clearing from every direction. A single wolf broke formation, emerging from the tree line and into the clearing alone. He had done them a favor, and now they wanted to collect their meal.

An hour later, in the small town of Hilt's Ford, north east of Sharn, a tired, blood-soaked hunter emerges from the bushes, dragging a dead stag, clutching a knife in his other hand, with howls heralding his arrival from a distance.

Case Files

Whether the characters hear the wolves' howls while in Hilt's Ford or emerging from the tunnels (as an additional encounter from the *Web of Spies* mini-adventure), Wes hobbles into view anxiously glancing back over his shoulder. When he spots the characters a sense of relief unfurrows his matted, sweaty brow.

During their initial encounter with Wes and the wolves, Wes quickly implores the characters for help fending off the wolves, who will arrive at any moment. Once they have fended off the wolf pack, Wes asks the characters to escort him back to his home and beseeches them to retrieve the hunting equipment he left behind as he endeavored to keep the kill his family desperately needs to survive. During the attack, he had to leave behind all his equipment in order to escape with his kill. He requests that the characters retrieve as much of his hunting gear as they can, without alerting the wolves.

Creatures/NPCs

Wes Velern (male human **scout** carrying light crossbow and a dagger instead of a longbow and shortsword) lives in a small cottage outside the King's Forest with his daughter Ireah, and his son Lucian (human **commoners**).

Wes has left his hunting gear near a wolf's den that is inhabited by twelve **wolves**. While Wes is capable of defending himself, he carries only a dagger, and will attack the wolves only when they attempt to attack him or his stag.

Fight & Flight

When the characters assist Wes initially, five **wolves** give chase, darting in and out of their formation, attempting to attack Wes or drag the stag off. They persist until one of the wolves is reduced to 0 hit points, or the characters frighten them off with a successful DC 12 Charisma (Intimidate) check. If any character casts a spell such as *burning hands* or *witch bolt*, the wolves are frightened by the magic's appearance and flee immediately. If anyone is injured in the fight, Wes offers the characters some herb-roasted venison jerky (which acts as a *potion of healing*). If none of the characters accept the treat, Wes will. Narrate the regenerative qualities on some of the wounds he received dragging his haul.

Once the wolves flee, Wes leads the characters back to his cottage, but needs a bit of help in the dark, granting advantage on a DC 12 Wisdom (Survival) check to navigate safely through the forest. When they arrive, he tells them about the special qualities of his jerky, and that it requires the gland of a rare stag within the jungle. It provides the town of Hilt's Ford with healing between the visits from roaming clerics, druids, or other priests. If the character's request lodging, he allows them to spend the night in the shed.

Fetch!

When the characters are ready to depart, Wes asks that they help him retrieve the gear that he left behind. As Wes nurses his more serious injuries, he points them in the direction of his hunting spot through the King's Forest. As the characters travel, a DC 15 Wisdom (Survival) check will lead them back to where he was set up the previous day. On a failure, the characters can search the area around them, and a DC 13 Intelligence (Investigation) check finds a trail of blood headed in the direction they met Wes, and they can attempt a second Wisdom (Survival) check with advantage. When they arrive, the characters must all succeed on a DC 10 Dexterity (Stealth) check to avoid being heard by the wolves. A DC 10 Wisdom (Perception) check locates Wes' gear, and gathering it takes another DC 10 Dexterity (Stealth) check. If, at any point, the characters alert the remaining wolves, the pack leaves the den to attack the party.

Complication: Little Bow Cross

If the characters appear restless or complacent, Wes' gear seems to be missing his crossbow, which is located in the underbrush nearby. Extra tension may be added as the characters attempt to locate the crossbow, requiring one DC 10 Intelligence (Investigation), and an additional Dexterity (Stealth) check, which might alert also wolves to their presence.

Treasure and Rewards

Wes gives each character some herb-roasted venison jerky (which functions as a *potion of healing*) for their help in returning him to his home, and another 3 cp after helping him retrieve his equipment. Additionally, he offers his services as a guide should the characters return to the King's Forest.

Gumshoe Graduation Day

An Eberron encounter for 1st-level characters.

A worried mother contracts the upstart detective agency where the characters moonlight to search for her son, a Morgrave University student who hasn't been seen or heard from in several days. This represents the character's final exam to full-time gumshoes.

Objectives

After traveling to the University District in Upper Menthis Plateau, the characters can investigate by questioning friends and peers of the missing student.

At the end of the investigation, the characters track the student's movements to the Vaults beneath Morgrave University Library. There, they find that one of the antiquities stored in the vault, which the student was hired to steal for the Boromar Clan, activated and grievously injured the student. The characters must fight the creatures summoned by the artifact, deactivate it, and rescue the student.

Case Files

The characters are called to the home of Memphilia Coort, a wealthy owner of theaters in Sharn. Her son, Boozle, is a student at Morgrave University, studying the performing arts, hoping to gain entrance to the College of Keys. He lives with three other students in a flat near the university. One of his flat mates visited Memphilia, asking where Boozle was. He hasn't been at the flat in two days, and his mother hasn't heard from him either. That's all she knows. Before embarking, the agency hands the characters 5 sp each for expenses and a *potion of healing*.

The Investigation

The characters can question his friends or flat mates about Boozle's life. With a successful DC 12 Charisma (Deception, Intimidation, Persuasion) check, they can get accurate information: Boozle hasn't been attending classes, instead frittering away his coin at "Detention," a tavern frequented by students with less promise than others. He supposedly has struck up an amorous relationship with someone named something like Monday, Remon, or Tre, who is employed at Detention.

At Detention, the characters find one of the servers, Tremonde, a half-elf in a relationship with Boozle. Tremonde fidgets while denying any fraternization among the staff, but a DC 12 Wisdom (Insight) check sees through his lie. If questioned at any length about Boozle, Morgrave, or the library, a DC 12 Charisma (Deception, Intimidation, Persuasion) check will see Tremonde nervously admit that he is connected to Daask, the goblinoid criminal organization.

Tremonde was told by Daask to encourage a student from Morgrave University, with access to the Vaults beneath the library, to search for a rare artifact from Droaam being stored there. Boozle told Tremonde he would get the item, but the server hasn't heard from the student in a couple of days. After which, he heads toward the kitchen, warily untying his apron, the characters seeming to be the least of his concern.

Complication: Daask Attack

Operatives of Daask keep an eye on Tremonde, and after the characters question him, a trio of **gnolls** jump the characters in a poorly lit area outside of Detention.

The Vaults

Characters can gain access to the Vaults by either convincing the librarians of Morgrave University to give them access (Charisma checks), by sneaking into the Vaults and picking the locks (Stealth and thieves' tools checks) or procure a sample library card and forging a set of fakes with a DC 15 Intelligence check. A character proficient with a Forgery kit needs no check to succeed at such a trivial task.

Boozle set a pair of ball bearing traps on the doorways leading into the section of the Vaults he infiltrated: DC 15 Intelligence (Investigation) check to spot the traps; DC 10 Dexterity (Sleight

of Hand) check to disable the trap; and if the trap is sprung, a DC 10 Dexterity saving throw to remain upright.

Following Boozle's trail through the rooms of the Vaults requires a DC 10 Wisdom (Survival) check. Failed checks increase the risk of getting caught by a **guard** patrolling the Vault unless characters have permission to be there.

The Artifact

The artifact Tremonde asked Boozle to steal is a carved ivory horn etched with runes and glyphs, in the goblin style. Tradition states that ancient goblin warriors can be summoned if a goblin leader blows the horn.

When Boozle picked up the horn, its innate magic sparked, knocking the student unconscious. It rests dormant for the moment, but when a living creature moves adjacent to it, the horn summons five **goblins**, all dressed in ancient ceremonial garb, who attack the characters.

If a character picks up the horn and succeeds on a DC 10 Intelligence (Arcana or Religion) check as an action, they can reverse the magic, causing 2 goblins to disappear.

Saving Boozle

After the goblins appear, the magic of the horn drains Boozle's remaining life. A DC 10 Wisdom (Medicine) check of magical healing is needed to save the young man.

Treasure & Rewards

If the characters rescue Boozle, the agency rewards each character 1 gp and a deputized license to carry a concealed weapon.

Congratulations to all of our esteemed graduates. You survived the hard part and it is time to make your way in the world. Go forth and traverse the dangerous harbors and inland frontiers that Eberron has to offer. Do these things because you are no longer lost among the rocks and whelk, but are the best that Morgrave has to offer. Do us proud!

Appendix: Know Your Faculty

Administration

Marjani, Alemayehu (Human)
University Registrar & Interim Bursar

A Sharn native and Morgrave alumni, Marjani served as chronicler in the University Library for over a decade before assuming the post of registrar. Should you need to change your courses or negotiate tuition options, Alemayehu will be happy to help you.

Distinguished Faculty

d'Kundarak, Lord Dirge Tiriandara (Dwarf)
Adjunct Professor of Banking and Economics

Hailing from the Mror Holds, Dirge distinguished himself, graduating from both the Kundarak Auditors Academy and Bard's College of Keys, as well as from the other banking adjuncts within the Ironroot Mountains and House Kundarak, becoming one of the few traveling house scion auditors to travel all of Khorvaire. When not instructing on the finer points of tuning lock and key, his duties involve testing the magical defenses of many vaults and fortresses. His favorite pastime includes cataloguing his adventures and the exploits of his companions in song and verse.

Classes: MUS1103

ir'Rael, Lady Dara (Khorvaire Elf)
Artium Magister of Religion

Lady Dara ir'Rael heard Aureon's call as a child and spent a century as a cloistered scholar in the Sealed Library of Dolain. Her treatise *Aureon's Gift* has revitalized debate on the syncretic nature of the Sovereign Host, and she was a prominent speaker at the Eighth Revelation of the Pyrinean Creed. While ir'Rael is a devout vassal, her scholarly work covers all of the faiths of Khorvaire, with a deep focus on the Elven traditions.

Classes: REL1103, REL1104

Faculty

Bessel, Tym (Changeling)
Professor of Arcane Theory

Professor Bessel is one of the predominant scholars in the Consensual theory of arcane magic. Born a changeling in the Dragoneyes district of Sharn, Bessel maintains that identity and magic are both things that can be shaped by cultural belief and personal will.

Classes: PMA1104

Boromar, Tig (Halfling)
Honorary Professor of Economics

Although she is an heir to one of the Sixty Families of Sharn and the daughter of a City Councilwoman, Tig Boromar set aside her family's wealth and power and received her education on the streets of Sharn. Her *Competition in Callestan* is a brilliant analysis of the market forces at play in the Lower Districts. "Professor Tig" encourages her students to approach her with their own financial problems, as she has a range of optional assignments for those who want to earn more than extra credit.

Classes: CHG1105, ECG1103

Ennis, Cord (Human)
Professor of Arcane Sciences

Professor Ennis served Breland for twenty years as a specialist in arcane bombardment, and received the Star of Breland for his actions during the Siege of Vathirond. As a scholar, Cord Ennis is widely recognized for his contributions to Siberyan theory. Despite his highly publicized clashes with Arcanix and the Arcane Congress, Morgrave stands by Ennis' work and is proud to have him on faculty.

Classes: PMA1106, PMA1109

Holan, Jolan Hass (Gnome)
Professor of Galifarian History

Professor Hass Holan comes to Morgrave from the Library of Korranberg. He is widely respected for his work on the human settlement of Khorvaire, and his book *Malleon's Legacy* shed new light on a difficult time. He's currently delving into the mysteries of the ancient goblin civilizations, and looking for bold students willing to do some practical exploration in the semester ahead!

Classes: MA1105, CHG1109

Oak, Birra (Tiefling)
Professor of Otherworldly Anthropology

An expert in the practical impact of manifest zones, Professor Oak earned her degree at the School of Seven Silences in the Twilight Court of Thelanis. Any students who run afoul of the lesser fey found in the city are encouraged to speak to Professor Oak; office hours are Mol and Far, three bells to five.

Classes: PMA1105, CHG1108

Thornlong, Ange (Shifter)
Professor of Natural Evolution

In addition to her remarkable studies of the King's Forest, Ange Thornlong is renowned as the founder and current coach of the resident hrazhak team, the Morgrave Maulers; she continues to work to promote this shifter sport across the Five Nations. Professor Thornlong is currently working on an anthropologist's field guide to the Demon Wastes, and will be leading two expeditions over the course of the semester.

Classes: CHG1101, CHG1106, MA1106, PMA1110

Tolaoi, Talaen (Khorvaire Elf)
Professor of Military Studies

Professor Tolaoi taught at Rekkenmark Academy for fifty years prior to the outbreak of the Last War. In addition to modern methods of warfare, Professor Tolaoi is an expert on the military traditions of Aerenal, and notably predicted the Valenar betrayal three years before it occurred. Professor Tolaoi encourages all students to study both the physical arts of self-defense and the principles of modern warfare.

Classes: MA1103, MA1104, MA1105, MA1106, PMA1110

Adjunct Faculty

Caldyn, Ohnal (Human)
Adjunct Professor of Draconic Prophecy

Morgrave is honored to have Ohnal Caldyn as an adjunct professor this term. While some have called Professor Caldyn's work on the Draconic Prophecy "the ravings of a lunatic," Morgrave stands by Caldyn's scholarship and believes that history will vindicate his remarkable work. When speaking to the professor, please avoid making any sudden movements or loud noises.

Classes: PMA1107, PMA1108

Fang (Dragonforged)
Adjunct Professor of Arcane Engineering

As a creation of arcane magic, Professor Fang brings remarkable insight into both the study of artifice and the role of the warforged in the modern age. Students are encouraged not to comment on Professor Fang's unusual draconic appearance.

Classes: CHG1107, PMA1110

I'm not listed as faculty because I come and go as I please. Besides, how would one distinguish me from the distinguished faculty without hurting the little lordling's feelings?

Course Codes

CHG1101: Eldeen Cultures & Customs
CHG1105: Talenta Cultures & History
CHG1106: Ancestral Cultures
CHG1107: Cultures Future & Past
CHG1108: Cultural Anomalies
CHG1109: Cultural Beginnings

ECG1103: Expanded Urban Economics

MA1103: Barbaric Practices
MA1104: Weapons of Warriors
MA1105: Exotic Disciplines
MA1106: Warfare in the Wild

MUS1103: Applied Endomusicology

PMA1104: Arcane Anomalies
PMA1105: Cosmic Law
PMA1106: Magic of Antiquity
PMA1107: Arcane Prophecy I
PMA1108: Arcane Prophecy II
PMA1109: Arcane Prophecy III
PMA1110: Feats of Evolution

REL1103: Faith and Force
REL1104: Faith and Folklore

Mandatory Third-Term Reading

A Brief History of Galifar
by Bal Thurin
Beginners Guide to Prophecy
by Ohnal Caldyn
Arcane Anomalies and You
by Professor Tym Bessel
Galifar Evolved
by Professor Ange Thornlong
Heroines & Heretics in the Modern World
by Sharn Inquisitive Jerion Phious
An Oratory Opus
by Lord Dirge Tiriandara d'Kundarak
Pulpits or Puppets
by Sharn Inquisitive Jerion Phious
Seven Schools: Basics of Arcane Principles
by Cord Ennis
Analects of War
by Karrn the Conquerer

Additional Reading

A Kink in the Cogs: A Narrative on the Political Underbelly of the Five Nations
by Ytur Enitas & Ezam Anacra
Competition in Callestan
by Tig Boromar
Cyre and Loathing
by Kessler
Malleon's Legacy
by Jolan Hass Holan
The Broken Sword: Secrets of Sharn
by Kessler