



NPCS OF EBERRON: THE DRAGONMARKED



STUART BROZ

NPCs of Eberron: The Dragonmarked

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OVERVIEW

The powers of the mark. Each section in this book is associated with a particular kind of dragonmark. In the introduction to each mark, the basic powers of that dragonmark are listed. In some cases, these have been slightly simplified from the version of dragonmarked abilities available to PCs in *Eberron: Rising from the Last War*. In order to conserve space and reduce repetition, these abilities are not repeated within NPC stat blocks unless they have been modified for a particular NPC.

Since members of the dragonmarked houses and the guilds they run are not uniformly possessed of dragonmarks, NPC stat blocks listed herein can often be used without applying the dragonmarked abilities to represent unmarked house or guild members.

Each dragonmark has three to four NPC templates included, featuring different types of NPCs associated with the dragonmark. While these are generally presented as members of the associated house, most of them could also be used for excoriates or foundlings with that house's dragonmark. In addition, a ready-to-use named NPC is provided in each section. These NPCs have unique stat blocks and background information. Many of them also have suggestions on how they might serve as allies, enemies, or patrons to a group of PCs, as appropriate.

Dragonmark focus items. One of the most overlooked powers of the dragonmarked houses is their ability to use dragonmark focus items. These are magic items that draw power from a user's dragonmark. Because they depend on the power of a dragonmark, they are easier and less expensive to produce than comparable magic items. Due to their relatively low cost, members of dragonmarked houses often have access to such items.

The most famous of the dragonmark focus items are iconic devices that are central to the function of a particular dragonmarked House. These include things like the Sivs *speaking stones* that allow long-distance communication or the *wheel of wind and water* that allows House Lyrandar to pilot its airships. More commonplace items exist as well, including tools and weaponry that build upon the strengths of dragonmarks. Several of the NPCs included here have access to such items. These are included both in their stat blocks as well as in a separate write-up.

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THE MARK OF DETECTION: HOUSE MEDANI

House Medani is one of the youngest and smallest of the dragonmarked houses. Half-elves, humans, and elves can join the house, but only half-elf members will bear the mark of detection.

The Warning Guild. The Medani-run Warning guild certifies inquisitives and bodyguards. While it has overlap with the business of both Tharashk and Deneith, there is little direct competition, as House Medani is small in size and specializes in counter-espionage, threat assessment, uncovering plots, and solving crimes – areas that the other Houses are only tangentially involved with.

Unclear loyalties. When the Mark of Detection was discovered, the Medani were reluctant to becoming an official dragonmarked house. To this day, other houses consider Medani distant and secretive. Many members of House Medani are from Breland and, while it is nominally neutral, the house has very close ties to the Brelish throne. Both House Medani and the Warning Guild are based in Wroat.

THE MARK OF DETECTION

Intuition Dice. When NPCs with the Mark of Detection make an Intelligence (Investigation) or Wisdom (Insight) check they can roll one Intuition die (a d4) and add the number rolled to the check.

Innate Spellcasting. The half elf's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no material components:

1/day: *detect magic*, *detect poison and disease*, *see invisibility*

WEAPON OF PREPAREDNESS

*Weapon (any sword or dagger), very rare
requires attunement by a half-elf with the Mark of Detection*

You gain a +1 bonus to attack and damage rolls made with this magic weapon. While it is on your person, you have advantage on Initiative checks and can cast the *alarm* spell as a ritual. When you cast *alarm* in this way, you may only use the option that is silent.

BASILISK'S GAZE AGENT

Gaze into darkness. The Basilisk's Gaze is an elite division of House Medani charged with hunting down war criminals from the Last War. They blend the roles of inquisitive, bounty hunter, and assassin.

BASILISK'S GAZE AGENT

Medium humanoid (half-elf), any alignment (usually lawful)

Armor Class 15 (studded leather armor)

Hit Points 98 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	16 (+3)	15 (+2)	14 (+2)

Saving Throws Dex +6, Int +6

Skills Deception +5, Insight +8, Investigation +9, Perception +5, Stealth +6

Senses Darkvision 60 ft., Passive Perception 15

Languages Common, Elvish, two additional languages

Challenge 7 (2,900 xp)

Ambusher. The agent has advantage on attack rolls against any creature it has surprised.

Fey Ancestry. The agent has advantage on saving throws against being charmed, and magic can't put it to sleep.

Cunning Action. On each of its turns, the agent can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the agent is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Innate Spellcasting. The agent's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

1/day: *detect magic*, *detect poison and disease*, *hunter's mark*, *see invisibility*, *true seeing*

Sneak Attack. Once per turn, the agent deals an extra 17 (5d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the agent that isn't incapacitated and the agent doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The agent makes three attacks: one with a dagger and two with its rapier.

Rapier of Preparedness. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

REACTIONS

Uncanny Dodge. The agent halves the damage that it takes from an attack that hits it. The agent must be able to see the attacker.



MEDANI INQUISITIVE

Watching for danger. The Medani Inquisitive here it typical of a member of the Warning Guild and can be used to represent either an inquisitive or a bodyguard. Warning Guild bodyguards typically protect against intrigue, poisonings, and the like rather than against physical attacks, so their skillsets overlap significantly with those of inquisitives.

MEDANI INQUISITIVE

Medium humanoid (half-elf), any alignment

Armor Class 12 (leather)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	11 (+0)	15 (+2)	12 (+1)	14 (+2)

Skills Insight +3, Investigation +4, Perception +3

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Elvish

Challenge 1/4 (50 xp)

Alert. The inquisitive has advantage on Dexterity (Initiative) rolls.

Fey Ancestry. The inquisitive has advantage on saving throws against being charmed, and magic can't put it to sleep.

Keen Sight. The inquisitive has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

REACTIONS

Parry. The inquisitive adds 2 to its AC against one melee attack that would hit it. To do so, the inquisitive must see the attacker and be wielding a melee weapon.

MEDANI PROPHET

The Voice of Aureon. An order of priests of Aureon among the House have honed their mastery of their dragonmarks to such a degree that they can see through time itself. Medani Prophets are prone to seeing glimpses of the future or the past and their clerical abilities work in tandem with their dragonmarks.

MEDANI PROPHET

Medium humanoid (half-elf), any alignment

Armor Class 14 (breastplate)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	14 (+2)	16 (+3)	14 (+2)

Saving Throws Wis +5, Cha +4

Skills History +6, Insight +5, Investigation +4, Perception +5, Religion +4

Senses Darkvision 60 ft., Passive Perception 15

Languages Common, Elvish, two additional languages

Challenge 3 (700 xp)

Fey Ancestry. The prophet has advantage on saving throws against being charmed, and magic can't put it to sleep.

Foresight. The prophet cannot be surprised and adds its Wisdom bonus (+3) to its Dexterity (Initiative) rolls and its AC against opportunity attacks.

Spellcasting. The prophet is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The prophet has the following cleric spells prepared: Cantrips (at will): *guidance, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bless, command, detect evil and good, detect magic, detect poison and disease, identify, shield of faith*

2nd level (3 slots): *augury, detect thoughts, find traps, see invisibility, spiritual weapon, suggestion*

3rd level (3 slots): *beacon of hope, clairvoyance, nondetection, speak with dead*

4th level (1 slot): *arcane eye, confusion, divination*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.

Handaxe. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.



ABAYTHE D'MEDANI

The Thousand-Yard Stare. House Medani has a contract with the governments of Breland and Thrane to keep watch over the western border of the Mournland. Medani patrols the border and regularly scouts the edges of the Mournland, but does not have the resources to be truly effective at containing the dangers therein.

A life of service. Abaythe always knew he would be a soldier. Born to a family with a bodyguarding tradition, he volunteered to join the Thousand Yard Stare. Now he sees himself as a bodyguard for all of Khorvaire – protecting it from the horrors of the Mournland. He has honed the arcane senses his dragonmark has given him, and his resulting *find weakness* ability has proved priceless in fighting the bizarre creatures that have spawned from the

Mournland. Abaythe knows that he is only one person and that whatever he does to stand against the Mournland will ultimately be insufficient. For him, this is no reason to give up. It merely demonstrates how important his task is.

Abaythe has been criticized for walking into dangerous situations unnecessarily. He has no death-wish. Instead, he is simply willing to put himself at risk if it means protecting others. He has taken to always carrying *potions of healing* in an attempt to stop others from worrying about him.

ABAYTHE D'MEDANI

Medium humanoid (half-elf), lawful good

Armor Class 16 (half plate)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	11 (+0)	16 (+3)	12 (+1)

Saving Throws Con +5, Cha +3

Skills Athletics +4, Insight +5, Perception +5

Senses Darkvision 60 ft., Passive Perception 15

Languages Common, Elvish, Goblin

Challenge 3 (700 xp)

Alert. Abaythe has advantage on Dexterity (Initiative) rolls.

Fey Ancestry. Abaythe has advantage on saving throws against being charmed, and magic can't put him to sleep.

Find Weakness. As a bonus action, Abaythe can determine one damage vulnerability or damage resistance of a creature he can see within 60 feet.

ACTIONS

Multiattack. Abaythe makes two melee or ranged attacks.

Halberd +1. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, ranged 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

THE MARK OF FINDING: HOUSE THARASHK

House Tharashk is unique in that it is composed of humans, orcs, and half-orcs. While full-blooded orc members of the house are not dragonmarked, both humans and half-orcs can bear the Mark of Finding.

The Finders Guild. Members of the Finders Guild include inquisitives, bounty hunters, and prospectors. The latter is where members of House Tharashk have truly made a name for themselves, as their dragonmark lends itself to finding valuable deposits of dragonshards.

Monstrous muscle. In addition to its orcish members, House Tharashk has ties to Droaam and the Daughters of Sora Kell. They are the primary source of mercenaries from Droaam in Khorvaire, and it is not unusual for members of the House to be accompanied by creatures such as gnolls or ogres.

While the activities of House Tharashk overlap with those of House Medani and House Deneith, there has been limited outright hostility between them. With the war over, however, competition between mercenaries from Droaam and House Deneith's blademarks could increase dramatically.

THE MARK OF FINDING

Intuition Dice. When NPCs with the Mark of Finding make a Wisdom (Perception) or Wisdom (Survival) check they can roll one Intuition die (a d4) and add the number rolled to the check.

Innate Spellcasting. The finder's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no material components:

1/day: *hunter's mark*, *locate object*

Darkvision. Humans with the Mark of Finding have the same darkvision as half-orcs.



BOUNTY HUNTER

They will find you. With skill in both combat and tracking, Tharashk bounty hunters are respected across Khorvaire.

BOUNTY HUNTER

Medium humanoid (human or half-orc), any alignment

Armor Class 16 (scale mail)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	15 (+2)	9 (-1)

Saving Throws Str +5, Con +4

Skills Athletics +5, Intimidation +1, Investigation +2, Perception +4, Stealth +4, Survival +4

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Orc

Challenge 2 (450 xp)

Keen Hearing and Sight. The bounty hunter has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Second Wind (1/Short or Long Rest). As a bonus action, the bounty hunter can regain 10 hit points.

ACTIONS

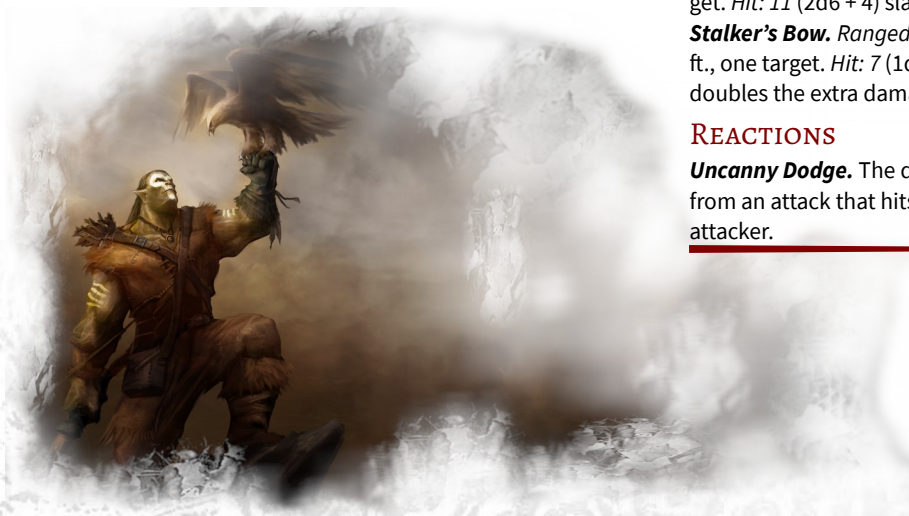
Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, ranged 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

STALKER'S BOW

Weapon (longbow), very rare
requires attunement by a half-orc or human with the Mark of Finding

You gain a +1 bonus to attack and damage rolls made with this magic weapon and your extra damage dice from *hunter's mark* are doubled when using this weapon.



DURAAK'ASH

The stalking dragon. The duraak'ash were the ultimate hunters in the traditions that gave rise to House Tharashk. Now, they are as likely to be stalking the streets of Sharn as the wilds of the Shadow Marches, but their skills have not dulled.

DURAAK'ASH

Medium humanoid (human or half-orc), any alignment

Armor Class 17 (half plate)

Hit Points 105 (14d8 + 42)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	16 (+3)	12 (+1)

Saving Throws Str +7, Con +6

Skills Athletics +7, Investigation +4, Nature +4, Perception +6, Stealth +5, Survival +6

Senses Darkvision 60 ft., Passive Perception 16

Languages Common, Orc, one additional language

Challenge 8 (3,900 xp)

Keen Hearing and Smell. The duraak'ash has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Innate Spellcasting. The duraak'ash's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

at will: *druidcraft*

3/day: *hunter's mark*

1/day: *locate animals or plants*, *locate object*, *pass without trace*

Blood Scent. The duraak'ash has advantage on attack rolls against any creature that doesn't have all of its hit points.

ACTIONS

Multiattack. The duraak'ash makes three melee attacks or two ranged attacks.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Stalker's Bow. *Ranged Weapon Attack:* +6 to hit, ranged 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and the duraak'ash doubles the extra damage dice from its *hunter's mark*.

REACTIONS

Uncanny Dodge. The duraak'ash halves the damage that it takes from an attack that hits it. The duraak'ash must be able to see the attacker.

SHARDFINDER

Dragonshards. Dragonshards are one of the most valuable resources on Eberron, and dragonshard prospecting has become the lifeblood of House Tharashk. Many of the house's dragonmarked spend at least some time as prospectors.

SHARDFINDER

Medium humanoid (human or half-orc), any alignment

Armor Class 16 (breastplate)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	13 (+1)	16 (+3)	10 (+0)

Saving Throws Str +5, Con +4

Skills Investigation +3, Perception +5, Stealth +4, Survival +5

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Orc, one additional language

Challenge 4 (1,100 xp)

Evasion. If the shardfinder is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the shardfinder instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Lightfooted. The shardfinder can take the Dash or Disengage action as a bonus action on each of its turns.

ACTIONS

Multiattack. The shardfinder makes three melee attacks or two ranged attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

DAARMISH'AASHTA

Keeping the old ways. The Aashta were one of the original three clans that joined together to form House Tharashk, and they are typically known as the most ruthless and magically oriented of the three. Daarmish is an exemplar of both of these traits. While some in his clan practice sorcery or have even made pacts with the powers of Khyber, Daarmish has studied the ways of the Gatekeeper druids and turned their protective powers to serve the interests of House Tharashk... and himself.

Daarmish is often outfitted with various minor magical items, including spell scrolls, potions, and the occasional *elemental gem*.

DAARMISH'AASHTA

Medium humanoid (half-orc), neutral evil

Armor Class 13 (studded leather, 16 with barkskin)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	13 (+1)	18 (+4)	12 (+1)

Saving Throws Int +3, Wis +6

Skills Arcana +3, Nature +3, Perception +6, Survival +6

Senses Darkvision 60 ft., Passive Perception 16

Languages Common, Druidic, Orc

Challenge 2 (450 xp)

Spellcasting. Daarmish'aashta is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He has the following druid spells prepared: Cantrips (at will): *druidcraft*, *create bonfire*, *guidance*, *thorn whip*
1st level (4 slots): *charm person*, *cure wounds*, *entangle*, *faerie fire*, *longstrider*
2nd level (3 slots): *barkskin*, *heat metal*, *hold person*, *locate object*
3rd level (2 slots): *call lightning*, *clairvoyance*, *speak with plants*

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and 7 (2d6) poison damage, or 6 (1d8 + 2) piercing damage and 7 (2d6) poison damage if used with two hands to make a melee attack.

Thorn Whip. *Melee Spell Attack:* +6 to hit, reach 30 ft., one target. *Hit:* 7 (2d6) piercing damage and if the target creature is large or smaller it is pulled 10 ft. towards Daarmish'aashta.



THE MARK OF HANDLING: HOUSE VADALIS

Based in the Eldeen Reaches, House Vadalis is composed of a group of human families bearing the Mark of Handling. This dragonmark provides them with influence over animals and animal-like monsters. An early success of their was in the domestication of hippogriffs, and they took the image of a hippogriff as their house symbol.

The family business. More than any other dragonmarked house, House Vadalis is a family. This may be due to the fact that their business itself revolves around breeding and bloodlines. Still, the fact that any two members of the house can quickly discern how they are related to each other by comparing their family trees results in a house that is remarkably close-knit.

Handlers Guild. The handlers guild is run by the house and focuses on the breeding and training of animals. Much of its work is focused on teaching ranchers and others the techniques developed in the house.

Magebreeding and monsters. House Vadalis is well-known for their ability to create magebred creatures through a mix of advanced breeding techniques and the power of their dragonmarks. Magebreeding invariably improves on the base stock to develop a creature that is smarter, tougher, and more capable. While most of the work they do is with otherwise-natural animals, they have been known to work with monsters such as hippogriffs, bullettes, and pegasi as well. There are persistent rumors that they have created magebred humans as well.

Political considerations. House Vadalis directly controls a significant amount of land in the Eldeen Reaches. If the Reaches were still part of Aundair, this would be a blatant violation of Galifaran law. The fact that the brother of the leader of House Vadalis has given up his claim on house membership to marry Queen Aurala ir'Wynarn if Aundair only complicates the political situation of the house.



THE MARK OF HANDLING

Intuition Dice. When NPCs with the Mark of Handling make a Wisdom (Animal Handling) or Intelligence (Nature) check they can roll one Intuition die (a d4) and add the number rolled to the check.

Innate Spellcasting. The handler's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no material components:

3/day: *animal friendship*, *speak with animals*.

These spells can also affect monstrosities with an intelligence of 3 or lower.

MAGEBRED HEIR

The family line. Officially, House Vadalis has had no luck with attempts at magebreeding of humans, but rumors persist to the contrary. Many claim that it is an open secret that the house has been experimenting with members of their own family for generations.

MAGEBRED HEIR

Medium humanoid (human), any alignment

Armor Class 15 (studded leather)

Hit Points 102 (12d8 + 48)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	15 (+2)	17 (+3)	16 (+2)

Saving Throws Str +6, Wis +6, Cha +5

Skills Animal Handling +6, Athletics +6, Insight +6, Nature +5, Perception +6, Persuasion +5

Damage Resistances Poison

Senses Passive Perception 16

Languages Common, two additional languages

Challenge 5 (1,800 xp)

Better Body. The heir has advantage on saving throws against poison and disease.

Innate Spellcasting. The heir's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

at will: *primal savagery*

3/day: *animal friendship*, *dominate beast*, *speak with animals*

1/day: *alter self*, *beast sense*

Lightfooted. The heir can take the Dash or Disengage action as a bonus action on each of its turns.

ACTIONS

Multiattack. The heir makes three melee or ranged attacks.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

REACTIONS

Parry. The heir adds 3 to its AC against one melee attack that would hit it. To do so, the heir must see the attacker and be wielding a melee weapon.

SKYKNIGHT

Hippogriff rider. The crest of House Vadalis features the hippogriff for good reason—the house is famous for having tamed hippogriffs to serve as mounts. They still field elite flying cavalry on magebred hippogriffs when needed.

SKYKNIGHT

Medium humanoid (human), any alignment

Armor Class 20 (plate and shield)

Hit Points 113 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	11 (+0)	15 (+2)	12 (+1)

Saving Throws Str +7, Con +6

Skills Animal Handling +5, Athletics +7, Intimidation +4, Perception +5

Senses Passive Perception 15

Languages Common, one additional language

Challenge 7 (2,900 xp)

Brave. The skyknight has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the skyknight hits with it (included in the attack).

Deadly Charge. If the skyknight is mounted on a flying mount and moves at least 20 feet straight toward a target and then makes an attack with its lance, it scores a critical hit on a 19 or 20.

Innate Spellcasting. The skyknight's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day: *animal friendship*, *speak with animals*

1/day: *beast bond*

ACTIONS

Multiattack. The skyknight makes two melee attacks.

Lance. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (2d12 + 4) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Warhammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, or 5 (2d10 + 4) bludgeoning damage if used with two hands.

REACTIONS

Evasive Maneuvers. The skyknight imposes disadvantage on one attack that would hit its mount. To do so, the skyknight must see the attacker and be riding a flying mount.

VADALIS BEASTHANDLER

Soothing the savage beast. Members of the handler's guild often supplement their dragonmarked abilities with those of Eldeen druidic traditions. Such beastmasters may be accompanied by a magebred animal companion.

VADALIS BEASTHANDLER

Medium humanoid (human), any alignment

Armor Class 12 (studded leather armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	15 (+2)	12 (+1)	14 (+2)	10 (+0)

Skills Animal Handling +6, Athletics +5, Nature +3, Perception +4, Survival +4

Senses Passive Perception 14

Languages Common, Druidic, one additional language

Challenge 1/4 (50 xp)

Spellcasting. The beast handler is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:
Cantrips (at will): *druidcraft*, *produce flame*
1st level (2 slots): *animal friendship*, *entangle*, *cure wounds*, *speak with animals*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, 6 (1d8 + 2) bludgeoning damage if wielded with two hands.

Produce Flame. *Ranged Spell Attack:* +4 to hit, range 30 ft., one target. *Hit:* 4 (1d8) fire damage.

MAGEBRED HIPPOGRIFF

Large monstrosity, unaligned

Armor Class 13 (leather barding)

Hit Points 59 (7d10 + 21)

Speed 40 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	17 (+3)	3 (-4)	12 (+1)	10 (+0)

Skills Perception +5

Senses Passive Perception 15

Languages –

Challenge 1 (200 xp)

Keen Sight. The hippogriff has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The hippogriff makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.



AVIA D'VIDALIS

Good breeding is everything. Avia is one of the house's breedmasters. She spends much of her time traveling to various holdings of the house and to the ranches of high-profile clients, advising on breeding stock and pairings. She is good-natured, but tends not to talk much unless it is about animals or magebreeding.

AVIA D'VADALIS

Medium humanoid (human), neutral

Armor Class 15 (studded leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	14 (+2)	16 (+3)	11 (+0)

Saving Throws Int +4, Wis +5

Skills Animal Handling +6, Athletics +3, Nature +4, Survival +5

Senses Passive Perception 13

Languages Common, Druidic, Orc, Sylvan

Challenge 1 (200 xp)

Innate Spellcasting. Avia's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

1/day: *animal friendship*, *beast sense*, *dominate beast*

Spellcasting. Avia is a 4th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *guidance*, *mold earth*, *shillelagh*

1st level (4 slots): *animal friendship*, *beast bond*, *cure wounds*, *speak with animals*, *thunderwave*

2nd level (3 slots): *barkskin*, *beast sense*, *calm emotions*, *locate animals or plants*

ACTIONS

Shillelagh. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

THE MARK OF HEALING: HOUSE JORASCO

While the origins of House Jorasco are in the Talenta Plains, these dragonmarked halflings have become fully integrated into the culture of the Five Nations and are now based out of Karrnath.

A monopoly on medicine. In Eberron, churches are not in the business of providing clerical healing, so House Jorasco is the primary source of both magical healing and mundane medicine in Khorvaire. Even most healing potions come from the house.

The war and the veterans. The Last War provided a steady stream of business for House Jorasco. Now, with the war over, the house is still providing care to those who suffered in the war – both physically and emotionally.

THE MARK OF HEALING

Intuition Dice. When a halfling with the Mark of Healing make a Wisdom (Medicine) check or an ability check with an herbalism kit, they can roll one Intuition die (a d4) and add the number rolled to the check.

Innate Spellcasting. The halfling's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no material components:
1/day: *cure wounds*, *lesser restoration*

FIELD MEDIC

Bring them back alive. The field medic was a staple of the Last War. Members of House Jorasco would be hired out to support troops on the battlefield with both mundane medicine and magical healing. These medics made full use of their abilities to move across an active battlefield safely and defend their charges while healing them.

FIELD MEDIC

Small humanoid (halfling), any alignment

Armor Class 15 (chain shirt)

Hit Points 44 (8d6 + 16)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	12 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Perception +5, Stealth +4

Senses Passive Perception 15

Languages Common, one additional language

Challenge 2 (450 xp)

Lucky. When the medic rolls a 1 on the d20 for an attack roll, ability check, or saving throw, it can reroll the die and must use the new roll.

Brave. The medic has advantage on saving throws against being frightened.

Halfling Nimbleness. The medic can move through the space of any creature that is of a size larger than it is.

Naturally Stealthy. The medic can attempt to hide even when obscured only by a creature that is at least one size larger than it.

Spellcasting. The medic is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks).

The medic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, spare the dying*

1st level (4 slots): *bless, cure wounds, healing word, sanctuary, shield of faith*

2nd level (2 slots): *aid, lesser restoration, gentle repose, hold person, spiritual weapon*

ACTIONS

Dagger of Restoration. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and the medic regains 2 (1d4 + 2)/2 hit points.

JORASCO ALIENIST

Healing the mind. House Jorasco focuses on mental and emotional well-being in addition to physical health. Many who suffered invisible scars during the Last War have found healing in the care of Jorasco's alienists and counselors.

JORASCO ALIENIST

Small humanoid (halfling), any alignment

Armor Class 14 (studded leather)

Hit Points 14 (4d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	11 (+0)	13 (+1)	16 (+3)	16 (+3)

Skills Insight +7, Medicine +5, Persuasion +5

Senses Passive Perception 13

Languages Common, one additional language

Challenge 1/4 (50 xp)

Lucky. When the alienist rolls a 1 on the d20 for an attack roll, ability check, or saving throw, it can reroll the die and must use the new roll.

Brave. The alienist has advantage on saving throws against being frightened.

Halfling Nimbleness. The alienist can move through the space of any creature that is of a size larger than it is.

Naturally Stealthy. The alienist can attempt to hide even when obscured only by a creature that is at least one size larger than it.

Spellcasting. The alienist is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The alienist has the following bard spells prepared:

Cantrips (at will): *friends, message*

1st level (4 slots): *cure wounds, heroism, sleep*

2nd level (2 slots): *calm emotions, detect thoughts, lesser restoration*

ACTIONS

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 6 (1d8 + 2) piercing damage.

DAGGER OF RESTORATION

Weapon (dagger), rare requires attunement by a halfling with the Mark of Healing

When you deal damage with this dagger, you may use a bonus action to cause a creature touching the dagger to regain a number of hit points equal to one-half the damage dealt. This makes the dagger an excellent tool for emergency surgery, as well as a formidable weapon capable of healing its wielder.

NOSOMATIC CHIRURGEON

Students of sickness. The halflings of House Jorasco have seen more than their fair share of death and disease. Some few have become students of disease itself and have turned their dragonmarks to harm as much as heal. The existence of these nosomatic surgeons is denied by House Jorasco, who hunts them down whenever they are found.



NOSOMATIC CHIRURGEON

Small humanoid (halfling), any non-good alignment

Armor Class 12 (leather armor, 16 with barkskin)

Hit Points 90 (12d6 + 48)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	18 (+4)	13 (+1)	17 (+3)	8 (-1)

Saving Throws Con +7, Int +4, Wis +6

Skills Deception +2, Medicine +9, Nature +4

Senses Passive Perception 13

Damage Resistances Necrotic, Poison

Languages Common, one additional language

Challenge 6 (2,300 xp)

Lucky. When the surgeon rolls a 1 on the d20 for an attack roll, ability check, or saving throw, it can reroll the die and must use the new roll.

Brave. The surgeon has advantage on saving throws against being frightened.

Halfling Nimbleness. The surgeon can move through the space of any creature that is a size larger than it is.

Naturally Stealthy. The surgeon can attempt to hide even when obscured only by a creature that is at least one size larger than it.

See the Sickness. The surgeon has advantage on spell attacks against a target it has infected with a disease.

Spellcasting. The surgeon is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The surgeon has the following druid spells prepared: Cantrips (at will): *guidance*, *poison spray*, *spare the dying*
1st level (4 slots): *cure wounds*, *detect poison and disease*, *ray of sickness*

2nd level (3 slots): *barkskin*, *hold person*, *lesser restoration*

3rd level (3 slots): *dispel magic*, *feign death*, *mass healing word*, *vampiric touch*

4th level (1 slots): *aura of life*, *blight*, *confusion*

ACTIONS

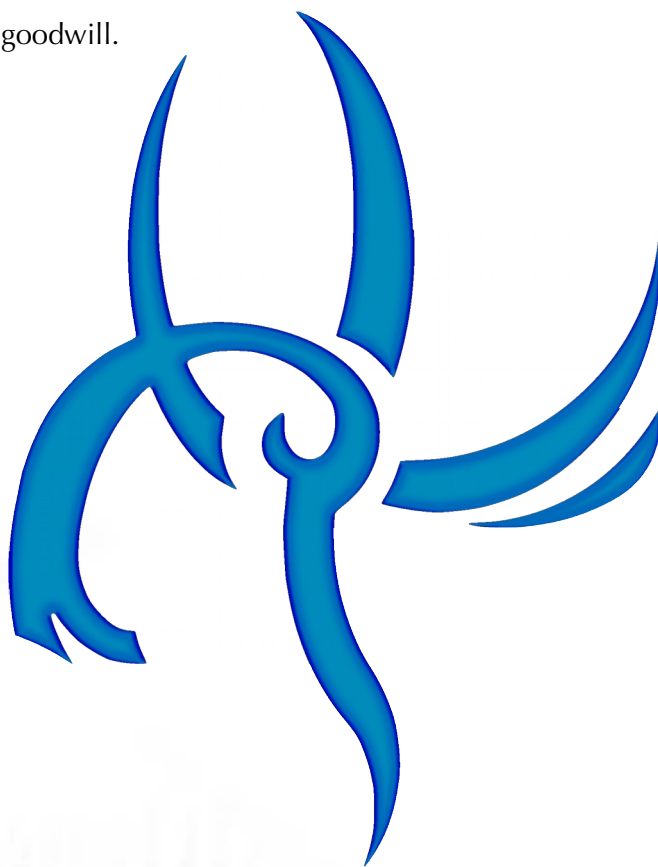
Pestilential Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) necrotic damage and the surgeon may expend a spell slot as a bonus action to deal an additional 1d10 necrotic damage per slot level to the target.

Plague Bearer (Recharge 6). The surgeon targets one creature it can see that has taken damage from its pestilential touch. The target must succeed on a DC 14 Constitution saving throw or be infected with a disease. An infected target gains a level of exhaustion and can't regain hit points through resting. At the end of each long rest, the creature must make a DC 14 Constitution saving throw. On a failed save, it takes 8 (1d10 + 3) necrotic damage and gains one level of exhaustion. On a successful save, its exhaustion level decreases by one level. If the creature's level of exhaustion is reduced to 0, it recovers from the disease.

THARA D’JORASCO

Healer of the homeless. On the Day of Mourning, Thara d’Jorasco was a young field medic serving with the forces of Cyre in what is now Darguun. Around her, she saw those whose lives she had saved crumble in despair as the gray mists took their former home.

Now, Thara is in New Cyre under direct contract to Prince Oargev, where she ministers to the needs of a displaced people. It is rumored that her payment is largely a formality, but House Jorasco considers her time and efforts a worthwhile investment in goodwill.



THARA D’JORASCO

Small humanoid (halfling), neutral good

Armor Class 13 (16 with breastplate)

Hit Points 55 (10d6 + 20)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	12 (+1)	16 (+3)	16 (+3)

Saving Throws Wis +5, Cha +5

Skills Insight +5, Medicine +5, Persuasion +5

Condition immunities diseases

Senses Passive Perception 13

Languages Common, Goblin

Challenge 3 (700 xp)

Lucky. When Thara rolls a 1 on the d20 for an attack roll, ability check, or saving throw, she can reroll the die and must use the new roll.

Brave. Thara has advantage on saving throws against being frightened.

Halfling Nimbleness. Thara can move through the space of any creature that is of a size larger than she is.

Naturally Stealthy. Thara can attempt to hide even when obscured only by a creature at least one size larger than she is.

Spellcasting. Thara is a 5th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Thara has the following paladin spells prepared:

1st level (4 slots): *bless*, *cure wounds*, *heroism*, *protection from evil and good*, *shield of faith*

2nd level (2 slots): *find steed*, *lesser restoration*, *prayer of healing*, *zone of truth*

ACTIONS

Multiattack. Thara makes two attacks with her shortsword.

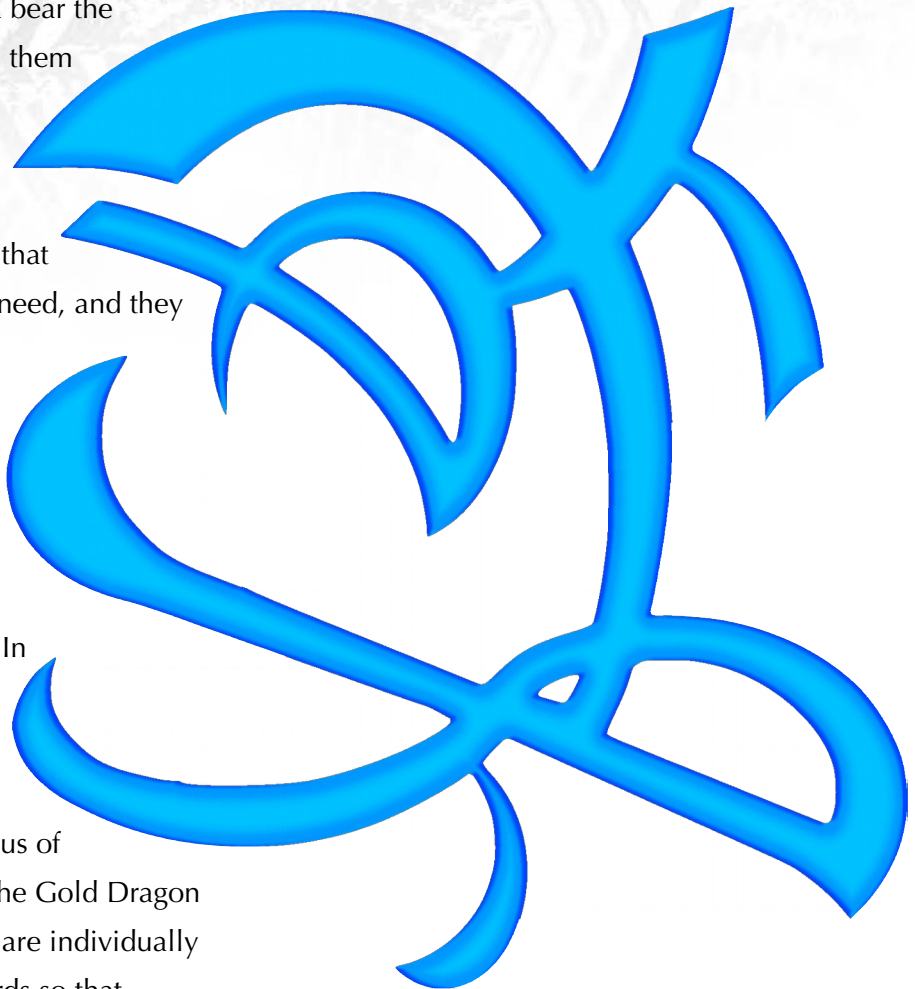
Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and 4 (1d8) radiant damage.

Lay on Hands. Thara has a pool of 25 hit points of healing that replenishes on a long rest. When she touches a creature she may expend points from this pool to heal damage, up to the remaining points in her pool. She may expend 5 points from this pool to remove the effects of one disease or poison from the target.

THE MARK OF HOSPITALITY: HOUSE GHALLANDA

The halflings of House Ghallanda bear the Mark of Hospitality, which makes them the consummate hosts. They take their name for an old Talentan word meaning “helpful hound” – referring to legends of blink dogs that would provide aid to travelers in need, and they have taken the blink dog as their symbol.

Hostelers Guild. Today, the house runs the hostelers guild, which owns inns, taverns, and restaurants across Khorvair (and even a few outside of Khorvair). In addition to the establishments that it runs directly, the guild also provides inspections and licenses for others. Perhaps the most famous of House Ghallanda’s properties is the Gold Dragon Inn. While the Gold Dragon Inns are individually run, they are held to strict standards so that travelers across Eberron can always find a familiar place to stay.



THE MARK OF HOSPITALITY

Intuition Dice. When a halfling with the Mark of Hospitality makes a Charisma (Persuasion) check or an ability check involving brewer’s supplies or cook’s utensils they can roll one Intuition die (a d4) and add the number rolled to the check.

Innate Spellcasting. The halfling’s innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

at will: *prestidigitation*

1/day: *purify food and drink*, *unseen servant*

BLACK DOG

Children of Dhurinda. Before the Ghallanda became recognized as a dragonmarked house, they were a tribe among the Talenta that provided aid to all travelers. Dhurinda was a renowned chef among them who, for years, secretly poisoned and killed those he deemed evil.

Deadly hospitality. The black dogs learn to manipulate their dragonmark to create and administer poison. As a full round action, they can magically transfer poisons that they are carrying to non-magical food or drink that they can see within 30 feet.

Vigilante house. The black dogs have their own loose vigilante organization formed around mentors and students. They are officially condemned by House Ghallanda and those that are discovered are typically excoriated.



BLACK DOG

Small humanoid (halfling), any alignment

Armor Class 15 (leather armor)

Hit Points 66 (12d6 + 24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	12 (+1)	12 (+1)	15 (+2)

Saving Throws Dex +7, Cha +4

Skills Deception +8, Insight +4, Sleight of Hand +10, Stealth +7

Damage Resistances Poison

Senses Passive Perception 14

Languages Common, Halfling, one additional language

Challenge 5 (1,800 xp)

Lucky. When the black dog rolls a 1 for an attack, ability check, or saving throw, it can reroll the die and must use the new roll.

Brave. The black dog has advantage on saving throws against being frightened.

Evasion. If the black dog is subjected to an effect that allows it to make a Dexterity saving throw to take half damage, it takes no damage if it succeeds and half damage if it fails.

Halfling Nimbleness. The black dog can move through the space of any creature that is a size larger than it is.

Innate Spellcasting. The black dog's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *friends*, *mage hand*, *prestidigitation*

3/day: *sanctuary*

1/day: *purify food and drink*, *unseen servant*

Poisoner's Hand. When the black dog uses *mage hand*, the hand is invisible. It may use its *mage hand* to make Dexterity (Sleight of Hand) checks and ability checks with a poisoner's kit.

Naturally Stealthy. The black dog can attempt to hide even when obscured only by a creature at least one size larger than it.

Sneak Attack. Once per turn, the black dog deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the black dog that isn't incapacitated and the black dog doesn't have disadvantage on the attack roll.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage and the target must make a DC 13 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much damage on a successful one.

REACTIONS

Enhance Poison (3/day). As a reaction when the black dog is the target of an attack by an enemy that has been damaged by the black dog's poison, the attacker must succeed at a DC 13 Constitution saving throw or be *poisoned* until the end of its next turn.

DRAGONTAIL VETERAN

Mercenary support. The dragontails are a mercenary arm of House Ghallanda that hired out to the combatants in the Last War and provided a variety of support services to their soldiers, occasionally fighting alongside them. With the end of the last war, these veterans are still finding their way in a post-war Khorvaire.

DRAGONTAIL VETERAN

Small humanoid (halfling), any alignment

Armor Class 15 (chain shirt)

Hit Points 39 (6d6 + 18)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	16 (+3)	11 (+0)	14 (+2)	12 (+1)

Saving Throws Con +5, Cha +3

Skills Athletics +3, Insight +4, Perception +4, Survival +4

Senses Passive Perception 14

Languages Common, Halfling, one additional language

Challenge 1 (200 xp)

Lucky. When the veteran rolls a 1 on the d20 for an attack roll, ability check, or saving throw, it can reroll the die and must use the new roll.

Brave. The veteran has advantage on saving throws against being frightened.

Halfling Nimbleness. The veteran can move through the space of any creature that is a size larger than it is.

Helpful Hand. The veteran can take the Help action as a bonus action on each of its turns, provided that the creature it is aiding is within 5 feet of it.

Naturally Stealthy. The veteran can attempt to hide even when obscured only by a creature that is at least one size larger than it.

ACTIONS

Multiattack. The dragontail veteran makes two melee or ranged attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage

REACTIONS

Parry. The veteran adds 2 to its AC against one melee attack that would hit it. To do so, the veteran must see the attacker and be wielding a melee weapon.

GHALLANDA INNKEEPER

Ever hospitable. A typical innkeeper of the house goes out of the way to provide a welcome environment to those who need it. Sometimes, this just means listening. Other times, it means making recommendations and performing small, but meaningful, favors. As a result, members of the house tend to collect gossip and favors and are often able to call on the assistance of others.

GHALLANDA INNKEEPER

Small humanoid (halfling), any alignment

Armor Class 12

Hit Points 18 (4d6 + 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	12 (+1)	12 (+1)	15 (+2)

Skills Insight +3, Perception +3, Persuasion +4

Senses Passive Perception 13

Languages Common, Halfling, one additional language

Challenge 1/8 (25xp)

Lucky. When the innkeeper rolls a 1 on the d20 for an attack roll, ability check, or saving throw, it can reroll the die and must use the new roll.

Brave. The innkeeper has advantage on saving throws against being frightened.

Halfling Nimbleness. The innkeeper can move through the space of any creature that is of a size larger than it is.

Innate Spellcasting. The innkeeper's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *friends, guidance, prestidigitation*

1/day: *calm emotions, purify food and drink, unseen servant*

Naturally Stealthy. The innkeeper can attempt to hide even when obscured only by a creature that is at least one size larger than it.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

HOST'S BADGE

Wondrous Item, uncommon

requires attunement by a halfling with the Mark of Hospitality

This badge bears the seal of House Ghallanda. When you wear this badge, if someone within 60 feet of you seeks your attention, you have advantage on Wisdom (Insight) checks to understand their desires.

MARRIN D'GHALLANDA

A friendly ear that hears all. Marrin is not an innkeeper or a bartender, but he is a fixture in the Ghallanda taverns of Sharn. He's everyone's friend – a confidante, a shoulder to cry on, and someone you know will listen without judging.

He's also one of the most well-informed people in Sharn. In addition to collecting the stories of his countless friends, he also collects the rumors heard by bartenders across Sharn and is in a unique place to put together the disparate pieces that he has access to. Inquisitives, spies, and reporters will seek Marrin out when they know they are missing a piece of a larger puzzle, but they are cautious in doing so, as it means that they are giving him their hard-earned secrets.

Thus far, Marrin has proved almost strangely trustworthy. He won't give away an individual's secrets if they ask him for discretion. Instead, he draws conclusions based upon his broad information network. That's not to say that he doesn't occasionally get into a tight spot. When he finds himself unable to talk his way out of a sticky situation, he has been known to use a *bag of tricks* as a distraction.

MARRIN D'GHALLANDA

Small humanoid (halfling), lawful neutral

Armor Class 14 (studded leather)

Hit Points 45 (10d6 + 10)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	18 (+4)	14 (+2)	18 (+4)

Saving Throws Dex +4, Cha +6

Skills Deception +6, Insight +6, Investigation +8, Perception +6, Performance +6, Persuasion +6

Senses Passive Perception 16

Languages Common, Gnome, Halfling, Elvish

Challenge 2 (450 xp)

Lucky. When Marrin rolls a 1 on the d20 for an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

Brave. Marrin has advantage on saving throws against being frightened.

Halfling Nimbleness. Marrin can move through the space of any creature that is of a size larger than he is.

Naturally Stealthy. Marrin can attempt to hide even when obscured only by a creature that is at least one size larger than he is.

Spellcasting. Marrin is a 6th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Marrin knows the following bard spells:

Cantrips (at will): *friends, mage hand, message, prestidigitation*
1st level (4 slots): *charm person, comprehend languages, feather fall, sleep, speak with animals*

2nd level (3 slots): *calm emotions, detect thoughts, locate object, zone of truth*

3rd level (3 slots): *clairvoyance, Leomund's tiny hut, tongues*

ACTIONS

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 6 (1d8 + 2) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

REACTIONS

Uncanny Deduction. Marrin imposes disadvantage on one attack that would hit him. To do so, he must see the attacker and have listened to the attacker speaking for at least 1 minute since Marrin's last long rest. If the attack misses Marrin, Marrin has advantage on his next melee attack against the attacker before the end of his next turn.

THE MARK OF MAKING: HOUSE CANNITH

The members of House Cannith include artificers, inventors, tinkers, engineers, alchemists, smiths, and carpenters.

The Ssoils of war. House Cannith reaped tremendous profits and power by supplying equipment, troops, weapons, vehicles, and even fortresses to nearly every side in the Last War. The Day of Mourning, however, destroyed their leadership, base of operations, and major facilities in Cyre, splintering the House into three factions.

The guilds of the makers. House Cannith runs the Fabricators Guild and the Tinkers Guild.

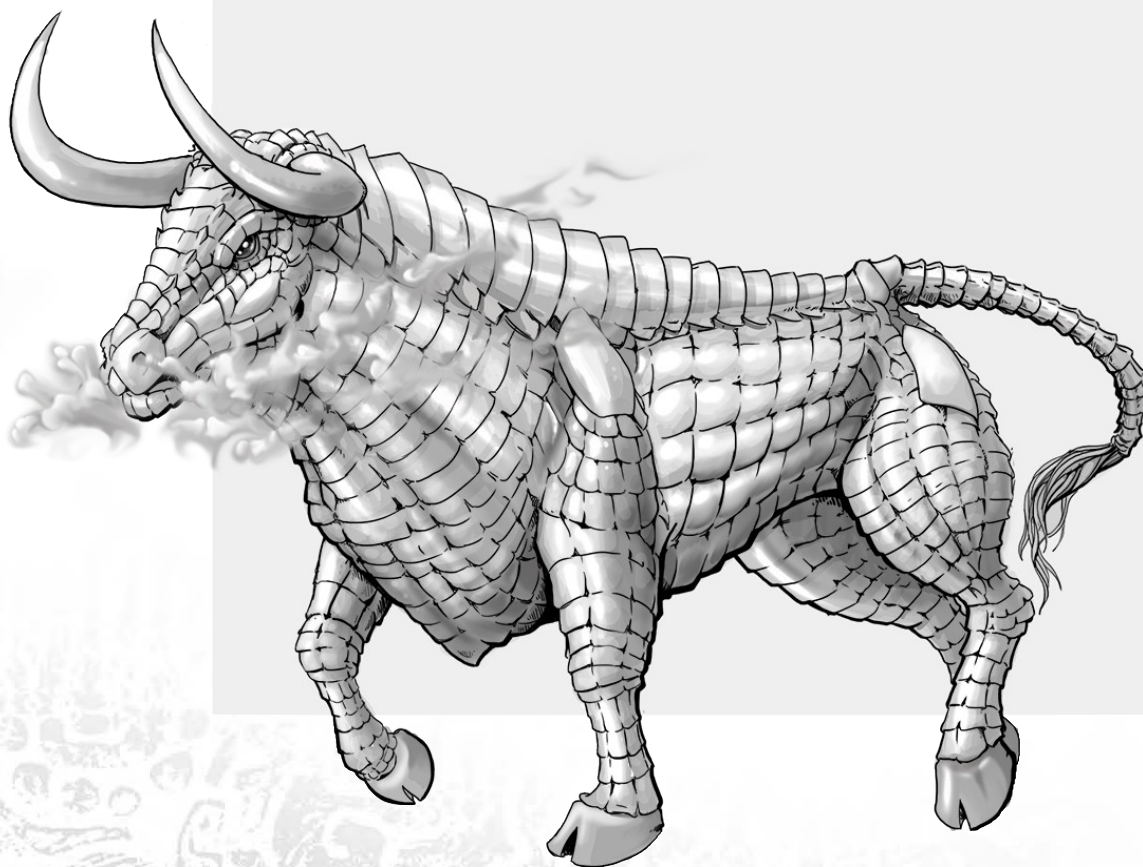
Construct creators. As the primary source of modern constructs and the creators of the warforged, House Cannith employs constructs in a wide variety of roles. Any of the homunculi in

Creatures and Constructs might be used by a member of the House. While warforged cannot be actual members of House Cannith, they can often be found in its employ.

THE MARK OF MAKING

Intuition Dice. When NPCs with the Mark of Making make an Intelligence (Arcana) check or an ability check involving artisan's tools they can roll one Intuition die (a d4) and add the number rolled to the check.

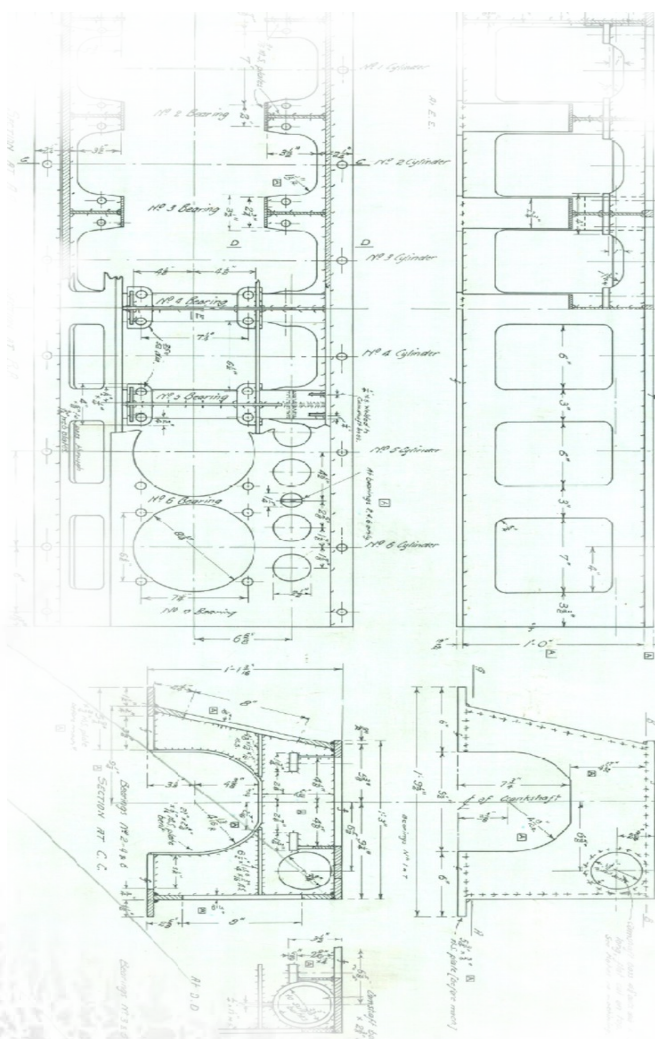
Innate Spellcasting. The maker's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no material components:
at will: *mending*
1/day: *magic weapon* (duration of 1 hour without requiring concentration)



CANNITH RESEARCHER

Mad genius. The researcher spends most of its time in shut away in a lab working on their pet project which they are sure will be a major breakthrough for the House. They might be right, but their lab might explode first.

Not a people person. The researcher would rather use magic to charm someone than persuade them and would read their mind before asking them what they want. It might be rude, but the researcher is busy and such methods are much more efficient than pointless pleasantries.



CANNITH RESEARCHER

Medium humanoid (human), any alignment

Armor Class 12 (15 with Mage Armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+2)	19 (+4)	14 (+2)	9 (-1)

Saving Throws Int +7, Wis +5

Skills Arcana +7, Investigation +7, Medicine +5

Senses Passive Perception 12

Languages Common, Draconic, Gnomish, Goblin

Challenge 7 (2,900 xp)

Countermeasures (3/Day). The researcher can *counterspell* a spell cast from a magic item without expending a spell slot.

Experimental prototypes (3/Day). As a bonus action the researcher can use one of its prototype inventions. Roll 1d8:

- 1 The researcher gains 21 (6d6) temporary hit points.
- 2 The researcher regains 1d6 levels worth of spell slots.
- 3 The researcher casts one of its cantrips.
- 4 Attacks against the researcher are made at disadvantage until the end of the researcher's next turn.
- 5 The researcher teleports to a space it can see within 20 feet.
- 6 The researcher's spell save DC becomes 17 until the end of its next turn.
- 7 The researcher is *poisoned* until the end of its next turn. Reroll.
- 8 The invention fails and nothing happens.

Spellcasting. The researcher is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *light*, *mage hand*, *mending*, *mold earth*, *shocking grasp*

1st level (4 slots): *charm person*, *mage armor*, *shield*, *Tasha's hideous laughter*, *Tenser's floating disk*

2nd level (3 slots): *enlarge/reduce*, *magic weapon*, *shatter*

3rd level (3 slots): *counterspell*, *fireball*

4th level (3 slots): *fabricate*, *Otiluke's resilient sphere*, *sickening radiance*

5th level (1 slot): *animate objects*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Alchemical Splash (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 10/20 ft., one target. Hit: 13 (2d12) acid damage and 10 (3d6) damage of a random type within a 5 ft. radius. Roll 1d6 to determine damage type: 1-2 acid, 3-4 fire, 5 lightning, 6 cold.

Shocking Grasp. *Melee Spell Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 9 (2d8) lightning damage and the target can't take reactions until the start of its next turn. The researcher has advantage on its attack roll if the target is wearing metal armor.

REACTIONS

Disrupt Item. The researcher imposes disadvantage against one melee attack that would hit it. To do so, it must see the attacker and the attacker must be wielding a magic weapon.

CANNITH WAND ADEPT

Wandcrafter. Cannith wand adepts are skilled in crafting wands as well as using them. When they craft a wand, it takes a quarter of the normal time, and it costs them half as much of the usual gold.

Arsenal. In addition to the abilities listed below, wand adepts typically carry—and use—a variety of magical wands. A *wand of enemy detection* or *wand of web* would be a relatively likely choice for a wand adept attached to a small team, whereas one who is outfitted as artillery support might have a *wand of fireballs* or a similar item.



CANNITH WAND ADEPT

Medium humanoid (human), any alignment

Armor Class 16 (breastplate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	16 (+3)	13 (+1)	12 (+1)

Saving Throws Dex +5, Int +6

Skills Arcana +4, Investigation +4

Senses Passive Perception 11

Languages Common and two other languages

Challenge 5 (1,800 xp)

Wandcrafter. The wand adept is a 5th-level spellcaster. Its spell-casting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can cast the following spells, requiring no components other than a wand:

At will: *fire bolt*, *ray of frost*

3/day each: *magic missile*, *shield*

1/day each: *counterspell*, *fireball*, *lightning bolt*, *sleep*

Wand Focus. When making a ranged spell attack with a wand, the wand adept scores a critical hit on a 19 or a 20.

Wand Sniper (3/day). If a wand adept takes no movement on its turn before attacking, it can take advantage on a ranged spell attack using a wand.

ACTIONS

Wandslinging. The wand adept casts two cantrips or makes one wandstrike attack and casts one of its cantrips.

Wandstrike. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) force damage.

Fire Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.

Ray of Frost. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 9 (2d8) cold damage and the target's speed is reduced by 10 feet until the start of the wand adept's next turn.

DRAGONMARKED ARTIFICER

Mage and maker. Artificers are engineers and crafters that specialize in the creation of temporary magic items. As artisans, they supplement their mundane skills with magic. Artificers often create or maintain magical items, but they can apply their skills to creations of all types, magical or otherwise.

DRAGONMARKED ARTIFICER

Medium humanoid (human), any alignment

Armor Class 14 (enhanced studded leather armor)

Hit Points 32 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	15 (+2)	13 (+1)	10 (+0)

Saving Throws Con +3, Int +4

Skills Arcana +4, Investigation +4

Senses Passive Perception 11

Languages Common, Gnomish

Challenge 1 (200 xp)

Spellcasting. The artificer is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following artificer spells prepared:

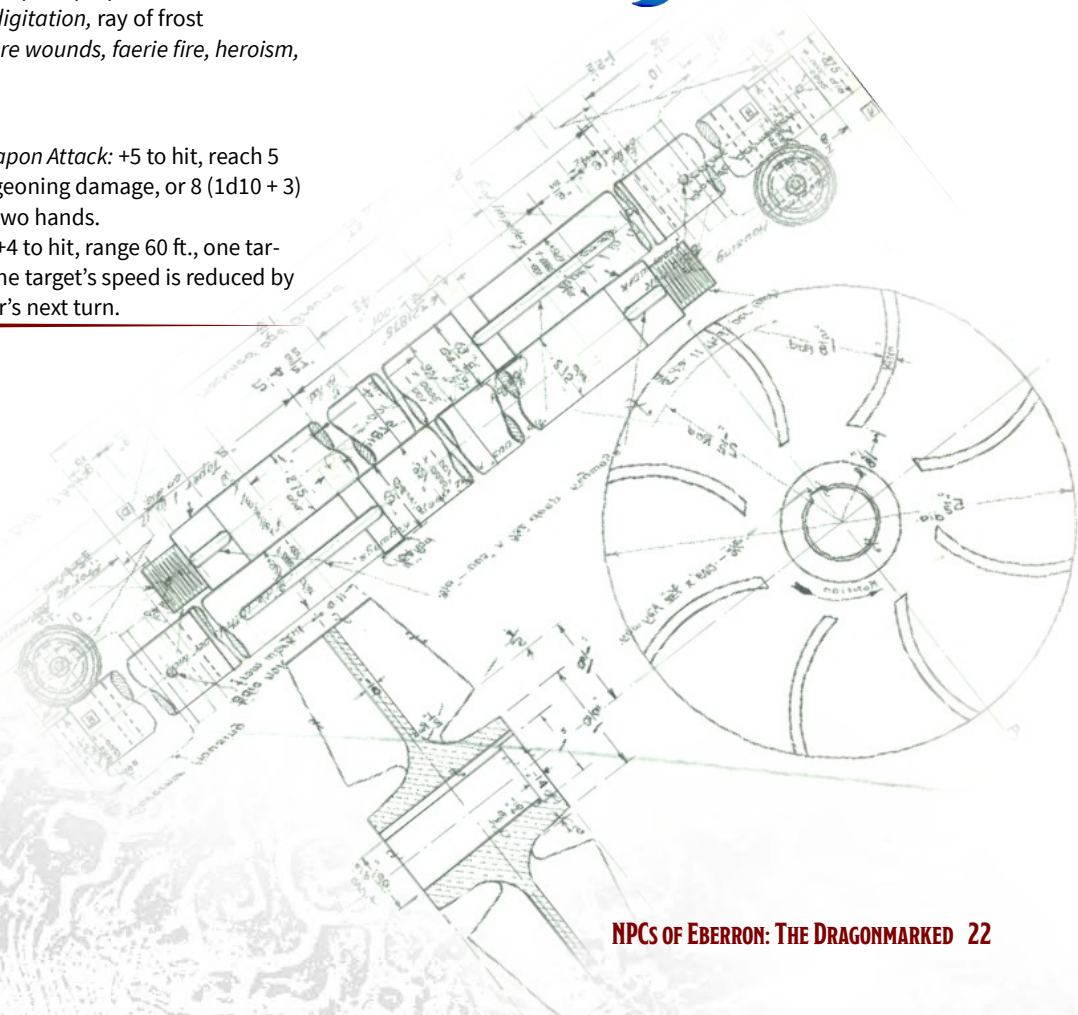
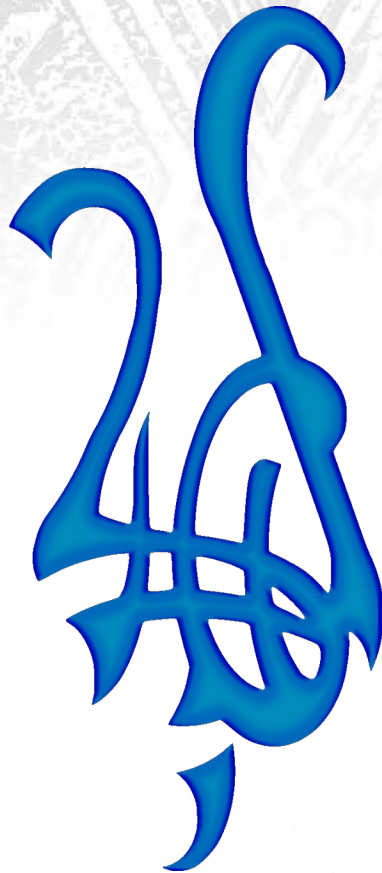
Cantrips (at will): *mending*, *prestidigitation*, *ray of frost*

1st-level (3 slots): *detect magic*, *cure wounds*, *faerie fire*, *heroism*, *shield*

ACTIONS

Enhanced Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands.

Ray of Frost. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 4 (1d8) cold damage and the target's speed is reduced by 10 feet until the start of the artificer's next turn.



KELTON D'CANNITH

Appreciation and appraisal. Despite their natural talent, not all of the dragonmarked of House Cannith are interested in inventing and building. Kelton was always more interested in the history of craft, and his studies were encouraged by his family in the direction of archeology and lost sciences.

Giants and goblins. Much of Kelton's work has been focused on the ancient lost magic of the giants of Xen'drik, but he has become intrigued of late with the metallurgy of the Dhakaani Empire. He is currently planning a research expedition to the Dhakaani ruins under Sharn.

Kelton is a large man who looks more like a laborer than an academic. He cares little about aesthetics, but is very concerned with how things are made. His clothes and equipment may not look like much, but they are inevitably either handmade for him using the best materials and techniques available or enduring artifacts of unsurpassed design. He often has several magic items on him that vary with whatever his current project is, though he always carries a spellshard that contains various ritual spells that may be useful in his studies including *detect magic*, *comprehend languages*, *identify*, and *unseen servant*.

KELTON D'CANNITH

Medium humanoid (human), neutral

Armor Class 11 (reinforced clothing, 13 with *mage armor*)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	14 (+2)	16 (+3)	14 (+2)	8 (-1)

Saving Throws Dex +2, Int +5

Skills Athletics +5, Arcana +5, History +7, Investigation +5, Religion +5

Senses Passive Perception 12

Languages Common, Dwarf, Giant, Goblin

Challenge 3 (700 xp)

Cunning Action. On each of his turns, Kelton can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack. Once per turn, Kelton deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Kelton's that isn't incapacitated and Kelton doesn't have disadvantage on the attack roll.

Spellcasting. Kelton is a 3rd-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *light*, *mage hand*, *mending*, *fire bolt*

1st-level (4 slots): *charm person*, *identify*, *mage armor*, *shield*

2nd-level (2 slots): *locate object*, *magic weapon*, *shatter*

Armor appraisal. As a bonus action, Kelton can make an Investigation check with a DC equal to the armor class of a creature he can see within 30 feet who is wearing armor. If this check is successful, Kelton has advantage on his next attack against that creature before the end of his next turn.

ACTIONS

Multiattack. Kelton makes two attacks, one with his scimitar and one with his dagger.

Scimitar +1. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 +4) slashing damage.

Adamantine dagger +1. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. Any successful attack made against an object is a critical hit.

Fire Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage.

THE MARK OF PASSAGE: HOUSE ORIEN

Today, House Orien is probably most famous for running the lightning rail, but this group of couriers has borne the Mark of Passage for almost three millenia.

Caravans and couriers. The house runs two guilds: the courier guild and the transportation guild. In addition to the lightning rail, the latter maintains the trade roads and runs caravans that cross Khorvaire.

The lightning rail. The first lightning rail was built as a joint effort between House Cannith and Zil elemental binders. Operated by House Orien, it dominated travel in Khorvaire until the Day of Mourning severed the lines running through Cyre. Between that and the recent development of airships, House Orien is facing serious competition in the area of travel from House Lyrandar.

Looking to the future. Partly in response to the increased competition it faces, the house is heavily investing in teleportation research in the hopes of expanding its teleportation business, which is currently a luxury service with limited availability.

THE MARK OF PASSAGE

Intuition Dice. When NPCs with the Mark of Passage make a Dexterity (Acrobatics) check or an ability check involving a land vehicle they can roll one Intuition die (a d4) and add the number rolled to the check.

Improved Movement. Those with the Mark of Passage have a base walking speed of 35 feet.

Innate Spellcasting. The dragonmarked heir's innate spellcasting ability is Dexterity. It can innately cast the following spells, requiring no material components: 1/day: *misty step*



BLADE OF ORIEN

Unicorn's Horn. The Blades of Orien are the elite martial soldiers of the house, who have trained to use the teleportation abilities granted by their dragonmarks to aid in combat. They are often found guarding caravans or the lightning rail.

BLADE OF ORIEN

Medium humanoid (human), any alignment

Armor Class 20 (plate and shield)

Hit Points 117 (18d8 + 36)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	10 (+0)	15 (+2)	10 (+0)

Saving Throws Str +7, Dex +5

Skills Acrobatics +5, Athletics +7, Intimidate +3, Perception +5

Senses Passive Perception 15

Languages Common

Challenge 8 (3,900 xp)

Innate Spellcasting. The blade's innate spellcasting ability is Dexterity (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day: *misty step*

1/day: *blink*, *expeditious retreat*, *dimension door*, *jump*

Orien's Grasp (1/short or long rest). As a bonus action the blade can teleport an object it can see to its hand. The object must be within 30 feet of the blade and weigh under 5 lbs. If the object is held by a creature, this ability fails if that creature succeeds at a DC 13 Charisma saving throw.

Second Wind (1/Short or Long Rest). As a bonus action, the blade can regain 15 hit points.

Sudden Inertia. When the blade teleports, its melee weapon attacks each deal an additional 4 (1d8) force damage until the beginning of its next turn.

ACTIONS

Multiattack. The blade makes three melee attacks, one of which may be a step attack, if it has recharged.

Longsword +1. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

Step Attack (Recharge 5-6). *Melee Weapon Attack:* +8 to hit, reach 40 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage and 9 (2d8) force damage, or 10 (1d10 + 5) slashing damage and 9 (2d8) force damage if used with two hands, and the blade teleports to a space adjacent to the target.

DRAGONMARKED COURIER

Sending a message. Before House Sivs set up the speaking stone network, House Orien ran a Khorvair-wide postal service. Orien couriers still deliver packages, as well as serving as swift message carriers within cities.

DRAGONMARKED COURIER

Medium humanoid (human), any alignment

Armor Class 14 (leather)

Hit Points 27 (5d8 + 5)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	9 (-1)	14 (+2)	12 (+1)

Saving Throws Str +3, Dex +5

Skills Acrobatics +5, Athletics +3, Perception +4, Persuasion +3

Senses Passive Perception 14

Languages Common

Challenge 1 (200 xp)

Lightfooted. The courier can take the Dash or Disengage action as a bonus action on each of its turns.

ACTIONS

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 7 (1d8 + 3) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

REACTIONS

Parry. The courier adds 2 to its AC against one melee attack that would hit it. To do so, the courier must see the attacker and be wielding a melee weapon.



TRAILBLADE

*Weapon (scimitar), rare
requires attunement by a human with the Mark of Passage*

You gain a +1 bonus to attack and damage rolls made with this magic weapon. This weapon scores a critical hit against plants on a 19 or 20. When you use this weapon to clear a path you may ignore difficult terrain caused by plants.

ORIEN TRAILBLAZER

Laying down new paths. The trailblazers of House Orien lay down new paths for the lightning rail and determine new caravan routes. Since the end of the Last War, they have been occupied with attempts to reroute around the Mournland.

ORIEN TRAILBLAZER

Medium humanoid (human), any alignment

Armor Class 14 (studded leather armor)

Hit Points 60 (8d8 + 24)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	16 (+3)	10 (+0)	14 (+2)	8 (-1)

Saving Throws Str+3, Con +5

Skills Athletics +3, Nature +2, Perception +4, Stealth +4, Survival +6

Senses Passive Perception 14

Languages Common

Challenge 3 (700 xp)

Brave. The trailblazer has advantage on saving throws against being frightened.

Cunning Action. On each of its turns, the trailblazer can use a bonus action to take the Dash, Disengage, or Hide action.

Keen Hearing and Sight. The trailblazer has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Sneak Attack. Once per turn, the trailblazer deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the agent that isn't incapacitated and the agent doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The trailblazer makes two melee attacks or two ranged attacks.

Trailblade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

RISCHELA D'ORIEN

The way forward. Magic has always come easy to Rischela. After studying at the Arcanix, she headed directly to House Orien's teleportation research division.

Rischela sees a future in which teleportation circles between major cities are in regular use, but she is skeptical as to whether it is the primary way forward for her house if they are to successfully compete with House Lyrandar's growing fleet of airships. Instead, she sees a future for the lightning rail cutting travel times dramatically through a combination of increasing speed and developing shortcuts through either Khyber or interplanar travel.

Few in the house see eye-to-eye with her, thinking her plan is far too dangerous and unstable. As a result, Rischela spends a good bit of time on teleportation research, but she would be eager to serve as a patron for enterprising trailblazers who believe they could find a short path from one end of Khorvaire to the other through Khyber... or elsewhere. After one too many interplanar trips to an inhospitable environment, Rischela has taken to wearing a *necklace of adaptation*. She often has spell scrolls for spells relevant to her research, such as *rope trick*, *Leomund's secret chest*, or *dimension door*.

Rischela has a familiar named Farskil – a fey creature that typically takes the form of a bright-yellow, foot-long gecko.

RISCHELA D'ORIENT

Medium humanoid (human), chaotic neutral

Armor Class 12 (15 with *mage armor*)

Hit Points 78 (12d8 + 24)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	19 (+4)	10 (+0)	13 (+1)

Saving Throws Int +5, Wis +3

Skills Acrobatics +5, Arcana +7, Deception +4, Investigation +7

Senses Passive Perception 10

Languages Common, Giant, Gnome

Challenge 5 (1,800 xp)

Spellcasting. Rischela is a 9th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *mending*, *mage hand*, *message*, *prestidigitation*

1st level (4 slots): *expeditious retreat*, *mage armor*, *shield*

2nd level (3 slots): *detect thoughts*, *levitate*, *misty step*

3rd level (3 slots): *blink*, *dispel magic*, *fireball*, *haste*

4th level (3 slots): *banishment*, *conjure minor elemental*, *freedom of movement*

5th level (1 slot): *telekinesis*, *teleportation circle*

ACTIONS

Spell Prodigy. Rischela casts a spell with a casting time of 1 action or less and uses her *force bolt*.

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage and 3 (1d6) fire damage or 5 (1d8 + 1) bludgeoning damage and 3 (1d6) fire damage if wielded with two hands.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

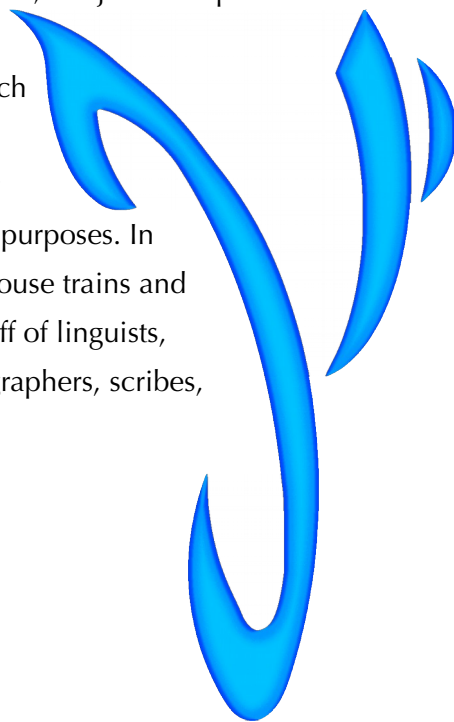
Force bolt. *Ranged Spell Attack:* +7 to hit, range 20 ft., one target. *Hit:* 18 (4d6 + 4) force damage and the target must succeed at a DC 15 Strength saving throw or be pushed back 10 feet.



THE MARK OF SCRIBING: HOUSE SIVIS

The gnomes of House Sivis bear the Mark of Scribing, providing them with power over language and words.

A range of services. House Sivis is, perhaps, best known for its speaking stone network, which allows for long-distance communication between message stations. Their services as magical notaries, however, are just as important to civilization in Khorvaire, which depends upon House Sivis for authentication purposes. In addition, the house trains and maintains a staff of linguists, printers, cartographers, scribes, and lawyers.



THE MARK OF SCRIBING.

Intuition Dice. When a gnome with the Mark of Scribing makes an Intelligence (History) check or an ability check using calligrapher's supplies, they can roll one Intuition die (a d4) and add the number rolled to the check.

Innate Spellcasting. The gnome's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no material components:
at will: *message*
3/day: *comprehend languages*
1/day: *magic mouth*

OVERSIGHT AGENT

Keeping the secrets safe. Without a reputation for absolute impartiality, confidentiality, and discretion of the communication and authentication services provided by House Sivis would not be trusted as they are. Oversight is the security arm of House Sivis, engaged in both internal affairs and protecting the house against external espionage.

OVERSIGHT AGENT

Small humanoid (gnome), any alignment

Armor Class 14 (leather)

Hit Points 66 (12d6 + 24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Dex +5, Int +4

Skills Deception +4, Insight +7, Intimidation +4, Investigation +5, Perception +5, Stealth +5

Senses Darkvision 60 ft., Passive Perception 15

Languages Common, Gnomish, Elvish, one additional language

Challenge 3 (700 xp)

Gnome Cunning. The agent has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Cunning Action. On each of its turns, the agent can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the agent is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the agent instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Scribe Sense (3/day). As a bonus action, the agent can sense the location of anyone within 30 feet who is marked with the Mark of Scribing.

Sneak Attack. Once per turn, the agent deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the agent that isn't incapacitated and the agent doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The agent makes two melee attacks.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

SIVIS SCRIBE

A way with words. House Sivil is filled with scribes, linguists, and others who make their living as masters of language. Those dragonmarked who have spent time operating speaking stones have been specially trained to be able to pass on a message without remembering it, in order to preserve confidentiality.

SIVIS SCRIBE

Small humanoid (gnome), any alignment

Armor Class 12

Hit Points 18 (4d6 + 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	16 (+3)	14 (+2)	12 (+1)

Skills History +5, Insight +4, Perception +4

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Gnomish, Dwarvish, Goblin

Challenge 1/8 (25xp)

Gnome Cunning. The scribe has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Innate Spellcasting. The scribe's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

at will: *message*

3/day: *comprehend languages*, *illusory script*

1/day: *magic mouth*, *sending*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

SIVIS WORDSMITH

Tasker's Dream. Tasker Torralyn d'Sivil was the inventor of the Sivil speaking stones, dragonmark focus items that permit long-distance communication. In his name, Tasker's Dream was formed as a think tank within House Sivil that focuses on new forms of linguistic magic, including research into the dragonmarks and the Draconic Prophecy. The wordsmiths of Tasker's Dream are field agents who focus on seeking out secrets of the Prophecy.

SIVIS WORDSMITH

Small humanoid (gnome), any alignment

Armor Class 16 (breastplate)

Hit Points 91 (14d6 + 42)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	16 (+3)	18 (+4)	13 (+1)	14 (+2)

Saving Throws Int +7, Wis +4

Skills Arcana +6, History +6, Religion +6, Persuasion +5

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Gnomish, Draconic, Elvish, Goblin

Challenge 7 (2,900 xp)

Gnome Cunning. The wordsmith has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Spellcasting. The wordsmith is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *minor illusion*, *message*, *prestidigitation*

1st level (4 slots): *comprehend languages*, *detect magic*, *protection from evil and good*, *shield*

2nd level (3 slots): *shatter*, *silence*, *suggestion*

3rd level (3 slots): *counterspell*, *Melf's minute meteors*, *sending*, *tongues*

4th level (1 slot): *banishment*, *confusion*

Fast Talker. When the wordsmith uses its thunderous word or word of restraint, it may attack with its wordless blade or cast a cantrip as a bonus action.

ACTIONS

Wordless Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and 7 (2d6) psychic damage and the target must succeed on a DC 15 Charisma saving throw or be affected as if it were in the area of effect of a *silence* spell until the end of its next turn.

Thunderous Word (Recharge 5-6). The wordsmith speaks a word of power. Each creature other than the wordsmith in a 10-foot radius must make a DC 15 Constitution saving throw, taking 26 (4d12) thunder damage on a failed saving throw, or half as much damage on a successful one. Creatures that fail the save are pushed 10 ft. away from the wordsmith.

Word of Restraint (Recharge 5-6). *Ranged Spell Attack:* +7 to hit, range 30 ft., one target that can hear the wordsmith. *Hit:* 31 (6d8 + 4) psychic damage. A target that understands a language must succeed on a DC 15 Intelligence saving throw or be restrained for 1 minute. The target repeats the save at the end of each of its turns, ending the effect on a success.

REACTIONS

Word of Negation. The wordsmith adds 3 to its AC against one weapon attack that would hit it. To do so, the wordsmith must see the attacker and be able to speak.

WORDLESS BLADE

Weapon (shortsword), very rare
requires attunement by a gnome with the Mark of Scribing

While wielding this sword, you gain a +1 bonus to attack and damage rolls. A creature hit by this sword must succeed on a Charisma saving throw or be affected as if it were in the area of effect of a *silence* until the end of its next turn. The saving throw DC is based on the wielder's Intelligence.

EVKIT D'SIVIS

Scribing the world. Unlike many in House Sivils, Ekvit never appreciated the inside of a library. On the many occasions throughout his childhood that he was forced to spend time in one, he would open up atlases and travel journals to escape. Now, Ekvit is one of the leading cartographers of House Sivils. He will often sponsor expeditions to poorly mapped areas and could easily serve as a patron for PCs.

THUNDERSLING

Weapon (sling), very rare
requires attunement by a gnome with the Mark of Scribing

When you hit with this ranged weapon, all creatures within 5 feet of the target must succeed on a DC 15 Constitution saving throw or take 2d8 thunder damage. Those who succeed on the saving throw take half damage.

EVKIT D'SIVIS

Small humanoid (gnome), chaotic good

Armor Class 15 (studded leather armor)

Hit Points 91 (14d6 + 42)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	16 (+3)	14 (+2)	16 (+3)	13 (+1)

Saving Throws Str +4, Dex +6

Skills Investigation +5, History +5, Nature +5, Perception +6, Stealth +6, Survival +6

Senses Darkvision 60 ft., Passive Perception 16

Languages Common, Draconic, Giant, Gnomish, Goblin

Challenge 5 (1,800 xp)

Gnome Cunning. Ekvit has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Cunning Action. On each of his turns, Ekvit can use a bonus action to take the Dash, Disengage, or Hide action.

Keen Sight. Ekvit has advantage on Wisdom (Perception) checks that rely on sight.

Sneak Attack. Once per turn, Ekvit deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of his that isn't incapacitated and Ekvit doesn't have disadvantage on the attack roll.

Spellcasting. Ekvit is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He has the following ranger spells prepared:

1st level (4 slots): *comprehend languages*, *hunter's mark*, *speak with animals*

2nd level (2 slots): *animal messenger*, *locate object*

ACTIONS

Multiattack. Ekvit makes three melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Thundersling. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage and all creatures within 5 ft. of the target must succeed on a DC 15 Constitution saving throw or take 9 (2d8) thunder damage, taking half damage on a successful save.

THE MARK OF SENTINEL: HOUSE DENEITH

House Deneith's dragonmark focuses on protection, making them enduring opponents in battle as well as excellent bodyguards.

Three Heads of the Chimera. House Deneith runs three major organizations in Khorvaire. The blademarks guild is continent's largest mercenary organization, and it provided soldiers to all sides in the Last War. The defenders guild focuses on bodyguard work, which often leverages the power of the Deneith dragonmark. Lastly, the sentinel marshals are bounty hunters who seek out criminals who have crossed the borders of the Five Nations.

THE MARK OF SENTINEL

Intuition Dice. When NPCs with the Mark of Sentinel makes a Wisdom (Insight) or Wisdom (Perception) check, they can roll one Intuition die (a d4) and add the number rolled to the check.

Innate Spellcasting. The sentinel's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no material components:
1/day: *shield*

Vigilant Guardian. If within 5 feet of a creature it can see that is hit with an attack, the sentinel can use its reaction to change places with the creature and be hit by the attack instead. Once it does so, it can not do so again until it completes a long rest.



DENEITH DEFENDER

The Watchful Eye. The defenders guild is made up entirely of well-trained members of House Deneith. Each of them carries a writ of the watchful eye, which documents both their skill and trustworthiness as a bodyguard.

DENEITH DEFENDER

Medium humanoid (human), any lawful alignment

Armor Class 17 (breastplate and shield)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	10 (+0)	16 (+3)	14 (+2)

Saving Throws Str +4, Wis +5

Skills Insight +5, Intimidation +4, Perception +5

Senses Passive Perception 15

Languages Common and one other language

Challenge 4 (1,100 xp)

Indomitable (1/Day). The defender rerolls a failed saving throw.

Innate Spellcasting. The defender's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no material components:

At will: *blade ward*

3/day each: *shield*, *warding bond*

Pack Tactics. The defender has advantage on an attack roll against a creature if at least one of the defender's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The defender makes three melee attacks.

Defender's Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands and the target has disadvantage on attacks against creatures other than the defender until the end of its next turn.

Shield Bash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

DEFENDER'S BLADE

Weapon (longsword), very rare

requires attunement by a human with the Mark of Sentinel

You gain a +1 bonus to attack and damage rolls made with this magic weapon. While you hit a creature with this weapon, it has disadvantage on attacks against creatures other than you until the end of its next turn.

GRAY BLADE

Soldier of the Blademark. The gray blades make up the bulk of the Blademarks Guild, the Deneith-run guild of mercenaries. New recruits start out as black blades. Gray blades can eventually become white blades or gold blades. Many of the higher ranks are actually members of the house rather than simply guild members.

GRAY BLADE

Medium humanoid (human), any alignment

Armor Class 13 (studded leather)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Str +4, Con +3

Skills Perception +2

Senses Passive Perception 12

Languages Common

Challenge 1/2 (100 xp)

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

REACTIONS

Parry. The gray blade adds 2 to its AC against one melee attack that would hit it. To do so, the gray blade must see the attacker and be wielding a melee weapon.

SENTINEL MARSHAL

The Arm of the Law. The sentinel marshals of House Deneith were empowered to enforce the law and cross borders by Galifar. These powers continue to be respected by the remnants of the Five Nations in the present day.

SENTINEL MARSHAL

Medium humanoid (human), any lawful alignment

Armor Class 17 (half-plate armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	15 (+2)	13 (+1)

Saving Throws Str +7, Con +6

Skills Insight +5, Intimidation +4, Investigation +6, Perception +5, Survival +5

Senses Passive Perception 15

Languages Common and one other language

Challenge 7 (2,900 xp)

Dedicated. The sentinel has advantage on Wisdom saving throws against being charmed or frightened.

ACTIONS

Multiattack. The sentinel makes three attacks with its maul or two attacks with its maul and one attack with its subdual strike.

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, plus 7 (2d6) bludgeoning damage if the marshal has more than half of its total hit points remaining.

Subdual Strike (Recharge 5-6). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage and the target must succeed at a DC 15 constitution saving throw or be stunned until the end of the sentinel's next turn.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.



BELDRAF D'DENEITH

The teaching blade. Beldraf spent years training young blademarks and has seen too many that he has trained – many of whom were his family members – die. He is a strong advocate of the use of mercenaries by House Deneith and has taken it upon himself to join the house efforts in Darguun in the hopes of once again recruiting goblinoid troops.

Beldraf has begun offering training at the Gathering Stone, the Deneith fortress outside of Rhukaan Draal, in the hopes of attracting more blademarks.

BELDRAF D'DENEITH

Medium humanoid (human), lawful neutral

Armor Class 15

Hit Points 82 (11d8 + 33)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	16 (+3)	15 (+2)

Saving Throws Str +6, Dex +5

Skills Athletics +5, History +3, Insight +6, Intimidation +5, Perception +6, Persuasion +5

Senses Passive Perception 16

Languages Common, Goblin

Challenge 5 (1,800 xp)

Fancy Footwork. Beldraf can take the Dodge or Disengage action as a bonus action on each of his turns.

Unarmored Defense. While Beldraf is wearing no armor and wielding no shield, his AC includes his Wisdom modifier.

ACTIONS

Multiattack. Beldraf makes three melee attacks with his longsword or two attacks with his longsword and one with his stunning strike.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Stunning Strike (Recharge 5-6). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage and the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of Beldraf's next turn.

THE MARK OF SHADOWS: HOUSES PHIARLAN AND THURANNI

The Mark of Shadows allows the dragonmarked elves who bear it to weave illusions and excel in areas of entertainment and stealth.

An ancient tradition. The Phiarlan have their roots in a group of bards and messengers who traveled between the elven clans during the revolt against the giants, tens of thousands of years ago. The Mark of Shadows appeared among this group much later, long after the elves had settled in Aerenal.

Escaping death. When the elves and dragons joined forces to eradicate the Mark of Death, the elves with the Mark of Shadows fled from Aerenal, concerned that they would be the next target. They settled in Khorvaire, where they formally became House Phiarlan.

Hiding in plain sight. Through the Entertainers and Artisans Guild, House Phiarlan has been the most significant artistic organization in the Five Nations. At the same time, the House has covertly run the Serpentine Table, its espionage branch. During the Last War, the Serpentine Table served all sides. The Shadow Schism. Toward the end of the Last War, the agents of the Serpentine Table were often found on multiple sides of a conflict. Eventually, this led to a split in House Phiarlan, causing House Thuranni to be created.

The Shadow Network. Unlike the Entertainers and Artisan Guild, House Thuranni does not accept outsiders as members. The house maintains the Shadow Network as its guild of performers and artists, but all its members are also spies or assassins. In espionage, House Thuranni is second to its parent house, but the Thuranni are more

open to assassinations than the Serpentine Table is and have, as such, become the premier guild of assassins in Khorvaire.

THE MARK OF SHADOWS

Intuition Dice. When NPCs with the Mark of Shadows make a Charisma (Performance) or a Dexterity (Stealth) check, they can roll one Intuition die (a d4) and add the number rolled to the check.

Innate Spellcasting. The elf's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

at will: *minor illusion*

1/day: *invisibility*



DRAGONMARKED ENTERTAINER

All the world's a stage. While they field spies and assassins, the elves bearing the Mark of Shadows have always been some of Eberron's greatest artists and performers as well.

DRAGONMARKED ENTERTAINER

Medium humanoid (elf), any alignment

Armor Class 13

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	10 (+0)	13 (+1)	12 (+1)	17 (+3)

Saving Throws Dex +5, Cha +5

Skills Acrobatics +5, Deception +7, Perception +3, Performance +7, Persuasion +5

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Elvish

Challenge 1/2 (100 xp)

Fey Ancestry. The entertainer has advantage on saving throws against being charmed, and magic can't put it to sleep.

Spellcasting. The entertainer is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *message*, *minor illusion*, *vicious mockery*

1st level (4 slots): *charm person*, *disguise self*, *faerie fire*, *silent image*

2nd level (2 slots): *invisibility*, *suggestion*

ACTIONS

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 7 (1d8 + 3) piercing damage.

PHIARLAN SPY

Eyes in the darkness. Both House Phiarlan and Thuranni have elaborate spy networks, but the Serpentine Table is far more established than its younger cousin. Spies of both houses are typically performers as well.

PHIARLAN SPY

Medium humanoid (elf), any alignment

Armor Class 16 (glamoured studded leather)

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	13 (+1)	14 (+2)	16 (+3)

Saving Throws Dex +5, Cha +5

Skills Acrobatics +5, Deception +7, Insight +4, Investigation +5, Perception +4, Performance +5, Stealth +7

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Elvish, two additional languages

Challenge 2 (450 xp)

Fey Ancestry. The spy has advantage on saving throws against being charmed, and magic can't put it to sleep.

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the spy is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the spy instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack. Once per turn, the spy deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.



Shadow Hunter

The shadow's blade. Though they tend to do their work quietly, the shadow hunters are the front-line fighters of House Thuranni and House Phiarlan. Due to their Shadow Sense ability, they have been used as internal police when necessary, and, since the Shadow Schism, they have occasionally been pitted against their counterparts from the opposite house with predictably devastating results for both sides.

Shadow Leather Armor

*Armor (studded leather), very rare
requires attunement by an elf with the Mark of Shadows*

Dappled shadows appear to slowly drift across the surface of this suit of armor. While wearing this armor, you gain a +1 bonus to AC. This armor acts as a dragonmark focus item. It allows the wearer to cast *invisibility* as an action while in dim light or darkness, and it permits the wearer's darkvision to pierce magical darkness as if it were normal darkness.



Shadow Hunter

Medium humanoid (elf), any alignment

Armor Class 17 (shadow leather armor)

Hit Points 104 (16d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	13 (+1)	14 (+2)	15 (+2)

Saving Throws Dex +8, Int +5

Skills Acrobatics +12, Deception +6, Perception +6, Performance +6, Sleight of Hand +8, Stealth +12

Damage Resistance Poison

Senses Darkvision 60 ft., Passive Perception 16

Languages Common, Elvish, one additional language

Challenge 9 (5,000 xp)

Fey Ancestry. The shadow hunter has advantage on saving throws against being charmed, and magic can't put it to sleep.

Innate Spellcasting. The shadow hunter's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

at will: *minor illusion*

3/day: *disguise self*, *darkness*, *invisibility*

1/day: *nondetection*

Darksight. The shadow hunter's darkvision can pierce magical darkness.

Cunning Action. On each of its turns, the hunter can use a bonus action to take the Dash, Disengage, or Hide action. It can take the Hide action even if it has no cover or is under observation.

Evasion. If the shadow hunter is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the spy instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack. Once per turn, the shadow hunter deals an extra 21 (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the shadow hunter that isn't incapacitated and the shadow hunter doesn't have disadvantage on the attack roll.

Shadow Sense (3/day). As a bonus action, the shadow hunter can sense the location of anyone within 30 feet who is marked with the Mark of Shadow.

ACTIONS

Multiattack. The shadow hunter makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and 10 (3d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and 10 (3d6) poison damage.

Shadow Strike (Recharge 5-6). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and 14 (4d6) psychic damage and the target must succeed on a DC 14 Charisma saving throw or be *blinded* until the end of its next turn.

THURANNI ASSASSIN

Lurking death. While House Phiarlan's Serpentine Table will use assassination as a tool on occasion, it is the primary weapon in the arsenal of the Thuranni Shadow Network. Thuranni assassins are rightly feared... by those who know of their existence.

THURANNI ASSASSIN

Medium humanoid (elf), any alignment (typically non-good)

Armor Class 16 (studded leather)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	12 (+1)	14 (+2)	14 (+2)	13 (+1)

Saving Throws Int +5, Dex +7

Skills Acrobatics +7, Deception +7, Perception +5, Stealth +10

Damage Resistances Poison

Senses Darkvision 60 ft., Passive Perception 15

Languages Common, Elvish, one additional language

Challenge 8 (3,900 xp)

Fey Ancestry. The assassin has advantage on saving throws against being charmed, and magic can't put it to sleep.

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Cunning Action. On each of its turns, the assassin can use a bonus action to take the Dash, Disengage, or Hide action. It can take the Hide action even if it has no cover or is under observation.

Sneak Attack. Once per turn, the assassin deals an extra 17 (5d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

REACTIONS

Shadow Dodge. The assassin halves the damage that it takes from an attack that hits it. The assassin must be able to see the attacker and be in an area of dim light or darkness.



SHIALI SHOL D'PHIARLAN

The dancing shadow. Shiali d'Phiarlan is one of the foremost entertainers in Fairhaven, known for her signature blending of dance and illusion.

Her public persona is that of artist who is single-minded in her focus upon her technique, and she has notoriously studied under a number of well-known Aundairan arcanists in her attempts to achieve technical perfection.

Behind the scenes, Shiali is a natural at using her powerful dragonmark and her illusions come to her far more easily than she lets on. Her studies provide her with cover for the fact that she is one of House Phiarlan's star spies when it comes to matters arcane.

Shiali rarely carries a weapon other than the occasional dagger (which often looks more ornamental than practical on her), preferring to look innocuous while relying on her magical talents. She typically wears clothes of *glamourweave*.

SHIALI SHOL D'PHIARLAN

Medium humanoid (elf), chaotic neutral

Armor Class 14

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	12 (+1)	14 (+2)	14 (+2)	18 (+4)

Saving Throws Con +3, Cha +6

Skills Acrobatics +8, Deception +6, Investigation +4, Performance +8, Stealth +6

Senses Darkvision 60 ft., Passive Perception 12

Languages Common, Draconic, Elvish

Challenge 2 (450 xp)

Fey Ancestry. Shiali has advantage on saving throws against being charmed, and magic can't put her to sleep.

Spellcasting. Shiali is a 6th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She has the following Sorcerer spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *message*, *minor illusion*, *prestidigitation*, *thunderclap*

1st level (4 slots): *disguise self*, *jump*, *silent image*

2nd level (3 slots): *detect thoughts*, *mirror image*, *spider climb*

3rd level (3 slots): *blink*, *major image*

Extended Spell (3/day). Shiali doubles the duration of one of her spells with a duration of 1 minute or longer to a maximum of 24 hours.

Shadow Dance. Shiali may begin dancing as a bonus action. Her dance lasts for 1 minute and ends early if she is restrained, grappled, or incapacitated, or if she chooses to end it. While dancing, Shiali gains the following benefits:

- She can cast spells without using verbal or somatic components
- She can take the Dash action or cast the *minor illusion* cantrip as a bonus action

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Fire Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.

THE MARK OF STORM: HOUSE LYRANDAR

The half-elves of House Lyrandar bear the Mark of Storm, allowing them control over the weather. They have used this to become both agriculturally indispensable and the foremost sailors of Eberron.

Children of Khorvaire. The half-elves first appeared after elves migrated to Khorvaire from Aerenal and mixed with the human population that was already there. It was the first bearers of the Mark of Storm who gathered the half-elves and called them the Khoravar, the children of Khorvaire, a race unto themselves.

Ships of wind and wave. Over the course of the Last War, the overland trade routes used by House Orien became more treacherous, and House Lyrandar's Windwrights Guild began to compete with its sea routes. Partnerships with elemental binders in Zilargo produced the elemental galleons and, eventually, airships. These allowed House Lyrandar to directly challenge Orien's dominance in shipping and transit.

THE MARK OF STORM

Intuition Dice. When NPCs with the Mark of Storm make a Dexterity (Acrobatics) check or an ability check involving navigator's tools, they can roll one Intuition die (a d4) and add the number rolled to the check.

Innate Spellcasting. The khoravar's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

at will: *gust*

1/day: *gust of wind*

Storm's Boon. NPCs with the Mark of Storm gain resistance to lightning damage.

SHIP CAPTAIN

Master of air and sea. Whether a seagoing vessel or an elemental-powered airship, a Lyrandar captain needs to balance leadership with personal competence, often serving a role that combines military leader, diplomat, and merchant.

SHIP CAPTAIN

Medium humanoid (half-elf), any alignment

Armor Class 14 (leather armor)

Hit Points 46 (7d8 +14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Dex +5, Cha +5

Skills Acrobatics +5, History +3, Perception +3, Persuasion +5

Damage Resistances Lightning

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Elvish, two additional languages

Challenge 2 (450 xp)

Fey Ancestry. The captain has advantage on saving throws against being charmed, and magic can't put it to sleep.

ACTIONS

Multiattack. The captain makes two melee or ranged attacks.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 8 (1d8 + 3) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 3) piercing damage.

REACTIONS

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

RAINCALLER

A glorious feeling. Members of the Raincallers Guild are focused on weather control and irrigation. They primarily work with farmers, but can also be called in whenever specific weather is needed in a particular area. Raincallers may have access to dragonmark focus items that enable them to use powerful *control weather* effects.

RAINCALLER

Medium humanoid (half-elf), any alignment

Armor Class 12 (leather, 16 with barkskin)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	14 (+2)	18 (+4)	16 (+3)

Saving Throws Int +5, Wis +6

Skills Nature +4, Perception +6, Persuasion +5, Survival +6

Damage Resistances Lightning

Senses Darkvision 60 ft., Passive Perception 15

Languages Common, Elvish, two additional languages

Challenge 3 (700 xp)

Fey Ancestry. The raincaller has advantage on saving throws against being charmed, and magic can't put it to sleep.

Spellcasting. The raincaller is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The raincaller has the following druid spells prepared:
Cantrips (at will): *druidcraft*, *gust*, *shape water*, *shillelagh*
1st level (4 slots): *charm person*, *create or destroy water*, *fog cloud*, *goodberry*
2nd level (3 slots): *barkskin*, *gust of wind*, *levitate*, *skywrite*, *warding wind*
3rd level (3 slots): *call lightning*, *plant growth*, *sleet storm*
4th level (1 slot): *conjure minor elementals*, *control water*, *ice storm*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit (+6 with *shillelagh*), reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage or 5 (1d8 + 1) bludgeoning damage if used with two hands or 8 (1d8 + 4) bludgeoning damage with *shillelagh*.

STORM SENTRY

The wrath of the storm. The storm sentries of House Lyrandar have mastered the martial applications of the Mark of Storm, using wind and lightning to supplement their formidable fighting skills. They can often be found leading guards on important Lyrandar vessels.

STORM SENTRY

Medium humanoid (half-elf), any alignment (usually chaotic)

Armor Class 18 (studded leather armor)

Hit Points 104 (16d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +7, Cha +6

Skills Acrobatics +7, Athletics +4, Perception +4, Persuasion +5

Damage Resistances Lightning

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Elvish, one additional language

Challenge 7 (2,900 xp)

Fey Ancestry. The storm sentry has advantage on saving throws against being charmed, and magic can't put it to sleep.

Innate Spellcasting. The storm sentry's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *gust*

3/day each: *gust of wind*, *shield*

1/day each: *feather fall*, *warding wind*

Lightfooted. The storm sentry can take the Dash or Disengage action as a bonus action on each of its turns.

Suave Defense. While the storm sentry is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier.

ACTIONS

Multiattack. The storm sentry makes two attacks with its rapier.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 8 (1d8 + 4) piercing damage and 13 (2d12) lightning damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

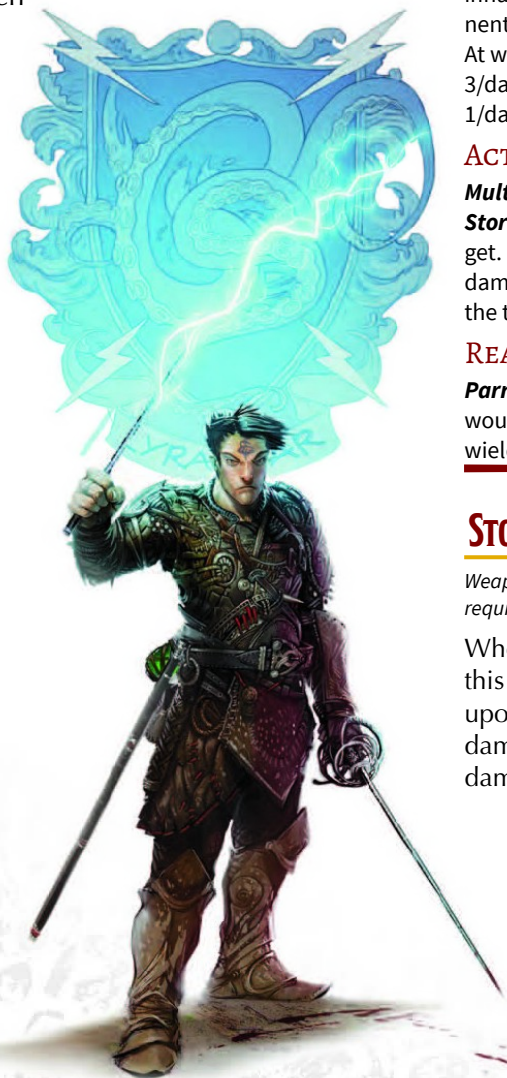
REACTIONS

Static Shield. When the storm sentry is hit with a melee attack by a creature within 5 feet, it may use its reaction to deal 6 (1d12) lightning damage to that creature.

PORTENT

A storm is coming. The Lyrandar captain known as Portent was a notorious pirate, preying on ships in the southern waters of Khorvaire during the last war. His uncanny ability to evade the steel krakens patrolling those waters gave rise to rumors that he was working for Cyre.

Today, other rumors surround Portent – it is said that he is one of the most prominent members of the Storm Front, a cult in House Lyrandar that worships the Devourer and believes that those with the Mark of Storm can be reborn as great krakens. Portent's elemental galleon now patrols the waters between Sharn and Stormreach with its crew of khoravar and sahuagin.



PORTENT

Medium humanoid (half-elf), lawful evil

Armor Class 15 (studded leather armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Str +6, Con +5

Skills Acrobatics +6, Athletics +6, Intimidation +6, Perception +5, Religion +4

Damage Resistances Lightning

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Elvish, Infernal, Sahuagin

Challenge 5 (1,800 xp)

Fey Ancestry. Portent has advantage on saving throws against being charmed, and magic can't put him to sleep.

Innate Spellcasting. Portent's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *gust*, *lightning lure*

3/day each: *fog cloud*, *gust of wind*

1/day: *lightning bolt*

ACTIONS

Multiattack. Portent makes two melee attacks.

Storm Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 3) bludgeoning damage and 7 (2d6) lightning damage if the target is outside or 14 (4d6) lightning damage if the target is outside in a storm.

REACTIONS

Parry. Portent adds 3 to his AC against one melee attack that would hit him. To do so, Portent must see the attacker and be wielding a melee weapon.

STORM MACE

Weapon (mace), rare

requires attunement by a half elf with the Mark of Storm

When you hit a target who is under the open sky with this magic weapon, a bolt of lightning will descend upon the target dealing an additional 2d6 lightning damage. If used during an actual storm, this lightning damage becomes 4d6.

THE MARK OF WARDING: HOUSE KUNDARAK

House Kundarak, which bears the Mark of Warding, arose among members of the dwarven clan that once guarded the gates to the underground dwarven empire from the clans exiled to the surface.

The wealth of nations. Home to the Banking Guild, House Kundarak is the central actor in the economy of Khorvaire and the wealthiest of the dragonmarked houses. Kundarak letters of credit are the standard across the Five Nations.

A network of vaults. House Kundarak vaults are not only protected with powerful wards, but they are also magically linked to each other, allowing deposits and withdrawals to occur seamlessly from any of their locations.

Guards and wards. The Kundarak-run Warding Guild is much smaller than the Banking Guild. It focuses upon physical security for locations and goods. While this may include guards, it focuses more upon locks, traps, and magical defenses. The house is also responsible for maintaining and protecting warehouses, often in cooperation with organizations like House Orien or Lyrandar.

THE MARK OF WARDING

Intuition Dice. When a dwarf with the Mark of Warding makes an Intelligence (Investigation), or an ability check with Thieves' Tools, they can roll one Intuition die (a d4) and add the number rolled to the check.

Innate Spellcasting. The warder's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no material components:

1/day: *alarm*, *arcane lock*, *mage armor*



GOLDEN DOOR WARDER

Masters of wards. The Golden Door is an elite section of the Warding Guild. Its primary responsibility is internal security for House Kundarak, but these specialists will also install security systems for others who can pay their fees.

GOLDEN DOOR WARDER

Medium humanoid (dwarf), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 67 (9d8 + 27)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	17 (+3)	12 (+1)	10 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6, Investigation +6

Damage Resistances Poison

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Dwarvish

Challenge 4 (1,100 xp)

Dwarven Resilience. The warder has advantage on saving throws against poison.

Spellcasting. The warder is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The warder has the following wizard spells prepared: Cantrips (at will): *mage hand*, *mending*, *message*, *ray of frost* 1st level (4 slots): *alarm*, *mage armor*, *protection from evil and good*

2nd level (3 slots): *arcane lock*, *hold person*, *knock*, *magic mouth* 3rd level (3 slots): *dispel magic*, *glyph of warding*, *magic circle*, *lightning bolt*

4th level (1 slot): *Mordenkainen's faithful hound*, *wall of fire*

Arcane Ward. The warder has a magical ward with 20 hit points. Whenever the warder takes damage, the ward takes the damage instead. If the ward is reduced to 0 hit points, the warder takes any remaining damage. When the warder casts an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Warhammer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage, or 6 (1d10 + 1) bludgeoning damage if used with two hands.

IRON GATE SOLDIER

Guardian at the gate. The Iron Gate is the division of the Warding Guild that provides highly trained guards to protect vaults and other secure locations.

IRON GATE SOLDIER

Medium humanoid (dwarf), any alignment

Armor Class 18 (plate armor)

Hit Points 90 (12d8 + 36)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	17 (+3)	13 (+1)	15 (+2)	10 (+0)

Saving Throws Str +6, Con +6

Skills Athletics +6, Intimidation +3, Perception +5, Stealth +3

Damage Resistances Poison

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Dwarvish

Challenge 5 (1,800 xp)

Dwarven Resilience. The soldier has advantage on saving throws against poison.

Guardian Stance. Areas within the soldier's reach are considered difficult terrain for the soldier's enemies.

Martial Advantage. Once per turn, the soldier can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

ACTIONS

Multiattack. The soldier makes two melee attacks.

Maul. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Halting Blow (Recharge 5-6). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage and 9 (2d8) force damage, and the target must succeed on a DC 14 Strength saving throw or its movement is reduced to 0 until the end of its next turn.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.



KUNDARAK BANKER

Money changes everything. Bankers, accountants, and other financial agents make up a large portion of the Banking Guild. They prefer to solve their problems with influence, guile, and currency rather than force.

KUNDARAK BANKER

Medium humanoid (dwarf), any alignment

Armor Class 10 (13 with *mage armor*)

Hit Points 19 (3d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	14 (+2)	14 (+2)	13 (+1)	14 (+2)

Skills Intimidation +3, Investigation +4, Persuasion +4

Damage Resistances Poison

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Dwarvish, and one other language

Challenge 1/8 (25 xp)

Dwarven Resilience. The banker has advantage on saving throws against poison.

ACTIONS

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

KUNDARAK TROUBLESHOOTER

The Silver Keys. The Keyguard is an elite group of troubleshooters within the Warding Guild that works with the Golden Door. While the latter installs security, the Silver Keys of the Keyguard test it and devise new methods that even they can't easily breach.

KUNDARAK TROUBLESHOOTER

Medium humanoid (dwarf), any alignment

Armor Class 14 (17 with *mage armor*)

Hit Points 104 (16d8 + 32)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	16 (+3)	15 (+2)	12 (+1)

Saving Throws Dex +7, Int +6

Skills Acrobatics +7, Athletics +4, Deception +4, Investigation +9, Perception +5, Stealth +10

Damage Resistances Poison

Senses Darkvision 60 ft., Passive Perception 15

Languages Common, Dwarvish, two additional languages

Challenge 6 (2,300 xp)

Dwarven Resilience. The troubleshooter has advantage on saving throws against poison.

Cunning Action. On each of its turns, the troubleshooter can use a bonus action to take the Dash, Disengage, Hide, or Use an Object action, or to use thieves' tools to disarm a trap or open a lock.

crafty Hand. The troubleshooter can use its *mage hand* cantrip to make checks with thieves' tools at a distance.

Evasion. If the troubleshooter is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the troubleshooter instead takes no damage if it succeeds on the saving throw and only half damage if it fails.

Innate Spellcasting. The troubleshooter's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

at will: *mage hand*

3/day: *knock*

1/day: *alarm*, *arcane lock*, *blink*, *invisibility*, *mage armor*

Sneak Attack. Once per turn, the troubleshooter deals an extra 17 (5d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the troubleshooter that isn't incapacitated and the troubleshooter doesn't have disadvantage on the attack roll.

Warder's Keys. The troubleshooter has specialized equipment and training which provide them with advantage on checks made with thieves' tools.

ACTIONS

Multiattack. The troubleshooter makes two attacks with its rapier.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

MARGATTA D’KUNDARAK

Silk and steel. Margatta d’Kundarak is an advisor to the wealthy of Khorvaire. Part financial advisor and part concierge, she is a visible reminder that House Kundarak takes care of its clients.

Margatta is secretly one of the Ghorad’din, a group of operatives and assassins answerable only to the leadership of House Kundarak. She has focused the power of her dragonmark such that she can use it to bypass security and form deadly weapons. Margatta dresses in the finest clothing and fits in perfectly with House Kundarak’s wealthiest clientele. She wears a *ring of mind shielding* that she keeps invisible. The ring contains the soul of her former lover, an architect for House Kundarak, who provides her with telepathic advice. She is supplied with additional magic items based upon her current mission.



MARGATTA D’KUNDARAK

Medium humanoid (dwarf), lawful neutral

Armor Class 13 (16 with *mage armor*)

Hit Points 117 (18d8 + 36)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	15 (+2)	14 (+2)	16 (+3)

Saving Throws Dex +6, Int +5

Skills Athletics +4, Deception +9, History +5, Investigation +8, Perception +5, Persuasion +6, Stealth +6

Damage Resistances Poison

Senses Darkvision 60 ft., Passive Perception 15

Languages Common, Dwarvish, Elvish, Gnome

Challenge 7 (2,900 xp)

Dwarven Resilience. Margatta has advantage on saving throws against poison.

Assassinate. Margatta has advantage on attack rolls against any creature that hasn’t taken a turn. Any hit she scores against a surprised creature is a critical hit.

Evasion. If Margatta is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw and only half damage if she fails.

Innate Spellcasting. Margatta’s innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

3/day: *knock*

1/day: *alarm*, *arcane lock*, *mage armor*, *passwall*

Sneak Attack. Once per turn, Margatta deals an extra 21 (6d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Margatta that isn’t incapacitated and Margatta doesn’t have disadvantage on the attack roll.

Ward blade. As a bonus action, Margatta can create an invisible blade of force.

ACTIONS

Multiattack. Margatta makes two melee attacks.

Ward blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) force damage and, if the target is a creature, it must succeed on a DC 13 Strength saving throw or be stunned until the end of Margatta’s next turn. If the target is under the effect of an abjuration spell, it is affected as if Margatta had cast dispel magic.

REACTIONS

Uncanny Dodge. Margatta halves the damage that she takes from an attack that hits her. Margatta must be able to see the attacker.

ABERRANT DRAGONMARKS

The dragonmarks of the twelve houses are not the only ones in existence. While the so-called “true dragonmarks” have generally-constructive applications, aberrant marks often cause pain, both to their bearers and others.

ABERRANT MARKS

Khyber's gift. When an aberrant marked individual casts a spell of 1st level or higher using their mark, they may roll 1d8. If the result is even, they gain a temporary hit points equal to the die roll. If the result is odd, a random creature within 30 feet of them takes force damage equal to the die roll.

The War of the Mark. 2500 years ago, the dragonmarked houses attempted to hunt down those with aberrant marks. The leader of the aberrant marked was Halas Tarkanan, whose mark allowed him great control over the earth. The nature of dragonmarks and the relation between true and aberrant marks are some of the mysteries of Eberron as a setting, and it the precise reason that the houses attempted to wipe out the aberrant marked is unclear. Most, however, assume that it was to preserve their own reputation and differentiate themselves from those who had more dangerous marks.

Returning to power. Since the War of the Mark, the population of the aberrant marked has declined dramatically, and there have been no truly powerful aberrant marked who could ravage entire cities as there once were. In the past few years, however, aberrant marks have become more common, and some worry that they may become more powerful as well.

House Tarkanan. Not a true dragonmarked house, and definitely not an ally of the Twelve, House Tarkanan is based in Sharn and has only been in

existence for a few years. The group takes its name from the infamous Halas Tarkanan, aberrant general from the War of the Mark. House Tarkanan is generally considered a criminal or terrorist organization that specializes in assassination. It is, however, open to anyone possessing an aberrant dragonmark, and many of its members see it as a refuge from persecution.

ALTERNATIVE ABERRANTS

Included here are some options that might make aberrant marks more interesting for your game.

Focus masters. Perhaps the greatest advantage that the dragonmarked houses have is their ability to use dragonmark focus items: powerful, but relatively inexpensive, magic items that draw on their dragonmarks. If the aberrant marked could attune and use focus items designed for any of the true dragonmarks, this would threaten the economic supremacy of the Houses.

Marks of evil. Some think the aberrant marks have a connection to the daelkyr and Xoriat. Others believe that these marks are part of a plot by the Lords of Dust to free their masters. If one of these is true, an aberrant mark could be closely tied to Khyber, perhaps giving its bearer an intuitive understanding of the bizarre underworld and its environs.

Mark of the Mourning. Since the Day of Mourning, aberrant marks have become more common. Could there be a connection? Did one of them cause the other? What if those with aberrant marks could adapt to the harsh environment of the Mournland?

Powerful diversity. Aberrant marks are still dragonmarks and they are only known to have appeared on members of the races that typically have dragonmarks. This need not be true in your game, however. What would happen if a goblin, kalashtar, shifter – or even a warforged – gained an aberrant mark? What would that mean for the true marks and the Draconic Prophecy?

Thematic marks. By default, aberrant marks need not follow a theme. You might find it more interesting for a particular NPC to have, for example, fire-based abilities or a fear-based mark instead of a random assortment of abilities. The NPCs below are built to support this option.



CHILD OF KHYBER

Embracing the darkness. Some of the aberrant marked focus on honing the power of their marks. The presence of these dragonmarked and their tendency to cause public disturbances, has given rise to fears that the world-shaking aberrant marks of legend could be returning.

CHILD OF KHYBER

Medium humanoid (dwarf), any nongood alignment

Armor Class 14 (scale mail)

Hit Points 95 (10d8 + 40)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	18 (+4)	11 (+0)	15 (+2)	11 (+0)

Saving Throws Str +5, Con +7

Skills Athletics +5, Intimidation +3, Stealth +4

Damage Resistances Cold, Poison

Senses Darkvision 60 ft., Passive Perception 12

Languages Common, Dwarvish, Undercommon

Challenge 5 (1,800 xp)

Dwarven Resilience. The child of Khyber has advantage on saving throws against poison.

Innate Spellcasting. The child of Khyber's innate spellcasting ability is Constitution (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

at will: *ray of frost*

3/day: *fog cloud*, *ice knife*

1/day: *ice storm*

ACTIONS

Multiattack. The child of Khyber makes two melee attacks.

Battleaxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands to make a melee attack, plus 9 (2d8) cold damage.

REACTIONS

Drain Heat. The child of Khyber deals 13 (3d8) cold damage to a creature who touches it or hits it with a melee attack from within 5 feet of it. When it does so, the child of Khyber takes 4 (1d8) fire damage.

FRIGHTENED RUNAWAY

Deadly victim. Most people who develop an aberrant dragonmark don't fully understand what is happening to them and certainly don't welcome it. They may quickly go from a well-adjusted citizen to a fugitive living on the street being stalked by dragonmarked bounty hunters and soldiers.

FRIGHTENED RUNAWAY

Small humanoid (gnome), any alignment

Armor Class 12

Hit Points 18 (4d6 + 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)

Skills Perception +2, Persuasion +3, Stealth +4

Senses Darkvision 60 ft., Passive Perception 12

Languages Common, Gnomish

Challenge 1/4 (50 xp)

Gnome Cunning. The runaway has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Innate Spellcasting. The runaway's innate spellcasting ability is Constitution (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

at will: *vicious mockery*

1/day: *cause fear*

Painful Fear. Any creature that is frightened takes 2 (1d4) psychic damage if it begins its turn within a 10 foot radius of the runaway.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

TARKANAN ELITE ASSASSIN

Killing to live. Many people are willing to kill for their families if necessary, and for the aberrant-marked, House Tarkanan may be the only family that they have who is willing to accept them. Agents of House Tarkanan must all be willing to participate in supporting the House activities – including contract killings. Some such agents are highly trained assassins that make deadly use of their aberrant marks.

TARKANAN ELITE ASSASSIN

Medium humanoid (human), any nongood alignment

Armor Class 15 (studded leather)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	17 (+3)	12 (+1)	10 (+0)	12 (+1)

Saving Throws Dex +6, Int +4

Skills Acrobatics +6, Deception +4, Stealth +6

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 12

Languages Common, one additional language

Challenge 7 (2,900 xp)

Cunning Action. On each of its turns, the assassin can use a bonus action to take the Dash, Disengage, or Hide action.

Innate Spellcasting. The assassin's innate spellcasting ability is Constitution (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

at will: *poison spray*

1/day: *ray of sickness*

Sneak Attack. Once per turn, the assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The assassin makes two attacks.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and 14 (4d6) necrotic damage and the target must succeed at a DC 14 Constitution saving throw or be *poisoned* until the end of the assassin's next turn.

ELLORIN RU'SKAI

Mixing marks. Ellorin's mother was a member of the Paelion family of House Phiarlan. Almost the entirety of her family was killed by Thuranni assassins in the incident that caused the Shadow Schism. She took refuge in Breland with House Medani and fell in love with one of her protectors. Mixing lines of different dragonmarks has long been forbidden due to its likelihood of resulting in an aberrant-marked child. When she discovered she was pregnant, she fled to the developing country of Darguun, where she knew her skills would be valued and her child less likely to be judged. Ellorin grew up in the near-lawless city of Rhukaan Draal. As a half-elf child, he preyed on the sympathy (and racism) of humans and others who saw him living alongside goblins. As he got older, he grew from a beggar and pickpocket to a fixer and fence. Now he serves as a link between the local criminal elements of the city and outsiders who wish to do business with them.

ELLORIN RU'SKAI

Medium humanoid (half-elf), chaotic neutral

Armor Class 13 (studded leather armor)

Hit Points 45 (7d8 + 14)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	12 (+1)	15 (+2)	16 (+3)

Saving Throws Dex +3, Int +3

Skills Deception +5, Insight +6, Persuasion +5, Sleight of Hand +3, Stealth +3

Senses Darkvision 60 ft., Passive Perception 12

Languages Common, Elf, Goblin

Challenge 2 (450 xp)

Fey Ancestry. Ellorin has advantage on saving throws against being charmed, and magic can't put him to sleep.

Cunning Action. On each of his turns, Ellorin can use a bonus action to take the Dash or Disengage action.

Innate Spellcasting. Ellorin's innate spellcasting ability is Constitution (spell save DC 12, +4 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

at will: *minor illusion*

3/day: *phantasmal force*

1/day: *phantasmal killer*

Sneak Attack. Once per turn, Ellorin deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Ellorin that isn't incapacitated and Ellorin doesn't have disadvantage on the attack roll.

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

REACTIONS

Parry. Ellorin adds 2 to his AC against one melee attack that would hit him. To do so, Ellorin must see the attacker and be wielding a melee weapon.