



THE WAYFINDER FOUNDATION'S REGISTER OF EXTRAORDINARY INDIVIDUALS



CREDITS AND FOREWORD

CREDITS

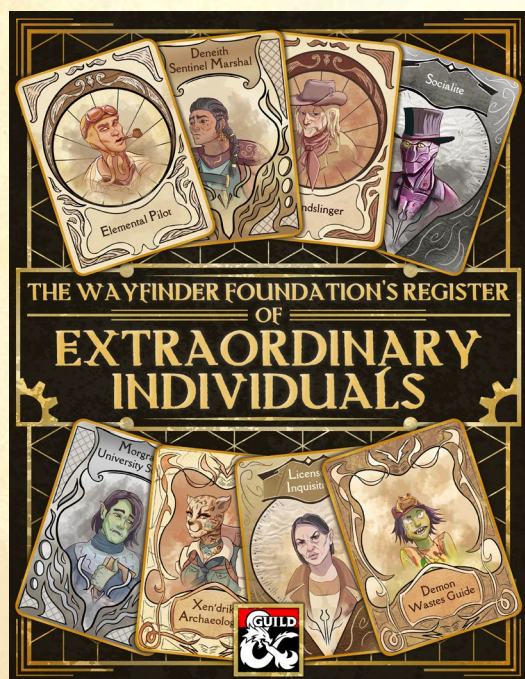
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FOREWORD

Eberron is a world of swashbuckling adventure, full of high-stakes pulp jeopardy and noir intrigue. How can exploring this world become even more exciting? With a competent and compelling ally by your side, of course!

Sidekicks are an awesome addition to any D&D game, be it a solo adventure or traditional adventuring party: they can be used as traditional NPCs but also stick around and grow in power with the group, help to balance out encounters, provide story seeds and adventure hooks, help solve problems the player characters are not equipped for, or provide a partner in crime for small groups or solo adventurers.

To make sidekicks even more exciting, I created a whole dozen archetypes specifically rooted in Eberron. You can find them all, with leveling from 1 to 8 and an example NPC with original art by Dana Braga, in this book. These twelve sidekicks are organized into four categories, each comprising three archetypes: Eberron Professions, Eberron Factions, Eberron Locations, and Pulp Noir.

I strived to make all sidekicks in this book badass, interesting, and rooted in the Eberron setting. Whatever crazy quest you need a specialist's support for: look no further than **The Wayfinder Foundation's Register of Extraordinary Individuals!**

ON THE COVER

Each sidekick archetype in this book is represented by one example character, beautifully illustrated by artist Dana Braga. The cover shows just a selection of the whole spectrum of extraordinary individuals you'll find in this book, all ready to enrich your interpretation of Eberron as your players explore it!

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EBERRON SIDEKICKS: AN INTRODUCTION



INTRODUCTION

The Wayfinder Foundation's Register of Extraordinary Individuals can provide a specialist for almost any mission. These sidekicks are badass, interesting, and rooted in Eberron lore.

The Wayfinder Foundation presents itself as a philanthropic trust but is essentially a professional networking service for adventurers. Founded by Lord Boroman ir'Dayne to preserve his legacy as famous adventurer, the Wayfinder Foundation stands apart from petty power struggles between factions, nations and other institutions. As such, it has become a true melting-pot for the most extraordinary individuals in Khorvaire and beyond. Whatever impossible quest you have in mind—you can be sure to find a specialist up to the task nowhere but in the **Wayfinder Foundation's Register of Extraordinary Individuals!**

This book is a mere excerpt from this vast inventory – but it is a start!

WHAT ARE SIDEKICKS AND HOW TO USE THEM?

Sidekicks are, in my opinion and simply put, the best addition to Dungeons & Dragons 5th Edition since the release of the core books!

Sidekicks provide a mechanic for NPCs sticking with the party for a prolonged period of time and evolving together with the other adventurers, an elegant solution for providing players with solutions to problems, and last but not least multiple quality of life improvements for players and DMs alike. Sidekicks level up together with the characters when they reach a milestone or, respectively, share equally in XP rewards. Sidekicks are almost indispensable to solo adventures, where they provide your player with a much-needed companion to balance out the action economy and repli-

cate the feeling of being in a real adventuring party as opposed feeling like an isolated lone wolf. You can run a sidekick just like a player character, with their character card in front of you, without having to flip to stat blocks in another book all the time. You can also decide with your players to let one of them run a sidekick, significantly reducing DM workload and the risk of developing an overbearing DMPC while at the same time involving the players in the adventure telling process more.

All that being said, I do not fully agree with all the design decisions made for the final version of sidekicks, as introduced in the **Essentials Kit**. First, these sidekicks are weak, compared to player characters. They are consistently lagging behind player character classes in the progression of their abilities (martial sidekicks gain Extra Attack at level 6 instead of level 5, like player character classes, for example). Second, there is nothing interesting or special about them to compensate for this. Sidekicks as per the **Essentials Kit** can be a bit bland, largely re-skinning or copying player character abilities (but giving them out at different levels). Third, the Essentials Kit sidekicks are generic, not rooted in the lore of their setting. This makes it easy to plug them into any campaign, but also restricts their use—they could be so much more!



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All these decisions make sense. They make sidekicks safe to use without overshadowing the player characters, easy to use, and versatile due to their being setting agnostic. I believe that this approach somewhat squanders the potential of sidekicks, however. As a consequence of this, the sidekicks in this book are significantly more badass than the Essentials Kit sidekicks, all come with their own interesting and unique abilities (even though most also draw on established player character mechanics), and are all specifically rooted in the lore of Eberron. This is intentional, and you should make judicious use of their potential—give your players sidekicks who matter but let your players stand in the limelight the majority of time.

SIDEKICKS: OFF-LABEL USES

Sidekicks can be used in different contexts apart from being followers or allies of the party, especially the ones presented in this book. These sidekicks are badass, interesting and rooted in Eberron—and worthy of having agency and agendas of their own.

To account for this, you can also incorporate them as villains or adversaries—this is made particularly easy by the fact that they can level alongside the adventuring party, especially if these are recurring characters in your game. You can also use sidekicks when you have to improvise an NPC on the fly. Just pull out an elemental pilot when your party hires an airship or a licensed inquisitive when

they are lost tracking someone. Having an appropriate skill set ready makes for a more immersive experience for your players!

BADASS SIDEKICKS

Sidekicks are here to support the heroes—they should never overshadow them. But they should be competent adventurers, otherwise they are not much of a support. They should even have their own moments to shine—otherwise, how are the heroes going to respect and treasure them? To give the heroes, your players, a reason to keep their sidekicks around, these sidekicks must be absolute badass in their own right!

How can this be accomplished? How do you make a sidekick competent enough to become useful, but not so powerful that the heroes envy them, and your players ask themselves why these sidekicks are not their main characters? The answer I tried to implement here is: specialization. All sidekicks in this book are extremely competent—in their field of expertise. They are so good in what they do best that they will consistently equal—or even outmatch—player characters in those areas.

I have maintained the ability score standard array of approximately 21 instead of the 27 for player characters used for sidekicks in the Essentials Kit. I believe that this is sufficient to reflect that sidekicks are still one step behind player characters. It limits their utility broadness without limiting from excelling in their area of expertise.

INTERESTING SIDEKICKS

Each of the sidekicks in this book comes with unique abilities not accessible to player characters. These typically reflect the sidekick's specialization and are designed to be interesting and impactful within the context of that area of expertise, but too narrow in use to make player characters jealous.

Beyond giving sidekicks interesting and unique abilities, they should first and foremost be engaging and intriguing characters that captivate the party. This does not mean that sidekicks always have to be loveable—but they do need to be appealing to the players and their characters and ideally become integral to the story.

These goals can be achieved by giving the sidekick archetypes abilities that the heroes normally do not possess to make them more than just weak player character. Maybe even more important, however, is to give sidekicks unique and interesting personalities.



INTRODUCTION

The Wayfinder Foundation's Register of Extraordinary Individuals can provide a specialist for almost any mission. These sidekicks are badass, interesting and rooted in Eberron lore.

SIDEKICKS ROOTED IN EBERRON

The sidekicks in this book are all firmly linked to the Eberron setting. They are designed to integrate into the world of Eberron by focusing on four aspects:

Professions. Eberron wouldn't be Eberron without its special take on a society and an economy based on magic. This has resulted in many professions particular to Eberron. The three sidekicks tying into this aspect represent some of the most iconic professions of Eberron: the Wandlinger, the Magewright, and the Elemental Pilot.

Locations. A world built on ancient fallen empires, torn by extraplanar entities, and ravaged by the Last War, Eberron is given life by many unique locations with their own culture and requirements to survive. All of this motivates the inhabitants of these areas in unique ways, which is reflected in the sidekick archetypes tied to three of the most iconic of these locations: the Demon Wastes Guide, the Eldeen Reaches Vigilante, and the Xen'drik Archaeologist.

Factions. In a world torn by war and conflicts, competing factions and institutions vie for power and the protection of their pocket empires. These factions need representatives in the world, which are embodied by these sidekick archetypes: the Deneith Sentinel Warden, the Zilargo Trust Operative, and the Morgrave University Scholar.

Pulp Noir. The trademark flavor for adventuring in Eberron has always been characterized by hijinx, pulp, and noir. This particular flavor is so core to Eberron that sidekicks specifically embodying the associated tropes are a must: the Trouble Magnet, the Socialite, and the Licensed Inquisitive.

CUSTOMIZING SIDEKICKS

All sidekick stat blocks come with a list of proficiencies so you can easily customize them with different equipment than what is listed in the stat block.

Most sidekick archetypes in this book assume non-variant human as character race, except those that specify a race. To customize sidekicks that can be any race for a race other than non-variant human, follow these steps:

- **Ability Scores.** Drop one ability score by 2. Do not drop any of the primary ability scores of a sidekick (the ones which can be increased by ASIs at levels 4 and 8 in the Sidekick Features Boxes) and do not drop any score below 8 (exception: if the race you chose comes with an ability score penalty, you can chose to drop the respective ability score below 8). Non-variant humans get more ability score increases than any other race to compensate for their lack of racial abilities. The point buy cost for achieving the ability scores in the stat blocks of sidekicks shown here is around 24 when choosing any race other than non-variant human and dropping one ability score by 2 largely compensates for this. This method of compensation is not perfect, but close enough and easy to implement.
- **Racial Abilities.** Add all racial abilities that come with the chosen race to the sidekick stat block.
- **Walking Speed.** If the race you selected has a walking speed other than 30 feet, change the walking speed of the sidekick to that of the race you selected.



INTRODUCTION

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INTRODUCING SIDEKICKS

Batman and Robin, Willow and Buffy, Sherlock Holmes and Dr. Watson, Snow White and the Seven Dwarves—every hero needs a companion! But where can you find one that is just right for you?

In Eberron specifically, your adventuring party may occasionally need a specialist for one of their swashbuckling pulp noir missions. Want to rob the lightning rail? Better get an Elemental Pilot! Need to scry on an enemy? Better get a Magewright! Need to traverse the Demon Wastes? Better get a Demon Wastes Guide! Make sure your party is aware of this option, e.g. by introducing the Wayfinder Foundation as a professional networking service for adventurers.

The pulp noir setting of Eberron itself provides ample opportunity to introduce a sidekick into the story. That trouble magnet you rescued from a slapstick mishap? He actually has useful information! The protester in Sharn you shielded from the police? She is actually a vigilante working for the Ashbound of the Eldeen Reaches, where your adventures are about to take you next! That shady figure who has been shadowing you? They are actually a Deneith sentinel marshal who mistook you for a criminal they were hunting! These characters can start as NPCs but be recruited into the party after they survive some adventures together—the strongest bonds are forged in fire! If you or your players have ever been sad to lose an NPC after such a bonding experience, the sidekick mechanic provides the perfect solution to keep them around in a way that doesn't significantly strain gameplay or increase the DM's workload.

LEVELING SIDEKICKS

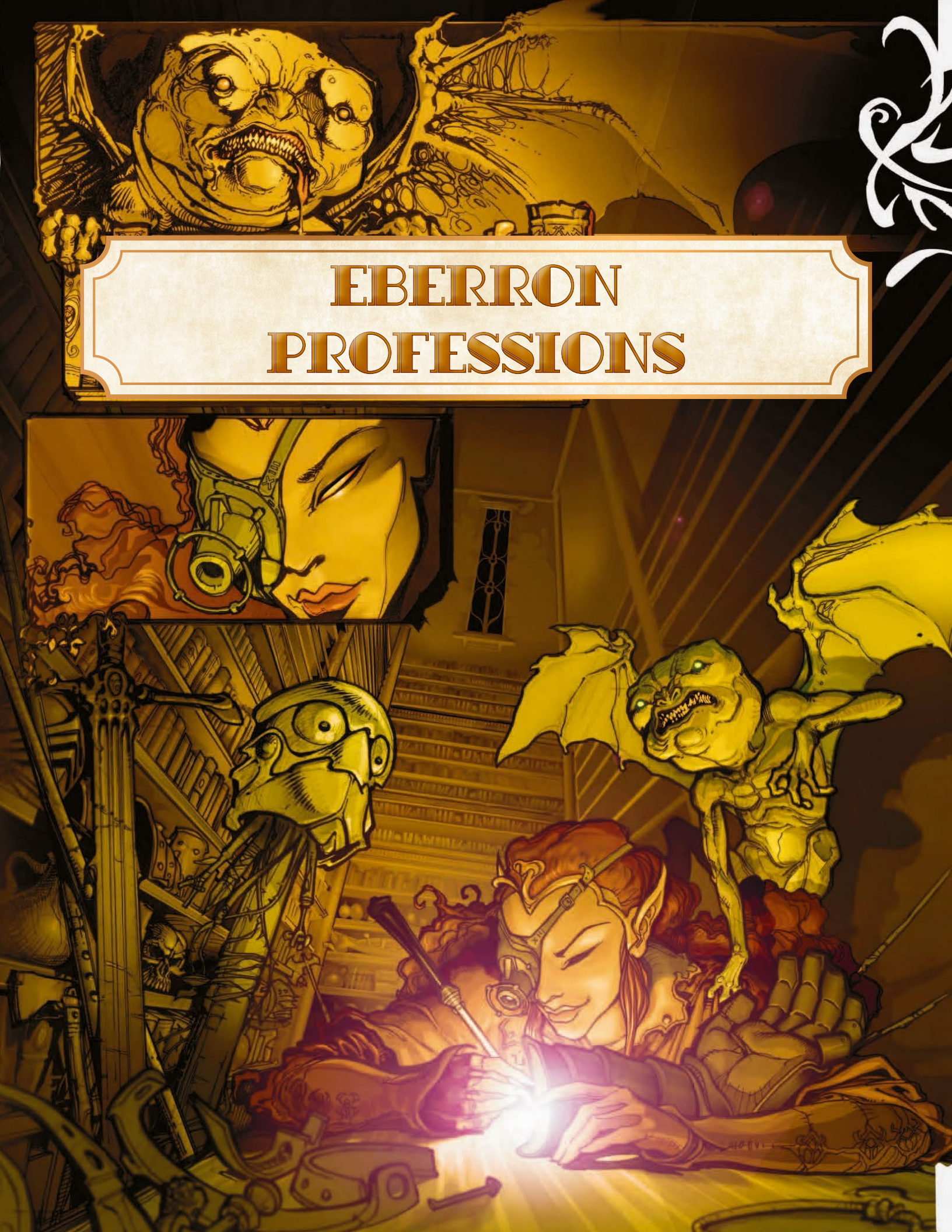
For your convenience, one print-out card for each level (1-8) is included for all sidekick NPCs in this book, in **Appendix A: Sidekick Characters**. These incorporate all new higher-level abilities and ability score increases.

To create your own sidekicks and level them as required, guidance is provided in the same appendix.

To keep this book as usable as possible, most abilities that first appeared in another book are reproduced here in full length. In some rare instances, the abilities in this book refer you to another book. This mainly pertains to dragonmarks in **Eberron: Rising from the Last War**.



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The cover art is a collage of four panels. The top panel shows a close-up of a monstrous, multi-eyed creature with a wide, toothy grin. The middle-left panel features a close-up of a woman's face with a mechanical eye and a small, glowing orb. The middle-right panel depicts a skeletal, bat-like creature with glowing eyes. The bottom panel shows a woman with red hair and a mechanical eye, holding a glowing orb. The background is a dark, industrial setting with a staircase and various mechanical parts.

EBERRON PROFESSIONS

EBERRON

PROFESSIONS

Magic was once believed to be rare, difficult to master, and inscrutable. But in today's Eberron, magic is common, teachable, and can be studied like any other science. This defines, at a very basic level, how Eberron societies function. The economy of Khorvaire is based around professionals who utilize magic in their everyday work, who have mastered it like a craft. The people of Eberron are constantly experimenting with new uses of magic as well, giving rise to new niches for those inclined to the arcane sciences.

Possibly the most iconic magical craftspeople in Eberron are the **magewrights**. These individuals ply a wide variety of trades, from crafting magical items to providing the street lighting of cities or even divining the future and contacting the dead. Magewrights are a pillar of the economy of Khorvaire, but while their abilities seem fantastic, they remain limited by the fact that they are not naturally gifted, like sorcerers or warlocks, but have to study hard to acquire their magic. Their spells are cast

only as rituals, often with extended casting times and limited abilities.

The transportation system of Khorvaire relies on bound elementals, empowering the various vehicles that move people around the continent quicker than any horse-drawn carriage could. The lightning rail has existed for about a century and its monopoly on long-distance overland travel was only recently challenged by the development of elemental airships. The people operating all these are dragonmarked **elemental pilots**.

As with all technology, so magic can be used for war. During the Last War, as all nations became increasingly desperate, they strove to weaponize magic. One result was the training of **wandslingers**, common soldiers taught the use of magic on the battlefield, channeled through wands. These elite warriors have remained a common sight after the Last War ended—there is no going back.



MAGEWRIGHT

The economy of Eberron heavily relies on people skilled in the use of magic in everyday life. These experts are often heavily specialized in their particular field, which can range from cooking to predicting the future.

MAGEWRIGHT

1st-level humanoid (any race)

Armor Class 11 (unarmored)

Hit Points 7 (1d6 hit die)

Speed 30 ft.

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

Saving Throws Int +4, Wis +4

Skills Arcana +4

Proficiencies simple weapons

Senses passive Perception 12

Languages Common, plus one of your choice

Ritual Casting. The magerwright casts all their spells that are not cantrips as rituals (spell save DC 12, +4 to hit with spell attacks). See the Ritual Casting feature for details.

Magerwright Profession. Choose a profession for the magerwright: locksmith, armorer, hosteler, diviner, or wordsmith. See the Magerwright Profession feature for details.

ACTIONS

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

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 30/120, one target. *Hit:* 5 (1d8 + 1) piercing damage.

never-ending illumination without consuming any flammable material, locksmiths can break any lock that is not magically enhanced within minutes and provide better protection against just such a service, wordsmiths are capable of translating any imaginable language with perfect accuracy and are thus highly sought-after as emissaries and diplomats.

Magerwrights achieve these feats by virtue of ritual casting. It may take them a while longer than an accomplished wizard or a talented sorcerer—but they get the job done. Many magerwrights may only be able to use their spells for the specific purpose they use them for, such as a hosteler who uses the *prestidigitation* cantrip only to heat and flavor foods—use it or lose it! Likewise, having honed their craft for many years, some magerwrights are often even more competent at certain spells than people who have a broader range of talents.

Some magerwright specializations even opened up completely unique professions that were only the domain of charlatans before the rise of the craft of ritual casting. For example, who would not want to know how their next business deal will turn out or which investigator would not give their right hand for being able to question the murder victim? Such services are now available via diviners, who can cast *augury* or *speak with dead*!

There is a magerwright for almost any imaginable task!

"I have just the spell—just give me a minute! Or ten..."

Horvaire's entire way of life would not be imaginable without access to magic in everyday activities. Wand-slingers fight the wars of the Five Nations, lightning rails connect the cities of the continent, and even such mundane tasks as city lighting is controlled by magic.

Who provides the magic to make all these wonders of arcane innovation and technology possible? These are the jobs for individuals with talents so broad that they almost defies categorization: the magerwrights. Some magerwrights craft things, others provide services—but they always perform feats that regular professionals without access to magic simply cannot compete with.

Magerwrights often perform a task or craft that could only be undertaken with great difficulty by other trained professionals: a lamplighter can produce



MAGEWRIGHT

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MAGEWRIGHT SIDEKICK FEATURES

Level	Proficiency Bonus	Hit Points	Features
1	+2	7 (1d6 hit die)	Ritual Casting, Magewright Profession
2	+2	11 (2d6 hit dice)	Professionalism
3	+2	16 (3d6 hit dice)	Improved Ritual Casting
4	+2	20 (4d6 hit dice)	Bonus Cantrips, ASI: Int +2, Wis +2, or Cha +2
5	+3	25 (5d6 hit dice)	Improved Ritual Casting
6	+3	29 (6d6 hit dice)	Ritual Specialist
7	+3	34 (7d6 hit dice)	Improved Ritual Casting
8	+3	38 (8d6 hit dice)	ASI: Int +2, Wis +2, or Cha +2

RITUAL CASTING

1st-level Magewright feature

The magewright casts all their spells that are not cantrips as rituals. Their spells often deviate from the standard effects and casting time, as specified below for each spell. Ritual casting is a taxing process and a magewright cannot spend more than 8 hours on ritual casting per day, cumulatively. Once they do so, they have to finish a long rest to be able to cast ritual spells again.

MAGEWRIGHT PROFESSION

1st-level Magewright feature

Choose a profession for the magewright: locksmith, armorer, hosteler, diviner, or wordsmith. Your choice determines which spellcasting trait to choose below. Most magewright magic has some special effects or stipulations (see below). The magewright also gains proficiencies based on their profession. Their spell save DC and spell attack modifier are calculated as follows:

Spell save DC = 8 + proficiency bonus
+ spellcasting ability modifier

Spell attack modifier = proficiency bonus
+ spellcasting ability modifier

Locksmith. Where thieves specialize in acquiring valuables, the locksmith magewright specializes in keeping things safe. That is not to say that a familiarity with mundane and arcane safety mechanisms wouldn't be the ideal background to circumvent them. The locksmith's spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The locksmith knows the following spells:

Cantrips: *mage hand* (can use with thieves' tools to lock or unlock locks and set or disarm traps)

Rituals (duration and special effects in brackets): *arcane lock* (10 minutes), *knock* (10 minutes)

Proficiencies: Sleight of Hand +3; thieves' tools +3

Armorer. Armorers create protective effects and weapons far beyond the capabilities of most ordinary artisans. The armorer's spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The armorer knows the following spells:

Cantrips: *mending*, *produce flame* (can melt 1 cubic foot of metal in 10 minutes)

Rituals (duration and special effects in brackets): *arcane weapon* (10 minutes; can only be used for fire damage), *protection from energy* (10 minutes; can only be used for fire resistance)

Proficiencies: smith's tools; all armor, shields



MAGEWRIGHT

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Hosteler. Hostelers are experts in hosting and entertaining people and often work as master chefs, innkeepers, or club managers. The hosteler's spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The hosteler knows the following spells:

Cantrips: *create bonfire* (lasts for 8 hours and is ideal for cooking, but not strong enough to damage creatures), *mending*, *prestidigitation* (can only be used to instantaneously light or snuff out a candle; chill, warm or flavor up to 1 cubic foot of nonliving material for 1 hour; or instantaneously clean an object)

Rituals (duration and special effects in brackets): *create or destroy water* (10 minutes; 1 h for any other drink, including alcoholic beverages), *unseen servant* (10 minutes)

Proficiencies: cook's utensils, brewer's supplies

Name: *Smokey Towers*

Profession: *Magewright*

Nationality: *Breland*

Age: 59

Pronouns: *he/him*

Race: *Halfling*

Mr. and Mrs. Towers had a terrible sense of humor, which they passed on to their youngest son when they took the opportunity to name him Smokey, after the theater district "Smoky Towers" in Sharn. Smokey was only fourteen when he won the annual baking contest of Rattlestone, a poor but close-knit district of the Middle Dura where his parents had emigrated to during the Last War. His good-berry pie has remained a specialty and is an all-time favorite around Sharn!

Smokey is a rather gruff and stocky halfling in his 50s, with black hair liberally shot through with silver at the temples, matching his neatly trimmed goatee. He has maintained the working-class accent of his rough childhood. His nose looks like it has been broken multiple times.

Personality Traits. "I have a cookery-associated insult ready for any situation. I have a terrible sense of humor—dad puns are my forte!"

Bond. "There is no higher calling than to teach others the joy of cooking!"

Flaw. "Years in the kitchen have calloused me—I have no idea how rude I am to others."



Diviner. People have wanted to know about their future or be able speak to their dear departed since the beginning of time. Charlatans have long exploited this desire—but the diviner can actually provide what they seek! The diviner's spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The magewright knows the following spells:

Cantrips: *guidance*, *thaumaturgy*

Rituals (duration and special effects in brackets): *augury* (10 minutes; 1 h to extend the timeframe from 30 minutes to 8 hours), *detect evil and good* (10 minutes; barriers do not block the spell)

Proficiencies: Insight +4; dice set or playing card set

MAGEWRIGHT

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Wordsmith. Wordsmiths are experts in oration and mediation and often work as diplomats, writers, or translators. The wordsmiths' spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The magewright knows the following spells:

Cantrips: *friends*, *vicious mockery*

Rituals (duration and special effects in brackets): *comprehend languages* (10 minutes)

Proficiencies: Performance +4, Persuasion +4

PROFESSIONALISM

2nd-level Magewright feature

Reflecting their extreme specialization over time, the magewright gains expertise with the skills and tools of their trade. The magewright's proficiency bonus is doubled for any ability check they make that uses either of the proficiencies listed for their profession.

IMPROVED RITUAL CASTING

3rd-level Magewright feature

The magewright learns one new spell, which they can cast only as a ritual, depending on their Magewright Profession.

Locksmith. Choose one of the following options (can only be cast as a ritual, duration and special effects in brackets): *alarm* (10 minutes), *find traps* (10 minutes), *snare* (10 minutes)

Armorer. Choose one of the following options (can only be cast as a ritual, duration and special effects in brackets): *barkskin* (10 minutes), *heat metal* (10 minutes; an item that fits into a 5-foot cube affected by the spell for its whole duration melts), *magic weapon* (10 minutes)

Hosteler. Choose one of the following options (can only be cast as a ritual, duration and special effects in brackets): *detect poison and disease* (10 minutes), *goodberry* (10 minutes, can be any flavor chosen by the hosteler), *purify food and drink* (10 minutes)

Diviner. Choose one of the following options (can only be cast as a ritual, duration and special effects in brackets): *detect thoughts* (10 minutes), *locate object* (10 minutes), *speak with dead* (1 hour)

Wordsmith. Choose one of the following options (can only be cast as a ritual, duration and special effects in brackets): *illusory script* (10 minutes), *magic mouth* (10 minutes), *skywrite* (10 minutes), *zone of truth* (10 minutes)

BONUS CANTRIPS

4th-level Magewright feature

The magewright learns one new cantrip, depending on their Magewright Profession.

Locksmith. Choose one of the following options: *mending*, *mold earth*



MAGEWRIGHT

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Armorer. Choose one of the following options: *light*, *control flame*

Hosteler. Choose one of the following options: *friends*, *shape water*

Diviner. Choose one of the following options: *spare the dying*, *true strike*

Wordsmith. Choose one of the following options: *mage hand*, *message*

IMPROVED RITUAL CASTING

5th-level Magewright feature

The magewright learns one new spell, which they can cast only as a ritual, depending on their magewright profession. They may choose a second spell from their 3rd level choices instead.

Locksmith. Choose one of the following options (can only be cast as a ritual, duration and special effects in brackets): *glyph of warding* (8 hours), *meld into stone* (10 minutes), *nondetection* (10 minutes)

Armorer. Choose one of the following options (can only be cast as a ritual, duration and special effects in brackets): *elemental weapon* (1 hour; can only be used for fire damage but duration is 8 hours), *stoneskin* (10 minutes)

Hosteler. Choose one of the following options (can only be cast as a ritual, duration and special effects in brackets): *create food and water* (10 minutes; 1 h to create flavorful food and beverages), *Leomund's tiny hut* (10 minutes), *tiny servant* (10 minutes; requires concentration)



Diviner. Choose one of the following options, or one of the options of an earlier level (can only be cast as a ritual, duration and special effects in brackets): *clairvoyance* (10 minutes; 1 hour for both hearing and seeing effects), *locate creature* (10 minutes), *remove curse* (1 hour)

Wordsmith. Choose one of the following options (can only be cast as a ritual, duration and special effects in brackets): *sending* (10 minutes), *tongues* (10 minutes; can only be used on themselves)

RITUAL SPECIALIST

6th-level Magewright feature

The magewright has trained with their limited number of rituals to such an extent that they can accelerate their casting, although this is a straining process. The magewright can reduce the casting time of a ritual that usually takes them 10 minutes to 1 minute or the casting time of a ritual that usually takes them 1 hour to 10 minutes or the casting time of a ritual that usually takes them 8 hours to 1 hour. Once the magewright uses this feature, they must finish a short or long rest before they can use it again.



MAGEWRIGHT

The economy of Eberron heavily relies on people skilled in the use of magic in everyday life. These experts are often heavily specialized in their particular field, which can range from cooking to predicting the future.

IMPROVED RITUAL CASTING

7th-level Magewright feature

The magewright learns one new spell, which they can cast only as a ritual, depending on their Magewright Profession. They may choose another spell from their 3rd level or 5th level choices instead.

Locksmith. Choose one of the following options (can only be cast as a ritual, duration and special effects in brackets): *forbiddance* (1 hour), *Leomund's secret chest* (8 hours; the locksmith can only have one of these active at a time, if the spell is cast again the previous chest vanishes from existence with all content), *Mordenkainen's private sanctum* (1 hour)

Armorer. Choose one of the following options (can only be cast as a ritual, duration and special effects in brackets): *fabricate* (requires 10 minutes per 1-foot cube of material and can only create items that fit into a 5-foot cube)

Hosteler. Choose one of the following options (can only be cast as a ritual, duration and special effects in brackets): *heal* (1 hour), *heroes' feast* (1 hour; 8 hours to replace the material requirements with 12 daily rations, which the spell consumes)

Diviner. Choose one of the following options (can only be cast as a ritual, duration and special effects in brackets): *divination* (1 hour), *scrying* (1 hour)

Wordsmith. Choose one of the following options (can only be cast as a ritual, duration and special effects in brackets): *dream* (1 hour), *modify memory* (10 minutes; a creature that makes the saving throw is immune against this spell for 24 h)



ELEMENTAL PILOT

You need a getaway driver for your heist? You need someone who can pilot just about anything? You need someone who is just way luckier than the Sovereigns should allow? The elemental pilot is who you're looking for!

Elemental pilots are empowered by their dragonmark to operate vehicles using bound elementals as their propulsion system. For a long time, the trade of elemental transport was clearly divided between two Dragonmarked Houses. While House Orien ruled transportation on land with their lightning rails and elemental land carts, House Lyrandar ruled the sea with their elemental galleons. In recent years, the invention of elemental airships has allowed House Lyrandar to contest the overland transport monopoly of House Orien as well—a fact the latter are not amused by.

ELEMENTAL PILOT

1st-level humanoid (depending on dragonmark: Mark of Storm half-elf, Mark of Passage or human)

Armor Class 14 (studded leather)

Hit Points 9 (1d8 hit die)

Speed 30 ft.

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

Saving Throws Str +3, Dex +4

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

Proficiencies light armor; simple weapons, scimitars, shortwords; tinker's tools

Senses passive Perception 10

Languages Common, Primordial

Vehicle Specialization. Each elemental pilot is specialized in operating one type of vehicles: air, water, or land. They gain the dragonmark associated with operating bound elemental vehicles of that type. See the Vehicle Specialization feature for details.

ACTIONS

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120, one target. *Hit:* 6 (1d8 + 2) piercing damage.

Controlling a bound elemental is not an easy task, to put it mildly, and only a fraction of people carrying the Mark of Passage of House Orien or the Mark of Storm of House Lyrandar are actually capable of becoming an elemental pilot. Many elemental pilots have at least a passing understanding of Primordial, usually with a particularly good understanding of one of the dialects—Aquan, Auran, Ignan, or Terran—of the elementals employed in the vehicles they specialize in. Some elemental pilots avoid direct communication with “their” elementals, but many of the prime aces regularly commune with them—and seem to do better for it, being able to pull off maneuvers that seem highly improbable, sometimes even impossible. Many have speculated if there is a special bond between pilot and the elemental in such cases.

Elemental pilots are often employed in the riskiest and most audacious missions, by whomever can pay the highest price. This has produced a breed of remarkably fearless—but often also cocky—pilots. The best elemental pilots are, divided as they may be by their House interests, one and all daredevils and aces in operating their vehicles. This binds them together by mutual respect, but also competition. Those with the highest demonstrated skill and ability stand above the others.



"When this baby hits 22 miles per hour, you're gonna see some serious shit!"

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ELEMENTAL PILOT SIDEKICK FEATURES

Level	Proficiency Bonus	Hit Points	Features	Ace Dice	Luck Points
1	+2	9 (1d8 hit die)	Vehicle Specialization	—	1
2	+2	14 (2d8 hit dice)	Designated Driver, Vehicle Expertise	3	2
3	+2	20 (3d8 hit dice)	Improbable Ace Pilot, Vehicle Maneuvers	3	3
4	+2	25 (4d8 hit dice)	Lucky	3	4
5	+3	31 (5d8 hit dice)	Extra Attack	3	5
6	+3	36 (6d8 hit dice)	Getaway Driver	3	6
7	+3	42 (7d8 hit dice)	Action Ace, Impossible Ace Pilot	4	7
8	+3	47 (8d8 hit dice)	ASI: Dex +2 or Cha +2	4	8

VEHICLE SPECIALIZATION

1st-level Elemental Pilot feature

Choose one vehicle the pilot has been trained to operate. Whenever a feature of the pilot presents options for multiple vehicles, pick the feature that pertains to the vehicle you choose here.

Elemental Airship. The pilot is proficient with air vehicles. Their race must be half-elf (Dragonmark of Storm variant).

Elemental Galleon. The pilot is proficient with water vehicles. Their race must be half-elf (Dragonmark of Storm variant).

Lightning Rail. The pilot is proficient with land vehicles. Their race must be human (Dragonmark of Passage variant).

VEHICLE EXPERTISE

2nd-level Elemental Pilot feature

The pilot doubles their proficiency bonus on any checks made to operate (drive, repair, etc.) a vehicle they are proficient with.

DESIGNATED DRIVER

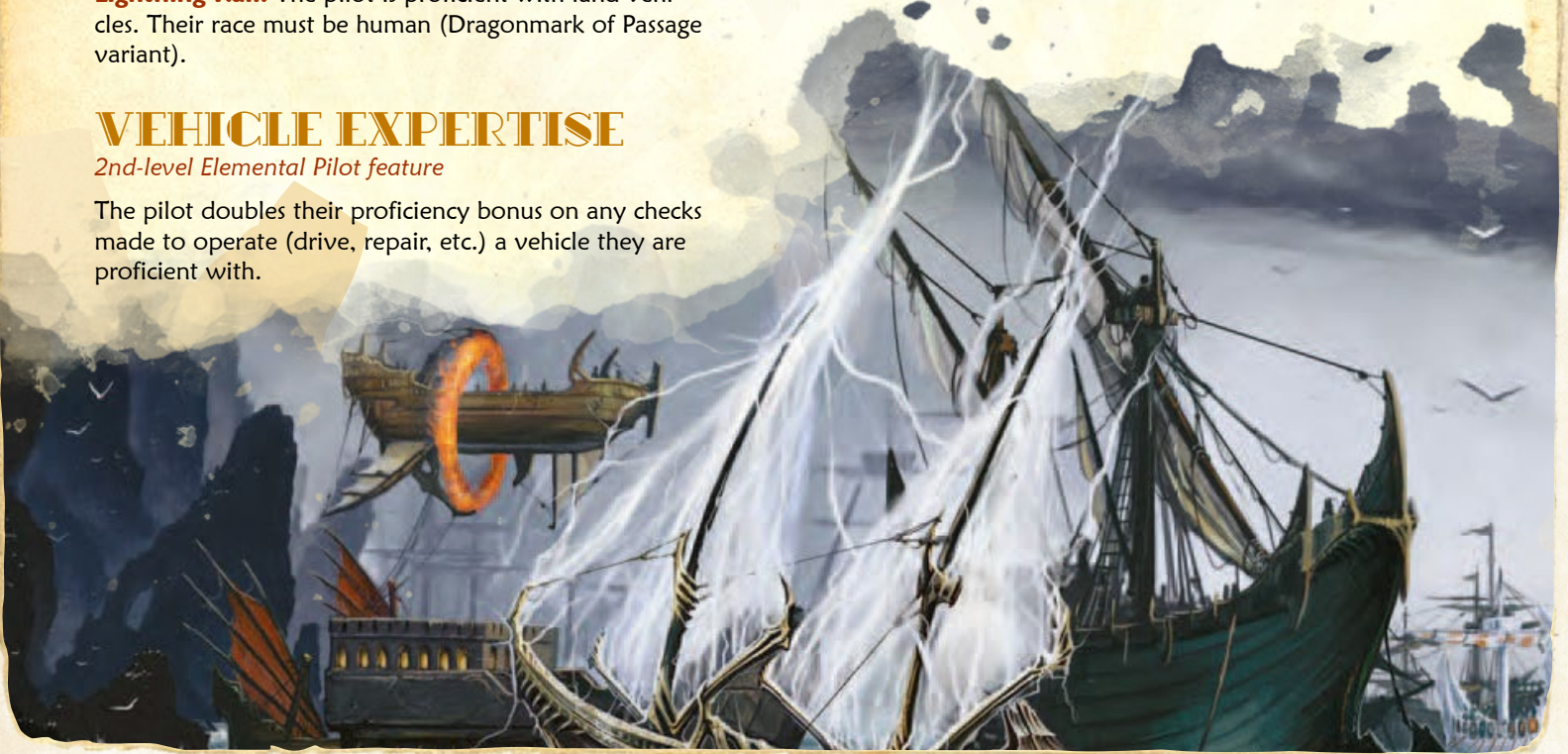
2nd-level Elemental Pilot feature

The pilot has advantage on saving throws against poison, and gains resistance against poison damage.

IMPROBABLE ACE PILOT

3rd-level Elemental Pilot feature

The pilot learns three Vehicle Maneuvers, which are detailed below. They also gain three ace dice, which are d8s. They can expend one of their ace dice to perform a vehicle maneuver while operating a vehicle they are proficient with. The vehicle they are operating must conceivably be able to perform the maneuver (for example,



ELEMENTAL PILOT

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Bootleg would not be applicable to a lightning rail). They can use only one maneuver per turn and regain all expended ace dice when they finish a short or long rest.

Vehicle Maneuvers. All maneuvers listed here can be taken by the pilot as part of operating a vehicle, unless specified otherwise. The pilot must be at the helm station to do so (see the **Vehicles: Quick Rules** sidebar).

Bootleg. The elemental pilot can expend one ace die to reverse the direction of movement of their vehicle by up to 180 degrees. Until the start of their next turn, the speed of their vehicle is also increased by a number of feet equal to 2-times the number rolled on the ace die.

Dodged a Blast. When the elemental pilot's vehicle is attacked, they can take a special reaction to expend one ace die to increase the AC of the vehicle by the number rolled until the start of the vehicle's next turn, including against the triggering attack.

Elemental Roller. The elemental pilot can take a special reaction to adjust their vehicle's position for optimal effect on an attack made from a weapon station of their vehicle. They add the number rolled on the ace die to the attack roll.

Gravity Shmavity. The elemental pilot can expend an ace die to skip past any obstacle in their vehicle's way if they can clear it completely after moving a number of feet equal to their vehicle's speed divided by 5 + the number rolled on the ace die.

Pedal to the Elemental. The elemental pilot can expend an ace die to increase the speed of their vehicle by a number of feet equal to 4-times the number rolled on the ace die until the start of their next turn.

Potshot. The elemental pilot can expend an ace die to make an attack against a creature or vehicle in range while driving. They have advantage on this attack. If the attack hits, they add the number rolled on the ace die to the damage roll.

Rat Run. The elemental pilot can take a special reaction to expend an ace die to be unaffected by any chase complication effect and have one of their pursuers be affected by it instead. If the chase complication requires a saving throw, the number rolled on the ace die is subtracted from the the saving throw of the pursuer.

Ski. The elemental pilot can expend an ace die to slide their vehicle through spaces that it should never-ever fit through. Until the start of their next turn, the vehicle counts as one size smaller and its speed is increased by a number of feet equal to 2-times the number rolled on the ace die.



ELEMENTAL PILOT

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LUCKY

4th-level Elemental Pilot feature

The pilot has 3 luck points. Whenever they make an attack roll, ability check, or saving throw, they may spend 1 luck point to roll an additional d20. They can use this ability after the original roll, but before the outcome is revealed. They choose which of the d20s is used for the attack roll, ability check, or saving throw. They can also spend one luck point when an attack roll is made against them. Roll a d20 and choose whether the attacker's roll uses their d20 roll or the pilot's. If multiple creatures use a luck point on the same roll, they cancel out, resulting in no additional dice. The pilot regains expended luck points when they finish a long rest.

Name: *Airmann Alex Grigg*
Profession: *Elemental Pilot*
Nationality: *Cundair*
Age: 38

Pronouns: *he/him*
Race: *Half-Elf*

Airman Third Class Alex Grigg is unsure how he got into this situation (for which his amnesia is only partially to blame—his memory sets in almost two months back by now, ory sets in almost two months back by now, after all!). He is equally unsure how he and his companions could ever survive it. All he is certain of is that it will involve some unlikely helter-skelter shenanigans that will make him look awesome and stupid in about equal measure. Airman Grigg lights his pipe. It always looks better with a pipe.

Airman Grigg's expression is locked into a long-suffering expression of resignation—eyes rolled up and mouth drawn, he just seems almost embarrassed that whatever machine he is operating hasn't blown up yet.

Personality Traits. "I bear any situation, no matter how dire or mundane, with the same degree of long-suffering stoicism. I have an almost supernatural trust that things will always somehow work themselves out in the end."

Bond. "I secretly wish I could go through one single day without a major disaster."

Flaw. "I talk little, but when I do it is typically to deliver a flowery commentary on the direness of the situation—be it the tea running out or a dragon eating my airship."



ELEMENTAL PILOT

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EXTRA ATTACK

5th-level Elemental Pilot feature

The pilot can attack twice, instead of once, whenever they take the Attack action on their turn.

GETAWAY DRIVER

6th-level Elemental Pilot feature

The pilot and everyone within 10 feet of them have advantage on Initiative rolls. The speed of any vehicle the pilot is proficient with is increased by 50% while piloted by them.

ACTION ACE

7th-level Elemental Pilot feature

Whenever the elemental pilot rolls for initiative and has no ace dice remaining, they gain one ace die.

IMPOSSIBLE ACE PILOT

7th-level Elemental Pilot feature

The pilot learns two more vehicle maneuvers and gains an additional ace die. They can also replace one vehicle maneuver they know with a different one.



VEHICLES: QUICK RULES

BASICS

Detailed rules for driving and operating vehicles are presented in *Ghosts of Saltmarsh* and *Baldur's Gate: Descent into Avernus*. This is a quick summary to improvise vehicle movement and actions for the elemental pilot. Essentially, think of vehicles as creatures, but they need a crew to be able to move and take actions. The crew forfeits their turns to operate the vehicle.

VEHICLE STATS

Every vehicle has stats just like a creature. Stats appropriate for a standard elemental airship could be: AC 15; 300 hit points, damage threshold 10; fly 100 ft.; Str 18 (+4), Dex 12 (+1), Con 17 (+3); immune to poison and psychic damage; immune to all conditions except grappled, invisible, restrained. The bound elemental is statred separately: AC 12, 100 hit points.

VEHICLES IN COMBAT

A vehicle consists of stations that can provide an action on the vehicle's turn in combat when manned sufficiently. Each station has an additional separate AC and hit points to enable targeted combat. For example, an elemental airship could have: a helm (for movement, one pilot; AC 18, 50 hit points), 2 ballista (for attacking, 4 operators each; AC 15, 50 hit points).

WANDSLINGER

During the Last War, all adversaries desperately sought ways to gain an advantage over their foes. Common soldiers were trained in magic—creating a new breed of warriors: the wandslingers.

WANDSLINGER

1st-level humanoid (any race)

Armor Class 15 (chain shirt)

Hit Points 12 (1d10 hit die)

Speed 30 ft.

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

Saving Throws Dex +4, Con +4

Skills Arcana +4, Athletics +3, Medicine +3

Proficiencies light armor, medium armor, shields; simple weapons, martial weapons

Senses passive Perception 11

Languages Common, plus one of your choice

Wand. The wandslinger owns a wand which they require as a magic focus to cast their spells; the wand must be held in one hand for that purpose.

Wandslinger Specialization. A wandslinger chooses a specialization: Blaster, Controller, or Spellsword. See the Wandslinger Specialization feature for details.

Wandcasting. The wandslinger can cast spells depending on their Wandslinger Specialization. See the Wandcaster feature for details.

ACTIONS

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

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

As the Last War continued to rage, the rivaling factions grew increasingly desperate for any possible edge over their enemies. Aundair ushered in new arms programs to embed soldiers trained in the arcane arts into their regular troops. These elite warriors were equipped with wands to channel their abilities—the wandslingers were born.

While the investment of time and resources to train a mundane soldier to be able to use magic was significant, the results could not be argued with. A pitched battle between armies hacking away at each other with swords, spears, and crossbows could easily be decided by one *fireball* spell exploding in the enemy's backline. A desperate, hasty retreat could be transformed into an organized line of defense to break the enemy assault within minutes by a few soldiers trained in digging trenches

using the *mold earth* spell—work that would take hours if performed by a platoon of ordinary soldiers.

Other nations soon emulated the training programs pioneered in Aundair, and those soldiers who carried a wand on their hip together with their sword became a common sight throughout Khorvaire. Wandslingers remained an elite force, however, and they are both admired and feared today.

After the Last War ended, many wandslingers found themselves out of pay. Some became common bandits, others work as more legitimate mercenaries. In any case, you would do well not to get on the bad side of one.

"Like shootin' fish in a barrel."

WANDSLINGER

During the Last War, all adversaries desperately sought ways to gain an advantage over their foes. Common soldiers were trained in magic—creating a new breed of warriors: the wandslingers.

WANDSLINGER SIDEKICK FEATURES

Level	Proficiency Bonus	Hit Points	Features	Cantrips Known	Maximum Spell Level	Wand Points
1	+2	12 (1d10 hit die)	Wandcaster, Wandslinger Specialization	2	1	1
2	+2	20 (2d10 hit dice)	Wandslinger Gear	2	1	2
3	+2	28 (3d10 hit dice)	Cantrip Specialist	2	1	3
4	+2	36 (4d10 hit dice)	Improved Wandcasting, ASI: Dex +2 or Int +2	3	2	4
5	+3	44 (5d10 hit dice)	Dual Wielder	3	2	5
6	+3	52 (6d10 hit dice)	Potent Cantrips	3	2	6
7	+3	60 (7d10 hit dice)	Improved Wandslinger Gear	3	2	7
8	+3	68 (8d10 hit dice)	Improved Wandcasting, ASI: Dex +2 or Int +2	3	3	8

WANDCASTER

1st-level Wandslinger feature

The wandslinger's spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The wandslinger's spell selection is dependent upon their Wandslinger Specialization, below. The wandslinger can cast any cantrips they know at will. The wandslinger has a number of Wand Points equal to their level available to them. When the wandslinger casts a spell of 1st level or higher, they have to expend one Wand Point per spell level. They regain all expended Wand Points upon completing a long rest. When a wandslinger gains a level, they can substitute one of their spells of 1st level or higher for another spell of the same level from their Wandslinger Specialization.

WANDSLINGER SPECIALIZATION

1st-level Wandslinger feature

Choose a specialization for the wandslinger: Blaster, Controller, or Spellsword. Your choice determines which spells you learn. Select two cantrips and one 1st level spell from your specialization below:

Blaster. Blasters excel at blowing stuff up.

Cantrips (choose two): *fire bolt*, *prestidigitation*, *produce flame*, *ray of frost*

1st level (choose one): *burning hands*, *chromatic orb*, *ray of sickness*

Controller. Controllers can swing battles by manipulating the battlefield in ways others can exploit.

Cantrips (choose two): *control flames*, *frostbite*, *mold earth*, *ray of frost*

1st level (choose one): *faerie fire*, *guiding bolt*, *sleep*

Spellsword. While most wandslingers like to keep their distance, the spellsword brings the action to the enemy.

Cantrips (choose two): *blade ward*, *booming blade*, *green-flame blade*, *lightning lure*

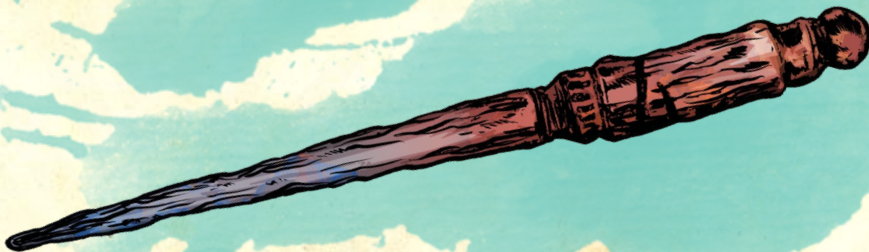
1st level (choose one): *armor of Agathys*, *shield*, *wrathful smite*

WANDSLINGER GEAR

2nd-level Wandslinger feature

The wandslinger gains one of the following magic items, which the wandslinger can use as a spellcasting focus:

Imbued Wood. Trees growing in zones suffused with planar energy make for wands that are especially effective at chan-



WANDSLINGER

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neling a particular type of energy. Choose one type of damage (except bludgeoning, piercing, or slashing). When the wandslinger casts a spell that deals damage of that type, they add +1 to one damage roll of that spell.

Wand of Pyrotechnics. This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges and create a harmless burst of multicolored light at a point you can see up to 60 feet away. The burst of light is accompanied by a crackling noise that can be heard up to 300 feet away. The light is as bright as a torch flame but lasts only a second. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand erupts in a harmless pyrotechnic display and is destroyed.

Name: *Cameron "Calamity" Jones* Pronouns: *she/her*
Profession: *Wandslinger* Race: *Human*
Nationality: *Cyre*
Age: *52*

Calamity went into wandslinging after being pressed into service for Cyre during the Last War. She is a highly decorated war hero, but none of that matters now that Cyre is no more. She made a name for herself as a mercenary in the wastes after the Day of Mourning—no matter how dirty a job, she'd get it done. And she rarely left anything behind in her wake—anything but... well, calamity.

Calamity is in her early fifties now, and there's nobody left alive who remembers her ever cracking a smile. She has a dry sense of humor, but you wouldn't believe that as she stares at you with pinched eyes below her signature rancher hat from across a dusty street.

Personality Traits. "I have a reputation to uphold—but contrary to it, there are things I won't do for money. My approach to a problem is massive overkill—I have no questions that need asking."

Bond. "I have a daughter who believes me dead—it better stay that way, but I take care of her through proxies so she can live a better life."

Flaw. "I cannot back down from a confrontation. In my line of work, reputation is everything, and I can't afford to look weak."



CANTRIP SPECIALIST

3rd-level Wandslinger feature

The wandslinger's dedicated training in using cantrips in combat grants it the following benefits:

- When a hostile creature's movement provokes an opportunity attack from the wandslinger, the wandslinger can, while holding a wand, use their reaction to cast a cantrip targeting the creature instead of making an opportunity attack.
- The wandslinger may reroll one damage die from a cantrip they cast on their turn. If the wandslinger does so, they must use the new roll.

WANDSLINGER

During the Last War, all adversaries desperately sought ways to gain an advantage over their foes. Common soldiers were trained in magic—creating a new breed of warriors: the wandslingers.

IMPROVED WANDCASTING

4th-level Wandslinger feature

The wandslinger learns one 2nd-level spell, depending on their Wandslinger Specialization.

Blaster (choose one): *scorching ray, shatter, Snilloc's snowball swarm*

Controller (choose one): *darkness, silence, spike growth*

Spellsword (choose one): *magic weapon, mirror image, misty step*

The wandslinger also learns another cantrip associated with their Wandslinger Specialization that they do not already know (see cantrip lists under the Wandslinger Specialization feature above).

DUAL WIELDER

5th-level Wandslinger feature

The wandslinger can now effectively dual wield a wand and a weapon. When the wandslinger uses their action to cast a spell they can make a weapon attack with a one-handed weapon that has the light property as a bonus action on the same turn.

POTENT CANTRIPS

6th-level Wandslinger feature

The wandslinger can add their Intelligence modifier to the damage they deal with any cantrip.



IMPROVED WANDSLINGER GEAR

7th-level Wandslinger feature

The wandslinger's magic item gained from the Wandslinger Gear feature additionally gains the properties of one of the following magic items, which the wandslinger can use as a spellcasting focus:

Wand of Magic Missiles. This wand has 7 charges. While holding it, the wandslinger can use an action to expend 1 or more of its charges to cast the *magic missile* spell from it. For 1 charge, the wandslinger casts the 1st-level version of the spell. The wandslinger can increase the spell slot level by one for each additional charge they expend. The wand regains 1d6 + 1 expended charges daily at dawn. If the wandslinger expends the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.



WANDSLINGER

During the Last War, all adversaries desperately sought ways to gain an advantage over their foes. Common soldiers were trained in magic—creating a new breed of warriors: the wandslingers.

Wand of Web. This wand has 7 charges. While holding it, the wandslinger can use an action to expend 1 of its charges to cast the *web* spell (save DC 15) from it. The wand regains 1d6 + 1 expended charges daily at dawn. If the wandslinger expends the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of Defense. This wand has 5 charges. While holding it, the wandslinger can use a reaction to expend 1 of its charges to cast the *shield* spell from it. The wand regains 1d4 + 1 expended charges daily at dawn. If the wandslinger expends the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

IMPROVED WANDCASTING

8th-level Wandslinger feature

The wandslinger learns one 3rd-level spell, depending on their Wandslinger Specialization.

Blaster (choose one): *fireball*, *lightning bolt*, *Melf's minute meteors*

Controller (choose one): *counterspell*, *erupting earth*, *wind wall*

Spellsworn (choose one): *blink*, *elemental weapon*, *thunder step*





EBERRON FACTIONS

EBERRON FACTIONS

Eberron is riddled with competing factions at all levels of society—the nations that just emerged from the Last War, the powerful Dragonmarked Houses, and a number of independent institutions seek to protect and extend their influence. All these factions have interests and motivations that criss-cross, align, intersect, or clash in often unexpected ways. There is constant intrigue as rival and allied factions jockey for a position.

These interactions define life in Eberron, in many ways, and it is more than likely that a group of adventurers will encounter representatives from these factions and be drawn into their machinations. Fear not, as this can happen to the best of people! Even the most non-partisan and altruistic organizations, such as the Wayfinders Foundation, occasionally find themselves—through no fault of their own, of course—drawn into these conflicts.

One of the more benign institutional representatives you may have dealings with is the **Morgrave University scholar**. But even with such a learned person, check your expectations. Morgrave University is an esteemed academic institution, but it also has a reputation of renegade researchers and questionable field methods. There are other more renowned places of learning in Khorvaire, and many ambitious scholars from Morgrave University will do anything to put themselves ahead of them.

A more unpredictable faction, we will not speak too much about—they may be listening. Anyone could be a **Zilargo Trust operative**, gathering information for the nation of the gnomes. The Trust is the secret police of Zilargo, but their interests extend well beyond their nation's boundaries. We would not venture to say anything negative about their activities, however, and are sure they make wonderful allies—if you can gain their trust.

If you are after someone who has done you wrong, one of your best options would be to work with a **Deneith sentinel marshal**. House Deneith provides security, soldiers and law enforcement for the highest bidder—and they can command high prices because they are the best at their job. Not all in House Deneith are unscrupulous mercenaries, however! The sentinel marshals are renowned for upholding the law and hunting down dangerous criminals. This reputation has earned them the right to pursue their charges across national boundaries. So better not find yourself their quarry...



Morgrave University Scholar

Morgrave University may not be the most academically distinguished institution in Eberron—but it is certainly the most notorious, producing scholars of... unusual methods.

MORGRAVE UNIVERSITY SCHOLAR

1st-level humanoid (any race)

Armor Class 11 (unarmored)

Hit Points 7 (1d6 hit die)

Speed 30 ft.

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

Saving Throws Int +5, Wis +4

Skills Arcana +5, History +5, Nature +5, Religion +5

Proficiencies daggers, darts, slings, quarterstaffs, light crossbows

Senses passive Perception 12

Languages Common, plus three of your choice

Throw the Book at Them. One of the first things any Morgrave University scholar learns is to shoo away the pigeons while studying in the university courtyard by becoming adept at calculating the precise trajectories of tomes aimed at them. They are considered proficient when using a book as an improvised weapon, and, when using a book to attack, they can use their Intelligence modifier for the attack and damage rolls.

ACTIONS

Book. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 10/30, one target. Hit: 5 (1d4 + 3) bludgeoning damage.

At Morgrave University in Sharn, things are done a little bit differently than at most other academic institutions... There is many a place of higher learning that outmatches Morgrave University in terms of academic accomplishments, but none can match the scholars from the City of Towers for their intrepidity, daring in their topics and methods—and sometimes sheer audacity and academic throat-cutting. The scholars of Morgrave University have little compunction about how they may get ahead of their competitors, at home or at other institutes.

All this is not to say that all scholars at Morgrave University would act unethically, but there is definitely a certain... verve, let's say, in the way they do research. This is surely not always a bad thing, as attested by the great advancements Morgrave University scholars have made on their dangerous explorations of the ruins of Xen'drik, for example—many of them funded by your very own Wayfinder Foundation!

Morgrave University thus attracts not only students who are eager to learn—but eager to do as well! You will find individuals among the faculty and student body here who are just as diverse and unexpected in their backgrounds as Eberron is itself: from the gynosphinx Flamewind who perches atop Lareth Hall to the hobgoblin lecturer and head of student accommodations Ghash Duurkat to half-orc orphans with an unaccountable knack for history and star charts!

The subjects studied at Morgrave University are thus just as eclectic as you might expect from such a diverse group of individuals. There is no subject you cannot study here and the students are encouraged to acquire a broad basis of knowledge from elective studies and expected to participate in expeditions before graduating with a thesis in their major study subject.



"Preliminary analysis seems to indicate that we're screwed. Again."

Morgrave University Scholar

Morgrave University may not be the most academically distinguished institution in Eberron—but it is certainly the most notorious, producing scholars of... unusual methods.

MORGRAVE UNIVERSITY SCHOLAR SIDEKICK FEATURES

Level	Proficiency Bonus	Hit Points	Features
1	+2	7 (1d6 hit die)	Throw the Book at Them
2	+2	11 (2d6 hit dice)	Elective Studies
3	+2	16 (3d6 hit dice)	Study Major
4	+2	20 (4d6 hit dice)	ASI: Int +2
5	+3	25 (5d6 hit dice)	Saved by the Book
6	+3	29 (6d6 hit dice)	Critical Analysis
7	+3	34 (7d6 hit dice)	Graduation Thesis
8	+3	38 (8d6 hit dice)	ASI: Int +2

THROW THE BOOK AT THEM

1st-level Morgrave University Scholar feature

One of the first things any Morgrave University scholar learns is to shoo away the pigeons while studying in the university courtyard by becoming adept at calculating the precise trajectories of tomes aimed at them. They are considered proficient when using a book as an improvised weapon, and, when using a book to attack, they can use their Intelligence modifier for the attack and damage rolls.

ELECTIVE STUDIES

2nd-level Morgrave University Scholar feature

The scholar chooses a minor for their studies and gains benefits related to it (Intelligence is their spellcasting modifier for any spells they learn in this way):

Communication Studies. The scholar becomes proficient in the Insight skill and learns the *message* cantrip.

Linguistics. The scholar learns three additional languages.

Medicine. The scholar becomes proficient in the Medicine skill and learns the *spare the dying* cantrip.

Political Science. The scholar becomes proficient in the Insight and Persuasion skills and learns one additional language.

Engineering. The scholar becomes proficient with tinker's tools and mason's tools and learns the *mending* cantrip.

Music. The scholar becomes proficient in the Performance skill and one musical instrument and learns the *minor illusion* cantrip.

STUDY MAJOR

3rd-level Morgrave University Scholar feature

The scholar chooses a major for their studies and gains benefits related to it:

Arcana. The scholar now doubles their proficiency bonus when using the Arcana skill. They can cast *identify* and *detect magic*, but only as rituals.

History. The scholar now doubles their proficiency bonus when using the History skill. They can cast *comprehend languages*, but only as a ritual.

Biology. The scholar now doubles their proficiency bonus when using the Nature skill. The scholar gains proficiency with the poisoner's kit and the herbalist's kit and can produce one *potion of poison* or one *potion of healing* at the end of a long rest, given that they succeed on a DC 15 Intelligence (Nature) check to gather re-



Morgrave University Scholar

Morgrave University may not be the most academically distinguished institution in Eberron—but it is certainly the most notorious, producing scholars of... unusual methods.

sources in the field or have purchased resources worth half the cost of the potion available to them.

Theology. The scholar now doubles their proficiency bonus when using the Religion skill. They can cast the *sanctuary* spell once. They regain the ability to do so upon finishing a long rest.

SAVED BY THE BOOK

5th-level Morgrave University Scholar feature

The scholar can use their reaction to add their Intelligence modifier to a saving throw made by themselves or an ally they can see within 30 feet of them, by shouting out some pertinent advice. The scholar must be able to see the source of the effect that forces the saving throw and the ally must be able to hear them in order to use this feature.

Name: *Garlan Nan*
Profession: *Scholar*
Nationality: *Breland*
Age: *21*

Pronouns: *he/him*
Race: *Half-Orc*

Garlan's early life was not happy—his human father's family abused his orcish mother into fleeing them and young Garlan was sent to a monastery, where he was supposed to study to become a priest. Garlan hated the stern monks and the endless prayers—but he loved the library! One day, he was assigned as attendant to a visitor—Professor Mnimzim of Morgrave University. When Garlan quietly corrected a mistake in her astrological charts, resulting from a mistranslation from ancient Draconic, she secured a stipend for him to explore the secrets of Eberron.

Garlan is tall and slender, with fine features and sharp cheekbones. His tusks have only begun to grow in properly, giving him a rakish look. He peeks out shyly from below a mop of black hair. His dress reflects his meager stipend as he spends most of his funds on new books—he is never seen without one.

Personality Traits. "My ideal afternoon is a mug of hot tea and a friend to work on a ~project~ with. I like meeting people, but I easily get overwhelmed and grow anxious in social settings with more than two or three."

Bond. "I want people to like me. My studies may seem random, but I'm mainly trying to understand how to interact with others."

Flaw. "I cannot help but correct the many mistakes others make. Pronunciation, facts, formulas—nobody seems to be able to keep anything straight."



CRITICAL ANALYSIS

6th-level Morgrave University Scholar feature

The scholar can pinpoint weaknesses of enemies by using their analytical skills. As an action, the scholar can choose one creature they can see and give them vulnerability to any one damage type until the start of the scholar's next turn. If the target is resistant to the chosen damage type, it loses the resistance but does not become vulnerable. If the target is usually immune to the chosen damage type, it becomes resistant. The scholar can use this feature a number of times equal to their Intelligence modifier and regains all expended uses when they finish a long rest.

Morgrave University Scholar

Morgrave University may not be the most academically distinguished institution in Eberron—but it is certainly the most notorious, producing scholars of... unusual methods.

GRADUATION THESIS

7th-level Morgrave University Scholar feature

The scholar has finally advanced far enough in their studies to graduate with a dissertation in their major subject and be considered an expert of their field. They gain a benefit based on their subject:

Arcana. The scholar gains the ability to create spell scrolls from their theoretical knowledge of magic. The spells must be of 3rd level or lower and come from the wizard spell list. The creation of the spell scroll requires the scholar to work on it during rests over the course of a number of days equal to the spell's level + 1. The scholar requires components in the form of magical ink and parchment worth 25 gp for a cantrip, 50 gp for a 1st-level spell, 100 gp for a 2nd-level spell, and 250 gp for a 3rd-level spell. If the spell requires spell components that have a cost, these have to be provided as well. The scholar can cast any spell from a spell scroll they have created without restrictions. Intelligence is their spellcasting ability for any spells cast in this way (spell save DC 16, spell attack modifier +8).

History. The scholar can spend time connecting together information from their notes to discover something about a legendary artifact or event. If they do so during rests over the course of seven days, they gain the benefit of a *legend lore* spell regarding the subject of their studies upon completing their research. They do not have to expend the material components associated with the spell. Intelligence is their spellcasting modifier for this spell.

Biology. Due to their close examination of flora and fauna, the scholar has gained a closer connection to plant and beast creatures. They have advantage on all Wisdom (Animal Handling) and Charisma (Persuasion) checks interacting with those creatures. Furthermore, they know the damage vulnerabilities, damage resistance, damage immunities, and condition immunities of all creatures of the plant and beast type. The scholar can also cast *speak with animals* (3/day) and *speak with plants* (1/day), but only as rituals. Intelligence is their spellcasting ability for these spells.

Theology. Their studies of the Draconic Prophecy have imbued the scholar with a transcendent intuition for the future. They learn the *guidance* cantrip and can cast the *augury* spell as a ritual. They can also cast the *divination* spell once, without expending material components; they have to wait until the event they divined has occurred before they can do so again. Intelligence is their spellcasting ability for these spells.



ZILARGO TRUST OPERATIVE

Anonymity is the their name; silence, their native tongue. They are no longer part of the system.
They are above the system; over it; beyond it. They are: The Trust.

ZILARGO TRUST OPERATIVE

1st-level humanoid (gnome)

Armor Class 14 (studded leather)

Hit Points 9 (1d8 hit die)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	11 (+0)	14 (+2)	14 (+2)

Saving Throws Wis +4, Cha +4

Skills Deception +6, Insight +6, Stealth +4

Proficiencies light armor; daggers, light crossbows, rapiers, shortbows, darts, slings, hand crossbows; forgery kit, disguise kit, one gaming set of your choice

Senses darkvision 60 ft., passive Perception 12

Languages Common, Gnomish; plus one of your choice

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

Sneak Attack. Once per turn, the operative can deal an extra 1d6 damage to one creature they hit with an attack if certain conditions, as detailed in the Sneak Attack feature, are met.

Trust No Gnome. The operative doubles their proficiency bonus with the Deception and Insight skills (included above).

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 6 (1d4 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120, one target. *Hit:* 5 (1d6 + 2) piercing damage.

The Trust: elusive, yet omnipresent; above the system, yet at the heart of it; enigmatic, yet with unambiguous intentions.

The Trust originated from Korranberg Library in the gnome nation of Zilargo, and it's vast network of intelligence gathering. Korranberg Library is believed to contain the most complete collection of knowledge in the entirety of Khorvaire, possibly all of Eberron. This was prime ground for The Trust to grow out of. They are the reason the society of the gnomes is so stable and appears so happy and free of crime. It's not that crime isn't ever attempted in the Zil cities. It's not that gnomes are naturally happy and easy-going. It's just that everyone who steps of line seems to—before they can disturb peace, joy, and stability—just... disappear.

And their neighbors quietly take note and adjust their own behavior accordingly. Many of their neighbors probably took note far before the disappearance. Any gnome could be an agent of the The Trust. It may sometimes seem as if every gnome must be an agent of The Trust. How else would you explain their seeming omniscience? These are surely unfounded conspiracy theories... but it makes you wonder, doesn't it?

No matter the truth, The Trust would not be an issue for most of Khorvaire if they restricted their activities to Zilargo. But it seems The Trust pursue their interests in other nations as well. Their operatives are yet only whispered about. Is that because all is just rumors—or because they are already listening?



"Trust is earned, not given."

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ZILARGO TRUST OPERATIVE SIDEKICK FEATURES

Level	Proficiency Bonus	Hit Points	Features	Sneak Attack
1	+2	9 (1d8 hit die)	Keep it in the Family, Trust No Gnome, Sneak Attack	1d6
2	+2	14 (2d8 hit dice)	Special Operative Role	1d6
3	+2	20 (3d8 hit dice)	Undercover Agent	2d6
4	+2	25 (4d8 hit dice)	ASI: Dex +2 or Cha +2	2d6
5	+3	31 (5d8 hit dice)	Secret Identity	3d6
6	+3	36 (6d8 hit dice)	Gnomes in Black	3d6
7	+3	42 (7d8 hit dice)	The Trust is Watching	4d6
8	+3	47 (8d8 hit dice)	ASI: Dex +2 or Cha +2	4d6

the operative gains levels. The number of d6 rolled for Sneak Attack is equal to the operative's level divided by two, rounded up.

SPECIAL OPERATIVE ROLE

2nd-level Zilargo Trust Operative feature

Each member of The Trust has a role to play. As they advance in the organization, this leads to a specialization that extends beyond the usual gathering of information. The operative can choose from the specializations below:

Informant. All operatives of the organization act as its eyes and ears, but someone who specializes in this role becomes especially adept at winking out information. An operative who embraces this role becomes proficient in the Perception and Persuasion skills. After the operative spends 1 minute talking to someone who can understand them and shares a language with them, they can make a Charisma (Persuasion) check contested by the creature's Wisdom (Insight) check. If the check succeeds for the operative, the target is charmed by the operative for 10 minutes. This effect ends if the target takes damage. After a target has been affected by this ability, it becomes immune against it for 24 hours.

KEEP IT IN THE FAMILY

1st-level Zilargo Trust Operative feature

Only gnomes can be Zilargo Trust operatives.

TRUST NO GNOME

1st-level Zilargo Trust Operative feature

The operative doubles their proficiency bonus with the Deception and Insight skills.

SNEAK ATTACK

1st-level Zilargo Trust Operative feature

Once per turn, the operative can deal an extra 1d6 damage to one creature they hit with an attack if they have advantage on the attack roll. The attack must use a finesse or a ranged weapon. The operative doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and they don't have disadvantage on the attack roll. The amount of the extra damage increases as



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Acquisitor. Whenever The Trust wishes to claim an asset (no matter whether an item or a person), they send an acquisitor. An operative who embraces this role becomes proficient in the Investigation and Athletics skills and gains proficiency with thieves' tools. The operative can attempt a grapple as a bonus action and doubles their proficiency bonus on grappling attempts.

Librarian. There are those who work in the field and those who collate and analyze the information collected there. An operative who embraces this role becomes proficient in the History and Investigation skills. The operative can attempt a DC 15 Intelligence (History) check when taking the Help action. On a success, they come up with some precedent and pertinent advice that lets the creature they are helping add the operative's proficiency bonus to the roll.

UNDERCOVER AGENT

3rd-level Zilargo Trust Operative feature

The operative has been trained in flawless disguise work and received a magical disguise kit attuned to them (cannot be attuned by another creature). They can spend 1 minute to use their disguise kit to change their appearance as if affected by a *disguise self* spell. As part of this disguise, they can magically increase their height by up to 3 feet, weaving illusions into the disguise using the materials provided in their magical disguise kit. Like with the *disguise self* spell, not all aspects of the disguise (such as make-up, a wig, etc.) hold up to physical inspection. The operative can use this feature a number of times equal to their Charisma modifier. They regain all expended uses upon finishing a short or long rest.

Name: *Zilly Silverspoke*
Profession: *Trust Operative*
Nationality: *Zilargo*
Age: 49

Pronouns: *she/her*
Race: *Gnome*

Korranberg Library is more than just a collection of books—it is the central hub for information of the vast gnomish network of intelligence. Zilly Silverspoke is one of the many strings attached to that hub, specialized in acquiring and relaying secrets. She was recruited into The Trust as a secret agent after she was apprehended for smuggling Khyber shards. When she was brought into custody, a former school friend recognized her and strung together a tale of having authorized her activities as a double agent—better to have one like Zilly in the service than locked away where she could do no good for anyone. Zilly took to her new role like a fish to water.

Zilly keeps her head and eyebrows shaved to be able to switch personalities with her vast collection of wigs and glue-on eyebrows at the drop of a hat. When her mission does not require a specific style, she prefers bright neon colors and undercuts. Zilly is stockier and taller than most gnomes and can pass for a dwarf when she has to.

Personality Traits. "I always come straight to the point."

Bond. "The Trust always knows best—for The Trust knows all."

Flaw. "A life lived in aliases and dealing in secrets has left me with little trust in even my closest friends and allies—everyone could become a traitor."



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GNOMES IN BLACK

6th-level Zilargo Trust Operative feature

From now on the operative leaves no lasting impression unless they wish to. Their entire image is crafted to leave no lasting memory with anyone they encounter.

A creature interacting with the operative for less than 10 minutes must succeed on an Intelligence saving throw against a DC equal to 8 + the operative's Charisma modifier + the operative's proficiency bonus at the end of the interaction. On a failed save, they instantly forget the interaction with the operative. This feature does not work if the operative has dealt any damage to the target during their interaction. The operative can cancel this effect by intentionally breaking their immemorable façade during the interaction with the target.

THE TRUST IS WATCHING

7th-level Zilargo Trust Operative feature

The Trust operative can cast *arcane eye* once. Wisdom is their spellcasting ability for this spell. They have to finish a long rest before they can use this ability again.

SECRET IDENTITY

5th-level Zilargo Trust Operative feature

The operative can seamlessly slip into a secret identity. These identities can mimic other living or dead people the operative has observed for at least 1 hour. The operative can create an outfit, a wig and other hairpieces, and even a face mask that perfectly imitates that person. The operative can also flawlessly imitate the speech patterns of another creature if they have heard them speak for at least 1 minute. The operative becomes transformed as if affected by an *alter self* spell. The transformation takes 10 minutes. The operative can memorize and carry the disguise for at least three secret identities. There is no limit on how often this ability can be used.



DENEITH SENTINEL MARSHAL

The Deneith sentinel marshals are not here to prevent crime—that is the job of the city watches. They hunt down criminals that others cannot catch—with the authority to pursue them anywhere in Khorvaire.

DENEITH SENTINEL MARSHAL

1st-level humanoid (human, Mark of Sentinel)

Armor Class 18 (chain mail, shield)

Hit Points 11 (1d10 hit die)

Speed 30 ft.

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

Saving Throws Str +4, Con +4

Skills Athletics +4, Intimidation +2, Perception +4

Proficiencies all armor and shields; all weapons;
Conqueror gaming set

Senses passive Perception 14

Languages Common, plus one of your choice

Mark of Sentinel. This dragonmark grants the marshal certain powers: Sentinel's Intuition, Vigilant Guardian and Dragonmark Spellcasting. See the Mark of Sentinel feature for details.

Net Them! The DC of the Strength check to free a creature from the marshal's net becomes 8 + the marshal's Strength modifier + their proficiency bonus (included below).

ACTIONS

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage or 7 (1d10 + 2) slashing damage if used with two hands.

Net. *Ranged Weapon Attack:* +5 to hit, range 5/15 ft., one target. *Hit:* A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 12 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net. When the marshal uses an action, bonus action, or reaction to attack with a net, they can make only one attack regardless of the number of attacks they can normally make.

House Deneith has provided professional mercenaries, bodyguards, and peacekeeping forces for centuries. Their hirelings are renowned for their reliability and expertise all over Khorvaire. During the Last War, all nations that could afford it fell over themselves to secure the services of House Deneith, for they remained completely neutral—which means, they sold their soldiers to the highest bidder at the time and often Deneith soldiers would end up on two different sides of the same battlefield. None of which would inhibit them in the execution of their duties in the slightest.

But for all these displays in valor and loyalty, House Deneith has produced no breed of armed professionals more respected than the sentinel marshals. They are an elite force of lawkeepers. But they are not tasked with preventing crime—this is the job of a city watch and a waste of their abilities. No, Deneith sentinel marshals hunt down only the most dangerous criminals, they step in when other protectors have failed in their duties.

Such is the reputation the sentinel marshals have built that when the Kingdom of Galifar collapsed and the Five Nations emerged, all agreed that a sentinel marshal may not be hindered in their duties and must be allowed to cross national boundaries without inhibitions or delays in the pursuit of their quarries. Considering the high degree of tension that still persists between some nations, this is an unprecedented liberty—proof if proof were needed of the respect the sentinel marshals' reputation commands.



"Halt, criminal! In the name of the law and House Deneith!"

DENEITH SENTINEL MARSHAL

The Deneith sentinel marshals are not here to prevent crime—that is the job of the city watches. They hunt down criminals that others cannot catch—with the authority to pursue them anywhere in Khorvaire.

DENEITH SENTINEL MARSHAL SIDEKICK FEATURES

Level	Proficiency Bonus	Hit Points	Features
1	+2	12 (1d10 hit die)	Mark of Sentinel, Net Them!
2	+2	17 (2d10 hit dice)	Halt, Criminal!, Ironclad
3	+2	24 (3d10 hit dice)	Ironclapped, Take Them Alive
4	+2	30 (4d10 hit dice)	ASI: Str +2 or Wis +2
5	+3	37 (5d10 hit dice)	Extra Attack, Improved Dragonmark Spellcasting
6	+3	43 (6d10 hit dice)	Unyielding Pursuit
7	+3	50 (7d10 hit dice)	Aura of Determination
8	+3	56 (8d10 hit dice)	ASI: Str +2 or Wis +2

MARK OF SENTINEL

1st-level Deneith Sentinel Marshal feature

The marshal's dragonmark is an empowerment and a responsibility. It aids them in apprehending criminals, but it also charges them with maintaining a lawful conduct and places the responsibility to hunt down criminals on their shoulders.

Sentinel's Intuition. When you make a Wisdom (Insight) or Wisdom (Perception) check, you can roll a d4 and add the number rolled to the ability check.

Vigilant Guardian. When a creature you can see within 5 feet of you is hit by an attack roll, you can use your reaction to swap places with that creature, and you are hit by the attack instead. Once you use this trait, you can't do so again until you finish a long rest.

Dragonmark Spellcasting. The marshal has learned to access the magic of their dragonmark directly. Their spellcasting ability is Constitution.

Spell save DC = 8 + proficiency bonus
+ spellcasting ability modifier

The marshal can cast the following spells (1/day each):
compelled duel, shield, shield of faith

NET THEM!

1st-level Deneith Sentinel Marshal feature

The DC of the Strength check to free a creature from the marshal's net becomes 8 + the marshal's Strength modifier + their proficiency bonus (included in the number in the stat block).

HALT, CRIMINAL!

2nd-level Deneith Sentinel Marshal feature

The marshal doubles their proficiency bonus on Strength (Athletics) checks made to grapple a creature. In addition, they can use a bonus action to make a grapple attack.



DENEITH SENTINEL MARSHAL

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IRONCLAD

2nd-level Deneith Sentinel Marshal feature

The marshal gains a +1 bonus to AC while wearing armor.

IRONCLAPPED

3rd-level Deneith Sentinel Marshal feature

As long as the marshal has manacles, a rope, or other restraints available, they can attempt to restrain a target grappled by them as an action. The target must succeed on a Strength or Dexterity saving throw against a DC equal to 8 + the marshal's Strength modifier + their proficiency bonus or become restrained. A creature restrained in this way can repeat the saving throw at the end of their turns, at disadvantage.

Name: *Eli d'Deneith* Pronouns: *she/her*
Profession: *Sentinel Marshal* Race: *Human*
Nationality: *Karrnath*
Age: 36

Eli Dust grew up as an orphan on the streets of Karrnath. When the Mark of Sentinel manifested in her teens, she did not know what it meant—just that it must be something bad. Nothing good ever happened, not to her. She hid it with rags for shawls as best as she could. Around the same time, she fell in with some “friends” who only took advantage of her as a disposable trafficker of illicit goods. When a hand grabbed her shoulder one night in a dark alley, her shawl dropped as she was spun around—and her life changed forever. She stared into a woman's eyes, lit up with the shock of recognition. And she had the same mark across her cheek! This is when Eli found her new family—and soon chased down those who had used her in their name.

Eli meticulously shaves her black beard, but she is constantly losing the race against the stubble. Her undercut hair is oiled and braided in the elven fashion; her dress immaculate. She dislikes make-up but enjoys jewelry, typically massive metal rings.

Personality Traits. “I do not enjoy the work, but someone has to do it. I try to distract myself with childish amusements—maybe to make up for the childhood I never had.”

Bond. “House Deneith has rescued me from the streets and given me something worthwhile to do. I owe them everything.”

Flaw. “I'm plagued by scruples and feeling them weighs heavy on me. I cannot reconcile them with the debt I owe to House Deneith.”



TAKE THEM ALIVE

3rd-level Deneith Sentinel Marshal feature

The marshal's weapon attacks score a critical hit on a roll of 19 or 20 against targets grappled by them. In addition, when the marshal reduces an opponent to 0 hit points, the marshal can choose for the target to stabilize immediately.

EXTRA ATTACK

5th-level Deneith Sentinel Marshal feature

The marshal can attack twice, instead of once, whenever they take the Attack action on their turn.

DENEITH SENTINEL MARSHAL

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IMPROVED DRAGONMARK SPELLCASTING

5th-level Deneith Sentinel Marshal feature

The marshal can now cast the following additional spells (1/day each): *warding bond*, *zone of truth*

UNYIELDING PURSUIT

6th-level Deneith Sentinel Marshal feature

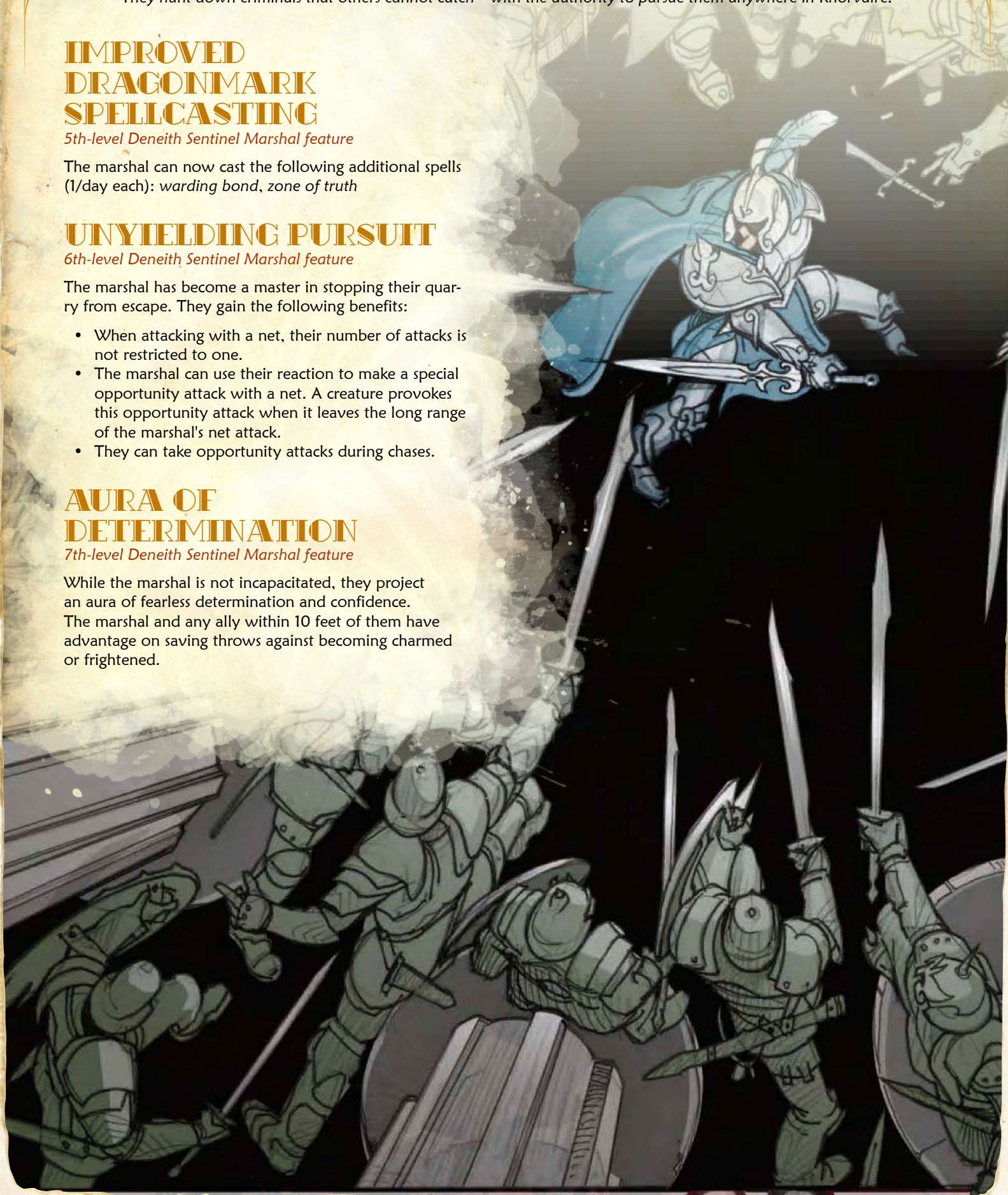
The marshal has become a master in stopping their quarry from escape. They gain the following benefits:

- When attacking with a net, their number of attacks is not restricted to one.
- The marshal can use their reaction to make a special opportunity attack with a net. A creature provokes this opportunity attack when it leaves the long range of the marshal's net attack.
- They can take opportunity attacks during chases.

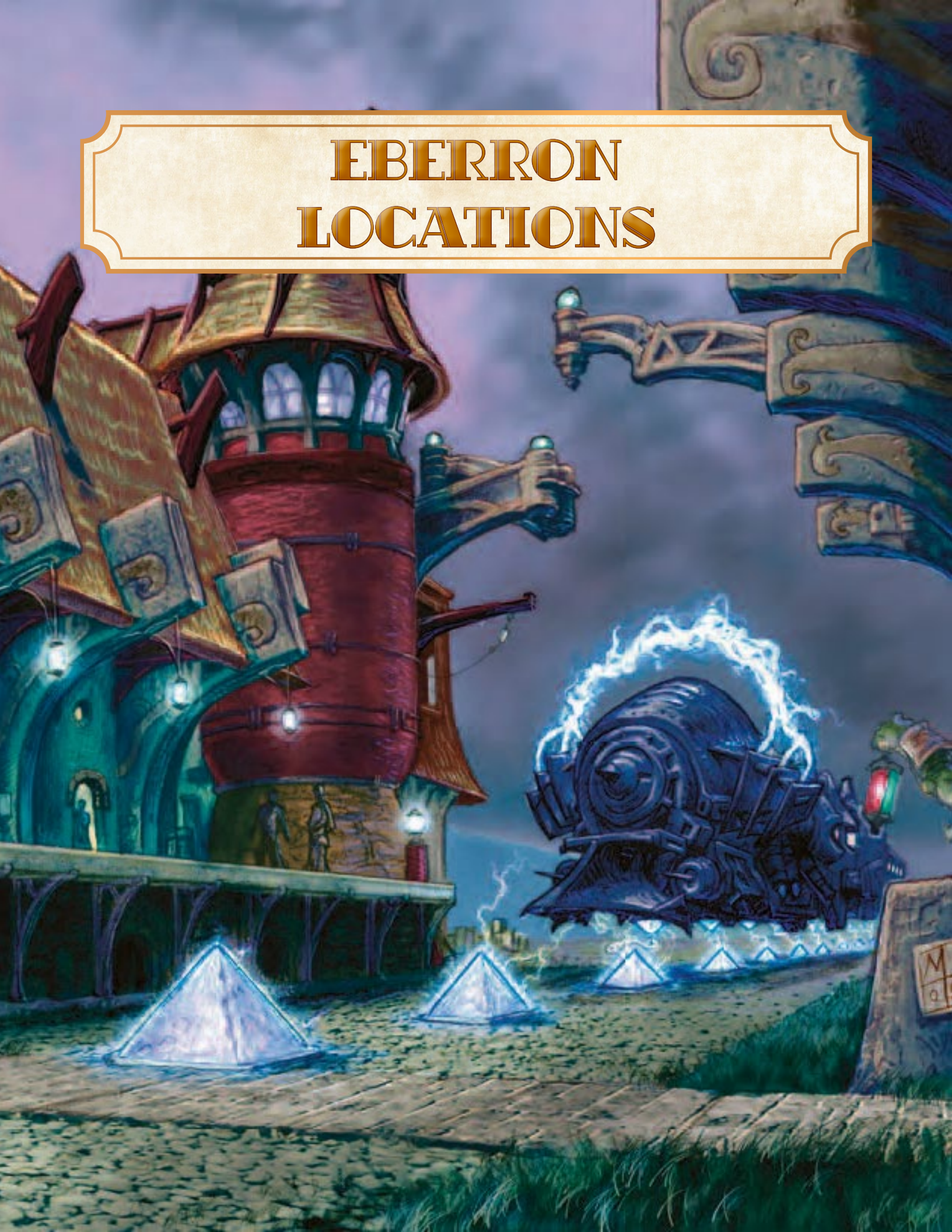
AURA OF DETERMINATION

7th-level Deneith Sentinel Marshal feature

While the marshal is not incapacitated, they project an aura of fearless determination and confidence. The marshal and any ally within 10 feet of them have advantage on saving throws against becoming charmed or frightened.



EBERRON LOCATIONS



EBERRON LOCATIONS

There are countless and endlessly varied lands to explore in Eberron! Some are easy to access and you are sure to find a friendly reception there, such as the civilized nations of Khorvaire. Others—well... But to those who are inclined to the life of an adventurer, these are precisely the locales to seek out! With great risk comes great opportunity—and there is hardly any greater risk to be found than in some of the locations mentioned here, in passing.

In the north of Khorvaire, beyond the Shadowcrag, lies a region that most inhabitants of the civilized nations cheerfully pretend does not exist. And who could blame them? The Demon Wastes are a nightmarish hellscape of demons, barbaric demon-worshippers, and more demons. Blood rains from the sky, the barren earth itself bursts open beneath your feet with hellish fire, and abominations roam these wastes. If you truly wish to venture into this region, you better obtain the services of a **Demon Wastes guide** familiar with the area—if such a mad person can be found...

Bordering the Demon Wastes to the south are the Eldeen Reaches, as if intended as a direct antithesis—lush meadows, vibrant forests, and untamed beasts roaming the wilderness. Something is brewing in this peaceful region, however. The ashbound druids keep stirring their followers with anti-elemental binding sentiments and decry the curse of modern technology and its impact on the world. We are sure they mean well, but their actions and those of their **Eldeen Reaches vigilantes** are often difficult to accept by the authorities of the nations of Khorvaire.

To the south of Khorvaire lies the continent of Xen'drik, where the ancient empires of the giants rose and fell. These empires were built on the giant's ingenuity in the use of magic and the labor of their drow slaves. There is little left of this culture today, but its monuments and creations remain. Any **Xen'drik archaeologist** dreams of uncovering these priceless artifacts and other buried treasure—some to sell it all off for their own profit, some to protect it from falling into obscurity once more.



DEMON WASTES GUIDE

Only the insane, the desperate, or the greedy would venture into the Demon Wastes—the few guides that offer their services there typically combine all three of these “qualities.”

DEMON WASTES GUIDE

1st-level humanoid (any race)

Armor Class 14 (hide armor)

Hit Points 12 (1d10 hit die)

Speed 30 ft.

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

Saving Throws Con +4, Wis +5

Skills Perception +5, Stealth +6, Survival +7

Proficiencies light armor, medium armor; simple weapons, martial weapons; cartographer's tools

Senses passive Perception 15

Languages Common, Infernal, plus one of your choice

Pet Demon. The guide has formed a strange connection with a minor demonic entity. See the Pet Demon feature for details.

Survival Instincts. The guide doubles their proficiency bonus on Dexterity (Stealth) and Wisdom (Survival) checks (this is included in the bonus shown above). The guide and their traveling companions also gain a number of additional benefits while traveling in the Demon Wastes. See the Survival Instincts feature for details.

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320, one target. *Hit:* 5 (1d6 + 2) piercing damage.

The Demon Wastes: where blood rains down on you while fiends track your scent across the cracked earth, where the cries and howls that pierce the night might be the crazed Carrion Tribes just as well as their victims—the Demon Wastes, where your nightmares become real. The whole of Khorvaire would love to forget this festering cesspit of evil bites into the neck of the continent like a tick. And as long as the demons stay there, that may be the best way of dealing with the place. But what if the hunger of the bloodthirsty cults grows? What if the rakshasa lords who dwell there desire fresh playthings?

For the time being, however, the demons largely remain on their side of the black broken teeth of the Shadow-crag mountains and only the most desperate or the most insane of individuals would venture into the Demon Wastes of their own volition.

If you do find that you absolutely must venture here, you should strongly consider searching for a qualified guide, someone who knows the region and who can deal with the madness there while keeping you out of danger. Every step you take in the Demon Wastes may be your last, otherwise. And if you find such an individual and they name their price—pay it, no matter what! There are surely not many of these guides left alive and whatever they ask is reasonable, as outrageous as their price may seem to you. If you cannot afford it—consider it your good fortune and go back home.

You should not be too worried about any strange or deranged behavior of your prospective guide either—remember the earlier advice: only the desperate or the insane would venture into the Demon Wastes of their own free will. So what if your guide is talking to their pet toad? You are lucky they still possess the power of speech at all! So what if that pet toad never sleeps and just stares at you for weeks on end out of bloodshot eyes? You are lucky that you have someone watching over you at all times! So what if your guide vanishes randomly, on occasion? You are lucky they come back! As long as they come back...

“~You~ want to go to the Demon Wastes!? The name ain't ironic, y'know—better stick with me!”



DEMON WASTES GUIDE

Only the insane, the desperate, or the greedy would venture into the Demon Wastes—the few guides that offer their services there typically combine all three of these “qualities.”

DEMON WASTES GUIDE SIDEKICK FEATURES

Level	Proficiency Bonus	Hit Points	Features
1	+2	12 (1d10 hit die)	Pet Demon, Survival Instincts
2	+2	19 (2d10 hit dice)	Elusive
3	+2	27 (3d10 hit dice)	Garbage Collector
4	+2	34 (4d10 hit dice)	ASI: Dex +2 or Wis +2
5	+3	42 (5d10 hit dice)	Fight or Flight
6	+3	49 (6d10 hit dice)	Scrounger
7	+3	57 (7d10 hit dice)	Wastelander
8	+3	64 (8d10 hit dice)	ASI: Dex +2 or Wis +2

- When foraging, the guide finds twice as much food as they normally would.
- While tracking other creatures, the guide also learns their exact number, their sizes, and how long ago they passed through the area.

ELUSIVE

2nd-level Demon Wastes Guide feature

In the Demon Wastes, it's good to be able to slip away from danger. The guide can take the Hide action as a bonus action. The guide does not provoke opportunity attacks from creatures they have been hidden from at the start of their turn, until the guide's turn ends.

PET DEMON

1st-level Demon Wastes Guide feature

The guide can cast *find familiar* as a ritual once per day and has formed a strange connection with a minor demonic entity. The guide's familiar is always a fiend. If the pet demon is killed, it dissolves into demon ichor which can be used to replace the material components of the *find familiar* spell.

SURVIVAL INSTINCTS

1st-level Demon Wastes Guide feature

The guide doubles their proficiency bonus on Dexterity (Stealth) and Wisdom (Survival) checks (included in the stat block). The guide and their traveling companions also gain the following benefits while traveling in the Demon Wastes:

- Difficult terrain doesn't slow the group's travel.
- The group can't become lost except by magical means.
- Even when engaged in another activity while traveling (such as foraging, navigating, or tracking), the guide remains alert to danger.
- If traveling alone, the guide can move stealthily at a normal pace.



Only the insane, the desperate, or the greedy would venture into the Demon Wastes—the few guides that offer their services there typically combine all three of these “qualities.”

GARBAGE COLLECTOR

3rd-level Demon Wastes Guide feature

The guide has collected an eclectic collection of random junk in the Demon Wastes—anything could mean the difference between life and death out here! As an action, the guide can specify an item from the adventuring gear table in the **Player's Handbook** and make a DC 15 Wisdom (Survival) check to find something in their collection that will serve as that item. The item can have a maximum value of 20 gp. Whether they succeed or fail, they cannot attempt to look for the same item again before completing a long rest. The guide can use this feature for a number of times equal to half their level. They regain all expended uses when completing a long rest.

Name: *Staffsz*

Profession: *Guide (D.W.s)*

Nationality: *unknown*

Age: 8

Pronouns: *she/her*

Race: *Goblin*

Why would you want to go to the Demon Wastes? The name ain't ironic, y'know! What, your DM has seriously hidden the MacGuffin there!?

Hah, what a dick! =D Stoffsz will get you deliver what's left to a dependent of your choice. Stoffsz grew up in the Demon Wastes after she'd been sold off to one of the demon-worshipping Carrion Tribes as a sacrifice. She will cheerfully go into the horrific details of her stay there but cryptically refers to the event as an "internship."

Stoffsz has seen things that would traumatize any rational person but seems entirely unaffected by any carnage and offers her services as a guide to anyone who is willing to pay-be it in supplies, trinkets, or coin.

Stoffsz's constant grin threatens to split her face in half—but that might be necessary, since it seems impossible that her needle-sharp teeth would fit if she ever closed her mouth. She is never without her pet toad Mortimer, who usually rides on her head.

Personality Traits. "Steffsz always refers to herself in the third person and occasionally breaks the fourth wall to address the players directly. Steffsz always says 'no' and tries to cheer up the players when they're-

Bo... sz... liable. He has never
a... a client and always comes through
in a clutch."



FIGHT OR FLIGHT

5th-level Demon Wastes Guide feature

When the guide rolls for initiative, they roll a d4 to instinctively determine one of two modes in which to approach the encounter, gaining a bonus depending on the decision:

Fight. On a roll of 1-2, the guide gains a damage bonus of 2d6 on their first successful weapon attack on each of their turns.

Flight. On a roll of 3-4, the guide can take the Dodge or Dash action as a bonus action on each of their turns.

DEMON WASTES GUIDE

Only the insane, the desperate, or the greedy would venture into the Demon Wastes—the few guides that offer their services there typically combine all three of these “qualities.”

SCROUNGER

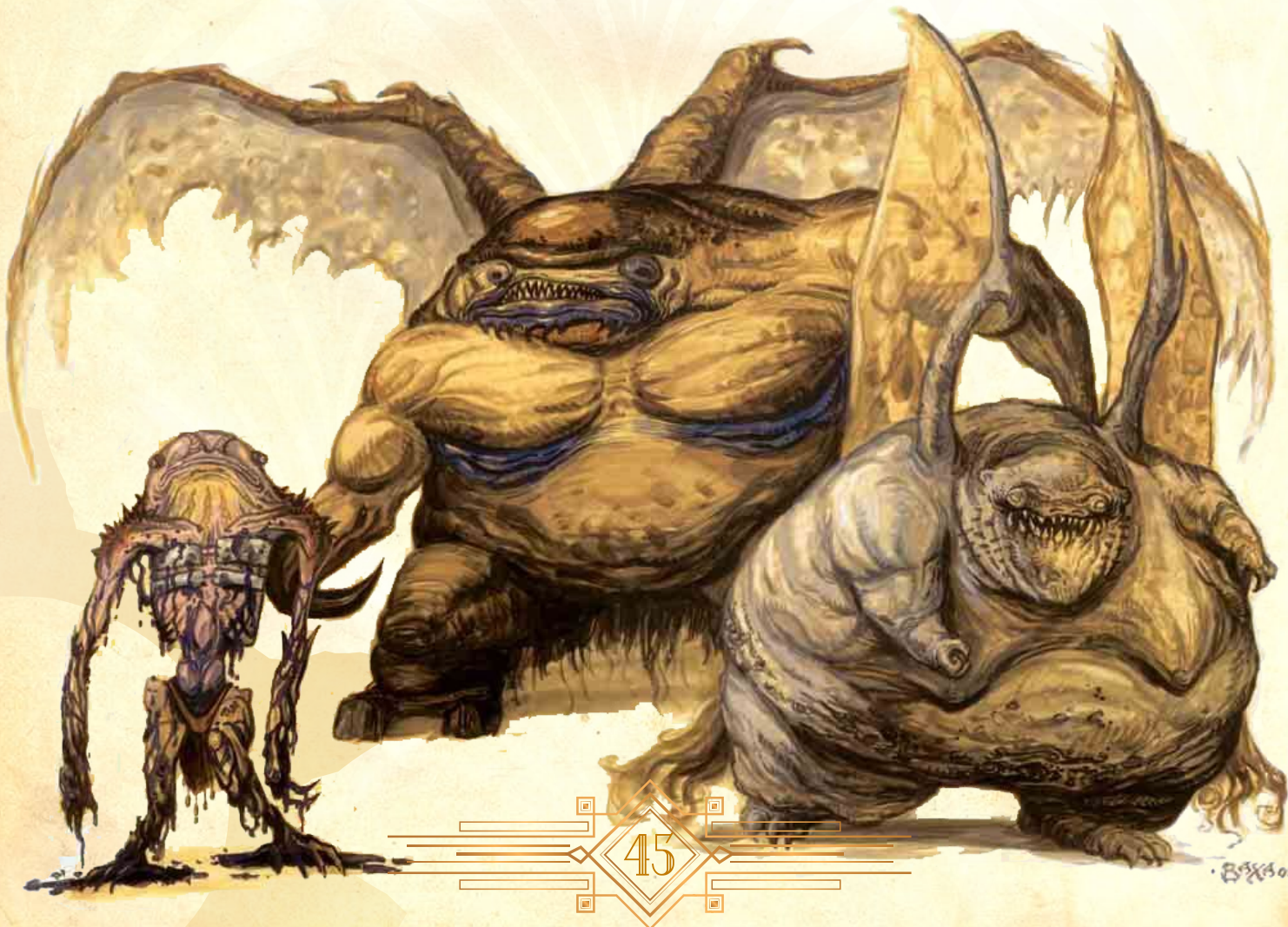
6th-level Demon Wastes Guide feature

The guide can miraculously come up with solutions—they may not be good solutions, but they are what's available in the Demon Wastes. The guide can spend 1 hour foraging while in the Demon Wastes. At the end of this period, they can roll a d100 to determine what they find:

- 01-06. 10 daily rations
- 7-12. 4 gallons of water
- 13-18. 100 feet of hempen rope
- 19-24. A quiver or bag of ammunition (20 arrows, bolts, darts, or sling bullets)
- 25-30. A bag of caltrops
- 31-36. A hunting trap
- 37-42. A wooden ladder (24 feet long)
- 43-47. A 10-foot pole
- 48-52. A log that can be used as a portable ram
- 53-57. A *potion of healing*
- 58-62. A vial of acid
- 63-66. A vial of basic poison

- 67-70. A healer's kit with 1d6 + 2 uses remaining
- 71-74. A cartographer's kit and map case with an incomplete map of the Demon Wastes
- 75-78. A spellbook with 2d8 + 4 torn-out pages (the remaining ones are blank)
- 79-81. A bucket of demon ichor
- 82-84. A hastily abandoned camping site, with camping gear for four people
- 85-87. A key
- 88-90. A riding horse with saddle bags (see the **Monster Manual** for statistics)
- 91-93. A flask of alchemist's fire
- 2 stray mastiffs (see the Monster Manual for statistics)
- 93-94. The skeletal body of a traveler, carrying a bag of 100 gp
- 95-96. A diamond worth 100 gp, lodged in the eyesocket of an unidentifiable skull
- 97-98. A *spell scroll* containing one spell of 1st to 3rd level (apparently torn from a spellbook)
- 99-100. An Eberron dragonshard

The guide can use this ability once. They regain the ability to do so upon finishing a long rest.



DEMON WASTES GUIDE

Only the insane, the desperate, or the greedy would venture into the Demon Wastes—the few guides that offer their services there typically combine all three of these “qualities.”

WASTELANDER

7th-level Demon Wastes Guide feature

The guide has learned how to brew a restorative cocktail from ingredients they gather in the Demon Wastes. They can create one portion of this elixir, called a wastelander, at the end of a long rest. They carry supplies for 7 such elixirs in total, which can only be replenished in the Demon Wastes. A creature can imbibe the wastelander as an action or apply it to an incapacitated creature. The target instantly gains temporary hit points equal to the guide's level and is under the effects of a *haste* spell for 1 minute (no concentration required). An unused wastelander loses its potency after 24 hours.

Personality Traits. “Stoffsz always refers to herself in the third person and occasionally breaks the fourth wall to address the players directly. Stoffsz is always jolly and tries to cheer up others—don't you know you're never dressed without a smile!?”

Bond. “Stoffsz is reliable, she has never abandoned a client and always comes through in a clutch.”

Flaw. “Stoffsz often sneaks away and reappears, seemingly at random. She never asks permission or informs her clients—she'll get them where they want to go, but she'll do it her way.”

Note from the curator: entry retrieved from the backup register! Many apologies for the delay, madam. The backup entry also seems to be tarnished by an unidentifiable sign, as you can see. We will strive to get to the bottom of this, madam!



Eldeen Reaches Vigilante

While some seek to maintain the balance between civilization and nature, others recognize that nature needs activists instead of advocates.

ELDEEN REACHES VIGILANTE

1st-level humanoid (any race)

Armor Class 14 (hide armor)

Hit Points 12 (1d10 hit die)

Speed 30 ft.

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

Saving Throws Str +4, Wis +4

Skills Athletics +4, Stealth +4, Survival +4

Proficiencies light armor, medium armor, shields, clubs, daggers, darts, shortbows, improvised weapons, javelins, maces, quarterstaves, slings, spears; one type of gaming set, thieves' tools; Eldeen Reaches vigilantes will not use weapons or armor made of metal

Senses passive Perception 12

Languages Common, Druidic, Thieves' Cant

Among Nature. The Eldeen Reaches vigilante has the ability to communicate simple ideas to beasts and plants. See the Among Nature feature for details.

Ashbound Initiate. The Eldeen Reaches vigilante knows the druidcraft cantrip, from their training with the ashbound druids.

ACTIONS

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

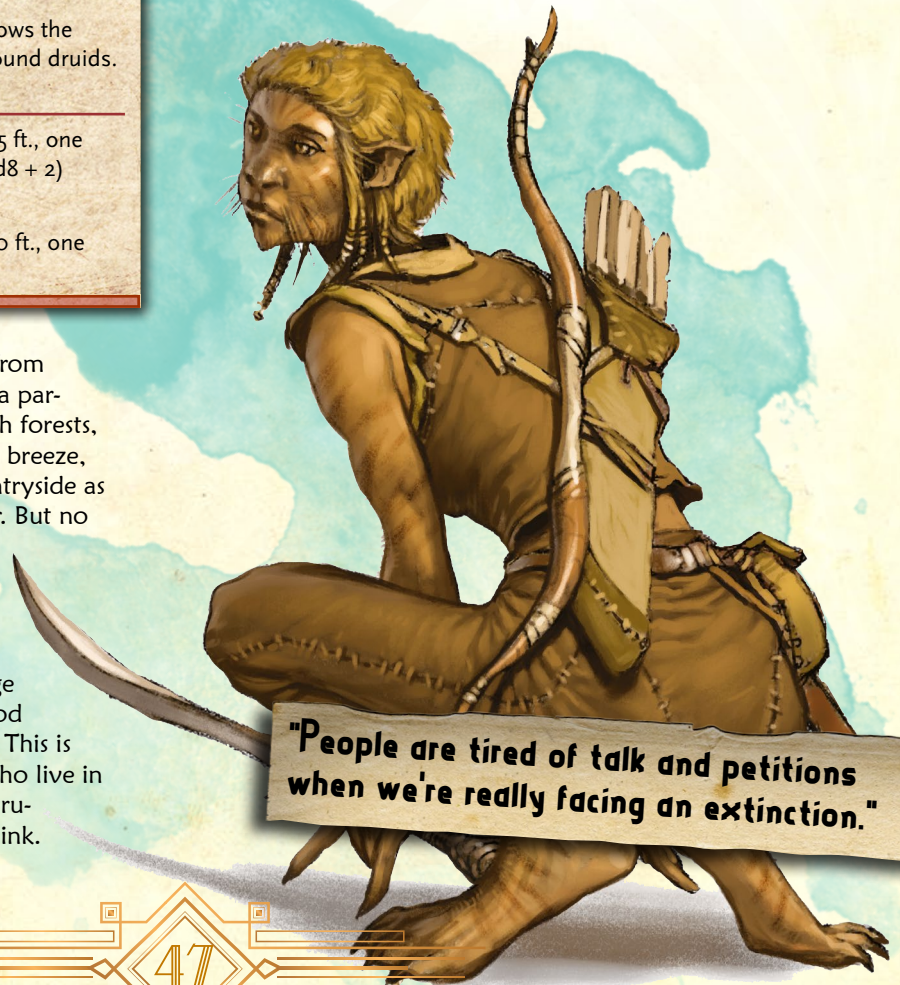
Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

When you only know the Eldeen Reaches from paintings and books, you may think it is a paradise. Lush meadows stretch between lush forests, bountiful fields of crops sway in the mild breeze, and herds of wild animals roam the countryside as the sun reflects brightly from Lake Galifar. But no paradise is without its dangers.

The Eldeen Reaches may seem to be filled with simple and hard-working farmers who are happy with themselves and their land, but have you ever asked yourself how they manage to attain their awesome yields? It's not the good soil of the Reaches alone, that much is certain. This is only possible through the help of the druids who live in the wild parts of this untamed land. And the druids are not all as calm and quiet as you may think.

One circle of druids in the Eldeen Reaches in particular stands out in this regard: the Ashbound. They follow an ideology that most inhabitants of Khorvaire consider radical. They eschew the "advances" of arcane technology, especially where these approaches manipulate nature. The widespread practice of elemental binding is abhorrent to them. For them, protection of the wilderness and maintaining the balance between all living things is not just a sentimental attitude—they recognize that the very existence of Eberron depends on it.

For the Ashbound, words and negotiations are not enough anymore. They don't just demand action—they take action. This would likely go unnoticed by all except some cities bordering the Eldeen Reaches, as the Ashbound druids are not known to venture far from their groves in the Eldeen Reaches, but they have drawn a number of equally motivated individuals into their teachings. These vigilantes do not only protect the nature regionally, but increasingly venture out into the cities of Khorvaire—organizing protests, taking direct action against those who threaten their way of life, and demanding recognition of the legitimacy of their demands.



Eldeen Reaches Vigilante

While some seek to maintain the balance between civilization and nature, others recognize that nature needs activists instead of advocates.

ELDEEN REACHES VIGILANTE SIDEKICK FEATURES

Level	Proficiency Bonus	Hit Points	Features
1	+2	12 (1d10 hit die)	Among Nature, Ashbound Initiate
2	+2	19 (2d10 hit dice)	Unbound Stance
3	+2	27 (3d10 hit dice)	Spirit Animal, Spirit Animal Wildshape
4	+2	34 (4d10 hit dice)	ASI: Str +2 or Dex +2
5	+3	42 (5d10 hit dice)	Extra Attack
6	+3	49 (6d10 hit dice)	Improved Spirit Animal Wildshape
7	+3	57 (7d10 hit dice)	Woodland Walker, Spirit Animal Bond
8	+3	64 (8d10 hit dice)	ASI: Str +2 or Dex +2

Like a Leaf. The Eldeen Reaches vigilante has experience with avoiding capture. They gain advantage on saving throws and skill checks to resist being grappled or knocked prone. When they successfully resist a grapple or are hit by a melee attack, they can use their reaction to immediately move up to half their movement speed without provoking opportunity attacks.

Be the Boulder. The Eldeen Reaches vigilante is adept at improvising to defend themselves. When the Eldeen Reaches vigilante is hit by a melee attack, they can use their reaction to make a shove attack. Their unarmed strikes use a d4 for damage rolls and they can make a grapple attack as a bonus action after attacking a creature with an unarmed strike or an improvised weapon.

SPIRIT ANIMAL

3rd-level Eldeen Reaches Vigilante feature

The Eldeen Reaches vigilante has formed a close connection to a particular animal spirit, under the tutelage of the Ashbound druids. They gain benefits depending on the chosen animal:

AMONG NATURE

1st-level Eldeen Reaches Vigilante feature

The Eldeen Reaches vigilante has the ability to communicate simple ideas to beasts and plants. They can understand the meaning of the vigilante's words, though the vigilante has no special ability to understand them in return. The vigilante has advantage on all Charisma checks they make to influence such creatures.

ASHBOUND INITIATE

1st-level Eldeen Reaches Vigilante feature

The Eldeen Reaches vigilante knows the *druidcraft* cantrip, from their training with the Ashbound druids. Wisdom is their spellcasting ability for this spell.

UNBOUND STANCE

2nd-level Eldeen Reaches Vigilante feature

Eldeen Reaches vigilantes often have to contend with law enforcement or otherwise get into scuffles during their activist work. Each vigilante adopts a way of dealing with this, from a traditional fighting technique in the Reaches. They can select one of the following options:



Eldeen Reaches Vigilante

While some seek to maintain the balance between civilization and nature, others recognize that nature needs activists instead of advocates.

Squirrel. The vigilante gains a climbing speed of 20 feet.

Fox. The vigilante gains a bonus to their movement speed of 10 feet.

Frog. The vigilante can jump twice as high and far as normal, with or without a running start.

SPIRIT ANIMAL WILDSHAPE

3rd-level Eldeen Reaches Vigilante feature

The vigilante can transform into their chosen spirit animal as a bonus action. The transformation lasts for up to 1 hour and can be ended early as a bonus action. They can use this feature twice and regain all expended uses when they finish a short or long rest. Otherwise, the same rules apply as for the Druid's Wildshape ability. See the stat blocks of the **squirrel**, the **fox**, and the **tree frog** below to represent these wildshape forms.

EXTRA ATTACK

5th-level Eldeen Reaches Vigilante feature

The Eldeen Reaches vigilante can attack twice, instead of once, whenever they take the Attack action on their turn.

IMPROVED SPIRIT ANIMAL WILDSHAPE

6th-level Eldeen Reaches Vigilante feature

The vigilante's connection to their spirit animal has grown stronger, empowering their wildshape. They can now turn into giant versions of their spirit animals. See the stat blocks of the **giant squirrel**, the **giant fox**, and the **giant tree frog** below to represent these new wildshape forms. Otherwise, the same rules from the Spirit Animal Wildshape feature apply.

WOODLAND WALKER

7th-level Eldeen Reaches Vigilante feature

The Eldeen Reaches vigilante's movement speed increases by 10 feet and non-magical difficult terrain costs them no extra movement.

SPIRIT ANIMAL BOND

7th-level Eldeen Reaches Vigilante feature

Depending on their chosen spirit animal, the vigilante gains the following benefits:

Eldeen Reaches Vigilante

While some seek to maintain the balance between civilization and nature,
others recognize that nature needs activists instead of advocates.

Squirrel. The vigilante's reflexes have become heightened. They can use their reaction to make one melee weapon attack against another creature that enters their reach.

Fox. The vigilante is infused with the fox's cunning. They gain proficiency in the Insight and Perception skills and double their proficiency bonus for these skills.

Frog. The skin of the vigilante becomes toxic. A creature that starts its turn grappling or being grappled by the vigilante takes poison damage equal to $1d6 + \text{half the vigilante's level, rounded down}$.

Name: *Squirrel*

Profession: *Vigilante*

Nationality: *Eldeen Reaches*

Age: 19

Pronouns: *he/him*

Race: *Shifter*

Squirrel was literally raised by a family of squirrels. They were awakened by an archfey and took in the orphaned shifter. They taught him all they knew about plants, other beasts, seasons, and the sanctity of nature. Squirrel took on his foster-parents' mannerisms and chipper but slightly skittish nature. Squirrel first witnessed the abomination of arcane magic when an airship of House Lyran-dar crashed near his family tree. He helped rescue the crew, but also freed the elemental. Squirrel became a warden of nature and vigilante anti-binding activist that day.

Squirrel dresses in scanty furs. He often moves slightly hunched forward, his hands drawn to his chest, and is rarely seen sitting still for more than a few moments. His rosy-cheeked face made of sharp angles is topped by a mop of red-brown hair. He has no interest in romance or intimacy.

Personality Traits. "Provisioning for the next winter is an instinct for me—I hoard food in secret locations. I don't believe in rules that are handed down by decree or majority vote—a rule should only be binding if everyone affected agrees."

Bond. "I believe that everyone can live together peacefully if they would only value each other more!"

Flaw. "I have no concept of money or social norms."



Eldeen
Reaches
Vigilante

Eldeen Reaches Vigilante

While some seek to maintain the balance between civilization and nature,
others recognize that nature needs activists instead of advocates.

SQUIRREL

Tiny beast (unaligned)

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	8 (-1)	2 (-4)	12 (+1)	6 (-2)

Skills Acrobatics +5, Perception +3, Stealth +5

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Keen Smell. The squirrel has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

REACTIONS

Dextrous Evasion. When targeted by an attack, the squirrel can use its reaction to move up to its movement speed without provoking opportunity attacks.

FOX

Small beast (unaligned)

Armor Class 12

Hit Points 3 (1d6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	4 (-3)	14 (+2)	7 (-2)

Skills Insight +4, Perception +6, Stealth +4, Survival +4

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 0 (10 XP)

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

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

ACTIONS

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

TREE FROG

Tiny beast (unaligned)

Armor Class 11

Hit Points 3 (1d4 + 1)

Speed 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	12 (+1)	1 (-5)	8 (-1)	3 (-4)

Skills Acrobatics +5

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Amphibious. The tree frog can breathe air and water.

Standing Leap. The tree frog's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

Poisonous Skin. A creature that touches the tree frog with its bare skin must succeed on a DC 9 Constitution saving throw or become poisoned until the start of its next turn.



Eldeen Reaches Vigilante

While some seek to maintain the balance between civilization and nature,
others recognize that nature needs activists instead of advocates.

GIANT SQUIRREL

Large beast (unaligned)

Armor Class 12

Hit Points 39 (6d10 + 6)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	3 (-4)	12 (+1)	8 (-1)

Skills Athletics +5, Acrobatics +5, Perception +3, Stealth +5

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Smell. The giant squirrel has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the giant squirrel moves at least 20 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the giant squirrel can make one more bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the giant squirrel can long jump up to 30 feet.

ACTIONS

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

GIANT FOX

Large beast (unaligned)

Armor Class 13

Hit Points 39 (6d10 + 6)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	5 (-3)	17 (+3)	10 (+0)

Skills Insight +4, Perception +7, Stealth +5, Survival +5

Senses darkvision 60 ft., passive Perception 17

Languages —

Challenge 1 (200 XP)

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

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

Fox's Awareness. The giant fox cannot be surprised while it is not incapacitated.

ACTIONS

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



Eldeen Reaches Vigilante

While some seek to maintain the balance between civilization and nature, others recognize that nature needs activists instead of advocates.

GIANT TREE FROG

Large beast (unaligned)

Armor Class 13

Hit Points 42 (5d10 + 15)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	16 (+3)	3 (-4)	12 (+1)	8 (-1)

Skills Acrobatics +5

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Amphibious. The giant tree frog can breathe air and water.

Standing Leap. The giant tree frog's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Paralyzing Skin. A creature that touches the frog with its bare skin or is grappled by it must succeed on a DC 12 Constitution saving throw or become paralyzed until the start of its next turn and take 14 (4d6) poison damage. On a success, the creature is not paralyzed and takes half damage.

ACTIONS

Tongue. *Melee Weapon Attack:* +4 to hit, reach 15 ft., one target.

Hit: 8 (1d10 + 3) bludgeoning damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't tongue another target.



Xen'drik Archaeologist

When investigating the forgotten ruins of Xen'drik, you better bring someone who can spot and disarm traps, knows how to negotiate with the indigenous people—and who is as quick with a whip as with a magnifying glass!

XEN'DRIK ARCHAEOLOGIST

1st-level humanoid (any race)

Armor Class 14 (studded leather or hide armor)

Hit Points 9 (1d8 hit die)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	14 (+2)	14 (+2)	9 (+0)

Saving Throws Dex +4, Int +4

Skills Arcana +4, History +4, Investigation +4, Survival +4

Proficiencies light armor, medium armor; simple weapons, longbows, rapiers, whips; cartographer's tools, thieves' tools

Senses passive Perception 12

Languages Common, Giant, Elvish

Forgotten Lore. The archaeologist doubles their proficiency bonus on Arcana, History, and Religion checks made to recall information on a Xen'drik artifact, such as a magical item, a piece of lost technology, or a lore inscription.

Culture Expert. The archaeologist knows the basic etiquette and courtesies, in gestures and expression, of the inhabitants of Xen'drik. See the Culture Expert feature for details.

ACTIONS

Whip. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

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

Xen'drik is the fabled continent of the giants and their fallen and forgotten empires. For a long time, these were only legends and children's tales, but in recent years, treasure seekers of all kinds have started to explore Xen'drik and seek their fortune in the ruined cities of the giants. They were the first civilization in our modern sense on Eberron and annihilated themselves in a war fought with the help of inconceivable and, to this day, unmatched arcane doomsday weapons.

These, or at least the plans to them, are believed to still lie buried with the giants' empires in the jungles and below the desert wastes of Xen'drik by eager treasure hunters—together with a slew of other artifacts ready for the taking. Since the exploration of Xen'drik commenced, it is becoming clearer and clearer that the tales of the giants' advanced technology were not overstated. No faction can ignore this and fall behind in the archaeological arms race that has commenced. Even if a treasure hunter

comes back merely with pieces of art, a single expedition can make a life.

It can also cost you one, however—the former drow slaves of the giants often do not take kindly to intruders and robbers of the land that they won at an immeasurable cost. The inscrutable thri-kreen roam the deserts and the sahuagin claim the coasts—there are few locations hospitable to strangers on Xen'drik.

This makes it even more remarkable that there are still honest archaeologists who want to preserve the treasures of this land as part of the heritage of the people who live there—but they do exist and they are keener than ever to stay ahead of their more ruthless competitors. For any artifact those drag away is likely lost—forever.

"This is a priceless artifact—it belongs with the people who carry on its heritage!"



Xen'drik Archaeologist

When investigating the forgotten ruins of Xen'drik, you better bring someone who can spot and disarm traps, knows how to negotiate with the indigenous people—and who is as quick with a whip as with a magnifying glass!

XEN'DRIK ARCHAEOLOGIST SIDEKICK FEATURES

Level	Proficiency Bonus	Hit Points	Features
1	+2	9 (1d8 hit die)	Forgotten Lore, Culture Expert
2	+2	14 (2d8 hit dice)	The Better Part of Valor, Dungeoneer
3	+2	20 (2d8 hit dice)	Quick Student
4	+2	25 (2d8 hit dice)	ASI: Dex +2 or Int +2
5	+3	31 (2d8 hit dice)	The Whip is Mightier than the Sword
6	+3	36 (2d8 hit dice)	Badass Bookworm
7	+3	42 (2d8 hit dice)	Maze Expert
8	+3	47 (2d8 hit dice)	ASI: Dex +2 or Int +2

FORGOTTEN LORE

1st-level Xen'drik Archaeologist feature

The archaeologist doubles their proficiency bonus on Arcana and History checks made to recall or decipher information on a Xen'drik artifact, such as a magical item, a piece of lost technology, or a lore inscription.

CULTURE EXPERT

1st-level Xen'drik Archaeologist feature

The archaeologist knows the basic etiquette and courtesies, in gestures and expression, of many of the inhabitants of Xen'drik. Whenever they or an ally who can see and hear them within 30 feet of them makes a Charisma (Persuasion) or Wisdom (Insight) check against a giant or drow, the archaeologist or their ally has advantage.

THE BETTER PART OF VALOR

2nd-level Xen'drik Archaeologist feature

When the archaeologist triggers a trap or is attacked, they can use their reaction to move up to their speed without provoking opportunity attacks. They must finish a short or long rest before they can use this feature again.

DUNGEONEER

2nd-level Xen'drik Archaeologist feature

Alert to the hidden traps and secret doors found in many ruins, the archaeologist gains the following benefits while exploring a dungeon or other ancient structure:

- The archaeologist has advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect the presence of secret doors and traps.
- The archaeologist and any allies within 10 feet of them have advantage on saving throws made to avoid or resist traps.
- The archaeologist's group can't become lost except by magical means.

QUICK STUDENT

3rd-level Xen'drik Archaeologist feature

When the archaeologist is hit by an attack or affected by an effect originating from a creature, they can use their reaction to gain insights about the creature's capabilities. They instantly learn the creature's damage vulnerabilities, damage resistances, damage immunities, and condition immunities. The archaeologist can use this feature a number of times equal to their Intelligence modifier and regains all expended uses when they finish a long rest.

THE WHIP IS MIGHTIER THAN THE SWORD

5th-level Xen'drik Archaeologist feature

The archaeologist has, through long practice, developed a set of impressive techniques with their trusty whip. The archaeologist gains the following benefits:



Xen'drik Archaeologist

When investigating the forgotten ruins of Xen'drik, you better bring someone who can spot and disarm traps, knows how to negotiate with the indigenous people—and who is as quick with a whip as with a magnifying glass!

- Once per turn, when the archaeologist attacks a creature, they can choose to deal no damage with the attack in an attempt to disarm the target. This special attack needs to be declared before the attack roll. The target must succeed on a Strength saving throw against a DC equal to 8 + the archaeologist's Dexterity modifier + their proficiency bonus or drop one item it is holding of the archaeologist's choice on the ground.
- Once per turn, when the archaeologist hits a target no more than one size larger than them, they can choose to deal no damage with the attack and force the target to make a Strength saving throw against a DC equal to 8 + the archaeologist's Dexterity modifier + their proficiency bonus. If the target fails, the archaeologist can choose to either knock it prone or pull it up to 5 feet towards themselves.
- The archaeologist can make a whip attack as a bonus action while they are not wielding any weapon other than a whip.

BADASS BOOKWORM

6th-level Xen'drik Archaeologist feature

When traveling in Xen'drik, it pays off to come prepared! Library study is just as important for an archaeologist as combat and exploration skills. When making an attack, a saving throw, or an ability check, the archaeologist can give themselves a bonus equal to their Intelligence modifier. When they are taking the Help action, they can give the creature they are helping the same bonus. They can use this feature a number of times equal to their Intelligence modifier. They regain all expended uses when they finish a long rest.

MAZE EXPERT

7th-level Xen'drik Archaeologist feature

The archaeologist seems to have developed an almost supernatural sense of orientation by traveling through the complex structures left behind by the cultures in Xen'drik.

They can cast the *find the path* spell once.

Intelligence is their spellcasting ability for this spell. They must finish a long rest before they can use this feature again.



Xen'drik Archaeologist

When investigating the forgotten ruins of Xen'drik, you better bring someone who can spot and disarm traps, knows how to negotiate with the indigenous people—and who is as quick with a whip as with a magnifying glass!

Name: *Dew*

Profession: *Archaeologist*

Nationality: *unknown*

Age: *27*

Pronouns: *she/her*

Race: *Tabaxi*

Dew would have graduated from Morgrave University's prestigious archaeology program as valedictorian and top of her class. However, she eagerly took the opportunity to go on a Xen'drik expedition organized by one of her professors during her final semester. She almost paid with her life in a trap room during a deep dive into a ruin, only to realize that her mentor meant to sell off the artifact she retrieved and blamed her! Morgrave University dismissed Dew in disgrace, but she has been putting her skills to use ever since—retrieving artifacts before any treasure hunter could to preserve them from being sold off.

Dew's striped sandy fur is discolored in a spot on her cheek from a drop of acid she once took from an ooze; she is very self-conscious about it. She hasn't really changed into anything apart from field clothes in years and wears her bulky gear, covered in pockets, like a second skin.

Personality Traits. "I'm meticulous in all I do—field methods just as much as cooking dinner. I try to befriend small critters, a habit to stave off the loneliness of hunting for artifacts alone in dangerous places."

Bond. "I despise those who hunt for treasures merely for financial gain—I want to see every single artifact out there in the care of qualified specialists!"

Flaw. "I'm obsessive about keeping clean—not easy, in my profession, and not helped by my aversion to water..."

Xen'drik
Archaeologist

EBERRON PULP NOIR



EBERRON PULP NOIR

Washbuckling adventure and pulp noir shenanigans—this is what awaits adventurers in Eberron! This is probably only to be expected from a world where magic has become common and caused an arms race from economy to the military, where rival factions vie for dominance, and where dangerous locations with yet so many lucrative opportunities abound. A world steeped in intrigue like this promotes individuals with certain specialized sets of skills...

In any society where people strive for power, there are social occasions where this power is presented and rivals and allies felt out. In these environments, there is a certain type of individual that strives more than any others: the **socialite**. An outsider to high society may not immediately realize how this is a viable occupation and what their worth is. But let us assure you: they are no less skilled and dangerous than an adventurer who scours the wilderness. Their skill set is just honed to a different—and possibly more dangerous—kind of jungle.

Did we say: skills? This may not be applicable to everyone who operates in the society of Eberron... Where there is trouble—and there is an abundance of that in Eberron!—there are positive **trouble magnets** who seem to attract it with unerring accuracy. Under the right circumstances, might this be considered a skill? Maybe? Let's say yes! Not to save our premise or anything, of course...

As unsavory as it may be to mention, there is no denying that an environment such as presented in the nations of Khorvaire provides a fertile ground for certain criminal elements. These individuals are often quick to disappear into the masses and disappear. If you need to find someone like this, there is no better bet than a reliable **licensed inquisitive**! These remarkable individuals have made it their objective to solve criminal cases that regular law enforcement has given up on. They are often the only remaining option for members of the public to turn to and obtain justice.



SOCIALITE

Most people dress to live—others live to dress! These dandies and femme fatales are all smiles as they laugh along with your silly jokes—but never underestimate them: they are sizing you up right now.

SOCIALITE

1st-level humanoid (any race)

Armor Class 12

Hit Points 9 (1d8 hit die)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Wis +3, Cha +5

Skills Deception +5, Insight +3, Persuasion +5

Proficiencies daggers, darts, quarterstaves, hand crossbows; disguise kit, leatherworker's tools, weaver's tools, two gaming sets of your choice, two instruments of your choice

Senses passive Perception 11

Languages Common, plus three of your choice

Haughty Snarker. The socialite knows the *vicious mockery* cantrip. Charisma is their spellcasting ability for this spell (spell save DC 13).

Dress to Impress. The socialite cannot rely on other professionals if they want to stay ahead in the fashion game. They double their proficiency bonus when using a disguise kit, leatherworker's tools, and weaver's tools.

Baby Got Backstory. A socialite has often lived a very different life before joining high society. The socialite can select one of a selection of class abilities. See the Baby Got Backstory feature for details.

ACTIONS

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120, one target. *Hit:* 5 (1d6 + 2) piercing damage.

Where people come together to celebrate themselves and their power, as in all of high society, there is little benevolence or camaraderie to be found. These parties and gatherings may look glamorous and appealing or boring and useless to the naïve outsider, but they are, in fact, where you rub elbows with snakes in human form—and, no, for once we do not mean yuan-ti! Still, moving in these circles can be just as dangerous and challenging as adventuring in the Demon Wastes or a Xen'drik ruin—and just as dangerous to your life. On the other hand, the potential rewards of navigating these events can be just as lucrative! And those who navigate them most successfully are called socialites—so you better not disrespect them.

Socialites are often derided as affectatious pompadours, but these are slurs they bear with a beatific smile and the amusement of a hawk who listens to the common garden mouse explaining to them how to take flight.

A socialite's most powerful weapons are their knowledge of who knows what about whom, their quick wit, their charm—and, of course, their awe-inspiring wardrobe! But this wardrobe is more than fashion—it is a statement, an expression of their personality that hides as much as it reveals, an armor as much as an invitation. The socialite lives on the razor's edge between entertaining their hosts and furthering their own interests—or those of their clients.

If you venture into the snake pit that is high society, you should secure a connection to a socialite. You wouldn't venture into the Demon Wastes without a guide either, would you?

"Fashions come and go—taste is timeless."

SOCIALITE

Most people dress to live—others live to dress! These dandies and femme fatales are all smiles as they laugh along with your silly jokes—but never underestimate them: they are sizing you up right now.

SOCIALITE SIDEKICK FEATURES

Level	Proficiency Bonus	Hit Points	Features	Clout Points
1	+2	9 (1d8 hit die)	Haughty Snarker, Dress to Impress, Baby Got Backstory	—
2	+2	14 (2d8 hit dice)	Clout	2
3	+2	20 (3d8 hit dice)	Read Body Language	3
4	+2	25 (4d8 hit dice)	ASI: Cha +2	4
5	+3	31 (5d8 hit dice)	Stunning Insult	5
6	+3	36 (6d8 hit dice)	Shanked!	6
7	+3	42 (7d8 hit dice)	Unlimited Wardrobe	7
8	+3	47 (8d8 hit dice)	ASI: Cha +2	8

HAUGHTY SNARKER

1st-level Socialite feature

The socialite knows the *vicious mockery* cantrip. Charisma is their spellcasting ability for this spell (spell save DC 13).

DRESS TO IMPRESS

1st-level Socialite feature

The socialite cannot rely on other professionals if they want to stay ahead in the fashion game. They double their proficiency bonus when using a disguise kit, leatherworker's tools, and weaver's tools.

BABY GOT BACKSTORY

1st-level Socialite feature

If you think a socialite is just a pretty face and nothing else, you've set yourself up for a big surprise! A socialite has often lived a very different (and sometimes much less privileged) life before joining high society. The

socialite can select any one of the following class abilities (a feature gained in this way does not improve as the socialite levels):

- a Fighting Style available to the Ranger class
- the Second Wind feature of the Fighter class
- the Sneak Attack feature from the Rogue class
- the Martial Arts feature from the Monk class
- the Bardic Inspiration feature from the Bard class

CLOUT

2nd-level Socialite feature

The socialite has a number of clout points equal to their level available to them. These represent their innate ability to influence people—sometimes subtly, sometimes in more direct ways. They recover all spent clout points at the end of a short or long rest but must spend at least 30 minutes arranging their attire for the day to do so.



SOCIALITE

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Some of the socialite's clout features require their target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

Clout save DC = 8 + proficiency bonus
+ Charisma modifier

Unassailable Poise. When the socialite is attacked, they can use their reaction to spend one clout point in an attempt to dissuade their attacker. The attacker must succeed on a Charisma saving throw or become charmed by the socialite for one minute. This condition ends early if the socialite deals any damage to the target.

Charmed, I'm sure! The socialite exudes a charismatic aura that is difficult to resist. They can cast *charm person* as an action by spending two of their clout points, using Charisma as their spellcasting ability. When the spell ends, the target is not aware that it has been targeted by this spell when cast using this ability.

Insult to Injury. The socialite can spend one clout point to cast *vicious mockery* as a bonus action when they make an attack on their turn.

READ BODY LANGUAGE

3rd-level Socialite feature

The socialite's ability to read other's emotions has become uncanny. They can cast *detect thoughts* by spending three clout points, using Charisma as their

spellcasting ability. When cast using this ability, the *detect thoughts* spell can only read surface thoughts unless the socialite spends 1 minute in conversation with the target, at the end of which they can attempt to probe more deeply, forcing the target to make a saving throw. If the target is charmed by the socialite, it makes this saving throw at disadvantage. If the target succeeds at the saving throw, it does not become aware that it has been targeted by this spell.

STUNNING INSULT

5th-level Socialite feature

When the socialite uses *vicious mockery*, they can expend one clout point. If the target takes damage from the cantrip, it is stunned until the start of the socialite's next turn.

SHANKED!

6th-level Socialite feature

Once per turn when the socialite makes a successful attack, they can spend one clout point to target an enemy's weak point. The target must succeed on a Constitution saving throw or its movement speed is reduced by 5 feet and it cannot take reactions until the end of its next turn.



SOCIALITE

Most people dress to live—others live to dress! These dandies and femme fatales are all smiles as they laugh along with your silly jokes—but never underestimate them: they are sizing you up right now.

UNLIMITED WARDROBE

7th-level Socialite feature

The socialite can assemble a seemingly unlimited number of outfits or disguises. They can use their disguise kit on up to 5 creatures, requiring only 1 minute to assemble all outfits. Additionally, as long as they have their leatherworker's tools or their weaver's tools on them, the socialite can cast *fabricate*, but the material used must be some sort of cloth, fabric, or leather. Charisma is their spellcasting modifier for this spell. Once they use this feature, they must complete a long rest before they can do so again.

Name: *Daddy Clank*
 Profession: *Socialite*
 Nationality: *Aundair*
 Age: *11*

Pronouns: *they/them*
 Race: *Warforged*

Daddy Clank got their name because of their paternal attitude, combined with the pleasant chinking noise they make when they tip their hat. They were designed as a unique envoy model intended to act as a muse to a powerful Aundairan noble. Daddy Clank was traveling to Aundair to take up their assignment, when the caravan was raided. Daddy Clank was left with nothing but their skills, which they re-interpreted and put to the best use they could. Originally a mere novelty, they are firmly embedded in the local high society. The noble family to whom this priceless model was lost is still looking for them...

Daddy moves with a flamboyant ease uncharacteristic of most warforged that is even envied by many of their fleshy socialite friends. They dress sharply, in trousers striped black and purple, with a top hat to match, an open vest, and a swagger stick.

Personality Traits. "I'm rather tolerant of everybody's blatant weaknesses—everyone has so many, so I treat everyone just the same! People want attention more than anything else—and I'm here to provide."

Bond. "My life is a piece of art, every movement a note, every syllable a verse—I'm a performer, and my art is never done!"

Flaw. "I'm a little too trusting and always look for that interpretation of a situation that casts everyone involved in the most favorable light."



TROUBLE MAGNET

Whatever disaster of the day they find themselves in, the trouble magnet is, annoyingly, always in danger—but there are no heroes without people who need them!

TROUBLE MAGNET

1st-level humanoid (any race)

Armor Class 12

Hit Points 8 (1d6 hit die)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	12 (+1)	6 (-2)	16 (+3)

Saving Throws Con +4, Cha +5

Skills Persuasion +5, Investigation +3, Survival +0

Proficiencies none

Senses passive Perception 8

Languages Common, plus one of your choice

How are They still Alive!? The trouble magnet can take the Dodge action as a bonus action on each of their turns in combat.

Encouraging. The trouble magnet can inspire the hero with encouragement. See the Encouraging feature for details.

ACTIONS

Distract. The trouble magnet screams at the top of their lungs, faints theatrically, or mocks a villain's plans foiled by the hero—anything to distract a nearby enemy. One hostile creature that can see or hear the trouble magnet within 30 feet must succeed on a DC 13 Wisdom saving throw or have disadvantage on their next attack roll or ability check before the end of their next turn.

Some people live to help others in need. We call the best of these people “heroes.” On the other hand, there are people who may wish to be heroes, or at the very least helpful and good. We call the worst of those “trouble magnets.” They are not actually the worst, of course—they generally mean well and are just a tiny bit unlucky. And what would a true hero be without someone to rescue...?

The true trouble magnet is the dude or damsel in distress who always seems to stumble from one mishap into another and needs a hero to rescue them. For these individuals, there seems to be no higher calling than to spur the hero on to mightier deeds! Some embrace this calling, some seem to be blissfully unaware of it, some may even be ashamed by each new pearl on their string of bumbling failures. But all of them move the stories of our heroes forwards and often uncover possibilities that would never occur to those heroes themselves!

There is no greater story writer than random chance—and if there is one thing a true trouble magnet provides it is randomness. Often, this may come in the form of mischance, but what is more exciting in a good hero story than to turn bad luck and adversity around with their awesome heroics and emerge victorious, one arm stretched into the rising sun—the other arm around the hip of their dude or damsel in distress! ...ahem. It is often unclear, when dealing with trouble magnets, where the line that separates fiction—or, dare we say, fantasy—from reality lies. This is what we wanted to demonstrate here, nothing more. Certainly not all heroes or trouble magnets dream of such an outcome!

In any case! You may, if you are a hero, at times view your faithful trouble magnet as a hindrance or even an annoyance. Just keep in mind that there will come a time where they will put you on a path that you did not expect and lead you to glory. Or there may not, who actually knows! Only one thing is certain: you'll never be bored while rescuing your own personal trouble magnet from the latest dumpster fire they cheerfully threw themselves into for no good reason—have fun!



"Please, help—I don't know how that happened! I need a hero!"

TROUBLE MAGNET

Whatever disaster of the day they find themselves in, the trouble magnet is, annoyingly, always in danger—but there are no heroes without people who need them!

TROUBLE MAGNET SIDEKICK FEATURES

Level	Proficiency Bonus	Hit Points	Features
1	+2	8 (1d6 hit die)	How are They still Alive!?, Encouraging
2	+2	13 (2d6 hit dice)	My Hero!
3	+2	19 (3d6 hit dice)	Success in Distress
4	+2	24 (4d6 hit dice)	ASI: Cha +2
5	+3	30 (5d6 hit dice)	Defiant, Improved Encouragement
6	+3	35 (6d6 hit dice)	Designated Victim
7	+3	41 (7d6 hit dice)	Heroic Sacrifice
8	+3	46 (8d6 hit dice)	ASI: Cha +2

HOW ARE THEY STILL ALIVE!?

1st-level Trouble Magnet feature

The trouble magnet can take the Dodge action as a bonus action on each of their turns in combat.

ENCOURAGING

1st-level Trouble Magnet feature

The life's purpose of the trouble magnet seems to be to inspire heroes to great deeds. To do so, they can use an action on their turn to choose one creature other than themselves within 60 feet of them who can hear them. That creature gains one encouragement die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the encouragement die but must decide before the DM says whether the roll succeeds or fails. Once the Encouragement die is rolled, it is lost. A creature can have only one encouragement die at a time. The trouble magnet can use this feature a number of times equal to their Charisma modifier (a minimum of once). They regain any expended uses when they finish a short or long rest.

MY HERO!

2nd-level Trouble Magnet feature

They do get into trouble a lot, but at least they are always thankful to be rescued. Whenever the trouble magnet is conscious at the end of a combat, every friendly character within 60 feet involved in the combat regains hit points equal to 1d6 + the trouble magnet's level.

SUCCESS IN DISTRESS

3rd-level Trouble Magnet feature

Choose one of the following features:

Out of Distress. The trouble magnet can use an action to expend one use of their Encouragement dice to attempt to disarm an opponent within 5 feet of them. The trouble magnet makes a Strength (Athletics) check, adding an encouragement die to their roll, contested by the target's Strength (Athletics) or Dexterity (Acrobatics)



TROUBLE MAGNET

Whatever disaster of the day they find themselves in, the trouble magnet is, annoyingly, always in danger—but there are no heroes without people who need them!

check. If the disarm is successful, the trouble magnet ends up holding the weapon and they miraculously gain proficiency with it until the end of combat—pure adrenaline!

Deliberately Distressed. When using their Distract action, the trouble magnet can expend an encouragement die to target all hostile creatures within 30 feet of them that can see or hear them. They add the roll of the encouragement die to the saving throw DC of their Distract action.

DEFIANT

5th-level Trouble Magnet feature

When you've been through so much, it inevitably hardens you... The trouble magnet gains advantage on all saving throws against being charmed or frightened.

IMPROVED ENCOURAGEMENT

5th-level Trouble Magnet feature

The trouble magnet's encouragement die becomes a d8.

DESIGNATED VICTIM

6th-level Trouble Magnet feature

No matter how often you rescue them, they just can't seem to catch a break! When a friendly creature within 10 feet of the trouble magnet must make a saving throw against an ability that targets only them, the trouble magnet can use their reaction to become the target instead. The trouble magnet then makes the saving throw with advantage. When they use this ability, the trouble magnet regains an encouragement die if they have less than their maximum number available.

HEROIC SACRIFICE

7th-level Trouble Magnet feature

They may seem helpless, but they are not without courage! Or do they just want to create more drama? Whatever, they can help—okay!? When a friendly creature within 5 feet of the trouble magnet is attacked, the trouble magnet can use their reaction to become the target of the attack instead. When they use this ability, the trouble magnet regains an encouragement die if they have less than their maximum number available.



TROUBLE MAGNET

Whatever disaster of the day they find themselves in, the trouble magnet is, annoyingly, always in danger—but there are no heroes without people who need them!

Trouble Magnet



Name: *Timothy Turnpike*
Profession: *Journalist (?)*
Nationality: *Breland*
Age: 32

Pronouns: *he/him*
Race: *Human*

Timothy hates his byname "Turnpike" which stuck after the guards of Sharn had to pick him up from searching for the sewer entrance to the lair of a local goblin crime boss—on a gated access skybridge, well above ground level. He styles himself an investigative journalist but hasn't gotten his big break yet. Timothy follows the activities of those he considers "true real-life heroes," and keeps a ledger with news clippings reporting on their adventures. He is low-key obsessed with them.

Timothy is a timorous, weedy man in his early thirties with wild straw-colored hair. When he is out investigating, he typically wears a battered grey trench coat and an old worn headband into which he tucks notes.

Personality Traits. "The people rely on independent reporters to deliver the truth—and I will not let them down! My curiosity gets me into trouble. All. The. Time."

Bond. "I have applied to The Sharn Inquisitive with my stories dozens of times—one day, when my story is juicy enough, they will pick me up as a regular!"

Flaw. "I'm not a conspiracy theorist—I'm a critical free thinker!"



LICENSED INQUISITIVE

When you need some information that you cannot obtain through official channels, there are many in Eberron who work more... discretely.

LICENSED INQUISITIVE

1st-level humanoid (any race)

Armor Class 13 (leather armor)

Hit Points 8 (1d8 hit die)

Speed 30 ft.

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

Saving Throws Int +4, Wis +4

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

Proficiencies light armor; simple weapons, hand crossbows; disguise kit, thieves' tools

Senses passive Perception 16

Languages Common, Thieves' Cant, plus two of your choice

Insightful Investigator. The inquisitive is adept at taking in any new situation. They double their proficiency bonus on Insight and Investigation checks as well as their passive Perception and Investigation (included above).

ACTIONS

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120, one target. *Hit:* 5 (1d6 + 2) piercing damage.

You need to find someone, stake out a place, find the perpetrator that the city guard has given up on as a lost cause, clear your own name, or gather dirt on a rival? There is an entire host of private investigators that could help you out at your disposal in most major cities on Khorvaire! Just take care to not get fooled by a bumbling incompetent or charlatan. The true masters of this ancient profession are today operating as licensed inquisitives.

They are licensed to operate by the Finders Guild or the Warning Guild, but not all of them carry dragonmarks. Those inquisitives who cannot fall back on this type of magic often produce the most extraordinary results, as they have had to develop their own unorthodox methods to stay competitive with their dragonmarked colleagues. Unfortunately, it is often difficult to tell the most skilled of them apart from the charlatans—both can seem completely random in their approaches, taking note of the way some make-up powder is scattered across the wall while ignoring the naked socialite collapsed on the floor in a puddle of his own blood.

But while this is mere show for the charlatans, a true mastermind inquisitive will deliver results for you soon enough. They can save you from danger before it can even hit, courtesy of their almost supernatural attention to detail. And when you get into scrapes, these inquisitives will help pull you out again—they wouldn't make it far as an outsider in the world of crime without some tricks up their sleeves.

And once you find who you're looking for, a skilled inquisitive will tease out information from the target without them even noticing. Inquisitives often operate against competition—other inquisitives, criminal elements, sometimes even law enforcement. Their skills are thus often just as developed in obfuscating clues as uncovering them.

So once you find an inquisitive who has a good reputation, trust them and back their investigations to the hilt—it may come to daggers and swords soon enough!



LICENSED INQUISITIVE

When you need some information that you cannot obtain through official channels, there are many in Eberron who work more... discretely.

LICENSED INQUISITIVE SIDEKICK FEATURES

Level	Proficiency Bonus	Hit Points	Features	D.P.s*
1	+2	8 (1d8 hit die)	Insightful Investigator	—
2	+2	12 (2d8 hit dice)	Art of Deduction	2
3	+2	17 (3d8 hit dice)	Street Smarts, Obfuscate	3
4	+2	21 (4d8 hit dice)	ASI: Int +2 or Wis +2, Infer Weakness	4
5	+3	26 (5d8 hit dice)	Exploit Weakness	5
6	+3	30 (6d8 hit dice)	Heard it all Before	6
7	+3	35 (7d8 hit dice)	Sixth Sense	7
8	+3	39 (8d8 hit dice)	ASI: Int +2 or Wis +2	8

*Deduction Points

INSIGHTFUL INVESTIGATOR

1st-level Licensed Inquisitive feature

The inquisitive is adept at taking in any new situation. They double their proficiency bonus on Insight and Investigation checks as well as their passive Perception and Investigation.

ART OF DEDUCTION

2nd-level Licensed Inquisitive feature

The inquisitive is a master of deduction and the tiniest clues, often overlooked by others, can be informative to them. The inquisitive has a number of deduction points equal to their level available to them. When the inquisitive attempts an Intelligence (Investigation) or Wisdom (Perception) check while working a case, they can expend one deduction point to gain advantage on the check. They can also use a reaction to spend a deduction point to give themselves or any ally they can see within 30 feet of them advantage on an attack roll, ability check, or saving throw. They regain all expended deduction points when finishing a short or a long rest.

STREET SMARTS

3rd-level Licensed Inquisitive feature

When rolling for initiative, the inquisitive can spend a deduction point to give themselves and any allies they can see within 10 feet of them a bonus to the initiative roll equal to the inquisitive's Wisdom modifier. The creatures gaining this bonus cannot be surprised.

OBFUSCATE

3rd-level Licensed Inquisitive feature

The inquisitive can spend 1 minute to erase any clues from a scene. Any Intelligence (Investigation) or Wisdom (Perception) check made to deduce something from that scene automatically fails.

INFER WEAKNESS

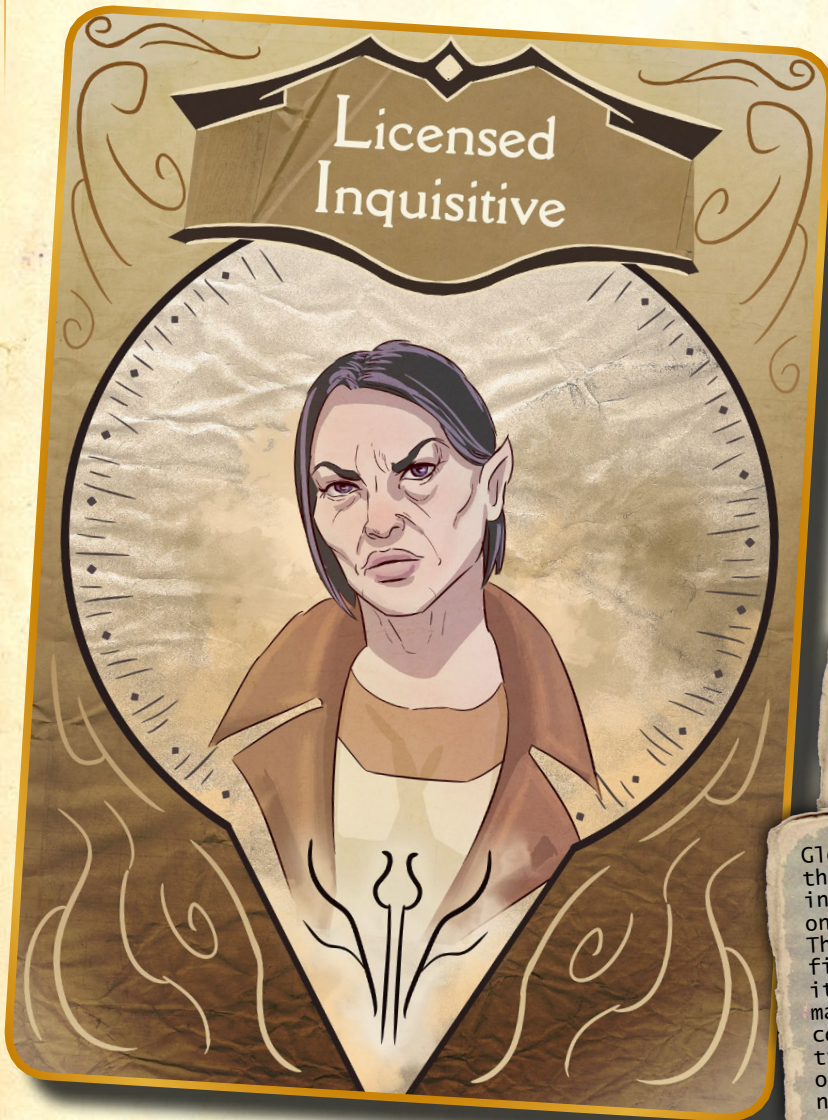
4th-level Licensed Inquisitive feature

As a bonus action, the inquisitive can spend a deduction point to learn the vulnerabilities, resistances, and immunities of a creature they can see within 60 feet of them.

LICENSED INQUISITIVE

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Licensed Inquisitive



EXPLOIT WEAKNESS

5th-level Licensed Inquisitive feature

As a bonus action, the inquisitive can spend one deduction point to attempt a Wisdom (Insight) check contested by a creature's Charisma (Deception) check. On a success, the inquisitive spots a weakness in the target's defenses and gains advantage on their next attack. If the attack hits, all attacks against the target have advantage until the start of the inquisitive's next turn, as the inquisitive hits a vital spot that briefly cripples the defenses of the target.

HEARD IT ALL BEFORE

6th-level Licensed Inquisitive feature

After speaking to a creature that can hear them and shares a language with them for at least one minute, the inquisitive can spend 2 deduction points to feel out any lies. The target must succeed on a Charisma saving throw against a DC equal to 8 + the inquisitive's Wisdom modifier + the inquisitive's proficiency bonus or the inquisitive knows when the target speaks a lie within the next 10 minutes.

SIXTH SENSE

7th-level Licensed Inquisitive feature

The inquisitive has tracked so many individuals during their cases, their ability to sense their quarry has become almost supernatural. The inquisitive can spend 5 deduction points to cast the *locate creature* spell.

Name: *Gloria Fiasco*
Profession: *Inquisitive*
Nationality: *Thrane*
Age: 66

Pronouns: *she/her*
Race: *Half-Elf*

Gloria Fiasco is obviously an alias—or is that... too obvious? Gloria has perfected hiding in plain sight over the years. She was once a respectable and rising businesswoman. That changed when a caravan raid wrecked her finances. She is certain that jealous competitors are responsible—but there are just too many suspects. If anything, the trail has become more muddled over the years, but in that time she has acquired a rather particular set of skills. Her great tragedy is that she has never failed to solve a case—except her own.

Gloria's eyes can pin a suspect to the wall like daggers, her eyebrows thin and sharp as shards of obsidian. She wears her raven-black hair in a practical bob. She is a master of disguise and typically dons outfits that can be altered quickly on the fly.

Personality Traits. "I'm never more alive than when I see a situation going south—I spring into action when others freeze. I tend to adopt a scorched earth policy while investigating—competition cannot follow a burned trail."

Bond. "I want vengeance on whoever orchestrated the caravan raid that destroyed my business."

Flaw. "I'm slow to trust and singular of purpose."

THE GAME MUST GO ON!

If you enjoyed this collection of sidekicks, how about some adventures to use them in? My [2019 Bundle of Adventures](#) contains 4 short adventures—at 24 hours of gameplay at 50% discount and rated a solid 4.8/5.0 stars, you can't go wrong here!

SVEN'S 2019 BUNDLE OF ADVENTURES



24 HOURS GAMEPLAY
50% DISCOUNT
4.8/5 STAR RATINGS



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