Dungeons & Dragons

EBERRON

PLAYER'S GUIDE TO EBERRON™



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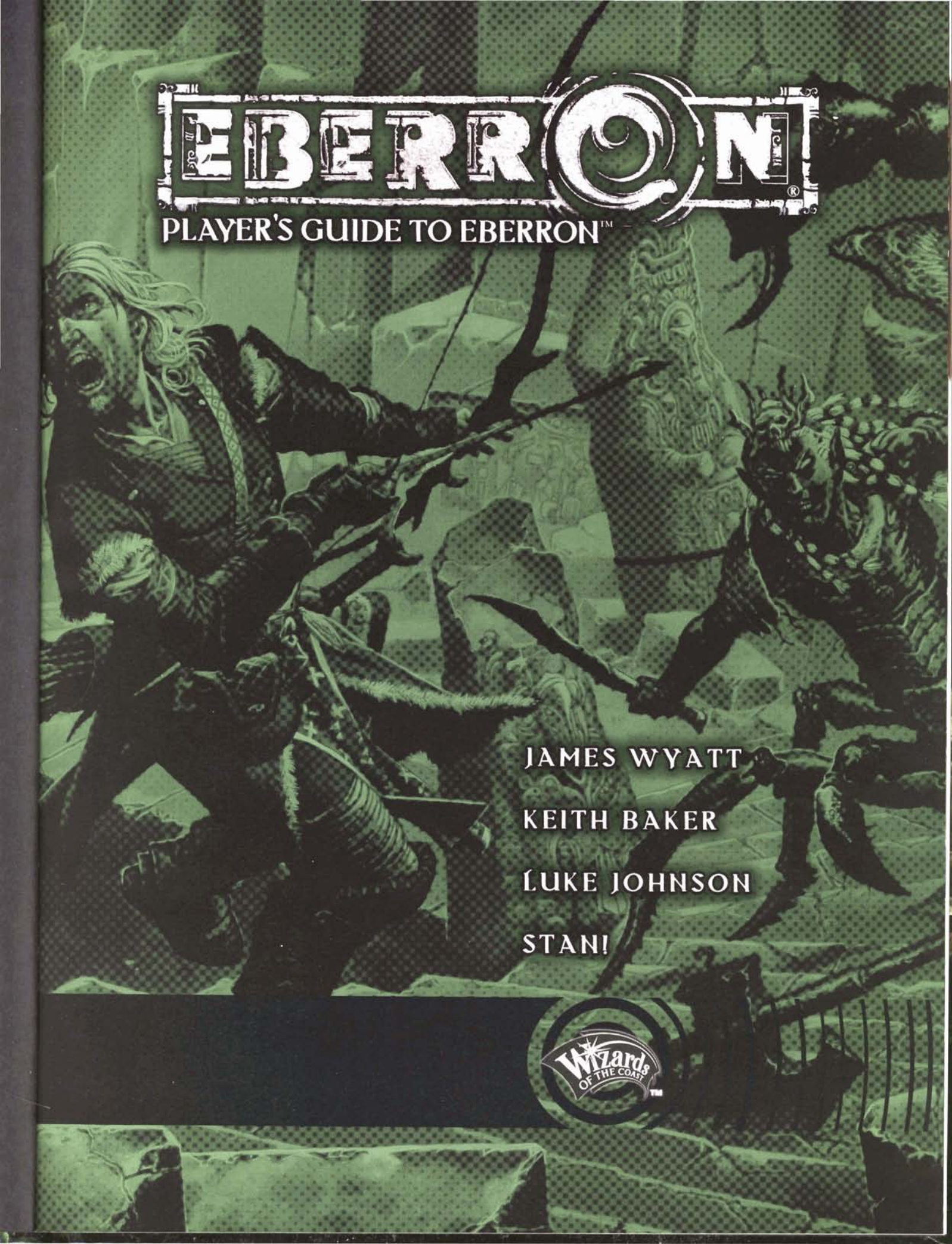
EBERRON®
PLAYER'S GUIDE TO EBERRON™
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Corrash, Kuduth, and Ural had journeyed long to find the mysterious Shadowmere, and the Cliffs of Torment that stood at the lake's edge.
Somewhere in the cliffs they hoped to find the Orb of Kevrik the Crusader.
ASHLEY MARIANO
DRAXHALL
But first, they had to deal with the Shadowmere's fiercest denizen—and then they had to reach the Orb before the agents of the Lords of Dust who had been trailing them for weeks. . . .

CHAPTER ONE

BUILDING AN EBERRON CHARACTER

The EBERRON *Campaign Setting* provides all the rules necessary for creating a character to play in Eberron. Key rules elements introduced in that book for new characters include four new races—changelings, kalashtar, shifters, and warforged—and one new class, the artificer, as well as a number of feats, prestige classes, and spells. It also offers guidance in choosing race, class, feats, and prestige class based on a character's region of origin, so you can make a Brelish character feel more Brelish than one from Aundair.

What the EBERRON *Campaign Setting* doesn't tell you is how to make your character feel like he or she belongs in the world of Eberron. That's what this section does. It outlines a dozen character archetypes—basic personality and background packages that can help you make a character who feels like a coherent part of the setting. Some of these archetypes are fairly generic: Any setting could feature outlanders, for example, or restless wanderers. Others are uite specific to Eberron, including chroniclers and inquisitives.

Most archetypes work just fine for characters of any class and race. An outlander, for example, could be a halfling barbarian from the Talenta Plains or a half-orc warlock from the Shadow Marches. Not every combination of race, class, region of origin, and archetype will make sense to you, though. Try to find a combination that appeals to you and work from there.

There is no game-mechanical benefit to choosing a character archetype. Rather, each archetype consists solely of suggestions for developing the background, personality, and mannerisms of your character.

CHRONICLER

"What a story!"

—Kalva Dannor, gnome bard

When you can sell a story to a publication such as the *Korranberg Chronicle* or the *Sharn Inquisitive*, everything that happens around you starts to look like a story that needs to be written. You seek out adventure wherever you can find it—but you sometimes act more like an observer than a participant.

Adventuring: You grew up reading about the Last War in the pages of the *Korranberg Chronicle*, and thought that it sounded exciting. You imagined yourself huddled in a tent near the front lines, scrawling a dispatch that you would send back to Korranberg to be read across the Five Nations. Of course, once you finally got a job writing for a small local chronicle, you spent more time talking to farmers about their crops than you did doing anything remotely resembling adventuring. Now you've made it: You travel with a group of adventurers, write about your experiences, and sell the stories to any chronicle that buys them. At least, sometimes you sell the stories.

The primary criterion by which you judge whether to undertake an adventure is whether or not you think it will make a good story. By "good story," you might mean one that's dramatic and exciting, or you might mean one that will sell. Other factors are less important: Will your participation make a difference in the world? Are innocent lives at stake? Does the adventure itself pay well? It doesn't matter—as long as it makes a good story.

If nothing else, an adventure could at least get you close to a big story that's otherwise unrelated to the adventure itself. If someone wants to hire a group of bodyguards for an airship journey, you might not show any interest at all—until you learn that an important noble or famous diplomat will be on the same airship, on a mysterious mission. Now that's a good story!

Personality: Young chroniclers approach their task with exuberant enthusiasm, excited at the prospect of turning their experiences into gripping tales that will thrill a new generation of readers. Is that you, or has your attitude devolved into a bitter cynicism? It's easy to fall into the jaded view that chronicling is a pretty word for lying, trying to make the horrors of war or the terrors of the world sound exciting. But hey, excitement sells stories, so you'll make the story as lurid as possible to make the sale.

Behavior: Take notes about everything your companions do. You might even be tempted to hang back out of combat for a moment or two while you finish scribbling your notes about the events that led to the combat. (Don't take this to the point where your allies become angry at your inaction. Finish jotting down notes instead of moving in between spells or other helpful actions.) Most important, act as though you were a character in an exciting story that will be told around the world—be dramatic, be dynamic, take risks, and live large.

Language: Words are your livelihood, so talk a lot. Describe your own actions as if you were writing them for a popular audience. You might refer to yourself in the third person, either by name or as "your intrepid chronicler" or "your humble scribe." Describe the actions of your companions and your enemies in the same way. When your companions do something dramatic or memorable, narrate what happened, even as you continue fighting.

Variants: You could be an aspiring storyteller hoping to gain experience so you can "write what you know." You might write for the chronicles, but with a focus on exposing corruption or scandal rather than telling thrilling tales. Or you might simply enjoy being where things are happening, or being around famous and important people, and writing for a chronicle is an effective way of accomplishing that goal.

Devotee of the Host

"Sovereigns preserve us."

—Kuduth, half-elf cleric

Even if you're not a cleric, the deities of the Sovereign Host are important to you. You were brought up to show them proper reverence, and devotion to the ideals they represent guides your every step.

Adventuring: You have been profoundly influenced by a particular cycle of myths relating to the Sovereign Host and the Dark Six—myths that are no longer widely told, but that have inspired countless generations of heroes to take up arms against the forces of evil in the world. These myths are collectively called the Rebellion Saga, and they speak of the original and ongoing rebellion of the Dark Six against the rule of the Sovereigns. According to these ancient tales, it is the work of the devout to bring the Dark Six back into the fold, which will be accomplished by quelling their rebellious followers.

Naturally, reuniting the Dark Six with the rest of the pantheon is not likely to happen any time soon, although certain apocalyptic groups believe in its inevitability. Thus, for most adventuring devotees, quelling the rebellion by slaying monsters, imprisoning necromancers, and proselytizing changelings is little more than a good long-term justification for actions that also make sense in the short term, by making the world safer for the civilized races of Khorvaire.



Gaven, a house renegade

Personality: Your devotion to the Host shines through everything you do—at least, you hope it does. When you enter battle, you try to reflect the strength of Dol Dorn and the honor of Dol Arrah. You offer prayers to Olladra, Arawai, and Balinor before eating, to Onatar before using your crafting skills, and to Aureon every time you cast a spell. You protect families and villages in imitation of Boldrei, and you guard caravans and merchants for Kol Korran's sake.

Behavior: Your devotion is your defining characteristic, but it describes little about your personality. You are not necessarily a prude, a pacifist, or a philanthropist, though you might be any of those things. You try to wrap everything you do in a shroud of religious devotion. You probably don't do it consciously to try to impress others; rather, you do it because that's how you've learned to do things. You might feel that everything you make should be dedicated to Onatar, but the prayers you recite out of habit while crafting are only the outward expression of that intrinsic belief.

Language: Prayers, oaths, and invocations pepper your speech. Generic invocations of the Sovereigns serve many purposes, such as "Sovereigns preserve us!" or simply "Sovereigns!" used as an expression of surprise or frustration. Curses often use the names of the Dark Six: "Aureon's Shadow!" or "Keeper take you!" are common ones. Feel free to improvise short prayers to Dol Dorn for wading into battle, to Olladra before eating, and so on.

Variants: You might be devoted to a particular deity of the Sovereign Host rather than the entire pantheon. If you worship the Silver Flame, look at the Templar of the Silver Flame prestige class instead. If you follow the Path of Light or revere the Undying Court, your specific motivations and oaths will vary, but your basic personality could resemble either this archetype or the Silver Flame templar.

House Renegade

"I prefer not to use my family name, thank you."

—Gaven, half-elf ranger

Sometimes being a member of a dragonmarked house means power, prestige, and influence. Sometimes it means living firmly under the thumb of a controlling relative until you can find a way to escape. Congratulations—you've found a way.

Adventuring: You adventure because it's better than the alternative, a tightly controlled life as part of a dragonmarked house. Your family thinks you should be home, putting your talents to use in the service of your house. Your mother wants you where she can keep an eye on you and make sure you don't get into any trouble. Your father wants to find you someone appropriate to marry and keep your children close at hand.

Fundamentally, you adventure because you know your family hates it. You might not know yet what you want to do with your life—adventuring might just be something you're

doing to kill time until you figure it out—but you know it won't involve the work of your house.

Personality: Clearly, you've got a rebellious streak. You don't necessarily reject all authority, but you certainly don't like to be under anyone's thumb. You can be sardonic, cynical, and harsh sometimes, especially when the people around you start sounding like they think they own you. But you're not bad at heart. Is it so wrong to want to shape your own destiny?

Behavior: Even though you've probably been disowned, you're used to a life of relative luxury, and your habits and mannerisms reflect that. You prefer to stay in upper-class hotels rather than common inns, and to feast in a private dining room rather than squeeze in to a spot at the board to get your share of stew with the peasants. That said, you have a lot more respect for the working classes than most people of your station, and you're not inclined to boss people around or expect doting service. These people have aspirations and dreams of their own—you can't follow yours without encouraging them to follow theirs.

Language: You were brought up well, and your manner of speaking reflects that. You have an educated vocabulary and a solid grasp of correct grammar. You avoid slang and vulgar language, unless you intend to shock or provoke. Of course, house renegades live to shock and provoke, especially when they know that others have preconceived notions of how they ought to behave and want to shake up those opinions.

Variants: You might be a younger child of a noble family rather than a dragonmarked house, or even a former rising star in a church hierarchy fleeing from the controlling influence of a religious mentor. In addition, your reasons for fleeing your family might vary: Perhaps you committed a crime, or a change in power in your house left you out of favor.

House Scion

"Yes, father, I realize this reflects poorly on our house. I apologize."

—Ural d'Orien, human sorcerer

Forget the noble families of Galifar—the real power lies in the hands of the dragonmarked houses. You are a member of one of those houses, and though power comes with any number of responsibilities, you welcome your familial duties as a reasonable price to pay for the social, political, economic, and magical power to which you are heir.

Adventuring: Adventuring has to fit in with the duties that come to you by virtue of your house membership. With luck, the two coincide perfectly: You undertake adventures at the behest of the head of your house or some other prominent figure (perhaps a parent), performing missions that advance the aims of the house or simply bring treasures into its coffers. When you're not so lucky, you still need to bear your house's interests in mind—looking for opportunities to advance your own house or deal a setback to a competing one. Any secrets you unearth or treasures you claim can benefit your house, and anything that hurts another house helps yours.

Personality: You were born to power and have come to view it as your birthright. You can be imperious, arrogant, and spoiled at times, and at the best of times you are smugly superior. You can also be calculating, dispassionate, and even amoral, depending on your alignment—the demands of your house sometimes do not coincide with the expectations of traditional morality. You are comfortable in rigid, well-defined structures of authority, as long as you know your place in them.

Behavior: You are used to a life of comfort, and take pains to keep up to that standard while adventuring, perhaps even to the point of using *Leomund's secure shelter* while traveling through the jungle so that you can rest comfortably at night. Depending on who your adventuring companions are, you might see their company as a necessary evil for the work you must do, preferring the company of others while you are in cities between adventures. You might even spend the evenings, while your companions are sharing tales around the campfire, writing letters to your true friends and dear family members back home.

Language: You were brought up well, and your manner of speaking reflects it. You have an educated vocabulary and a solid grasp of correct grammar. Avoid slang, vulgar language, and even contractions.

Variants: Rather than a member of a dragonmarked house, you could be part of a noble family, such as one of the noble houses of Galifar or a prominent family of Aerenal. Alternatively, you could be part of the rising middle class in one of Khorvaire's splendid metropolises, born to wealth without any privilege of name or title.

Innocent Victim

"Why is all this happening to me?"

—Lira Raevan, human bard

Bad things happen to you all the time, but through a combination of amazing luck, phenomenal resourcefulness, and maybe a dash of a greater destiny, you always seem to come through.

Adventuring: Most people adventure because they choose to, for one reason or another. Not you. If you had a choice in the matter, you'd be back home living a quiet life where nothing extraordinary ever happens. But ever since the day when the Emerald Claw agents burst into your home looking for you, or you woke up and found yourself in a strange forest with a dragon saying you were part of the Prophecy, or you manifested psionic or magical powers you never knew you had—ever since then, this lightning-rail ride of a life has been moving so quickly that you don't know how to jump off and get things back to normal.

Maybe there is something special about you. You could have unusual powers, or play a key role in a prophecy (draconic or otherwise), or maybe a shard of an ancient artifact is embedded in your flesh. For whatever reason, other people are far more interested in your life than you yourself used to be. You've managed to keep one step ahead of them so far—or maybe you haven't, and "they" are your adventuring companions.

Personality: You are somewhat bewildered about all the events that have brought you to this point in your life. You don't understand why people are so interested in you, and you often wish they'd just leave you alone. You'd rather not go through all these harrowing adventures, but some greater force in the world seems to have decreed that adventuring is your lot in life, so you've had to figure out how to make the best of it.

Take care not to degenerate into constant whining and complaining, or your companions will quickly tire of both it

and you. You've been thrust into the spotlight against your will; if you speak softly and try to deflect that attention, maybe things will quiet down soon. Also, don't assume that every adventure should be about you and the people who are after you. Don't ever believe that you are as important as people seem to think you are.

Behavior: Cling to the illusion of being an ordinary person yanked unwillingly into a life of adventure for as long as possible. Practice your crafting, profession, or performing skills as if you intend to make a living with them someday. Rely on your adventuring companions for some degree of protection, while looking for ways to contribute materially to any situation without intentionally meaning to.

Language: You are soft-spoken and unassuming. Downplay your own importance and any successes you accomplish. If you kill a grick with your sword—well, that sure was lucky, wasn't it? And those agents of the Chamber, they couldn't *possibly* be looking for *you*.

Variants: You might suffer from amnesia, and your adventuring career is an attempt to recover the knowledge and abilities you have lost. If others are interested in you, it's because of who you were before losing your memory—in which case your enemies might hold the secret to uncovering your own past.

Inquisitive

"If you're the ambassador, I'm the Lord of Blades. Now, how about the truth?"
—Creilath Movanek, half-elf master inquisitive

As a resident of one of Khorvaire's great cities, you've spent far too much time immersed in its shadows. You've seen it all, and nothing fazes you anymore.

Adventuring: Adventuring, to you, is all about investigating crimes and making sure the criminals get what they're due. You probe murders, find missing people, stop blackmailers, and break up smuggling rings. Your investigations are not necessarily limited to such mundane problems: You might unmask a rakshasa posing as a city councilor, find the possessed ancient mask that forced the professor to commit all those grisly murders, or dispel the magic keeping the house scion's son in his comatose slumber.

This archetype is best suited for a campaign with a limited geographical scope, whether it takes place in a single metropolis (such as Sharn) or hops from city to city. Occasional adventures might take you out into the wilderness, but you're most at home in dark alleys and bustling roadways.

Personality: The city's underbelly can be a bleak place, and that fact has certainly had an effect on your disposition. You're so used to corruption and crime that you don't expect to meet honest people, and you're surprised at acts of selflessness and sacrifice. "Jaded" doesn't begin to describe how cynical and bitter you can be in your worst moments. You've been cheated so many times that you always ask for money up front. You've seen so much hatred and death that nothing shocks you at this point—or at least that's the image you project.

Deep inside, there might be a part of you that still mourns over every corpse you find sprawled in an alley, still grieves for the lost soul of humanity and its kin, and still believes there might be some hope and goodness left in the world. But you know full well that if anyone sees that tiny part of you, they'll exploit it—or at least mock it mercilessly.

Behavior: Cultivate behavior that conveys just how tough you are. Sharpen your sword or fiddle with a dagger during down time. Never open a door when you can kick it in. You might be able to talk your way out of tricky situations, but you should also be prepared to fight your way out: The kinds of people you deal with usually prefer to fight.

Language: The wisecrack is like an off-hand weapon for you. In every battle, you can attack with your primary weapon and get in a verbal barb or two as well. Even when you're not in combat, your speech reflects your cynicism.

Variants: You might be a freelance investigator or work for a law-enforcement organization. For a slightly different take on this archetype, you could work in espionage, focusing on intrigue among nations or dragonmarked houses rather than crime on a local scale.

Outlander

"Your cities have made you soft and weak!"
—Corrash, halfling barbarian

Like a wolf cut off from its pack, you are a member of a barbarian culture (not necessarily an actual barbarian) away from your tribe. You wander through the civilized world bewildered and isolated, looking for companions you can rely on.

Adventuring: Your goals and approach to adventuring are probably closely linked to the reason you left your homeland and family. You might be on a quest to find some

Playing an Inquisitive

There's a fine line between playing an archetype and parodying a stereotype, and the inquisitive might be the most prone to crossing that line—if only because the fine prose of Raymond Chandler (*The Big Sleep*) has itself been subjected to so much parody and unflattering imitation. Playing an Eberron inquisitive as a bad Philip Marlowe imitation can drive the whole world into parody. If you drink Zil brandy, wait for a call on the speaking stone, and talk like Humphrey Bogart on a bad day, then Eberron starts to look like a ridiculous parody of the modern world, with magic simply duplicating all the technological wizardry of Earth's 1930s.

You can be hard-bitten and tough as nails and still fit into the magical/medieval world of Eberron. Think about the essence of your character—a tough nut who has seen the worst the world has to offer but refuses to be corrupted by it—and strip away the elements that have become stereotypical. You don't need to rely on old cliches of behavior and language.

item or piece of knowledge of significance to your people—a relic that can cure the plague ravaging your clan, a tome that will reveal the nature of the demon that hunts them, or an artifact that explains your people's history or some aspect of it. Alternatively, you might be seeking to prove yourself—to exonerate yourself of a crime, to win the hand of the chieftain, or simply to secure your position as an adult in your community. Or you might have been banished from your clan for a crime you actually did commit, and are forever unable to return.

You might eventually grow so accustomed to life among more civilized people that you don't want to return, or become restless and uneasy among your own people when you see them again.

Personality: Your attitude toward civilization is your defining characteristic. Decide how you view the civilized society around you as well as your sophisticated allies, and try to see everything around you through that lens. Do you maintain a superior contempt for their soft and weak ways, or do you find those ways alluring? Do you wander wide-eyed through the magnificent towers of Sharn, marveling at the achievements of magic and technology, or do you feel trapped any time you're forced to remain indoors?

When you return to lands that are more comfortable and familiar to you, change your behavior drastically—take on more of a leadership role, or revert to a role like the one you have in your homeland, whatever that role might be.

Behavior: Most outlanders make some effort to practice the traditions and rituals of their homeland no matter how far they travel. You might do this simply out of habit, even if you repudiate the beliefs and mores of your people. These minor rituals might include hanging charms around a sleeping place, pouring out wine to the cardinal directions before drinking, taking souvenir body parts from slain foes, or invoking the names of patron spirits or totems at frequent intervals.

Language: Even if you are not entirely comfortable speaking Common, you are just as capable as anyone of expressing complex thoughts and sophisticated ideas in your own language. Scatter phrases of your native language into your speech. Struggle for words sometimes, as if trying to find the right way to express something complex or idiomatic that comes naturally to you in your native tongue. Avoid accents unless you can pull one off without sounding goofy.

Variants: Warforged as a race are similar to outlanders in that human society can seem strange and alien to them, but they have nothing to compare it to, except perhaps a life in the military during the Last War. As an alternative, your background might be considerably more exotic: Perhaps you were raised by wolves or a lammasu, or brought up on a different plane of existence.

Restless Wanderer

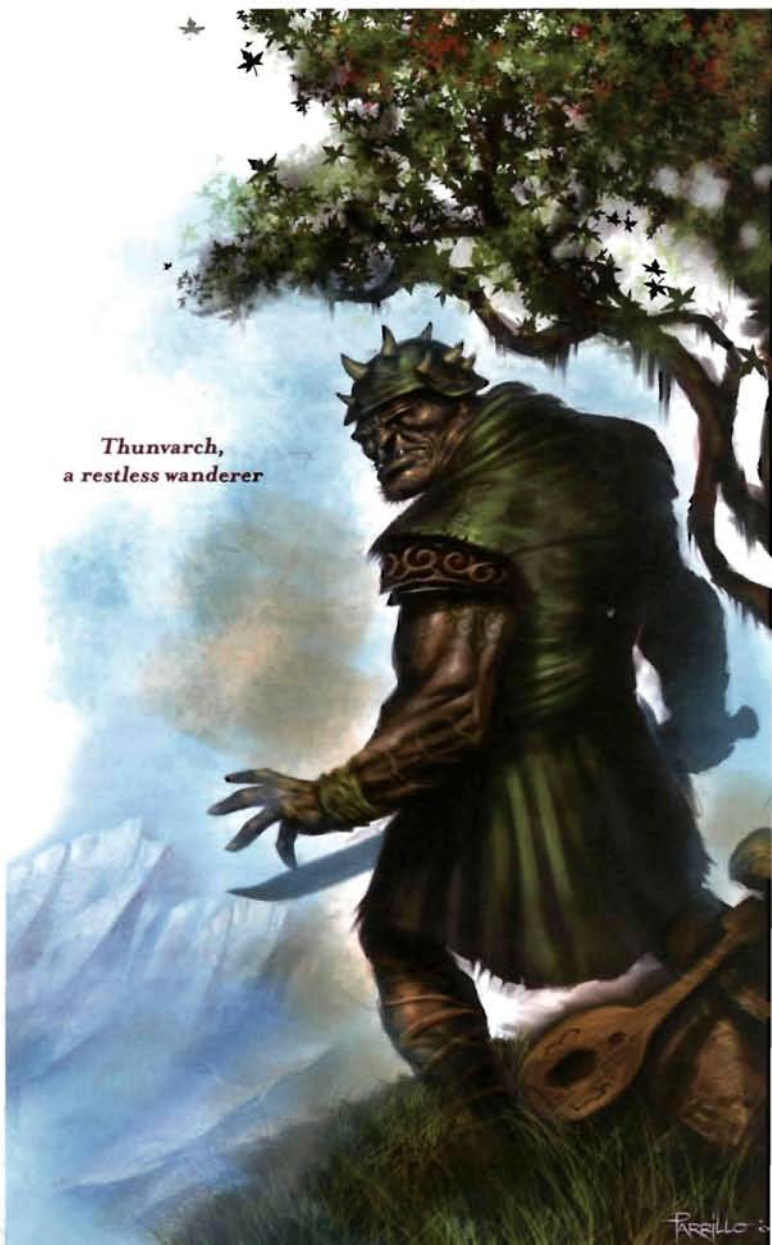
"It's time to stretch my legs, flex my sword arm, and give this quill something worthwhile to record."

—Thunvarch, half-orc bard

The world is a big place, and you have no desire to settle down until you've seen it all. You move from place to place as freely as the wind—blowing through the boring spots, lingering for a while in more interesting locations, and sometimes kicking up a storm.

Adventuring: Adventures are what happens to you while you travel. If you seek out adventure, it's because a place sounds interesting, not because there's anything in particular you want to accomplish there. You are eager to visit new places, try new modes of transportation, see creatures you've never seen before, and (at least to some extent) do things you've never done. If you can also learn new abilities, acquire more treasure, and otherwise improve yourself along the way, that's even better.

Personality: You've always had trouble sitting still. Perhaps you grew up in a tiny village where there was nothing to do, and yearned for a taste of the wider world. Some experience of the world beyond your village might have sparked your wanderlust: Perhaps a traveling troupe of actors or musicians came through, or a party of adventurers stayed in the village for a couple of weeks while exploring nearby ruins. That experience gave substance to your dreams of a different life—you might even have followed the travelers out of town, launching your life of wandering in a dramatic way. You still retain some of that youthful, wide-eyed dreaminess and a sense that the world is full of wonders just waiting to be explored. You are not necessarily naive about life's harsh realities, but you retain a sense



Thunvarch, a restless wanderer

of wonder that no amount of bitter experience has yet been able to quash.

You might have a particular interest that gives a focus to your wandering. Perhaps you are particularly drawn to spectacular natural wonders such as the Goradra Gap or the Guardian Trees. Or maybe you're fascinated with ancient ruins, great monuments, or exotic cultures.

Behavior: Stay on the move. Whenever you feel that a dungeon room, a site, a nation, or even a continent has shown you all it has to reveal, it's time to move on. You can spend all the time you want searching the rooms of a dungeon—as long as there are interesting things to find. But you should be the first member of your party to call a halt to tedium whenever it arises and get things moving again.

Language: Your mind wanders even faster than your body, making your speech seem disconnected at times. Pepper your conversation with wide-eyed observations about the sights, sounds, and smells of whatever place you're exploring now and comparisons to places you've been before.

Variants: Not all wanderers are motivated by wanderlust. Instead, you might be on the run—a fugitive hunted by agents of a widespread organization, such as the Dreaming Dark, the Aurum, the Chamber, the Lords of Dust, or a dragonmarked house. If you stay in any one place too long, they're certain to find you. So you keep moving, you try to avoid attracting notice, and you don't talk much about your past.

Scholar-Adventurer

"What I haven't figured out yet is whether there's any connection between the Tablet of Shummarak and the Place of Imprisonment mentioned in the Serpentes Fragments. *If there is, that could explain a lot."*

—Janik Martell, human extreme explorer

Eberron is rich in history, and equally rich in people who study history. Not content to sit in a library surrounded by dusty tomes and crumbling potsherds, you do your research in the field—whether in the cyclopean ruins of Xen'drik or the ancient tunnels of Dorasharn beneath the City of Towers.

Adventuring: For you, history is about discovering the mysteries of Eberron's ancient empires by exploring the ruins of Xen'drik's lost kingdoms and the remnants of goblin civilization in Khorvaire. You yearn to discover mighty artifacts and lost magical secrets. You hunger for knowledge about the past, and you have never been content to gain your knowledge from other people or the books they write. You want to drink from the source, and that means adventure.

Personality: You combine a solid grounding in academic research and established knowledge with a thirst for action and adventure. You have an inquisitive mind and are always wondering about the reasons why things happen and possible connections between apparently unrelated events. Your collection of scholarly tomes is like a group of old friends—you don't necessarily see them every day, but you're happy to spend hours in their company whenever you can. Your name is well known in academic circles: Some of your fellow scholars praise you to the skies, while others dismiss you as a hack.

Behavior: Take notes on everything. Copy diagrams and inscriptions into your notebooks. Collect samples of body parts from unusual monsters—or even entire monsters, if you can transport them. Treat shattered ceramics and magical relics as equally interesting, even as you recognize that magic items are more valuable and far more useful. You might be hesitant to use anything or go anywhere until you have properly researched it, or you might rush in to do your research on-site.

Look for opportunities to use your various areas of knowledge. They might not happen very often, but that just makes it all the more memorable when you do glean some useful information from your studies of architecture and engineering!

Language: Drop the names of scholars both renowned and obscure into your conversations. Introduce theories and observations by citing tangentially relevant research. When you encounter a monster, try to come up with a useful reminder about its capabilities to share with your companions, gleaned from the knowledge you've accumulated.

Variants: You need not be obsessed with ancient history and long-lost secrets—the world has its share of contemporary secrets as well. What caused the Mourning? What is the truth behind the Blood of Vol? What lies in the interior of Argonnessen? Who are the mysterious rulers of Riedra? These questions are out there, waiting for you to explore them and plumb their depths.

Streetwise Scoundrel

"Don't ask how I know this guy, I just know this guy who can help us out, all right?"

—R'kash, shifter rogue

Not every hero is born to privilege in a noble family or a dragonmarked house. You certainly weren't, though you might hesitate to call yourself a hero. The streets are your home—the gutters, truth be told—and you know the back alleys and the criminals of your home city as well as you know your own gear.

Adventuring: If there's a better way than adventuring to earn a quick fortune, you haven't found it yet. It's a perfect deal: You can make use of the survival skills you learned growing up on the streets, you gain some measure of respectability, and you occasionally find bags of gold pieces, which hold more money than you can imagine anyone actually using. (Though you're more than willing to try.)

The driving force in your adventuring life is, whether you admit it or not, a burning desire to escape the circumstances you grew up in. You want to make a life for yourself that's better than the poverty and crime that defined your youth. You want money, certainly, but more than that you want respect, dignity, a sense of meaning and purpose, and a shred of hope. You definitely do not want to die, alone and friendless, and be left to rot in an abandoned sewer tunnel. In your adventuring career, that's one risk you would just as soon not take. You want to live to enjoy your hard-earned wealth.

Personality: You know the ways of the street. You're acquainted with unsavory characters, you know how to get certain things done even if they're not quite legal, and you have more than a passing familiarity with the slang, signals, and methods used by criminals. You might not be an outlaw yourself—at least, not now—but the criminal underworld is your world, for better or worse. You have a sense of ethics and honor, primarily focused on the idea that you don't turn

on your friends. But actions that might make a paladin of the Silver Flame cringe are just the way things get done to your mind—actions such as paying bribes, fencing valuable goods, or stealing magic tomes from your enemies. You're wary of officers of the law, even if you have committed no crimes. You've had too many bad experiences with the town watch arresting you or your friends for no good reason other than your poverty.

Behavior: You're fidgety. You pick things up and put them back down, fiddle with moving parts, or pace if you have nothing interesting to hold in your hands. When you're in a small room, you stay on your feet near the door—you don't want to be trapped. When your companions are talking to the city watch, you stay in the back of the group or out of sight completely. But when they need to find the lost goblin shrine in the depths of Sharn, you step right up and lead the way. That's your chance to shine.

Language: You speak the language of the street. Slang is your native language, and your grammar is probably poor by the standards of a noble or otherwise well-educated individual. You talk tough to back up your swagger and wisecrack to deflect any probing questions about your background. You probably know words and expressions that would make a sailor blush, and you might forget not to use them in respectable company—especially when you're very angry.

Variants: Perhaps you were not born poor, but fell into poverty at a young age. Your parents might have been disowned by their dragonmarked house, or they staked all their money on a business venture that failed. Perhaps they were natives of Cyre who lost everything they had on the Day of Mourning. In this case, your driving ambition is not so much a matter of wanting what you could never have as a child, but of regaining the status that should have been yours by birthright—the wealth and power you deserve.

War-Torn Hero

"After a hundred years of fighting, any idiot could see that the whole war was pointless."

—Dania ir'Vran, human fighter

Khorvaire is largely defined by the travails of the Last War, and that is just as true of its adventurers. You fought on the front lines of the Last War. You killed a great many enemy soldiers, and you carry plenty of scars—on your body and on your soul.

Adventuring: You adventure because you can't think of anything else to do. You joined the army as soon as you were old enough and never learned a peacetime trade. After years spent in war, you can't just go back to your place of birth and learn to be a blacksmith. Your home might not even be there anymore. Adventuring seems like the only option left to you, and it offers the opportunity to continue using the skills you learned on the battlefield. In some cases, it might even be a literal continuation of your wartime activities—such as chasing Valenar raiders across the Talenta Plains or racing Emerald Claw agents to Xen'drik ruins.

As a member of an adventuring party, you have a sense of belonging and companionship. You have a steady source of wealth, more than enough to live comfortably. You have some sense of purpose and meaning in your life. You've made a reasonable approximation of the one thing you really want and can never again have: a home where you belong.



R'kash, a streetwise scoundrel

Personality: The war savaged your soul far worse than it could ever hurt your body, and you remain bitterly wounded. Your life is a contradiction. Violence sickens you. You saw so much death and mutilation in the course of the war that you had to steel yourself to it; still, you can never shake the waves of disgust that course through you when violence is necessary. But you live by violence, and you're not sure you know how to give it up.

Behavior: You cling to the discipline of military life because it is comfortable and familiar. You rise early in the morning and practice weapon or spell routines. You like to know the chain of command in your adventuring party and prefer clear orders about standard operating procedure. Even if some chaotic part of your belief system chafes at these disciplines, a larger part of you relies on them to give meaning and structure to every day. Without them, your life might just fall apart.

Language: Yours is the language of combat. You have a rich vocabulary to describe the maneuvers of the battlefield and various aspects of your daily life. You speak of base camps and rations, of reconnaissance and sabotage. To some extent, just like your practice of military discipline, using military terminology helps to keep your life ordered in your mind.

Variants: The warforged as a race are almost by definition war-torn heroes. However, their emotional response to the transition from wartime to peace varies widely, and warforged are less bitter and wounded than war-torn humanoids. A warforged has no memory of a life before the war to idealize and attempt to recreate. Warforged find it extremely difficult to shake military practices and jargon that are part of their earliest formative experiences.


Kerith, Jocashra, and Efarthien had been searching the Wyrmsperch Mountains for some sign of the legendary hidden shrine for weeks on end.
So far, no true dragons had stood in their way, but the wyverns seemed to be getting stronger and fiercer.
Would their quest end with the discovery of the Mithral Scepter, or would they fall at the claws of Argonnessen's dragon defenders?
MARIANO

CHAPTER TWO

A GUIDE TO EBERRON

The remainder of this book, starting on the following page, is organized into entries similar to those you might find in an encyclopedia. You'll find extensive entries on topics ranging from Adventuring to Xen'drik. Each entry contains the most important things you need to know in an EBERRON campaign: where the dungeons are, who pulls the strings, what organizations you can join, and what new feats you can learn. Tucked among these entries are a few new prestige classes, rules for playing some nonstandard races, and new information about some of Eberron's remoter regions.

WHAT DO YOU KNOW?

Each entry includes a section titled "What Do You Know?" This information gives you an opportunity to put your Knowledge skills to use. It notes appropriate skills (with check DCs) that allow your character to share the information you gain from reading these entries.

If you just want a general idea of how much your character knows about the material in an entry, assume your character takes 10 on all appropriate Knowledge checks. Thus, any fact with a DC of 10 or lower is considered common knowledge and is accessible to every character with average or better Intelligence, regardless of whether the character has any ranks in Knowledge skills. If you have a Knowledge (religion) modifier of +5, you know every fact associated with that skill that has a DC of 15 or lower.

EXOTIC CLASSES AND RACES

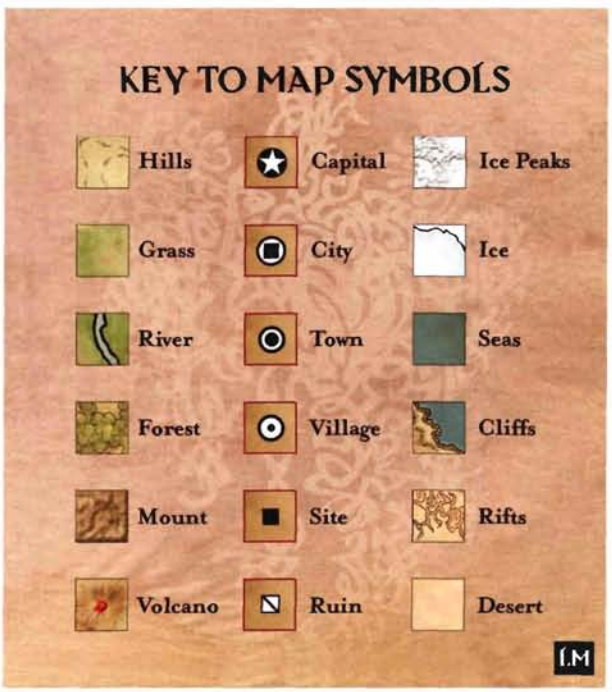
The EBERRON *Campaign Setting* discusses the role that each character class presented in the *Player's Handbook* plays in Eberron, and also addresses psionic classes. *Complete Warrior, Complete Divine, Complete Arcane, Complete Adventurer,* and the *Miniatures Handbook* all present new standard classes (as well as a wealth of prestige classes). Since the rule of thumb is "If it exists in D&D, then it has a place in Eberron," characters of all these new classes exist in Eberron.

Similarly, new races designed to be played as characters have appeared in books such as *Races of Stone, Races of Destiny, Races of the Wild, Frostburn, Sandstorm,* and *Stormwrack*.

Scattered throughout these entries, you'll find sidebars detailing the roles that specific new classes and races play in Eberron. Sometimes, information on new races appears in the running text—for example, in the discussion of the races of Xen'drik on page 154. Occasionally, sidebars discuss the use of other new rules introduced in D&D supplements—such as the *Heroes of Battle* information in the Red Gauntlet Regiment entry on page 95.

PC ORGANIZATIONS

Several entries in this book describe some of the organizations of Eberron, from the world-spanning Church of the Silver Flame to the elite Revenant Blades. A few of these organizations are so broad that they would make excellent frameworks to build a campaign around. These work best if every character in an adventuring party is a member of the same organization, allowing the goals of the party to be shaped by the goals of the organization. These organizations are the Templars of the Silver Flame, the Morgrave Outreach Association, and the Red Gauntlet Regiment. The templars can bring the PCs together based on a common religious tie, the Red Gauntlets have a military theme, and the Morgrave Outreach Association focuses on exploration and adventure in keeping with the traditional emphasis of the D&D game: dungeon delving. Large-scale organizations such as these are discussed in more detail in *Dungeon Master's Guide II*, but in general, these organizations improve the sense of cohesion in the player party, immerse the PCs in the game world, and make the DM's life easier by helping get adventures rolling.



ADVENTURING

DUNGEONS OF EBERRON

From million-year-old ruins in the Demon Wastes to the secret magical chambers just completed beneath the Library of Korranberg, Eberron is a world strewn with dungeons. Countless ancient ruins dot the landscape, and the Last War created a significant number of ruins of much more recent provenance. At the same time, the widespread use of magic makes underground spaces—and extradimensional locations—both relatively easy to construct and remarkably safe for storing precious goods. These sites represent prime locations for adventuring.

Ruins from the Age of Demons are rarely found intact, but some do remain, kept relatively undamaged by the powerful ancient magic of the fiends. In some cases, the preservation of the ruins can be traced to the influence of a rakshasa rajah imprisoned beneath the ruins, so adventurers exploring such a site are well advised to be wary of releasing a terrible foe. Ruins of such incredibly ancient date are most common in the Demon Wastes, though several exist in Q'barra and Xen'drik as well, such as the lizardfolk city of Ka'rhashan in Q'barra.

The Age of Giants left numerous ruins strewn across the landscape of Xen'drik, causing the word "cyclopean" to be inextricably associated with that continent in popular imagination. (Consult the entry on Xen'drik beginning on page 152 for more information about those ruins.) The ancient giants of Xen'drik built outposts in other lands as well, so ruins from this era can also be found in the Shadow Marches and in parts of Sarlona.

The Age of Monsters might more properly be called the Age of Dhakaan, and this goblinoid empire left the most numerous ancient ruins across Khorvaire. These ruins are most common in the southwestern part of Khorvaire, in modern Droaam, Breland, Zilargo, and Darguun. However, Valenar contains both elf and goblin ruins from this period, and before the Day of Mourning, scholars performed extensive excavation of Dhakaani ruins within Cyre.

Much more recently, the Last War left ruins scattered across the continent. The Mournland is a vast, devastated nation ripe for exploration, although the conditions are quite hostile to living adventurers. The war also left ruins in Breland (particularly in the northeast and along the former Cyran border), between Aundair and Thrane, and in the Talenta Plains. Any number of families would like to recover heirlooms lost in razed cities, but these areas have become home to dangerous monsters.

Not every ruin and dungeon in Eberron is connected to one of its great ancient civilizations or more recent catastrophic events. Abandoned settlements such as Desolate (in the Demon Wastes) and Noldrunhold (in the Mror Holds) are the victims of isolated circumstances. Somewhere in the Blade Desert, a small shrine lies mostly covered with blowing sand, the last remains of a civilization now otherwise completely forgotten. A castle in the Shadow Marches is a rare reminder of the first wave of human settlement in that region. In the heart of the Eldeen Reaches stands an ancient tower, not crumbling to ruin despite its evidently very ancient origin, its builders unknown and its secrets as yet unplumbed.

Finally, the vast expanses of Khyber, untouched by any mortal intrusion, provide a fertile ground for exploration and adventure. In places, the tunnels of Khyber resemble the mundane limestone caves and other caverns found near the surface. Elsewhere, long tunnels, strangely smooth and even, extend for miles without branching, perhaps shaped by the daelkyr and their minions in ancient eons. Khyber is an alien environment, hostile to surface life but full of ancient secrets to unearth, magical and monetary treasures to acquire, and alien monsters to overcome.

WHAT DO YOU KNOW?

Knowledge (arcana)

DC 30: It is possible that magic more powerful than any currently known flourished in the ancient giant empire of Xen'drik, learned from the dragons. The ruins of Xen'drik might provide clues to this truly epic magic, and the elves of Aerenal may also hold keys to this lost knowledge.

Knowledge (dungeoneering)

DC 10: The Last War left dozens of towns and cities across Khorvaire lying in ruins, to say nothing of the Mournland. These ruins are now inhabited by monstrous creatures.

DC 15: Goblinoid ruins built during the Dhakaani Empire dot the landscape of Khorvaire, particularly in the southwest. Xen'drik, meanwhile, is sometimes called the Ruined Land for the number of giant-built structures that now lie in ruins there. Both the Dhakaani and giant ruins are lucrative prospects for adventurers and archeologists looking for knowledge, adventure, and treasure.

DC 20: A handful of ruins from the Age of Demons are scattered around Khorvaire, particularly in the Demon Wastes. These areas are typically very dangerous.

DC 25: The depths of Khyber are an alien, subterranean landscape, ranging from natural-seeming caverns to bizarre, smooth tunnels shaped by no known force of nature.

Knowledge (history)

DC 10: If you are interested in the history of Xen'drik, ruins lie scattered across the continent. The ruins on the northern peninsula are the best known, but few have been fully explored. Much remains to be learned about the ancient giant civilizations.

Ruins from the goblinoid empire of Dhakaan can be found across Khorvaire, particularly in the south.

DC 15: Before the start of recorded history, fiends ruled the world until they were overthrown by dragons and their couatl allies. Remnants of this incredibly ancient era can still be found in the Demon Wastes, Q'barra, Xen'drik, and other remote locations.

Epic-Level Adventures

The *Dungeon Master's Guide* provides basic rules for advancing characters beyond 20th level, with more details appearing in the *Epic Level Handbook*. (All the creatures and templates mentioned in this section can be found in that book.) Eberron, however, is not an epic world—at least, not as it stands now. If your characters advance to 21st level, the campaign is going to need a few adjustments.

First, it's probably best to assume that player characters who reach epic levels are among the first people to accomplish such a feat, at least in recent memory. Certainly the great heroes of ages past—the mightiest champions of the Dhakaani Empire, not to mention the giant and dragon heroes of even earlier eras—reached epic levels. In the current age, it is possible that no one has ever exceeded 20th level, which means no member of the common humanoid races has ever done so before.

That fact means, among other things, that the world of the current age has little to challenge epic-level characters. The dragons of Argonnessen, the Inspired lords of Riedra, and the few daelkyr that lurk in Khyber are possible exceptions. If the PCs have advanced to epic levels without previously facing Vol the lich-queen or the Lord of Blades, these powerful NPCs might be of epic level themselves. Alternatively, Vol might have become a demilich.

It is probably best, however, to introduce a new threat to Eberron to match the epic heroes who have arisen to defend it. Perhaps the work of the ancient Gatekeepers is finally undone and Xoriat spills forth onto Eberron once more, as the daelkyr launch a new full-scale invasion. The daelkyr statistics presented in the *Eberron Campaign Setting* could be considered to depict a weak example of their kind, with paragon daelkyr (using the paragon template from *Epic Level Handbook*) actually inhabiting Xoriat. *Epic Level Handbook* also presents several aberrations that could accompany the daelkyr in a new invasion of Eberron, as well as the uvuudaum and creatures with the pseudonatural template.

A similar threat could arise from a plane other than Xoriat. The quori might discover a way to reopen connections between Dal Quor and Eberron, or Thelanis might unleash a wild hunt led by the leShay. In Eberron, abominations arise from the planes themselves rather than from deities, and they could come from almost any other plane—anaxims from Daanvi, atropals from Mabar, chichimecs from Lamannia, hecatoncheires from Shavarath, phaetons from Fernia, xixecals from Risia, and so on. Every plane holds creatures hostile to life on the Material Plane, so the opening of a significant number of portals to any plane could invite a new invasion like the ones that brought the great civilizations of the past to an end.

Of course, a new threat to Eberron need not come from the planes beyond. Perhaps the egg of a force dragon or a prismatic dragon that was laid on Argonnessen during the Age of Dragons has at last hatched, stirring a flurry of activity among the dragons. Or a mighty dragon of a more ordinary sort might seek divine ascension (adopting the dragon ascendant prestige class from *Draconomicon*). Worldwide threats could even arise from far more mundane sources. What if the mighty wealth of the Aurum, the resources of House Cannith, or the madness of the Lord of Blades was put to use in constructing an epic golem or colossus? A new outbreak of hostilities among the nations of Khorvaire, launching a second great war, could also provide a fitting background to an epic campaign, especially if this war escalated beyond Khorvaire to include Riedra, Aerenal, or Argonnessen.

An epic campaign set in Eberron strays far afield from the way the campaign setting has been described previously, but is certainly rife with interesting options. It presents an exciting opportunity for PCs to break new ground in epic territory, and the campaign can take on a majestic scope, with the fate of the world hanging in the balance.

The Epic Artificer

The epic artificer remains a master of item creation, gaining an increasing craft reserve and plenty of bonus feats to learn the craft of epic item creation.

Hit Die: d6.

Skill Points at Each Additional Level: 4 + Int modifier.

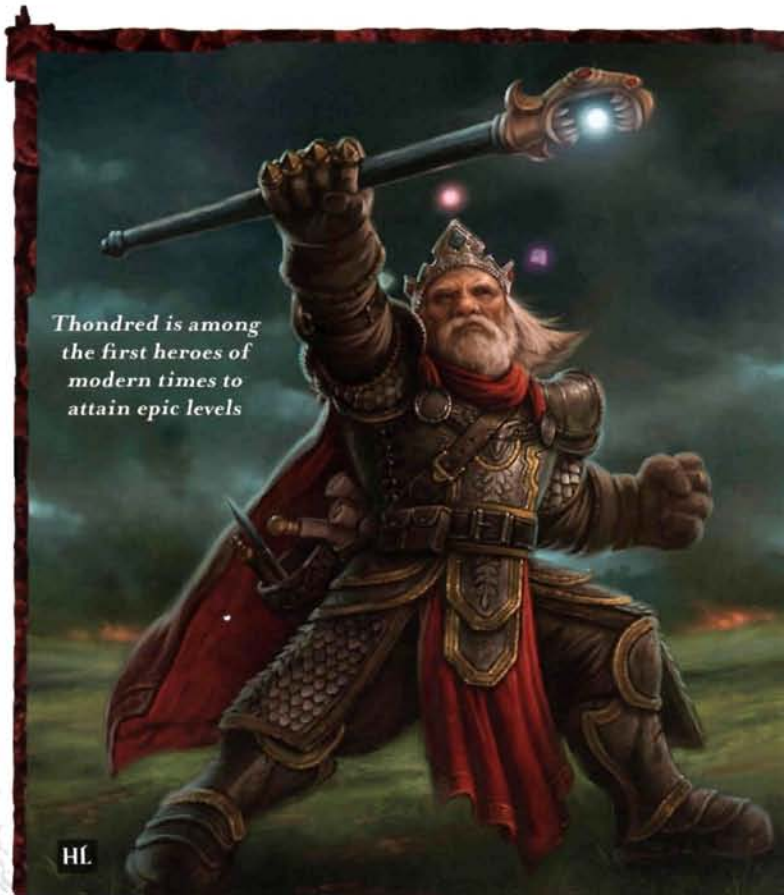
Infusions: An epic artificer's caster level is equal to his class level. The artificer's number of infusions per day does not increase after 20th level.

An epic artificer doesn't automatically gain infusion slots above 6th level, though he can select the Improved Spell Capacity feat to gain infusion slots above 6th level (which can be used to hold lower-level infusions or infusions whose level has been increased above 6th by the use of metamagic feats).

Craft Reserve: An epic artificer's craft reserve increases by 1,000 points per level beyond 20th (6,000 points at 21st level, 7,000 points at 22nd level, and so on).

Artificer Knowledge: Add the artificer's class level + Int modifier to artificer knowledge checks, as normal.

Bonus Feats: An epic artificer does not automatically gain epic item creation feats as bonus feats. He does, however, gain a bonus feat for every three levels beyond 20th (23rd, 26th, and so on), and he can choose epic item creation feats for which he meets the prerequisites.



Thondred is among the first heroes of modern times to attain epic levels

AERENAL

LAND OF THE DEAD

The cities of Aerenal are older than human civilization. On this island, the boundaries between life and death have worn thin, and the dead wield more influence than the living. The Aereni elves preserve their greatest heroes through magic and devotion, and these deathless elves have provided protection and guidance for thousands of years.

The civilization of the elves began on Xen'drik. For tens of thousands of years, the elves were slaves of the mighty giants of that continent. In time the elves rose up against their masters, but this was a war that no one would win. At the height of the conflict, a visionary named Aeren foresaw the coming cataclysm. He gathered a host of elves and convinced them to flee the coming storm. As dragonfire and terrible magic shattered Xen'drik, the elf fleet landed on the island that would become their home—but their prophet did not survive the journey. Aeren was interred within the island, and the elves named their new home Aerenal, or "Aeren's Rest."

Though they had joined together beneath Aeren's banner, the elf refugees came from many different tribes and had many different beliefs and traditions. However, they shared a common reverence for their ancestors and the heroes who had died in the cause of freedom. Some believed that continuing to perfect the arts of war was the only way to honor these heroes; these warriors eventually settled in the north, evolving into the culture now known as the Tairnadal. But Aeren had said that arcane knowledge was the greatest weapon of all, and the majority of the elves preferred to set aside the sword for the book. Calling themselves the Aereni, these elves dedicated themselves to the study of magic and mysticism. In their reverence for their ancestors, the Aereni were determined to find a way to preserve their heroes through their interest in the art of necromancy. This research followed two paths: the negative necromancy of the line of Vol, which many blame for the spread of vampirism into Khorvaire, and the positive energy of the Priests of Transition. Ultimately it was the positive path that took root in the land, and the lines united behind the cult of the deathless. The Undying Court has ruled the land for more than twenty thousand years, and today the deathless are inextricably linked to Aereni society.

Aerenal wears its past like a shroud. Beyond the deathless guardians and guides that can be found in any major city, Aerenal is a land of monuments and ancient buildings, and its people spend more time looking to the past than the future. The Aereni elves place tradition above all else: Artists and bards are expected to perfect the techniques of the past rather than developing new styles. The elves apply themselves to their work with uncanny devotion; an elf bowyer might spend centuries honing his skills, and make bows the like of which a human bowyer could only dream of. But the elf still follows the traditions of the past, and the bow he makes today is a replica of one that could be found in a five-thousand-year-old tomb. Innovation is encouraged solely in the study of magic, since the Aereni believe that there is no such thing as perfection when it comes to magic. Even here the elves are often blinded by their traditions, which explains why the magical talents of the younger races are quickly becoming a match for the Aereni.

Although people from all nations come to do business at the port of Pylas Talaear, foreigners are rarely welcome elsewhere in Aerenal. Unlike in Riedra, no restrictions on travel are enforced across Aerenal, and adventurers can travel freely through the land. Still, the elves have little patience for members of the younger races. Elf wizards and sages are devoted to their studies, while Aereni artisans are devoted to their crafts. Even farmers and other laborers pursue their duties with extreme devotion, seeking perfection in all they do. Outlanders are a distraction—they are loud, rude, or simply ignorant; their questions are irrelevant; and they have no place in the order of Aerenal. Adventurers are allowed to

WHAT DO YOU KNOW?

Knowledge (arcana)

DC 15: The elves of Aerenal are masters of necromancy, but they despise undead.

Knowledge (geography)

DC 10: Aerenal is the home of the elves. Outlanders are rarely welcome on this island, and stories say that the dead walk among the living.

DC 15: Two major elf cultures live on Aerenal. The Tairnadal are nomadic warriors, and many have migrated to the new nation of Valenar. The majority Aereni are devoted to spiritual and arcane research. The Aereni are ruled by a pair of monarchs who are advised and protected by a council of deathless elves—the Undying Court.

DC 20: The Aereni preserve their greatest heroes as deathless. Some living elves disfigure themselves to appear undead.

Knowledge (history)

DC 15: A terrible war drove the elves from Xen'drik to Aerenal some forty thousand years ago.

DC 20: Dragons from Argonnessen have attacked Aerenal many times, but the power of the Undying Court holds the dragons at bay.

Knowledge (nature)

DC 15: The jungles of Aerenal are home to exotic plants and trees.

Knowledge (nobility and royalty)

DC 10: The Mark of Shadow first appeared in Aerenal, but those carrying the mark migrated to Khorvaire thousands of years ago.

DC 15: The Undying Court selects the ruling Sibling Kings from the noble families of Aerenal.

Knowledge (religion)

DC 10: The Aereni worship the Undying Court, a council of "undead" elves.

DC 15: The Undying Court are the honored ancestors of the Aereni, sustained by positive energy and devotion. They despise undead.

DC 20: The deathless are resistant to physical injury, but they are particularly vulnerable to damage from weapons forged from targath, a soft metal found in Argonnessen.

travel unhindered through the land—but they are rarely made welcome or catered to in any way. Furthermore, the laws of the land are swift and harsh. Crime is a rare occurrence among the Aereni, and they have no patience for those who disrupt the peace. A magistrate typically uses magic to confirm the facts of a crime, questioning accused criminals with *zone of truth* or using divination to explore the events surrounding the issue. Criminals in Aerenal have no rights. Exile is a frequent punishment, but execution is not uncommon; the wise criminal plies his trade in a more lenient land.

ELF LINES

Non-elves who have heard of the line of Jhaelian assume that an elf line is similar to a noble family. The truth is more complicated, and not dissimilar to the way the dragonmarked houses have developed. A line is more like a city-state with blood ties that bind its members together. Each line is descended from one of the tribes that followed Aeren from Xen'drik, and each line includes a dozen or more separate families. Thus, an elf can be part of the line of Jhaelian while having the family name Dolorenthi.

Each line is ruled by a noble house from which the line takes its name: Melideth, Jhaelian, Mendyrian, and Tolaen, to name but a few. Only the members of this noble house can ascend to the Undying Court. Membership in a noble house is not a hereditary gift—members of a noble house are chosen, not born. The current members of the house select their successors from among the most remarkable members of their line. The members of a noble house do not even breed among their house; instead, they breed with other members of the line, keeping noble blood spread throughout the community.

As a result, every member of an elf community has the potential to rise to the nobility, and from there to the Undying Court. Normally, nobles are chosen based on the skills they display, and this is why the elves spend centuries honing their talents. In recent years, younger elves have sought to prove their worth through exploits in foreign lands, battling the Order of the Emerald Claw or seeking the magical secrets of Xen'drik. As an Aereni adventurer, you are likely to have chosen this path: Your heroic deeds could be your ticket to immortality!

THE UNDYING COURT

In a world where the gods remain among the greatest mysteries, the elves alone have a pantheon they can touch: the Undying Court, the assembled council of the greatest minds of Aerenal. Individually, an undying councilor is a force to be reckoned with, but he doesn't have the power of a deity. However, when the court assembles—bringing together thousands of the greatest minds in elven history—it is one of the mightiest forces in Eberron.

The Undying Court can lend power to its priests across the length of Eberron, but its direct influence is closely tied to the island of Aerenal. Aerenal contains manifest zones linked to the plane of Irian, the Eternal Day, and many believe that this energy is required to sustain the Undying Court. Thus, the Undying Court has been able to defend the elves from dragon attack on numerous occasions—but the court does not have the ability to launch an attack against Argonnessen itself. As a result, the elves are very cautious about their island and its resources. Therefore, only the greatest heroes of the land are chosen to become deathless. The Aereni keep a close eye on the population of their homeland, because they know it can only support so many elves—living or deathless.

All elves see life as a passage to death, and not every elf can achieve deathless immortality. The priests of the Undying Court guide the elves through life and care for them after death. Not every elf becomes deathless, but any honored elf is properly embalmed and carefully interred.

As a cleric of the Undying Court, you might travel beyond Aerenal for a number of reasons. The priests are the ambassadors of the court itself, and a councilor might send you to serve as his eyes in the land beyond, or to fulfill a prophecy only the deathless understand. You might be sent in service to your line, to recover the remains of a long-lost hero or relic. Or you could join the Deathguard (see the next page) and go forth to battle the forces of evil and death!



The elves of Aerenal embrace death as a necessary part of the spiritual journey

THE DEATHGUARD

"Unending life is for heroes—not for the likes of you, vampire!"
—Marai Jhaelian, hunter of the dead

The priests of the Undying Court believe that all negative undead are anathema to life—even those that do not prey directly on the living to survive nevertheless corrupt the world's own life force merely by existing. The Deathguard is an elite order of priests and warriors sworn to destroy all undead having a bond to Mabar, along with any necromancer who defiles the bodies and souls of the dead.

Members of the Deathguard are the most outgoing of Aerenal elves, with a great number of Aereni adventurers arising from the group. They despise followers of the Blood of Vol and the Order of the Emerald Claw. They believe that they are part of a great crusade against the darkness, and they take their part in that crusade quite seriously.

THE DEATHGUARD IN THE WORLD

"Your pathetic crusade will not stop us, idiot elf!"
—Krael Kavarat, vampire captain of the Emerald Claw

The Deathguard is a small religious order claiming some four hundred members, almost all of them elves of Aerenal. A handful of urban elves from Khorvaire have been accepted as members of the order, but they must work very hard to prove themselves. The Deathguard's outlook is fiercely good and generally lawful.

Organization: The Deathguard maintains its headquarters in Shae Mordai in Aerenal. Its members police the wilds of Aerenal, paying particular attention to the manifest zones tied to Mabar, which draw necromancers and undead. Its members operate outside Aerenal, however, where undead are more prevalent.

Cial Jhaelian (NG male undying councilor) is the High Warden of the Deathguard. He fought against House Vol when that line was shattered and continues to lead the Deathguard after his own demise. He has a gentle demeanor, even in battle; he feels pity for undead, not hatred.

Beneath the High Warden are four Wardens, each bearing nominal responsibility for one of the other four inhabited continents: Khorvaire, Sarlona, Xen'drik, and Argonnessen. The Warden of Argonnessen resides in Aerenal, since elves are not welcome in the dragon homeland.

The other members of the Deathguard find that they are most effective when they disperse themselves as widely as possible around the world. At the same time, they know the value of staunch allies in their unending battles, so they associate with like-minded adventurers, even non-elves, to better pursue their order's goals. They send frequent reports to the Warden who has authority over the continent where they operate, and they can appeal to the Warden for assistance from other Deathguard members when needed.

Caskal Dulaen (NG male elf cleric 8 Undying Court) is a Cyran who fought Karrnathi undead in the war. As an urban elf, he constantly strives to prove his worth to the order over and above his usual duties. Marai Jhaelian (LG female elf paladin 5/hunter of the dead 3) is a grim warrior who underwent the ritual disfigurement common in the Jhaelian line before she joined the Deathguard, making her appear undead though she is in the prime of life. (The hunter of the dead prestige class is in *Complete Warrior.*)

NPC REACTIONS

Members of the Deathguard, as the Aerenal elves perhaps most commonly encountered outside Aerenal, strive to present a positive image of their homeland despite their deliberately shocking appearance. Even so, they observe customs and fashions peculiar to Aerenal and often meet with puzzlement or prejudice when they travel the world. Most non-elf NPCs have an initial reaction of indifferent (puzzled and bemused, but indifferent nonetheless), while elves who have no objection to the Deathguard's mission have a friendly attitude.

Followers of the Blood of Vol rightly see the Deathguard as hostile to their deepest convictions. Common followers have an unfriendly initial reaction to Deathguard members,

AERENAL ELF FEATS

Aereni Focus

While humans value versatility, the Aereni prefer to hone a single skill to absolute perfection. From childhood you have studied one particular path, and these decades of devotion result in remarkable skill.

Prerequisite: Elf, region of origin Aerenal, 1st level only.

Benefit: A single skill of your choice is now a class skill for you, and you gain a +3 bonus on checks using that skill.

Special: Aereni Focus counts as Skill Focus for the purpose of meeting any requirement or prerequisite.

Aerenal Arcanist

Your family has studied wizardry for thousands of years. You spent your childhood in arcane libraries, and this early education gives you a great breadth of knowledge.

Prerequisite: Elf, region of origin Aerenal.

Benefit: You get a +2 bonus on Knowledge (arcana) checks. Every time you gain a wizard level after taking this feat (including 1st level), you can add one additional spell to your spellbook.

Aerenal Half-Life

The Priests of Transition have guided you through strange rituals that left you poised between the world of the living and the dead.

Prerequisite: Elf, region of origin Aerenal.

Benefit: Your skin becomes sallow and pinched, giving you the appearance of a zombie or lich. Your bond to the world of the dead provides you with two benefits.

When you cast a necromancy spell, your effective caster level is increased by one.

When you spend an action point on an attempt to turn or rebuke undead, it applies to both the turning check and the subsequent turning damage check.

while true followers of Vol (including high-ranking members of the Order of the Emerald Claw) have a hostile reaction. Undead of any sort have a hostile reaction.

Dead, Deathless, and Half-Living

The Aereni elves care for their dead. They have perfected the art of embalming, and some of them practice this trade in the great cities of Khorvaire. As an elf's body is prepared for burial, two chronicles of his life are made. One copy is buried with his body, and one is kept in the great library of Shae Mordai; thus, he will never be forgotten, and anyone who finds his body in a future age will learn of his deeds. The bodies of the fallen are preserved in catacombs deep beneath the cities of Aerenal, filled with the assembled dead of tens of thousands of years. Grave robbing is considered a heinous crime in Aerenal, and a repeat offender might be killed and cremated, with no record made of his death.

The elves reserve the gift of undying immortality for their greatest heroes—sages and artisans as well as warriors and wizards. Most elves are consigned to the catacombs after death. An elf who shows great promise might be raised from the dead if he was cut down in his prime. But traditionally, an elf can only become deathless after he has lived three centuries. The Priests of Transition view life as a journey on the path to deathlessness; even the worthy must experience a full life to appreciate what comes next.

A deathless elf does not automatically gain membership in the Undying Court. Military heroes usually become undying soldiers. They continue to defend the nation, and can be found in the catacombs and all the major cities of Aerenal. Newly raised undying councilors serve as sages and administrators—although the living perform the most vital tasks, so that they can complete the journey of life and avoid becoming dependent on the dead. After a thousand years, a councilor is considered for admittance to the court, where he tends the ascendant councilors and studies with the elders. What happens next is a mystery the uninitiated cannot understand; the ascendant councilors are truly alien beings, thousands of years old and charged with the energy of Irian.

The Aereni maintain the distinctive tradition of half-life. Some followers of the Undying Court—especially those of the line of Jhaelian—undergo alchemical and spiritual treatments that result in flesh that seems to be decomposing, as if the living elf was a zombie. Non-elves often see this as a horror, and cannot imagine a reason for it. For the elves, it serves two purposes. It gives one a closer bond to the world of the dead, strengthening his necromantic gifts. Furthermore, the Aereni believe that life is the least part of the path of existence. By giving up physical beauty and acknowledging that appearance is transitory and insignificant, an elf prepares for the path he hopes to follow and serves as an example to those around him.

One more stage lies between the living and the deathless: the spirit idol. The Priests of Transition hold a great responsibility. They believe that Aerenal can only support a certain number of undying councilors. Sometimes the priests feel that a fallen elf has not earned a place among the undying, but that it would be a great loss to let his soul slip away to Dolurrh. In these cases, they use the *create spirit idol* spell to bind his spirit to his corpse. The spell keeps him away from Dolurrh and allows necromancers to call on his wisdom in the future.

Create Spirit Idol

Necromancy
Level: Cleric 4
Components: V, S, M, XP
Casting Time: 1 hour
Range: Touch
Target: Corpse touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Light seems to coalesce around the corpse before you, gleaming in its eyes for a moment before it fades.

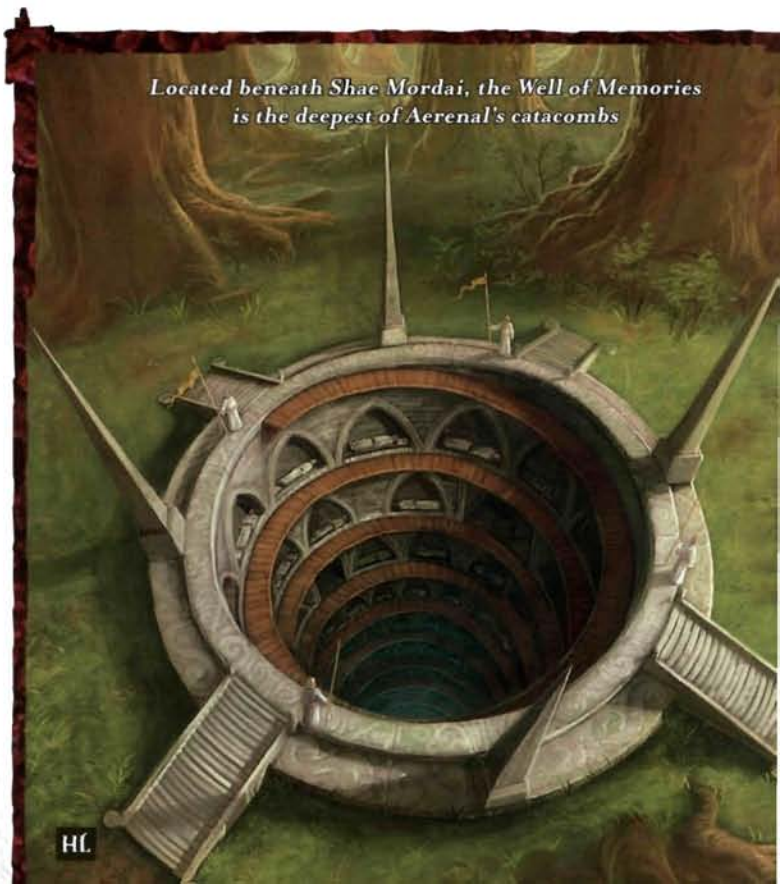
This ritual binds the subject's soul to his physical remains, preventing its passage to Dolurrh. This is a voluntary effect; the subject's spirit must be willing (see Bringing Back the Dead, page 171 of the *Player's Handbook*), or the spell automatically fails. Once bound to the body, the spirit remains in a state of torpor.

If a *speak with dead* spell is cast upon a spirit idol by a caster whose alignment matches the alignment of the spirit in life, the spirit is woken to consciousness for 1 minute per caster level of the *speak with dead* effect. In this state, it can perceive its surroundings and communicate verbally (in any languages it knew in life) with the caster of *speak with dead*. (This effect occurs instead of the normal effect of *speak with dead*.) The spirit idol's communication is typically brief, cryptic, or repetitive, but it does not intentionally give false answers.

A spirit idol can be restored to life by *raise dead* or similar means. The spell preserves both the body and spirit perfectly, allowing such magic to be cast after the usual time limit has expired. If the body is destroyed or dismembered, the spell effect is broken and the soul passes to Dolurrh.

Material Component: A clay pot filled with grave dirt and another filled with pure water.

XP Cost: 100 XP.



Located beneath Shae Mordai, the Well of Memories is the deepest of Aerenal's catacombs

THE BLOOD OF VOL

HEIRS OF VOL

"The Blood flows, the Blood gives life. The Blood is life, even after the grave."
—Mudren Fain, priest of the Blood of Vol

The Blood of Vol flows from the distant past, when the first stirrings of faith in blood as the source of life, and undeath as a path to divinity, arose within the elf tribes of ancient Xen'drik. The rudimentary faith developed along with the elves, following them to Aerenal and eventually spreading to other races. (Rumors persist that a version of the faith is still practiced by certain drow societies in Xen'drik.) Three thousand years ago, House Vol took control of the ancient faith due to the powers granted by the Mark of Death. When House Vol was destroyed four hundred years later, the faith was shattered and faded away with the passage of time.

The faith appeared again after the War of the Mark, reaching new heights as a popular cult among the people of Galifar and culminating with its adoption as the national religion of Karrnath in 895 YK.

THE BLOOD OF VOL IN THE WORLD



Symbol of the Blood of Vol

Followers of the Blood can be found throughout the Five Nations and the Lhazaar Principalities, with a small presence in Q'barra, Valenar, and Droaam. Within the Five Nations, the cult has its strongest ties in Karrnath, despite the fact that the crown renounced it as the national religion in 964 YK (during King Jaron's reign). Followers and shrines devoted to the Blood can be found in Breland and Aundair, where the religion is tolerated. (Persecution of the faith occurred throughout the course of the Last War, when Brelish and Aundairian followers of the Blood were suspected of collaboration with Karrnath.) Thrane has the smallest number of followers, and most of them keep a low profile to avoid attracting the attention of the Church of the Silver Flame.

To those outside the faith, and even to most within it, the Blood of Vol doesn't appear to have an overarching organization as the Church of the Silver Flame does. The faith has leaders and priests, and a hierarchy of sorts can be found among the clergy in Karrnath. Beyond the Karrnathi borders, however, each sect and cult cell operates independently—at least on the surface.

Behind the scenes, Vol and her chief lieutenants carefully orchestrate the activities of specific cells throughout Khorvaire. Much of the work of the various cells is benign, since it benefits Vol to have active cells in as many places as possible. She leaves the more radical and aggressive operations to the Order of the Emerald Claw, an organization that maintains an identity unconnected to the followers of the Blood.

Followers conduct private worship ceremonies in their homes, making small offerings of blood on small household altars, never to be tasted by any actual undead. They do not report to any higher authority and only rarely have contact with others of the faith. The traditions are passed from parents to children, though many children are rejecting the teachings in favor of the doctrines of the Sovereign Host.

The Blood remains powerful within Karrnath, lurking in the shadows. The Crimson Monastery in Atur continues to operate in the open as the

WHAT DO YOU KNOW?

Knowledge (geography)

DC 15: Karrns practice a religion that involves worship of the undead, the Blood of Vol.

DC 25: The Crimson Monastery in Atur is the most important center of worship for the Blood of Vol.

DC 30: A great center of worship devoted to Vol is rumored to exist somewhere in the Lhazaar Pricipalities.

Knowledge (religion)

DC 10: The Blood of Vol is a relatively common religion in Karrnath, though the faith of the Sovereign Host remains dominant.

DC 15: At various times in Karrnath's history, the faith of the Blood of Vol has waxed and waned in popularity and acceptance. The present time is a waning period.

DC 20: The fundamental belief of the Blood of Vol is that death must be conquered, not endured. The undead are revered as champions in the struggle to conquer death and show mortals the path to godhood.

DC 25: A number of undead take active roles in the rites and leadership of the Blood of Vol. The greatest center of worship is the Crimson Monastery, in the Karrnathi city of Atur.

DC 30: Vol the lich is the active though hidden leader of the faith.

THE NIGHTCLAW

Knowledge (religion)

DC 25: The *Nightclaw* is a relic sacred to the Blood of Vol, said to be the severed hand of a lich.

DC 30: The *Nightclaw* is kept in a shrine beneath the city of Atur, where it is regularly visited by priests of the Blood of Vol.

Knowledge (arcana)

DC 30: Some legends claim that greater powers of the *Nightclaw* can only be unlocked by one who is willing to replace his own right hand with it.

largest center of worship for the Blood of Vol in the world. Its high priest, the undead cleric Malevanor, is the nominal leader of all temples and shrines, and hundreds of priests ultimately report to him.

TENETS OF THE BLOOD

The teachings of the Blood of Vol squarely face the grim reality of death: All that mortals have to look forward to is death, followed by an eternity spent in the bleak oblivion of Dolurrh, the Realm of the Dead. Death, therefore, must be conquered by undeath—the path that leads to eternal existence and, for some, to divinity.

The only champions that fight against death on behalf of mortals are the undead. Vampire lords and powerful liches seek to open the path of godhood to all mortals. Followers offer their blood in praise of these immortal champions who battle death on their behalf. In doing so, they adhere to traditions that originated among the elves of Xen'drik, when the giants ruled the world.

At the heart of the worship stands the supposedly symbolic and mythic figure of Vol, Queen of the Undead. Unlike the gods of the Sovereign Host, Vol plays a direct role in the advancement of the faith. She walks the land, hidden in shadows, pulling strings and setting events in motion to advance her plans.

NPC REACTIONS

The people of Aundair and Breland look upon the Blood of Vol as a strange and exotic cult and are indifferent to its followers. Only during extreme periods of stress between these nations and Karrnath in the Last War were followers of the Blood seen as suspicious or even dangerous, receiving a hostile reaction. Individuals from both nations might harbor either hostile or friendly attitudes, depending on their past experiences with Karrnath and the Blood.

In Thrane, because of the strong presence of the Silver Flame and the long history of conflict with Karrnath, the followers of the Blood have long been seen as members of an outlawed religion. The authorities don't go out of their way to arrest those who practice the faith, but they can exercise the option if they choose to. People in Thrane demonstrate hostile reactions to the Blood of Vol and its followers.

In Karrnath, despite the proclamations of the crown, the common folk have an indifferent to friendly attitude toward the Blood of Vol and its followers.

The Nightclaw

In a shrine deep beneath the city of Atur in Karrnath, priests of the Blood of Vol pay homage to a relic of their faith: the hand of an ancient lich, called the *Nightclaw*.

Description: This grisly item seems to be a mummified hand, severed a little above the wrist. The flesh is dry and smooth, dead gray in color. The hand has a warm smell of embalming spices about it, but is cold to the touch. When its powers are activated, the fingers gesticulate slightly.

Activation: Using either of the spell abilities of the *Nightclaw* requires speaking a command word, which is a standard action.

Effect: Like a *hand of glory* (see *Dungeon Master's Guide* page 258), the *Nightclaw* allows you to benefit from the effects of a ring worn on one of the *Nightclaw*'s fingers, if you wear the *Nightclaw* as an amulet around your neck. If you hold it in one hand, you can use *deeper darkness* three times per day and *enervation* once per day.



A cleric puts the Nightclaw to use

Aura/Caster Level: Strong necromancy; CL 20th.

Construction: Not applicable. The *Nightclaw* is a unique artifact.

Weight: 2 lb.

Price: n/a.

THE BLOODTOUCHED RITE

When an individual (usually an arcane spellcaster or a cleric) proves herself to be of particular worth to the undead leadership of the Blood of Vol, she is rewarded with participation in the Bloodtouched rite. Typically a character must be at least 3rd level to be so rewarded, though exceptions exist.

The ceremony requires a chalice brimming with blood donated by willing followers of the Blood of Vol. This chalice is the focus of extensive prayers, culminating when the officiating cleric channels negative energy into it. Once the chalice is prepared, it is passed around to the participants, who drink deeply from it.

A character who drinks from this chalice permanently loses 2 points of Constitution, but gains four benefits:

- Bonus hp equal to Charisma bonus (if any).
- +2 profane bonus on saves against poison, stunning, disease, death effects, and energy drain.
- +1 caster level on all necromancy spells.
- If the character is capable of rebuking undead, her effective cleric level for this ability is increased by 1.

The Constitution loss can't be prevented or reversed by any means. A creature without a Constitution score gains no benefit from the Bloodtouched rite.

CHANGELINGS

MASTERS OF DISGUISE

Changelings are gray-skinned creatures with fair hair, long limbs, and indistinct facial features. They were originally born out of unions between humanoids and doppelgangers, but over the years they have evolved into a humanoid race distinct from their progenitors.

Like their humanoid ancestors, changelings have distinct, unique countenances—recognizable faces—although their faces are much less detailed than a humanoid's. Some observers have described changelings as looking like humans with an extra, gauzy gray layer of skin covering their bodies, while others say that they look like humans that haven't been fully formed. Both descriptions are apt. When in her natural shape, a changeling's nose is apparent but contains no nostrils, and her mouth is framed by thin, gray lips. A changeling's eyes are blank pools of milky white. A changeling has wispy, fair hair and a distinct gender, in contrast to full-blooded doppelgangers.

From their doppelganger ancestors, changelings gained the ability to alter their forms. They are natural shapechangers capable of taking on the appearance of any humanoid race, changing their height by as much a foot in height and their weight by upward of one hundred pounds. A changeling has precise control over this change, selecting whatever physical features (eye and hair color, size of nose, birthmarks, and other distinguishing characteristics) she prefers. Often a changeling creates a favorite appearance for each race she frequently mimics, and these guises might have a common trait—hair color, a mole, or a birthmark—so that small similarities persist between her various forms.

Although changelings have lived for centuries in virtually all parts of Khorvaire, other humanoids remain wary of them. It is a generally held belief that changelings are sneaky, duplicitous, and untrustworthy. The truth is that, as with any other race, individual changelings can be good or evil, honest or dishonest, virtuous or depraved. While it is true that a changeling's abilities make her well suited for criminal enterprises such as fraud, espionage, and assassination, it is a mistake to think that a majority of individuals engage in these practices.

All changelings adopt one of three philosophical outlooks regarding their mutable identity. Passers try to avoid the widespread mistrust of their race by living in a permanent state of disguise, adopting a particular appearance and wearing it as their "natural state." They keep their heads down and stay out of trouble. The changelings known as becomers immerse themselves in many different identities. They believe that they are simultaneously who they are and who they appear to be, enjoying the paradox and ambiguity of multiple personas. The changelings called reality seekers believe in an abstract notion of perfection and prefer to seek it in their natural forms and in the company of other changelings.

Changelings have a natural gift for learning languages and cultural mannerisms. Like any other race, changelings in general simply want to live their lives in peace, and toward that end they are sensitive to the particular mores and beliefs of the community in which they live. Together with their shapechanging abilities, these qualities make them extraordinarily effective diplomats, entertainers, raconteurs, and negotiators.

Still, more than a few of the most infamous spies and thieves in the history of the Five Nations have been changelings. Members of this race hold key positions in most organized criminal endeavors. Popular fiction and bardic tales feature changelings as assassins who enter into a home in the guise of a friend, then transform into a monstrous form before striking down their victims. However, criminal changelings are much more likely to be confidence artists or dealers of stolen and fraudulent material than outright murderers.

WHAT DO YOU KNOW?

Knowledge (local)

DC 10: Changelings are a hybrid of humanoids and doppelgangers that are not generally accepted in either community. They have a limited ability to shapechange.

A check against this DC is also sufficient to learn if a local settlement hosts a changeling community and whether any notable recent incidents have occurred involving changelings.

DC 15: Changelings can alter their physical form to pass as members of another race or the opposite gender. They can even masquerade as specific individuals.

A check against this DC is also sufficient to learn roughly how many changelings live in a local community and where they can be found.

DC 25: Changelings follow one of three general philosophies. Passers adopt a single humanoid identity and stick with it, just trying to get by in normal society. Becomers live multiple lives, sometimes simultaneously, in different disguises. Reality seekers prefer their natural form and the society of their own kind, philosophically seeking the form of perfect reality.

Knowledge (religion)

DC 15: More than any other people of Khorvaire, changelings are drawn to the worship of the Traveler, one of the gods of the Dark Six. The Traveler is both the least malevolent and the most enigmatic of the Dark Six.

DC 20: Changelings often revere the Traveler, but to say they worship this mysterious deity is hardly accurate. They seem to view the Traveler as a companion on the road of life—and not always a trustworthy one. However, they often use tales of the Traveler's actions in the world as justification for their peculiar philosophies.

HOW TO SPOT A CHANGELING

Common folk believe that when a changeling adopts a disguise, the facade is perfect and nearly impossible to penetrate. In fact, because people are willing to believe their eyes without question, clues to a changeling's true nature often go overlooked.

Specific Clothing: A changeling's clothing and other belongings remain unaltered no matter what form she takes. If a person observes that an elf in the room is wearing the same outfit and gear as a dwarf who left the room a few minutes earlier, it may be a clue that both of the individuals are the same changeling. Of course, it would be wise to ascertain that the clothing in question is not some kind of uniform or traditional garb associated with a particular group or religious order before making an accusation.

Tricks of the Trade: Although a changeling can outwardly mimic a member of just about any trade or profession, she often will not have the skills and abilities of even a novice member of the group. Be wary of people who look like typical practitioners of their profession but show no ability for the job—such as a blacksmith who has trouble hefting a hammer or a cleric who cannot heal the injured.

Unfamiliarity with "Own Culture": Although a changeling can become tall and willowy with long, tapering ears, she does not thereby gain any great insight into the attitudes and opinions of elves. Anyone who has spent a significant amount of time among the members of a specific race might notice a changeling in disguise acting strangely, breaking common taboos, being unfamiliar with racial languages, and having unusual likes or dislikes.

Trust No One: Most changelings are too clever to be tripped up by simple clues such as these. The fact is, anyone you meet could be a changeling—even your closest friend.

Perfect Reflection [Changeling]

You are particularly skilled at mimicking the forms and mannerisms of others. The better you know a specific individual, the more able you are to look and act just like that person. Some changelings attribute this ability to a trace of their doppelganger ancestors' ability to peer into the minds of others.

Prerequisite: Changeling, Cha 15, Wis 13.



A changeling puts on a new face

Benefit: When using your minor shapechange ability to disguise yourself, you get a competence bonus on your Disguise check and on Bluff checks made to impersonate that person. The bonus is based on how well you know the person you are imitating. While these categories are similar to the categories that determine a character's bonus on Spot checks to see through a disguise, the amount of the bonus is not the same.

Familiarity	Bluff/Disguise Bonus
Recognize on sight	+2
Friend or associate	+4
Individual is present	+6
Close friend	+8
Intimate	+10

DOPPELGANGERS AND CHANGELINGS

Races of Destiny presents a monster class progression that could allow you (with your DM's permission) to play a doppelganger as a character. These shapechangers are common in urban areas, as suggested by the very existence of the changeling race. They are an important part of such organizations as the Tyrants (described in *Sharn: City of Towers*) and the secretive Cabinet of Faces.

CHURCH OF THE SILVER FLAME

THE GLORY OF LIGHT

The Church of the Silver Flame illuminates a way of life for millions of people across Khorvaire, represents the force that governs the nation of Thrane, and inspires bands of crusaders dedicated to exterminating evil from the face of Eberron. If mere membership in the church grants a comforting degree of faith and security, life as a crusader in its order of knights templar guarantees a career of excitement, virtue, and honor.

TEMPLARS OF THE SILVER FLAME

"As a refiner burns away all impurity from the ore, so shall the Silver Flame purify the world and its inhabitants."

—Davienne of Sigilstar, halfling exorcist of the Silver Flame

Evil is everywhere, but that only strengthens your resolve to fight against it. Your faith in the Silver Flame drives you to wage unending war against the evil in the world, wherever it might be found—even if it lies within your adventuring party, your church, or yourself.

JOINING THE TEMPLARS

Joining the Church of the Silver Flame is a relatively simple matter. As a prospective member, you meet with a member of the clergy—sometimes one on one, sometimes in a small group with other worshipers—to learn the basics of the faith. When this teaching is complete, you are initiated into membership with a simple ritual, sometimes but not always scheduled to coincide with a major holy day of the church, such as the Ascension (1 Sypheros).

Joining the knights templar is more difficult. You must already be a member of the church, and you must secure a letter of recommendation from one member of each of the church's three orders—ministers, templars, and friars. The Council of Cardinals votes on which applications to approve. The process can be time-consuming, even if it is not especially rigorous.



Symbol of the Silver Flame

Entry Requirements: Any good alignment, Knowledge (religion) 5 ranks.

Members of all classes can gain admittance to the order of knights templar, though fighters, paladins, and clerics are most common. The order's primary duty is to meet evil head-on in combat, which practically serves as a definition for a good-aligned adventurer. Rogues, barbarians, monks, and rangers also combat evil with a clash of arms. Wizards, sorcerers, bards, and druids similarly use their magic to further the mission of the order.

Once accepted as a templar, you can expect to spend a week in a templar monastery, usually in Thrane, receiving your initial training. This training assumes that you have at least a basic grounding in the doctrines of the faith, and instead focuses on practical techniques for fighting evil creatures and discerning the influence of such creatures on other people.

TEMPLAR BENEFITS

Knights templar share a common goal: the eradication of evil from the world. Since most members of the order are not interested in self-aggrandizement, they willingly help their fellow members achieve their common goals to the fullest extent possible. At the same time, they have few enough resources for their own pursuits, and not much to share.

Goods: Upon acceptance into the order, you receive a small wooden case containing essential supplies for your work. This case holds four flasks

WHAT DO YOU KNOW?

Knowledge (geography)

DC 10: Thrane is a theocracy ruled by the Church of the Silver Flame.

DC 15: The head of both church and state is the Keeper of the Flame, currently a young girl named Jaela Daran. A Council of Cardinals does the work of government in her name.

Knowledge (religion)

DC 10: The Church of the Silver Flame reveres a holy fire within the cathedral in Flamekeep, the capital of Thrane. The church teaches a life of purity and struggle against evil in all its forms.

DC 12: The church includes a large number of paladins and exorcists devoted to waging war on supernatural evil.

DC 15: The head of both church and state is the Keeper of the Flame, currently a young girl named Jaela Daran. A Council of Cardinals does the work of government in her name.

DC 18: The church has been responsible for both great good and great evil throughout its relatively short history. It launched a crusade against lycanthropes that, by a century ago, had nearly eliminated all lycanthropes from Khorvaire. Unfortunately, many innocents also died as a result of that inquisition.

Knights Templar

Knowledge (religion)

DC 10: The Church of the Silver Flame sponsors champions who go into the world to fight evil.

DC 15: The Church of the Silver Flame includes three orders of clergy: ministers who tend congregations, friars who spread the faith, and templars who fight evil in the flesh. These templars wear distinctive silver tabards.

DC 20: The silver-clad templars are dedicated to hunting undead and fiends, as well as exposing corruption wherever it is found—even within the church itself.

DC 30: Cardinal Baerdren ir'Davik is the current head of the knights templar. His seneschal Ofejjaia of Korth might have her eye on the cardinal's position.

of holy water, a silver holy symbol, a small prayer book containing rites and prayers relating to exorcism and protection (no game effect), two sharpened wooden stakes, and fifteen arrows—five with silvered heads, five with cold iron heads, and five with flametouched iron heads. As you use these supplies, you are responsible for restocking them.

Information: The basic training you receive upon acceptance into the order of knights templar grants you a +2 circumstance bonus on Knowledge (the planes) or Knowledge (religion) checks you make to identify monsters and learn their capabilities and weaknesses. Other members of the order are experts on creatures of supernatural evil, with Knowledge skill modifiers ranging from +10 to +18.

Status: As a member of the order, you have the privilege of identifying yourself as a knight templar of the Silver Flame. You can properly be addressed with "Sir" or "Lady" preceding your given name, and you can wear a silver tabard identifying you as a member of the order. This status carries the most weight in Thrane, where it guarantees the good will of most citizens. Outside Thrane, it may provoke different responses. (See NPC Reactions, below.)

PLAYING A TEMPLAR

You are not necessarily single-minded, but your faith dominates your personality. You strive for an ideal of personal purity appropriate to the purity you would like to see in the world. The sins you strive to avoid include greed, exploiting other people for your own gain, the abuse of power in any form, and the corruption of absolute evil, as embodied in fiends. By cultivating virtue in yourself, you help to tip the balance between good and evil in the world, ever so slightly, in good's favor. Thus, you strive to be honest, just, moderate in all things but virtue, compassionate, patient, and faithful. When you fail to live up to your own ideals, you chastise yourself but do not necessarily punish yourself, for punishment can sometimes become its own evil.

As a knight templar, you are ultimately responsible to the head of your order. Cardinal Baerdren ir'Davik sits on the Council of Cardinals and thus helps to steer the policy of not just your order, but of the entire church and the nation of Thrane. Of the three orders of the church, yours allows its members the most freedom to pursue the causes they find most pressing. Ministers must tend to the faithful, and friars must concentrate on the expansion of the church, but templars are free to wander as they please—or where the Flame leads them—to battle evil wherever it rears its head. You are part of an elaborate chain of command, but much of the time that chain has little or no impact on your life.

Combat: Grant no quarter to fiends or undead, and hope for none in return. In battle against more mundane foes, you show mercy when it is asked of you, and you might ask it as well, though it is foolish to request quarter when you have no expectation of receiving it. You should always be willing to sacrifice your own life to save the lives of others. You have a greater dream than living to old age: You hope to be joined with the Silver Flame in perfect purity after your death. But the Flame does not wish you to forfeit your life if your sacrifice will not win a greater victory or save others.

Advancement: Even if you are not a cleric or paladin, you can choose feats and abilities that make you more effective against undead, fiends, and similar creatures of monstrous, supernatural evil. (*Libris Mortis* presents a number of feats that aid your ability to fight undead, such as Ghost Scarred, Enduring Life, Necropotent, Vampire Hunter, and Unquenchable Flame of Life.) You might also take ranks in Knowledge (religion) and Knowledge (the planes), even if those are cross-class skills for you, to reflect the ongoing training you receive in techniques to fight these creatures.

As you advance in levels, you might also want to consider a prestige class related to the Church of the Silver Flame, such as exorcist of the Silver Flame (from the EBERRON *Campaign Setting*) or silver pyromancer (from *Five Nations*). You might also consider related classes that are not specific to the church, including hunter of the dead or knight of the Chalice (from *Complete Warrior*), divine crusader or pious templar (from *Complete Divine*), shadowbane inquisitor or shadowbane stalker (from *Complete Adventurer*), or sacred purifier (from *Libris Mortis*).

Missions: You don't undertake trivial adventures for base purposes such as self-enrichment. An adventure, for you, is a mission: an opportunity to make a difference in the world, to advance the cause of the church or hinder the progress of evil, or preferably both. You have been identified as an agent the church can use in the world, so you might be sent on missions by the church, either with an explicitly spiritual goal or to advance the agenda of Thrane among the other nations of Khorvaire. Even if no one sends you, however, you go regardless—like a knight-errant, you seek out any opportunity to do battle with evil.

Supernatural evil is your true foe. The undead, possessing devils, rampaging demons—you can slay these foes without hesitation or qualms. By their mere existence, they corrupt the world; by eliminating them, you help to make the world a better place.



Not all templars of the Silver Flame are clerics and paladins—the kalashtar psion Cavavakri, for example

TEMPLARS IN THE WORLD

"The templars are extraneous in this day and age. They are relics of a bygone era, when good and evil were conceived of in simplistic terms."

—Archierophant Ythana Morr of Sharn

The Church of the Silver Flame is one of the great powers of Khorvaire. Thanks to its control over one of the Five Nations and its significant presence in three others, it has exerted considerable influence over the shape of the modern world in the wake of the Last War. Characters who serve the church as knights templar are part of a significant and vital world power.

Organization: The basic organization of the church is described in the EBERRON *Campaign Setting*. The Keeper of the Flame is the head of both church and state, and immediately beneath her sits the Council of Cardinals. Thirteen High Cardinals form this council, consisting of two delegates chosen from each of the four smaller groups of cardinals that govern the four great cities of Thrane (Flamekeep, Thaliost, Sigilstar, and Aruldusk) and the surrounding regions. Three more High Cardinals represent the three orders of the church (ministers, friars, and templars), and the last two are representatives of the archbishops. One of the most influential High Cardinals is a representative from Flamekeep, a grasping man named Krozen.

The order of knights templar is currently represented on the council by Cardinal Baerdren ir'Davik (LG male human paladin 5/exorcist of the Silver Flame 5), who also holds the rank of Grand Master of the order. Baerdren is an exemplary templar, utterly dedicated to the mission of the order and often chafing at the political and bureaucratic responsibilities his position on the council demands of him. However, he considers the role a sacrifice worth making, for he fears that if he were to give up his seat on the council, it might go to his seneschal and rival, Ofejjaia of Korth. Ofejjaia (LN female human cleric 8 Silver Flame) has other issues on her personal agenda besides advancing the cause of the knights templar, and Baerdren fears she would drive the order into obsolescence or banishment if she were placed in charge. He keeps her at his side as a deputy and advisor, primarily to keep an eye on her—though he admits she is wise and has made many good decisions on behalf of the order.

Beneath Cardinal Baerdren, seven commanders govern the knights of the order. These commanders carry the following titles: Commander of Aundair, Commander of Breland, Commander of Cyre, Commander of Karrnath, Commander of Thrane, Commander of Foreign Lands, and Commander of the Seas. The positions were established before the Last War, so they reflect the divisions within the Kingdom of Galifar rather than the modern nations of Khorvaire. The Commander of Karrnath still has jurisdiction over templars in the Mror Holds, for example. The assistants to these commanders carry the title of marshal, but no real rank exists beneath them other than knight templar, held by the majority of the membership.

Knights templar are free to wander the world in pursuit of the order's aims. When leaving the jurisdiction of one commander and entering that of another, it is a knight's responsibility to promptly report to the commander of the new area, in case that commander has a pressing need for a knight to perform a mission. The commanders try to keep each other informed about where knights are operating and what they are doing, but this system works better in some places—and between some commanders—than others.

The Puritans sect is disproportionately well represented among the knights templar. These fervent followers of the Silver Flame cling to literal interpretations of every word uttered by the Voice of the Flame and believe in the radical social and political transformation of the world, remaking it as a theocracy in the image of Thrane. Though they are a small segment of the overall church, they make up somewhere between a quarter and a third of the knights templar, including three commanders.

NPC REACTIONS

All citizens of Thrane recognize the distinctive silver tabards of the knights templar, and most have friendly attitudes toward these highly visible champions of the faith. Outside Thrane, recognizing the tabard as a symbol of the Church of the Silver Flame requires a DC 10 Knowledge (religion) check, while a DC 15 check identifies the wearer as a member of the knights templar. Generally good-hearted people who are not prejudiced against the Church of the Silver Flame are initially friendly to knights they recognize by means of these checks, while individuals who carry such prejudices (which include shifters and goblinoids) are more often unfriendly or at best indifferent.

Since the order of knights templar is sworn to exterminate supernatural evil, including undead and fiends, such creatures are always hostile when they recognize a knight templar. Lycanthropes of all types and alignments have a particular hatred for the Church of the Silver Flame, thanks to the crusade that nearly exterminated their kind over a century ago. Shifters are uncomfortable with the templars of the church for the same reason. The Order of the Emerald Claw, tied as it is to the Blood of Vol and the worship of the undead, is also hostile to the church and its agents in the world.

FIVE EDICTS OF THE CHURCH

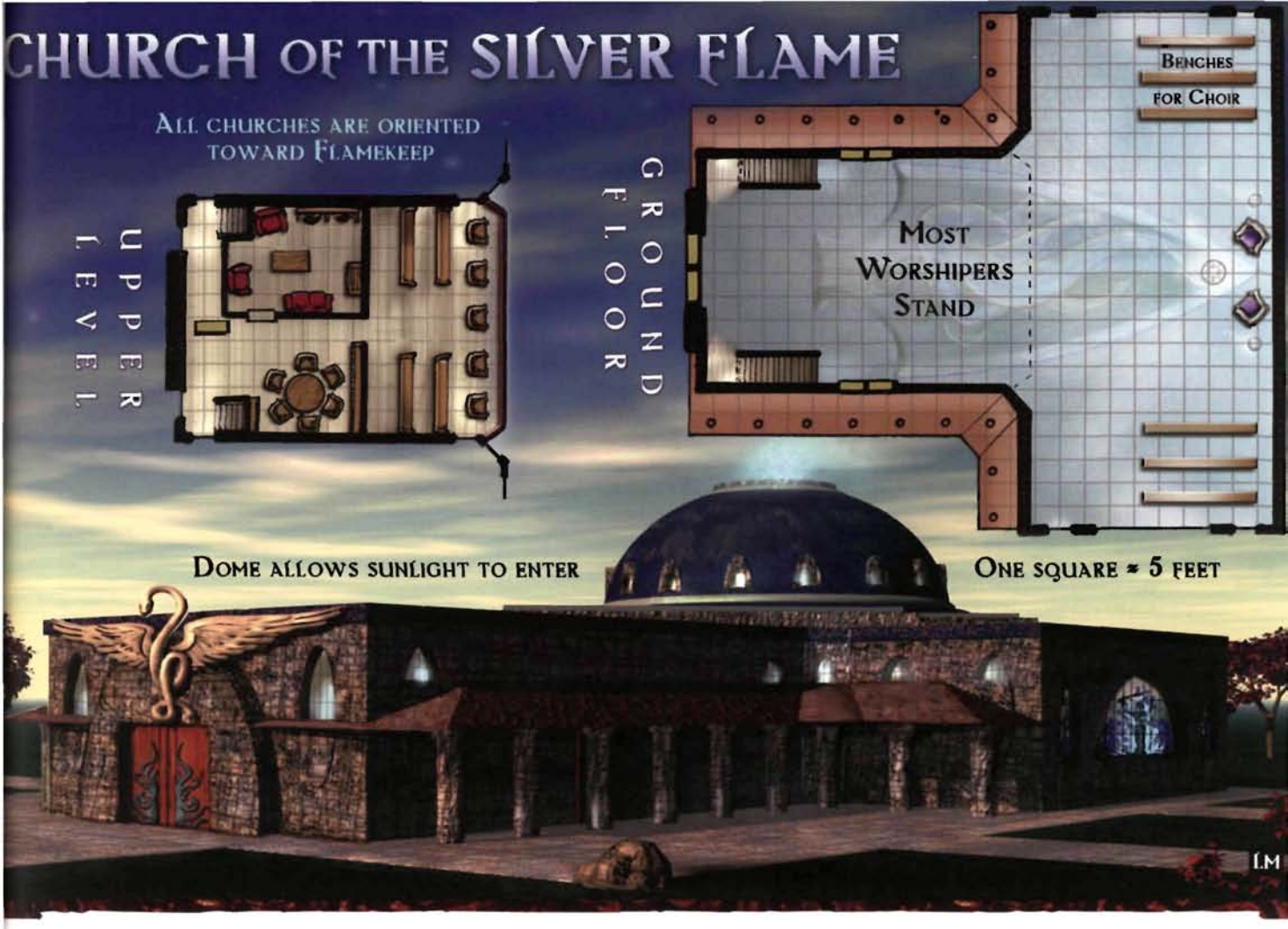
1. Trust in the Silver Flame. The Voice of the Silver Flame never lies. It will light your way to glory and salvation.

2. Heed the words of the Keeper. The Keeper of the Flame is your emissary. Through the Keeper, the Silver Flame speaks.

3. Fight evil in all its forms. Not everyone can have the strength or conviction of a paladin, but there are many ways to fight evil that don't require one to draw a sword. We must also remain vigilant, for the one thing evil does well is hide in plain sight.

4. Lead a noble life, and encourage others to do the same. Temptations abound, but the wisest of us can recognize and avoid them. If you die with a pure spirit, you will be forever bound with the Silver Flame.

5. Share the faith. The Silver Flame can purify the darkest spirit. Share the power of the Flame with those who have not yet embraced it.



TEMPLARS IN THE GAME

Templars of the Silver Flame are quite narrow in their focus, but the organization is appropriate for good-aligned characters who can agree on worship of the Silver Flame.

Keeping templar PCs happy in the organization is relatively easy: Simply ensure that they have no shortage of identifiably evil creatures to fight. In no way does this diminish the moral ambiguity that pervades the world of Eberron. Shades of gray exist in abundant opportunity in the form of corrupt church officials (including Seneschal Ofejjaia of Korth), unwitting agents of devils, and dominated victims of vampires. But the PCs and their chosen foes are like pinpoints of bright light and utter darkness in a much larger sea of murky gray, fighting an unending crusade that can easily become a tool in someone's play for power within the church.

Encounters: NPC templars look a lot like PCs, and they are most likely to be encountered as allies. They are devoted to fighting against evil, and when the PCs are fighting evil, a templar is always a potential ally. On the other hand, if the PCs are colluding with evil, whether they are aware of it or not, an NPC templar can be a powerful and implacable foe.

SECTS OF THE SILVER FLAME

Different sects within the church relate to the Silver Flame in different ways. The Puritans are only the most prominent of these sects, bringing a literal reading of sacred pronouncements and a rigidly moralistic view of society to their worship of the Flame.

At the DM's option, different sects of the Silver Flame can gain access to different domains. Some sects might grant access to new domains presented in *Complete Divine* (marked with an asterisk below) or *Book of Exalted Deeds* (marked with a dagger). If your campaign uses this option, Puritans can choose from the domains of Inquisition*, Law, and Purification*.

The Order of the Radiant Flame is a sect that emphasizes contemplation as a path to spiritual union with the Silver Flame in this life, as opposed to a physical union with the Flame after death. The order includes monks among its ranks, as well as paladins and clerics. It is not a distinct order like the ministers, friars, and templars, but rather a movement that includes members from all three orders. If you use the option of alternate domains, Radiant Flame clerics can choose from the domains of Glory*, Good, Mysticism*, and Protection.

The Knights Militant are another sect that spans the three orders. This group holds extreme standards of purity and morality, and it exhorts its members to heroic acts of valor and self-sacrifice in the battle against evil. Clerics of this sect can choose from the domains of Endurance†, Exorcism, Good, Wrath†, and War.

Creation Myths

The First Ages of the World

Siberys danced through the void, setting the stars in their places. Khyber prowled behind, consuming stars nearly as fast as Siberys placed them. Eberron sang, apart from the others, and life sprouted in the void.

Finally Siberys turned to confront Khyber, to stop the dragon from devouring the stars. The two fought, tearing at each other in their hatred. At last Khyber arose victorious as Siberys was shattered into a million fragments. Now thirsty for blood, Khyber wheeled upon Eberron.

Where Khyber lunged, Eberron snaked aside and around. No more blood was spilled, but the battle continued on and on. Khyber grew tired, and finally Eberron enfolded and imprisoned Khyber, and the two dragons ceased their struggles.

And so the world was born, Eberron forming its surface and Khyber the world beneath. Both dragons slumbered after their long battle, and hardened into earth. The fragments of Siberys's broken body encircled Eberron. These three became known as the Dragon Above, the Dragon Below, and the Dragon Between.

The drops of Siberys's blood scattered upon the earth below. There they sprouted into life, becoming the dragons of the earth: red and gold, silver and white, blue and bronze, copper and green, brass and black. They found that Eberron had formed them a paradise in which to dwell, and they lived in peace for long ages.

Within the imprisoning folds of Eberron, the blood of Khyber festered and fermented, taking on its own dark life.Shaped by the dreams of the slumbering dragon, Khyber's blood became the fiends: rakshasas, night hags, and other monstrosities. Slowly, the fiends made their way through Eberron's encircling body, seeping through cracks and holes in the earth, rising with the molten rock in the eruption of volcanoes, bubbling up from the depths of the sea. Gradually, they began to threaten the peace of the dragons. And so eventually began the first war between the dragons and the fiends.

As Khyber first triumphed over Siberys, so did the fiends at first triumph over the dragons. The dragons retreated to the land of Argonnessen, while the fiends divided Khorvaire, Sarlona, and Xen'drik among themselves. So began the Age of Demons.

The fiends ruled the world for millions of years. Whenever the dragons dared venture from Argonnessen, the fiends struck hard, driving them back to their retreat.

Things began to change when the dragons rediscovered the Prophecy and found allies. During Eberron's primordial dance, as life sprang from the dancing dragons, the couatls were born, adding their wingbeats to the dance. Like the dragons, they had retreated into hiding from the fiends that ruled the world. Together, however, the dragons and the couatls were able at last to launch an assault on the ancient empires of the fiends.

For thousands upon thousands of years, war raged between the dragons (and their couatl allies) and the fiends of Khyber. The battles ended at last when the couatls discovered a means to imprison the mightiest fiends in the deep earth from which they had emerged. The couatls paid a high price for this victory; only bonds of pure spirit could hold the mighty fiends, and the greatest of the couatls sacrificed their physical forms to trap the fiends within their spiritual coils. With the ruling fiends imprisoned, the remaining couatls and the dragons were easily able to drive the lesser fiends into hiding.

The dragons were so weakened by their long years of fighting that they were unable to enjoy the fruits of their victory. Most dragons returned to Argonnessen to study the Prophecy, leaving Sarlona, Khorvaire, and Xen'drik wasted and empty.

WHAT DO YOU KNOW?

Knowledge (the planes)

DC 10: Long before the rise of the giant civilization, fiends ruled the world, unopposed by the dragons who cowered in Argonnessen. These fiends included rakshasas and night hags, though these forebears of the modern fiends were much more powerful than their descendants.

DC 15: When the dragons at last rose up against the fiends that ruled the world, couatls fought beside them. The resulting war lasted for a million years. Some say that the planes came into being as debris thrown off during this legendary conflict.

DC 20: The most powerful rakshasa rulers, called rajahs, remain imprisoned deep within Khyber, held in the eternal spiritual coils of the greatest of the couatls. Their weaker minions still hope to see them freed.

Knowledge (religion)

DC 10: A variety of tales describe the creation of the world, but the most common myths involve the three great dragons: Siberys the Dragon Above, Khyber the Dragon Below, and Eberron the Dragon Between.

DC 15: An eons-long war between dragons and fiends ended when the couatl allies of the dragons sacrificed themselves to imprison the fiends in the depths of Khyber. Some religions, including the Church of the Silver Flame, revere the couatls for this sacrifice.

DC 20: The tales of the three creating dragons are not the only myths about the birth of the world. Other tales attribute creation to Aureon, Onatar, and even the Traveler.

DC 25: The *Serpentes Fragments* is an ancient collection of writings containing the beliefs of a number of serpent cults from Xen'drik, all of which highly esteem the couatls that sacrificed themselves to bind the fiends within Khyber.

DC 30: Legends tell of three great artifacts the dragons used in their war against the fiends, and three similar items used by the fiends. Each set consists of a crown, a scepter, and an orb, like the regalia of an earthly king.

OTHER TALES OF CREATION

The tale of the three dragons and the Age of Demons is widely retold and generally accepted as an explanation for the birth of the world. It is not the only such explanation, however. Several alternative myths exist, even within the major churches of Khorvaire, with none having a dogmatic claim to absolute authority. These tales give the gods of the Sovereign Host (and the Dark Six) a role in the creation of the cosmos.

For example, devotees of the Traveler tell a great many tales about that mysterious deity creating things—sometimes the earth itself, more often specific kinds of creatures or geographical features. Lakes and canyons around the world carry names such as "The Traveler's Footprint" in local languages, and at least two myths popular among doppelgangers speak of the Traveler creating the world out of pieces scavenged from another creation—either an earlier one that was ruined or a parallel one that the Traveler sought to imitate.

Aureon is sometimes identified as a creator who spoke the world into being, embedding all the secrets of creation in the language of arcane magic. Followers of Onatar credit him with the creation of the world, recounting how he shaped it in his forge and hammered it on his anvil.

Most tales of the gods have little or nothing to do with creation, however. Tales such as the Devourer's rape of Arawai and Aureon's accidental creation of the Shadow explain the birth of various gods (theogony) rather than the creation of the universe (cosmogony). The differing depictions of the gods can be traced to myths that describe them in different ways, arising in various parts of the world. These tales include descriptions of each deity as a dragon that ascended to divinity during the first ages of the world, but these myths are not widely believed.

SERPENT CULTS OF XEN'DRIK

The ancient legend of the couatls sacrificing themselves to imprison the fiends within the earth is depicted in the earliest ruins and inscriptions discovered in Xen'drik. Through the millennia, this tale has formed the foundation of many religions among the native races of that continent. These so-called serpent cults took root among the giants, their elf and drow servitors, other underground races, the goliaths of the Titan's Teeth mountains, the raptorans, and the catfolk. (Goliaths are described in *Races of Stone*, raptorans and catfolk in *Races of the Wild*.)

Most of these serpent cults espoused high ethical ideals, often much loftier than those prevailing in the dominant culture. The cults typically deny the divinity of contemporary gods, claiming that the primordial couatls are the only truly divine beings. These factors have combined to ensure that serpent cults remain small, countercultural movements with little lasting power or influence.

About three thousand years ago, an unknown researcher compiled a number of writings related to the sacrifice of the couatls and assembled them into a loose collection now known as the *Serpentes Fragments*. These fragments are thought to represent the beliefs of a variety of serpent cults, widely scattered geographically and historically. They are also an important source of information about the sites and civilizations of ancient Xen'drik, making the *Serpentes Fragments* extremely important to Xen'drik archeology. Copies and translations of the fragments are rare because the bulk of their subject matter is so obscure.

Some, however, would argue that the fragments are not obscure in the least. Perhaps he is just being intentionally provocative, but Provost Dannad Mourain of Morgrave University recently published a paper arguing that the Church of the Silver Flame is itself the contemporary form of a Xen'drik serpent cult.

REMNANTS OF CREATION

In the Age of Demons, the dragons rose up against the fiends that ruled Eberron, waging a war that lasted for more than a million years. Some legends claim that both sides forged mighty weapons to be wielded by their greatest champions. At some point in the war, both a fiendish champion and a dragon champion wore a crown and carried a scepter and an orb that embodied the powers of the cosmos. It is not clear which were forged first—the fiendish or the draconic regalia.

These mighty artifacts were first wielded by single champions, but soon were divided so that three heroes of each side could carry their power into battle. They have not been reunited since that time, and it is entirely possible that they no longer exist. Through countless ages of demons, dragons, and mortals, tales have continually surfaced of great artifacts—crowns, orbs, and scepters. The most recent records of these items, still hundreds of years old, give them names connected to the mortals who wielded and were ultimately destroyed by the ancient power they tried to harness.

The draconic *Crown of Sondar Thaj* is said to lie buried in a shrine in the midst of the Marsh of Desolation in Xen'drik. The draconic scepter, called the *Silver Rod* or the *Mithral Scepter*, is believed to be in Argonnessen, hidden in a shrine in the Wyrmsperch Mountains on the western coast. Explorers who survived a journey to the land of dragons reported that the shrine was buried centuries ago by a massive avalanche or volcanic eruption. The draconic orb, called the *Orb of Kevrik the Crusader*, is the most recently seen of the three draconic items, but its last owner (who fancied herself a spiritual descendant of Kevrik the Crusader) disappeared in the Demon Wastes.

The fiendish crown is called the *Crown of the Black Fire* or the *Crown of the Frozen Hammer*, after a mighty frost giant king who wore it into battle against the daelkyr. It is believed to still lie in Icehammer Palace, a skyberg that floats above Ice-white Island between the Frostfell and the Demon Wastes. The *Scepter of Fell Khadash* is the poetic name for the fiendish scepter, which is believed to lie in a vault in Xen'drik—though recent rumors suggest that both the Order of the Emerald Claw and agents of the ogre mage warlord Tzaryan Rrac (see page 52) have learned of the scepter's location and are actively seeking it. The fiendish orb, called the *Sphere of Iron Fire*, is believed to lie in the depths of Khyber. Legend says that it sank into the earth when it fell to the ground on a Xen'drik battlefield.

THE DARK SIX

POWERS OF DARKNESS

Six dark deities stand in opposition to the Sovereign Host: the severed shadow of the god of magic; the evil brother of the nature deities, who raped his sister; the mad child of that unholy union; the brother of the war deities, who betrayed his siblings and was flayed as punishment; the lurking brother of the god of wealth, hoarding the souls of the dead; and a mysterious shape-shifter whose motivations and goals are beyond mortal comprehension.

These are the Dark Six—the wretched underbelly of the Sovereign Host, punished and made pariahs for their crimes. Worshiped by criminals, villains, outcasts, and monsters, the Dark Six are the enemies of the Sovereign Host, and thus the enemies of everything that lives.

With the exception of the Traveler (in speaking about the Dark Six, the Traveler is often an exception), the deities of the Dark Six are evil, corrupt, monstrous, and hostile—even to their worshipers. In the legends told of them, they sometimes seem barely sentient, little more than divine beasts preying on mortal souls. Of course, such stories are told in fearful whispers by the devout followers of the Sovereign Host. Those who devote their lives to the Dark Six tell different stories, and paint very different pictures of the deities they serve.

In much the same way that clerics of the Sovereign Host convinced different humanoid groups that the war gods they served were simply aspects of Dol Dorn or Dol Arrah (see The Sovereign Host, page 138), clerics of the Dark Six interpret the deities revered by the monsters of the world as aspects of their dark gods. This reinterpretation of monstrous mythology has had an impact on the beliefs of the monsters themselves, though sometimes with questionable results. In ages past, troglodytes and kuo-toa might have warred against each other in the names of their different gods. Now, some voices among those races argue that they are all servants of the Devourer, and that they should unite against the followers of the Sovereign Host.

A few monstrous clerics take that philosophy one step farther. Proclaiming themselves clerics of the Dark Six as if it were one unified pantheon, they now attempt to unite the followers of all evil deities into one massive horde to sweep across humanoid lands, leaving death and devastation in their wake. Clerics of the Dark Six as a pantheon are quite rare, but they seem to be increasingly common in Droaam.

The following text expands the domains available to clerics of the Dark Six by including domains from Complete Divine. Domains from that book are marked with an asterisk (*).

DARGUUN AND THE DARK SIX

Centuries after the fall of the Dhakaani Empire, a coalition of tribal leaders formed a loose confederacy called the Ghaal'dar, bringing the savage goblinoid tribes together in the worship of a unified pantheon of sixteen goblinoid gods. When human missionaries appropriated nine of these gods into their Sovereign Host, many of the Ghaal'dar rejected the gods who sided with the humans and embraced the Dark Six with fervent devotion. The gods known as the Shadow and the Mockery are among the most important of these goblinoid gods. In the last hundred years, more of the Ghaal'dar have returned to worship of the Sovereign Host, while some goblinoids have become obsessed with the lost sixteenth god of their ancient pantheon, whose face and name were stricken from all writing and art (see "The All-Inclusive Host" on page 139). They call this lost god the Overthrown.

WHAT DO YOU KNOW?

Knowledge (geography)

DC 20: Shargon's Teeth are named after the sahuagin name for the Devourer.

DC 25: The Traveler is described as the creator, sometimes of the whole world, but more often of local geographical features. Particularly in shifter-populated areas within the Eldeen Reaches, small lakes and basins carry names such as "Traveler's Footprint."

Knowledge (religion)

DC 10: The Dark Six are malevolent deities who were cast out from the pantheon of the Sovereign Host. They are the patrons of criminals, outcasts, villains, and monsters.

DC 15: Myths of the Sovereign Host uniformly portray the gods of the Dark Six scheming against the Host at every turn, just as their minions in the world continue to plot against the followers of the Host.

DC 18: Most people offer prayers to appease or ward off the Dark Six, but only monsters and people with crazed minds or murderous dispositions actively worship these evil gods. The one exception is the Traveler, a sort of trickster deity who is not actively malevolent.

DC 20: You know details about the alignment, portfolio, symbol, representation, and family relationships of each deity.

DC 22: Various gods of the Dark Six are actively worshiped in Droaam and Darguun. The drow of Xen'drik worship the Mockery, though they call him Vulkoor, the Scorpion.

DC 30: As humans expanded across Khorvaire, they brought the faith of the Sovereign Host with them. They absorbed local deities, as well as the gods of the goblin empire, into their own beliefs. Gods of their enemies became identified with the Dark Six. Scholars of the Sovereign Host still dismiss or assimilate the religious beliefs of foreign races and lands by identifying their gods with the Dark Six or the Sovereign Host.

DC 35: Monstrous clerics are trying to unite all the worshipers of the Dark Six against the servants of the Host.

THE DEVOURER



Neutral Evil

The ravenous deity of storm and sea, the Devourer represents the destructive side of nature. Brother to Arawai and Balinor, he shares his siblings' influence over the natural world—but if Arawai represents nature tamed to human will, the Devourer is the opposite. When storms sink ships at sea, earthquakes swallow whole towns, or rivers overflow their banks, mortals see the Devourer at work. Sailors appease him with sacrifices thrown overboard when storms approach and at the start of long voyages. The sahuagin worship him as Shargon, whose teeth jut from the sea between Khorvaire and Xen'drik to snare passing ships. The clerics of the Sovereign Host associate other monstrous deities with the Devourer, including the gods of the kuo-toa, troglodytes, and yuan-ti.

Domains: Cold*, Destruction, Evil, Pestilence*, Water, Weather.

Favored Weapon: Trident.

THE FURY



Neutral Evil

The divine embodiment of madness and passion, the Fury is said to be the offspring of Arawai and her brother, the Devourer. Mortals see her hand in any instance of unusual behavior—especially extreme violence in people or animals. She is revered only by those who are insane, and by cultures that accept random violence as an ordinary part of life. Clerics of the Sovereign Host identify the god of the derro as an aspect of the Fury, as well as the patrons of several degenerate cults found among drow, mind flayers, and giants.

Domains: Evil, Liberation*, Madness, Passion.

Favored Weapon: Rapier.

THE KEEPER



Neutral Evil

The people of Khorvaire recognize death as a natural part of the cycle of life. The Keeper, however, embodies the violation of that natural order. Said to be the twin brother of Kol Korran, he feeds on the souls of the dead and hoards them in his domain the way that his brother hoards material wealth. He is said to inspire the depredations of the undead, unexplained occurrences in graveyards, and plagues and similar afflictions.

Domains: Death, Decay, Evil, Pact*.

Favored Weapon: Scythe.

THE MOCKERY



Neutral Evil

The crows and jackals that lurk around battlefields to feast on carrion are said to be emissaries of the Mockery. Cowardly, treacherous, and murderous, the brother of Dol Arrah and Dol Dorn is everything his noble siblings are not. The faithful of the Sovereign Host believe that the Mockery tempts people into acts of betrayal by promising them victory and power, and they do not offer him prayers. The drow of Xen'drik worship the Mockery as Vulkoor the Scorpion. Scholars of the Host identify monstrous deities of war with the Mockery, including gods of the giants and troglodytes.

Domains: Destruction, Domination*, Evil, Trickery, War.

Favored Weapon: Kama.

THE SHADOW



Chaotic Evil

Often described as the literal shadow of Aureon, the Shadow is the figurative dark side of the god of magic as well. Whenever magic seems to take on a life of its own to plague mortals, people point to the influence of the Shadow. The Shadow is revered by anyone who uses magic for evil ends. The traditional deities of magic-using and psionic monsters are often identified as aspects of the Shadow, particularly if their portfolios include secrecy or darkness. In addition, monsters in Droaam and elsewhere revere the Shadow as their creator.

Domains: Chaos, Evil, Magic, Mind*, Shadow.

Favored Weapon: Quarterstaff.

THE TRAVELER



Chaotic Neutral

If not actively benevolent, the Traveler is certainly the least malevolent of the Dark Six. With no apparent connection to the other members of the Six or the Sovereign Host, the Traveler seems willfully independent or even blissfully ignorant of other deities. A shapeshifter who is said to walk the earth in a thousand disguises, the Traveler is at times a creator, a giver of knowledge, a divine prankster, and always an enigma. People ascribe anything they cannot readily understand to the work of the Traveler, but only doppelgangers and lycanthropes routinely revere the Traveler. Shifters, lycanthropes, wanderers, and rogues sometimes ask the Traveler's blessing on their endeavors, but rarely expect or receive anything in response. The Traveler is said to smile on those who use their wits and resourcefulness, and to scorn those who ask for coddling or gifts they have not earned.

Domains: Artifice, Celerity*, Chaos, Creation*, Liberation*, Travel, Trickery.

Favored Weapon: Scimitar.

HEXBLADES

Hexblades (described in *Complete Warrior*) appear randomly among the various peoples of Eberron, as if singled out by a dark power. Some say that hexblades are the chosen minions of the Shadow, though hexblades believe the Traveler to be the source of their power. As with the legend that sorcerers are descended from dragons, the full truth will probably never be known.

THE DEMON WASTES

ANCIENT RUIN

The blasted land of the Demon Wastes is the last bastion of the evil powers that ruled Khorvaire during the Age of Demons, and the most dangerous place on the continent. Nevertheless, adventurers journey here for the ruins scattered across the desolate landscape, some so old that only their foundations remain. Though the barren land contains hidden artifacts and forgotten magic, few adventurers return with these treasures, for the dangers of the Wastes are legion. Fiends still hold sway here—rakshasas and lesser beings whose reach is long and subtle. Night hags control small patches of land and remnants of civilization. Humanoid tribes serve the whims of their demonic masters.

When the dragons and their couatl allies defeated the fiends at the end of the Age of Demons, they imprisoned the godlike leaders of the rakshasas deep beneath the surface of the world. The fiendish followers of those rakshasa rajahs fled to the land that had been their empire's capital—Fah'lrrg in the Infernal language, called the Demon Wastes on modern maps. Many of the rajahs lie beneath the Wastes, while some remain trapped elsewhere in Khorvaire and the continents beyond. Here more than anywhere, however, they left their stamp on the surface world. Their presence (as well as the heavy concentration of their followers) taints the land and the living things upon it. The ground is cracked and dry, the life leached away. Beyond the twisted network of canyons called the Labyrinth, the Demon Wastes present a blasted plain of blackened sand and volcanic glass.

The imprisoned fiends are openly worshiped here. The Carrion Tribes, a handful of barbarian human clans descended from a wave of Sarlonan refugees trapped in this land more than fifteen centuries ago, pay homage to the rakshasa lords trapped beneath the Demon Wastes. Led by half-fiends and possessed warriors, each of these clans gives its allegiance to a different rajah, and the nature of that patron influences everything from customs and traditions to iconography and the clan's magical abilities. The Plaguebearers clan reveres a fiend-lord of filth and pestilence, while the Deathbringers worship a lord of death and the undead. The Enshrouded worship a fiend of darkness, and the Carrion Hounds revere rot and eat carrion like the vultures they hold sacred. Perhaps most unusually, the Moon Reavers clan worships the night hags of the Wastes rather than the entombed lords of the rakshasas.

The Carrion Tribes are diverse in their beliefs and practices, but they maintain a common reverence for the barbarian ideal and the state of rage. They believe that a raging barbarian is briefly possessed by a fiendish spirit that empowers his body and hardens his mind. For this reason, barbarians hold almost all positions of authority in the Carrion Tribes, although the Moon Reavers also exalt the art of the rogue—stealthy guerrilla tactics, assassination, and shadowy terror.

Though most barbarians in the Demon Wastes serve the fiends eagerly, a few escape, are abandoned, or rebel. These individuals might fall in with the Ghaash'kala (the ghost-guardians who prevent the evil in the Wastes from spreading), or they might join one of the few communities that manage to survive in the Wastes. Some become adventurers, and if they are sakah (see page 35), they use their gifts to further their own ends.

The Lords of Dust (see page 147) are perhaps the most important power group in the Demon Wastes. Devoted servants of the imprisoned fiends, the Lords are distinguished from the Carrion Tribes by being fiends themselves. While some among the Lords of Dust seek to channel the imprisoned rajahs' power to enhance their own, most strive to break the bonds of the fiend-lords and usher in a new Age of Demons.

THE RAKSHASA RAJAHS

The fiends imprisoned in Khyber at the end of the Age of Demons were evil outsiders with godlike power. Beyond that description, their true nature

WHAT DO YOU KNOW?

Knowledge (geography)

DC 10: The Demon Wastes is a blasted land where barbarian tribes battle each other. Rakshasas and other fiends control the land.

DC 15: To enter the Demon Wastes by land, you have to pass through the Labyrinth—a convoluted series of canyons full of barbarians, lurking monsters, and tunnels to Khyber.

DC 18: The strongest and most unified group of fiends is the Lords of Dust. The Carrion Tribes are humanoid barbarians who follow various fiends. The Ghaash'kala are fierce orc warriors who keep the Carrion Tribes in check by preventing anything from leaving the Wastes.

DC 20: Nine night hags wield power in the Wastes, ruling independently.

Knowledge (local)

DC 10: Just a few settlements exist within the Demon Wastes, and none are truly civilized.

DC 20: The only worthwhile settlement is Festering Holt, a hamlet of humanoids in the northeast.

Knowledge (the planes)

DC 10: Fiends rule the Demon Wastes.

DC 15: Rakshasa rajahs are trapped beneath the Demon Wastes.

DC 20: Some fiends work with each other, but most have their own agendas. Some seek to free their imprisoned rajahs or draw power from them.

DC 25: In the north is a chasm called the Lair of the Keeper, a manifest zone linked to Dolurrh.

Knowledge (religion)

DC 15: The primitive humans in the Demon Wastes worship the rakshasas, night hags, and other fiends.

DC 20: The Ghaash'kala revere Kalok Shash, also called the binding flame. Kalok Shash might be identical to the Silver Flame. Several Ghaash'kala clans exist, and they share a common priesthood.

DC 25: The fiends and barbarian priests draw power from entities trapped in Khyber, allowing them access to spells and other abilities.

DC 30: Some believe that the Keeper dwells within a chasm in the north.

remains unclear. Their closest parallel in the D&D rules are the archdevils and demon princes described in *Book of Vile Darkness*. Few are known by name, but one—now called Levistus—is famous for having briefly slipped the bonds of his imprisonment (see Frostfell Gods and Fiends, page 67). It is possible that the fiendish patron of the Plaguebearers is a creature similar to Demogorgon or Juiblex, while the lord of the Deathbringers might be similar to Orcus. The darkness fiend worshiped by the Enshrouded could be Graz'zt, and the carrion lord of the Carrion Hounds (sometimes called the Lord of Flies) could be Baalzebul—before or after his transformation into a sluglike monster. Whether the rakshasa rajahs actually bear any physical similarity to these archfiends, their abilities and characteristics are on a par with them.

THE SAKAH

Strange births are common within the barbarian tribes; newborns may exhibit the sign of one of the rajahs. Such a sign might be subtle, but could include horns, sharp teeth or claws, red eyes, rough gray skin, bulging knuckles, bony spikes, leathery wings, or some other sign of the rajahs' dark influence. Some individuals display these fiendish features at birth, while others develop them as they mature physically, emotionally, and spiritually. The Carrion Tribes believe that these individuals are blessed and call them sakah ("touched ones"). They often rise to become influential members of their tribes.

Sakah may also have subtle powers that manifest as they age, such as a captivating gaze, a talent for sorcery, or a preternaturally charming voice. These abilities and the reputation of all sakah let them rise in rank within the Carrion Tribes, grant them the strength to survive on their own, or allow them to flee the Wastes. The following feats represent a few of the fiendish powers a sakah might possess as a result of her fiendish taint. A character with any of these feats bears some physical manifestation of it, described in the feat entry.

Since most denizens of the Demon Wastes are evil, most sakah are evil—but they do not have to be. The fiends' sign steers sakah toward evil alignments, but some resist this temptation and flee or combat the fiends. Others simply ignore their powers' origin and use them to further their adventures.

Presented below are three feats designed to simulate some of the special abilities that sakah exhibit.

Touch of Captivation

You are sakah, and your fiendish gift allows you to captivate people around you. Your eyes have an unnatural appearance, such as slitted or strangely colored pupils.

Prerequisite: Region of origin Demon Wastes.

Benefit: Your tainted origin grants you the following spell-like abilities as a 1st-level caster: 1/day—*charm person, daze, prestidigitation*. The save DC for these effects is equal to 10 + spell level + your Cha modifier.



A sakah hunts in the Demon Wastes

Touch of Deception

You are sakah, and your fiendish gift allows you to alter your appearance and trick others. When you are not disguised, you are marked by unusual hair—flaming red or blue black, sometimes streaked with a lighter color.

Prerequisite: Region of origin Demon Wastes.

Benefit: Your tainted origin grants you the following spell-like abilities as a 1st-level caster: 1/day—*disguise self, ghost sound, open/close*. The save DC for these effects is equal to 10 + spell level + your Cha modifier.

Touch of Summoning

You are sakah, and your fiendish gift allows you to summon fell creatures to do your bidding. You have high and sharply angled cheekbones, sunken eyes, or a heavy brow ridge.

Prerequisite: Region of origin Demon Wastes.

Benefit: Your tainted origin grants you the following spell-like abilities as a 1st-level caster: 1/day—*acid splash, mage hand*, and *summon monster I* (fiendish creatures only). The save DC for these effects is equal to 10 + spell level + your Cha modifier.

WARLOCKS

Warlocks (introduced in *Complete Arcane*) derive their strange arcane powers from unsavory and sometimes evil forces. In Eberron, warlocks seem to have close ties to the various fiends that inhabit the Material Plane, including night hags and particularly rakshasas. In fact, some warlocks believe that they siphon power from the rakshasa rajahs imprisoned in the depths of Khyber to manifest their *eldritch blast* and other magical abilities. Such individuals are sought out by the Lords of Dust to serve as agents. Often these warlocks do not know the true nature of the masters they serve.

THE GHAASH'KALA

Those who attempt to leave the Demon Wastes, whether natives or visitors, inevitably confront the Ghaash'kala. These fierce barbarians revere Kalok Shash, the binding flame, the same entity worshiped by the Church of the Silver Flame. The Ghaash'kala believe that any creature or object that has passed through the Demon Wastes is unalterably tainted, and they prevent anything from leaving the Wastes for fear of that evil spreading to the rest of Eberron. Most Ghaash'kala are satisfied with their roles, but some seek to expand their horizons, becoming adventurers as a way to experience the rest of the world. However, they must contend with their tribe, which prefers that they remain in the Wastes—for even the most righteous individuals among the ghost-guardians carry the fiends' corruption.

The Ghaash'kala are militaristic and spiritual. Their lives revolve around worship and their martial duties. Four Ghaash'kala clans exist, and customs vary slightly among them. Each clan has two leaders. The kizshmit, or chieftain, leads the clan in its military duties. The sar'malaan, the high priest who guides the clan's spiritual well-being, appoints and assists the kizshmit. Though the kizshmit focuses on martial aspects, she also rules the clan in most mundane matters. The sar'malaan steps in when meditation or enlightenment demand it. The kizshmit defers to the sar'malaan.

The Ghaash'kala are a powerful and noble people, and of all the inhabitants of the Demon Wastes, they are the most likely to interact with outlanders on a peaceful basis. They are enemies of the fiends, and though they seek to prevent travelers from entering or exiting the Wastes, some among them might be persuaded to aid adventurers. Some clan members leave the Demon Wastes, despite their elders' admonitions, to adventure in Khorvaire and beyond. In extreme circumstances, a Ghaash'kala sar'malaan might look outside the Wastes for assistance.

Describing the Ghaash'kala groups as clans is perhaps misleading, since they are not necessarily bound by any familial ties. At the core of each clan is a family of related orcs, but the clans have only survived this long by welcoming new members, even outcasts from the Carrion Tribes who have heard the call of the binding flame. As a result, each clan includes a small number of humans, half-orcs, and even members of other races as well as its dominant orcs. Each of the four clans concentrates its efforts on a different part of the Labyrinth and the surrounding lands. Strong diplomatic ties and a common priesthood help the clans accomplish their duties.

The Jaasakah ("Deadly") clan inhabits the eastern Labyrinth and the lands east of the Labyrinth. The clan is led by kizshmit Svash Ramaal (NG male half-orc barbarian 8) and sar'malaan Gan'dal Homm (LG male human cleric 10 Kalok Shash).

The Kastar ("Swift") clan inhabits the western Labyrinth and the lands west of the Labyrinth. Its kizshmit is Maalo Sahai (CG female orc fighter 4/rogue 5), and its sar'malaan is Naakah Shahar (NG female orc cleric 8 Kalok Shash).

The Maruk ("Mighty") clan inhabits the central Labyrinth. Its kizshmit is Torgaan Shashaarat (LG male orc fighter 3/paladin 6), and its sar'malaan is Lharc Suusha (LG female orc cleric 9 Kalok Shash).

The Vaanka ("Final") clan inhabits the northwestern Labyrinth, where it connects to the rest of the Wastes. Its kizshmit is Dalkal Mal'fonn (LG female human cleric 3 Kalok Shash/paladin 7), and its sar'malaan is Silvik Raam (NG male orc cleric 11 Kalok Shash).

KALOK SHASH

All Ghaash'kala revere Kalok Shash, the binding flame, and the clans share a common priesthood. Kalok Shash is a divine beacon that draws new heroes to restore the Ghaash'kala's ranks and replace the fallen. The Ghaash'kala welcome these souls.

Those who follow the binding flame live their lives by the sword. Their existence is violent and martial; their sworn duty, to combat demonic terrors with muscle and blade. By contrast, adherents of the Silver Flame are always ready to take up arms in defense of their faith, but their overall existence is peaceable. The Church of the Silver Flame focuses on building community, instructing its lay members about the world's dangers, and protecting life and goodness. The average follower of the Silver Flame is a simple farmer or crafter who respects what the Silver Flame represents, while the average follower of the binding flame is a leather-armored warrior wielding spear and bow against fiendish monsters in a dismal landscape.

Clerics who revere Kalok Shash can select from the Exorcism, Good, Protection, and War domains. The favored weapon of Kalok Shash's priesthood is the longsword.

BRAND OF THE BINDING FLAME

To help fend off demonic possession, Ghaash'kala warriors mark their bodies with the brand of the binding flame. The brand's shape depends on the tribe and, sometimes, the individual malaan (priest) who burns the symbol onto the guardian's skin. The Maruk clan (whose members are the most numerous) uses a simple symbol of a small flame with three tendrils. The Kastar clan's symbol resembles a sunburst with wavy, radiating rays, while warriors of the Jaasakah clan undergo a lengthy ritual in which their entire backs are covered with complicated scars, burns, and varicolored tattoos. Vaanka warriors use a wide variety of symbols, largely dependent on the malaan. By dedicating his mind to the brand that the malaan has imbued with his faith, a warrior can gain temporary immunity to possession and other benefits in his battle against the fiends. The Binding Brand feat, below, represents this ability.

A player character can obtain this feat in a number of ways. He might have been a Ghaash'kala clan member who escaped the Wastes. He might have joined the Ghaash'kala and accepted their ways, if only briefly. Perhaps a malaan has left the Wastes to battle the rakshasas elsewhere in Eberron, and she is willing to inscribe the brand on those who swear the proper oaths.

Binding Brand

You carry the brand of the binding flame, marking you as a warrior of the Ghaash'kala clans.

Benefit: You can use the following spell-like abilities as a 1st-level caster: 1/day—*guidance, protection from evil, resistance.*

Horrors of the Wastes

The Ghaash'kala believe that all creatures and relics of the Demon Wastes are tainted by evil—and if you are using the *Heroes of Horror* supplement, that might be literally true. The Demon Wastes is a tainted region, and a character who enters the Wastes must immediately make a DC 20 Will save or have his depravity score increased by 1. This saving throw must be repeated after every 24 hours spent in the Wastes.

Certain regions of the Wastes are more intensely suffused with the evil of the rakshasa lords imprisoned there. Characters entering these regions must immediately make another Will save (DC 25 to 30) to avoid further increasing their depravity scores. In addition, certain sites in the Wastes increase corruption rather than depravity. See Tainted Locales in Chapter 4 of *Heroes of Horror* for more information about these sites.

In addition to the dangers of taint, the Demon Wastes are also dotted with other horrific terrain features. Abyssal blackgrass grows naturally in the Wastes, blood rock and night stone jut from the earth in the Labyrinth, and charnel bogs are common near the coasts. These terrain features are described in Chapter 4 of *Heroes of Horror.*

Many of the new monsters described in *Heroes of Horror* are likewise native to the Demon Wastes. Corruption eaters haunt the Labyrinth, unintentionally helping contain the taint of evil within the Wastes (a few of the Ghaash'kala actually believe that corruption eaters are agents of the binding flame). Phantasmal slayers are particularly common in the region surrounding Ashtakala, and are said by some to be psychic echoes of the imprisoned rakshasa lords. Tainted minions and tainted ravers—the remnants of both Carrion Tribe barbarians and Ghaash'kala orcs who have been lost to the evil of the Wastes—are all too common throughout the region. The Ghaash'kala particularly loathe these monstrosities, while the Carrion Tribes treat them as figures of mystical power and authority. Unholy scions are commonly born to the natives of the Wastes, orc and human alike.

Characters native to the Demon Wastes or who adventure there extensively might find many of the options in *Heroes of Horror* useful. Among the new classes described in that book, archivists and dread necromancers are not particularly common in the Wastes, although archivists might be drawn to the Wastes in the course of their research. The Church of the Silver Flame's Puritans sect serves as the patron organization for characters with the purifier of the Hallowed Doctrine prestige class. These characters seek to contain the evil threat within the Wastes, striving to forge alliances with the Ghaash'kala and even committing themselves to remain forever in the Labyrinth alongside the orcs. Corrupt avengers are also common among the Ghaash'kala, though they are loathed by the purity-obsessed tribes.

The Labyrinth

The many and varied dangers of the Labyrinth ensure that few who venture far into it manage to survive, and only a handful of those survivors ever return to civilization to report their success. The fragment of map below was discovered in an abandoned backpack in the library at Morgrave University, along with a grotesque, headless statue—possibly the item mentioned on the map. The statue is now on display in the Dezina Museum of Antiquities on the Morgrave University campus.

Several recent incidents at the Museum, dismissed as failed robbery attempts, are almost certainly unrelated to the statue's arrival there.



DOCUMENTS

RULES AND REGULATIONS

Written documents play a significant role in the Five Nations. Because the Notaries Guild of House Sivis makes it possible to create certificates whose authenticity is virtually unimpeachable, the people of Khorvaire have come to rely upon contracts, licenses, and other official documents to help commerce and government run as quickly and smoothly as possible. Of the many types of documents that facilitate society functions, the following are among those most likely to be encountered or needed by adventurers.

Arcane Signet Ring: The dragonmarked houses of Khorvaire use these rings extensively for identification purposes. They resemble ordinary signet rings, but are set with gemstones like decorative rings. Inside a large central gemstone, an intricate runic pattern—actually an *arcane mark*—becomes visible when worn by the person for whom the ring was constructed. These rings are only given to members of a dragonmarked house or one of its most trusted retainers.

If you are a member of a dragonmarked house (particularly if you have the Favored in House feat), you can buy an arcane signet ring with no difficulty from any house enclave at a cost of 150 gp. If you are not a member of a house, you might be able to acquire an arcane signet ring that identifies you at a cost of 200 gp or more, but it requires both working with a jeweler to build the ring, then persuading House Sivis to impress its mark into the stone. Acquiring an arcane signet ring that would identify you as someone else is extremely difficult, if not impossible. As a first step, you would need false identification papers to "prove" your identity to a house enclave or House Sivis.

Business License: Each country in Khorvaire takes a slightly different attitude toward commerce and industry. Some governments, such as Breland's, require all business owners to buy a business license of some sort, with the cost and difficulty of obtaining the license increasing depending on the value of the business and what danger it might pose to nearby people and property. Other nations, such as Zilargo, take a more hands-off attitude and allow most businesses to operate with minimal restrictions and interference. A business license consists of a simple parchment that must be displayed somewhere in the place of business.

Typically, a town or city has a licensing office that issues business licenses. Smaller settlements rarely have offices devoted to this activity, but magistrates issue licenses in addition to their other duties. It can take considerable time to process a business license, though the cost is usually less than 1 gp (depending on location and the type of business).

Identification Papers: Most people of the middle and upper classes, at least in central Khorvaire, carry identification papers with them at all times. Issued by national governments and notarized by House Sivis, these papers present a detailed physical description of a person (sometimes with an accompanying small portrait), the person's name and residence, and some additional information about the person's affiliations (particularly including any connection to a dragonmarked house, royal or noble family, or a large institution). The papers are usually kept in a durable container of some kind—a leather folder, metallic case, or other decorative holder.

In some areas, individuals must carry identification papers with them at all times and be prepared to show those papers to officials at a moment's notice. This is particularly true in border areas (especially when the borders are not quite clear or some dispute persists about the lines established in the Treaty of Thronehold), and also in Throneport itself, which is governed by an international council of representatives from the Five Nations.

WHAT DO YOU KNOW?

Knowledge (arcana)

DC 15: The *arcane mark* spell is widely used, particularly by House Sivis, to authenticate important documents. A special form of *arcane mark* can be embedded in a signet ring in such a way that it is only visible when a specific person wears the ring.

Knowledge (local)

DC 10: Most people of the middle and upper classes carry identification papers with them at all times. In certain areas, everyone must carry such papers and be prepared to show them to officers of the law when requested. Anyone crossing national borders must carry traveling papers.

DC 15: Letters and certificates are sometimes required to operate a business (a business license) or even to plunder the ruins of Xen'drik (a letter of marque). Properly notarized documents are essential to establish ownership of significant pieces of property (a title deed) and to establish a person's right to act in someone else's place (a letter of proxy).

DC 20: The right document can get you money from the bank (a letter of credit), a pardon for a crime you committed (a letter of pardon), or even a pardon for a crime you haven't committed yet (a letter of dispensation).

A check against this DC is also sufficient to determine where to acquire a document needed for a particular purpose.

Knowledge (nobility and royalty)

DC 10: House Sivis notarizes official documents. The house uses the *arcane mark* spell to establish the authenticity of particularly important documents.

DC 15: House Kundarak issues letters of credit (notarized by House Sivis) to allow account holders to access their funds from any Kundarak bank. These letters can also be used as payment for services, specifying the amount the bearer can withdraw.

DC 20: Members of the dragonmarked houses use special signet rings that contain *arcane marks* to establish their identity and membership in a house.

Identification papers are issued by the same facilities that process business licenses: dedicated licensing offices in larger settlements, or local magistrates in smaller ones affiliated with or operated in conjunction with House Sivis. It is only possible to obtain identification papers in the nations recognized by the Treaty of Thronehold, and it becomes increasingly difficult outside the Five Nations. The Mror Holds and Zilargo readily issue papers, but applicants elsewhere might have to travel some distance to find a magistrate or House Sivis enclave that is willing and able to assemble such documents.

Standard identification papers typically cost 2 gp, while a portrait raises the price to 5 gp. Forged papers cost around 10 gp.

Letter of Credit: House Kundarak, the house that carries the Mark of Warding, operates banks throughout central Khorvaire. A character who has funds on deposit in a Kundarak bank can request from the bank a letter of credit, which allows her to withdraw funds from a different branch. For many characters, this system is a convenient alternative to carrying wealth around in the form of precious gems, jewelry, or coins. House Kundarak does not charge a fee for issuing letters of credit.

House Kundarak is the only organization that issues letters of credit. Occasionally, an employer secures a letter of credit for an employee—such as an adventurer—who is expected to incur large debts in the course of his work for the employer. The letter specifies a maximum amount available to the bearer, and any sum up to that total amount can be drawn from the issuer's bank account. When funds are withdrawn, the clerks at the bank update the letter to reflect the new available balance, notarizing the change to the letter or issuing a new letter.

Letters of credit are always notarized with *arcane marks*, making them difficult to forge. Even if a document can be successfully reproduced, however, it is nearly impossible to acquire funds from House Kundarak using a forged letter of credit, since the house keeps records of every such letter it issues and makes those records available to all its banks. If a clerk at a bank has any reason to suspect that a letter of credit is forged, it can be checked against house records to verify its authenticity.

Letter of Dispensation: Each nation in Khorvaire has its own set of laws and regulations. In some cases, however, the leader of the nation might want to grant specific individuals the right to act outside the law. In these instances, the government issues a letter of dispensation. Such letters always closely detail exactly what permissions the bearer is given—for example, the right to seize and destroy property belonging to suspected seditionists, or the right to kill any monsters found within certain geographical boundaries. Letters of dispensation cannot be bought. They are issued by a high-ranking government official only to select and trusted parties. The letter always bears the seal of the nation along with an *arcane mark*, and it specifies to whom the dispensation is granted. (The document is not considered valid without matching identification papers.)

Letter of Marque: The concept of letters of marque originated during the Last War, when the rulers of the warring nations granted adventurers permission to attack ships and assets belonging to other nations. The Treaty



A letter of marque issued by King Boranel of Breland

of Thronehold declared void all letters of marque that existed at the time, but the idea survives, though in a rather altered form. The King of Breland now issues papers granting adventurers permission to explore and plunder the ruins of Xen'drik. Though such permission is not technically necessary, wise adventurers secure a letter before using Sharn as a launching point for expeditions to Xen'drik. Those who try to sell treasures from Xen'drik on the open market in Breland must produce a letter of marque or face stiff fines—on top of forfeiting the treasure in question.

When adventurers are hired to explore Xen'drik as part of an expedition (such as one sponsored by Morgrave University or the Wayfinder Foundation), it is common practice for the employer to secure a letter of marque for the expedition, so that characters don't need to worry about the expense or the frequently considerable difficulty. Characters who must secure a letter for themselves most likely do so at the Bureau of Antiquities in Sharn's Highest Towers district. Filing an application can take the better part of a day and involves both answering extensive questions from the staff at the bureau and enduring their long, musing recollections of their own expeditions to Xen'drik years before. A letter of marque costs 500 gp.

It is not particularly difficult to forge a letter of marque, and it is certainly possible to sell goods from Xen'drik on the black market or outside Breland to avoid the need for one. A forged letter of marque can be purchased for about 25 gp.

Letter of Proxy: On occasion, illness, distance, or scheduling conflicts keep a political, military, or industrial leader from attending an important event. In these cases, he might want to send a representative to speak for his interests at one or more occasions or gatherings. This person receives a letter of proxy to verify that she does, in fact, have official sanction to speak for the leader in question. Traditionally, a letter of proxy is drafted by House Sivis on the issuer's personal letterhead, notarized with an *arcane mark*, and carried in a leather billfold bearing some sign associated with the issuer. The letter clearly identifies the name and physical description of the intended bearer. If there is any uncertainty, these details are compared to that person's identification papers for corroboration. A letter of proxy costs 8 gp.

Securing a letter of proxy is usually a simple matter of contacting House Sivis and arranging the service. The sorts of people who have need of such a document have ready access to the means of acquiring it. Should a person want to acquire a letter of proxy under false pretenses—having assassinated or otherwise removed a designated proxy and wanting to take her place, for example—the process is much more complicated. Professional forgers are loath to venture into the realms of high politics, so they make sure the reward is commensurate with the risk, charging around 100 gp for the service.

Pardon: Just as every nation has regulations and strictures defining certain acts as criminal, each nation also has prescribed penalties for breaking its laws. However, a government might decide to forgive even a lifetime of criminal activities when extenuating circumstances can be proven or when the criminal performs some other mitigating act. (This happened more frequently during the Last War, when a convicted criminal could earn his freedom with meritorious service on the battlefield.) Such forgiveness comes in the form of a pardon—a parchment that describes the acts committed, the original sentence imposed, and a statement of clemency, which is affixed with the seal of the government and an *arcane mark*. A pardon is usually carried with or attached to the individual's identification papers in case word of his misdeeds carried more widely than word of his reprieve.

A written pardon is issued by the government—usually by the law enforcement system that is releasing the pardoned person, but sometimes by higher authorities (even the king of a nation, or at least in the ruler's name). Forging a pardon is difficult, but many people would pay well for a clean forgery that clears their names. The best kind of forged pardon is one that purports to be issued in one of the Five Nations, but not where the character lives and operates. In cases where the crime and supposed pardon took place some years ago, a pardon from the Queen of Cyre is the best bet because its authenticity cannot be verified. Any forged pardon runs the risk of being investigated if an individual is taken into custody for a new crime. When the pardon is revealed as a forgery (presumably by checking against the records of the issuing court), two more crimes are added to the charges against the captive—forgery or possession of a forged document, as well as whatever crime is supposed to have been pardoned. A forged pardon costs at least 100 gp.

Royal Decree: When the head of a royal family or ruler of a nation makes an official proclamation, word is spread by disseminating a royal decree. This is a large, ornately decorated parchment detailing the announcement in clear, easy-to-read script. Royal decrees are read in town squares, reproduced in printed chronicles, and hung on the walls of government buildings and other places where people gather. During the Last War, royal decrees were issued whenever a decisive battle was fought, when allegiances shifted, and when the Thronehold Accords were signed. These days, royal decrees are used to announce births and deaths in the royal family, changes in tax policies, or other matters of state. Although there is no monetary value attached to the documents, some people save royal decrees of historic or personal importance.

Royal decrees cannot be purchased and are difficult to forge for any useful purpose. The issuance of a royal decree is typically a matter of such public notice that it would be hard to present a forged decree as authentic without the accompanying gossip, rumors, anticipation, and officious goings-on.

Title Deed: Possession might be nine-tenths of the law in the wilder parts of the world, but throughout the Five Nations a deed is required to prove ownership of buildings, land, airships, and other property of significant size and value. Title deeds are not carried by the owner, but are rather kept under lock and key in a safe location. They are large documents prepared by House Sivis on oversized sheets of parchment, bearing a detailed description of both property (particularly identifying marks or measurements) and owner, a history of the property's previous ownership, plus a pair of *arcane marks*. Title deeds are considered extremely difficult documents to forge.

Title deeds are issued by national governments—sometimes through local or regional offices, sometimes by courier from the national capital. The cost is 15 gp, plus any appropriate courier fees.



A royal decree signed by Kaius III and Boranel

SE

Traveling Papers: Anyone who travels across national borders is usually required to carry traveling papers identifying them, their residence, their destination, and their reason for travel. Traveling papers consist of a parchment sheet with the appropriate information and an *arcane mark*, carried in a leather folder. House Sivis, House Orien, House Deneith, and House Lyrandar all offer traveling papers that are recognized throughout central Khorvaire.

A set of traveling papers typically costs 2 sp, and can be purchased at Sivis and Deneith enclaves, lightning rail stations, and Lyrandar offices located in the ports of major cities. A forged set costs about 5 gp.

Warrant: In civilized Khorvaire, the city guard, militia, constabulary, and all others charged with keeping the peace have the power to detain those they suspect of wrongdoing. However, this power is somewhat diminished if the suspect is a member of a royal family or a dragonmarked house, or is sufficiently wealthy. This is especially a problem for rural officials and deputized citizens, whose authority could be questioned. A warrant is an official document stating that the bearer has the authority to arrest a specific individual or impound a specific item. A warrant includes identifying details of the person or item it covers, the reason it was issued, the signature of the local lord or magistrate, plus both an *arcane mark* and a wax or printed seal.

Warrants are issued by law enforcement authorities and cannot be purchased.

BENITH AVA DENITHKI

Benith (N female gnome bard 3/rogue 1) was once an up-and-coming member of House Sivis working in the Notaries Guild offices in Sharn. Though she was gifted at scribing, her true talents seemed to lie in politics, and she navigated the complicated bureaucracy of House Sivis as deftly as an acrobat on a tightrope.

Although she is a distant cousin of Lysse Lyrriman d'Sivis, no member of Benith's family has ever borne a dragonmark, and that turned out to be an unavoidable obstacle in her career path. She grew frustrated as positions of importance and transfers to the main enclave in Zilargo were repeatedly given to lesser scribes who happened to have dragonmarked relatives. Eventually she resigned from the guild and renounced all ties to House Sivis.

Less than a week later, Benith opened Denithki and Associates, a private licensing office that took advantage of her knowledge of Sharn's bureaucracy and connections within the Notaries Guild to help clients secure even the most difficult-to-obtain documents and licenses. The vast majority of the work done by Denithki and Associates is legitimate and completely legal. However, Benith occasionally takes commissions to create falsified documents, using her intimate familiarity with House Sivis's practices and materials to make almost perfect forgeries.

DRAGONS

SCALED MASTERS OF ARGONNESSEN

Before the world, dragons ruled.

Almost every story told about the creation of Eberron begins with dragons. The most common legend involves the struggle between the three progenitor dragons: Siberys, Eberron, and Khyber (see Creation Myths, page 30). Even contrasting tales of the world's birth speak of dragons: the Traveler pulling the world from a dragon's gut, Onatar hammering it out of dragon scales, or Aureon speaking the world into being in the Draconic tongue. Dragons are creatures of ancient power whose roots seem to extend back to the birth of the world.

Once the world was formed, dragons struggled for dominion over it. There may be no written historical records of this age, but the legends are more than mythology: Ruins from the Age of Demons still stand in the Shadow Marches, in Q'barra, in Xen'drik, and (presumably) in Argonnessen. These lands still bear physical signs of the war that raged for a million years between the first dragons and the fiends of Khyber. In the end, thanks to the sacrifice of the couatls, the dragons were victorious. However, instead of claiming rulership of the world as the fiends had done, the dragons retreated to Argonnessen to contemplate the Prophecy, leaving a vacuum that would be filled by the lesser races—first the giants of Xen'drik, then the humanoid races in all their diversity.

Dragons are hardly a monolithic force in the world, though humanoids view them that way. It is easy to speak of "the dragons" and imagine them living in a unified society in distant Argonnessen—particularly since few humanoids have ever been far into the dragon homeland and returned to tell the tale. The few tales that have reached Khorvaire (including some told by rogue dragons) paint a picture of a much less monolithic society, if society is even the right word to describe it.

Argonnessen is sometimes described as "the dragon nation," and in some ways it seems like a nation. When Aerenal went to war against Argonnessen, the elves fought against a unified force of dragons, much like the army a humanoid nation might field. There seemed to be chains of command, officers and soldiers, possibly even conscripts. When agents of the Chamber overstep their bounds or dragons turn rogue and hide themselves away in Khorvaire, they risk punishment by something resembling a police force—a cadre of dragon agents armed with detailed knowledge and deadly tactical coordination. What is not fully understood is whether that structure and order applies within Argonnessen or only when the dragons must deal with a threat beyond their borders.

As far as humanoids are concerned, dragons are simply fearsome creatures of legend. Still, speculation abounds about dragon society. Dragons seem to prefer the company of other dragons of philosophical and ethical views regardless of color. Each type of metallic and chromatic dragon might be considered a different species, but individual dragons follow their own personal moral and ethical codes. Also, age apparently equals status in dragon society. Dragons are incredibly long-lived—possibly immortal—and the oldest dragons are treated with the greatest respect. Unlike humanoids, a dragon's physical capabilities improve along with its mental faculties as it ages, making the oldest dragons the strongest, smartest, and most magically powerful of their kind. Along the same lines, dragons of the same age but different species maintain a definite hierarchy based on power: A red dragon always outranks a white dragon of the same age, for example. The true dragons (the chromatic and metallic dragons described in the *Monster Manual*) share higher status as a group than other types of dragons. Finally, dragons that have made their homes outside Argonnessen hold lower status than dragons that remain in the draconic homeland.

THE PROPHECY

According to those who claim to know the draconic mind, the power that lifted these creatures from their original primitive state was knowledge—

WHAT DO YOU KNOW?

Knowledge (arcana)

DC 10: Though occasionally dismissed as creatures of legend, dragons are real and still exist. There are ten kinds of "true" dragon—black, blue, brass, bronze, copper, gold, green, red, silver, and white—as well as numerous other varieties that are considered lesser dragons or dragonkind. Most dragons live on the distant continent of Argonnessen and are rarely seen by humanoids.

DC 15: All true dragons and some related creatures grow increasingly large and powerful as they age, theoretically without any upper limit. They are extremely long-lived, and one that is 500 years old is considerably more capable than one that is only a century old.

DC 20: Dragons believe in a mysterious Prophecy, which they see unfolding in all sorts of events in the natural world as well as among the "lesser races" of humanoids. Everything from stellar alignments to mysterious runes in mountain caverns to the dragonmarks carried by members of Khorvaire's great houses plays a part in this Prophecy, in their view.

DC 30: A few dragons believe that the fulfillment of the Prophecy is close at hand, and dragons must actively participate in bringing it to fruition. These dragons often come to Khorvaire and might even hide themselves among humanoids for the purpose of carrying out their plans.

Knowledge (geography)

DC 15: Most of Argonnessen is unexplored by humanoids. The northwest part of the continent is the exception. The island of Seren and the nearby coast is inhabited by barbarians who revere the dragons, and they come to the shore of Argonnessen to pay homage to their reptilian masters.

DC 20: The northwest coast of Argonnessen is called Totem Beach in reference to the massive, carved dragon heads that line the shore. The origin of these sculptures is a mystery—they seem too advanced for the barbaric Seren, but it seems unlikely the dragons themselves carved them.

specifically, knowledge of the Prophecy. When dragons learned of the Prophecy, they knew they were destined to become more than mere animals of scaled fury and elemental savagery. They served a greater purpose in the universe.

This knowledge caused them to rise up against the fiends that ruled the world in the aftermath of creation. When the fiends at last were defeated, this same knowledge led the dragons to retreat to Argonnessen, contemplating the Prophecy and ignoring the lesser races that spread over the world to fill the void left by the imprisoned fiends. However, it was the Prophecy that at last drew the dragons out of their self-imposed exile when they saw it begin to unfold on the flesh of humanoids with the first appearance of dragonmarks.

What is the Prophecy? No humanoid knows. It might be a transcription of the words of the progenitor dragons, spoken before the birth of the world and written through all creation. It might be the utterances of Chronepsis, the dragon god of fate, giving clues to the future to those with ears to hear. It might simply be the expression of patterns in nature that point to the inevitable unfolding of those patterns in the future. Even the dragons do not know for sure, but each dragon has a theory—a personal understanding of what the Prophecy is and what its significance might be, for dragonkind and for the world.

Dragons watch for the unfolding of the Prophecy in every part of the natural world. Enormous runes appear in mountain caves and on sheer cliff faces. Stars, moons, and planets take the shape of dragonmarks in the night sky. The swirls of color in the heart of every dragonshard form words and signs. Most startlingly, dragonmarks appear on the flesh of humanoids—to the great chagrin of those who consider such creatures to be the lesser races.

Certain alignments of celestial bodies and planes of existence reveal marks where they did not previously exist, and movements of the land—earthquakes and volcanic eruptions—uncover runes that have long been hidden. For this reason, the dragons most interested in the unfolding of the future watch actively, searching the world for newly revealed elements of the Prophecy. Other dragons have been known to refer to such active watchers as *koto'zhak*—"carrion birds"—because of their tendency to fly quickly after any report of natural disaster.

Interpretation of the Prophecy is a contentious point among all dragons. Many acknowledge certain social taboos regarding its discussion, much as humans shy away from contentious points of religious doctrine. At present, there is a sharp rift between those dragons who view the relatively recent emergence of dragonmarks on humanoid flesh as a sign of the impending fulfillment of the Prophecy, and those with a more conservative view, who see this development as one more stage of a very long journey. Although the latter group often dismisses the former as "impetuous youths," many ancient and respectable dragons believe the Prophecy is building toward some kind of climactic event.



Not every dragon you meet is an agent of the Chamber—some are just hungry

Everyday Dragons?

Dragons play an important role in Eberron, as figures of power and mystery. They appear throughout history, teaching magic to the giants, warring against the elves, founding the Gatekeepers among the orcs, and worshiped as scaled gods in Q'barra. They watch the unfolding of the Prophecy and (through the Chamber) sometimes meddle in humanoid affairs, manipulating history to fulfill their own understanding.

Does this mean that all encounters with dragons in an EBERRON campaign involve the Prophecy, and are linked to obscure oracles and grand machinations?

In a word, no.

Sometimes a dragon is just a dragon. Cut off from their more advanced kin, barbaric dragons who know nothing of the Prophecy spawn, live, and die in the remote depths of Khyber, the dismal swamps of the Shadow Marches, the highest peaks of the Ironroot Mountains, the hidden wastes of Xen'drik, and the frigid barrens of the Frostfell. Young dragons caring nothing for the Prophecy come to Khorvaire to see what humanoids are like, enjoy their societies, or taste their flesh. Some come to amass great hoards, some to be revered. Wherever you go in the vast world of Eberron, there will be dragons.

So it's all right. Perhaps that scaly horror you've encountered doesn't have any secret agenda or hidden interests. It might not be entangled in a plot encompassing a million-and-a-half years of history.

It might just be hungry. Good luck with it.

THE CHAMBER

Many dragons are not content to sit in Argonnessen and watch as the Prophecy unfolds in the world around them. Some, impetuous with youth and rebelling against an ancient culture that prizes contemplation over action, believe that the fulfillment of the draconic Prophecy is close at hand, and that dragons must act now if they are to receive whatever glorious transformation it promises. Others, not subscribing to such extremes, nevertheless believe that the emergence of dragonmarks on the lesser races signals a change that requires closer study (if not direct intervention). These dragons, both the impetuous activists and the more restrained observers, together form the Chamber.

The dragons of the Chamber operate within Khorvaire. The chromatic dragons' natural powers of shapechanging allow them to move freely among the lesser races. Others use their innate sorcerous abilities or magic items to disguise themselves, while a few retain their natural forms and simply remain well hidden, using humanoid agents to carry out their plans. Whatever their form, all members of the Chamber make extensive use of humanoid agents, for their own numbers are few and the assistance of agents grants them much greater reach in the world. With the treasure hoards they have at their disposal, they typically have little difficulty recruiting such aid.

The Chamber is a loose-knit cabal at best, a group of unconnected individuals with similar ideas and agendas. Dragons are a fiercely independent lot by nature, and even those who share a sense of urgency about the fulfillment of the Prophecy do not like to work together. They freely share information and resources (including their agents) among themselves, but rarely assist other Chamber members directly.

The origins of the Chamber almost certainly lie in the appearance of dragonmarks on the inhabitants of Khorvaire some thirty-two hundred years ago. Prior to that time, the Prophecy seemed to be unfolding slowly but regularly in the natural world, and the dragons were content to watch it and collect its revelations at a leisurely pace. With the appearance of dragonmarks, dragons suddenly saw the Prophecy written on a canvas that might only exist for a matter of decades before passing from the world forever. The very transience of the humanoid races gave these dragons a sense of urgency about the Prophecy that they had never felt before. The War of the Mark increased this urgency, for during that period some dragonmarked lineages disappeared forever, and the Chamber feels that pieces of the Prophecy might have vanished with them.

Agents of the Chamber have a particular interest in dragonmarks, and they keep a close eye on the dragonmarked houses. In addition, they pay attention to the world's most ancient secrets, such as artifacts created during the war between the dragons and the fiends at the beginning of history (see Remnants of Creation, page 31). With rumors circulating that the *Scepter of Fell Khadash* has been discovered, members of the Chamber are getting involved—some encouraging the search for the related artifacts, others trying to prevent them from being found. If members of the Chamber become involved in other affairs, it is always because they believe that such events are relevant to the Prophecy.

SEREN

The large island at the northwest end of Argonnessen is Seren, home of the barbarian tribes that beart the same name. Claiming descent from humans gathered from around the world to serve as the guardians of Argonnessen, the Seren barbarians are a wild and fierce people. Some thirty tribes, each paying allegiance to a different dragon founder, make their homes on the island, the two smaller islands nearby, and the jungle on the coast of Argonnessen. The coast itself is called Totem Beach, and it is considered neutral ground by the Seren tribes, which often war with each other. At Totem Beach they set aside their differences to give their worship to the dragons.

All the Seren tribes have a similar social structure. The warlord is the mightiest warrior, but this position is based purely on skill, and any member of the tribe can challenge a weak warlord. The warlord oversees all military actions, such as patrolling the land, organizing raids, and training young soldiers. Spiritual and domestic matters are overseen by a council of dragonspeakers—mystics who use wisdom and magic to guide the tribe. Dragonspeaker is a lifelong post, and authority within the council is based on age. Despite the warlike nature of the Serens, dragonspeakers hold the final authority and can overrule the decisions of a warlord, or even force a warlord to step down.

The tribes described below are a representative sample of the variety found among the Seren barbarians.

The Bringers of Fire were founded by a chaotic evil red dragon. One of the largest and most dangerous tribes, the Bringers have been known to completely exterminate Seren clans they view as unworthy. The Bringers of Fire paint their skin red before battle and make use of flaming oil, and they have volatile temperaments.

The White Wanderers were founded by a neutral white dragon. It is a nomadic tribe that has been charged with protecting a series of shrines. The Wanderers believe in the power of knowledge and magic, and they have a high percentage of literacy and dragonspeakers among them. As such, many explorers find this the safest tribe to approach. White Wanderers have a cold, chilly demeanor, and never let their emotions show.

The Stormwalkers were founded by a lawful evil blue dragon. One of the smallest tribes, it is nonetheless deadly in combat and therefore highly respected. The Stormwalkers have developed a monastic tradition that emulates the natural attacks of the dragon.

The Frostblades were founded by a lawful good white dragon. While they ruthlessly defend the land from interlopers, they seek to preserve the weaker tribes from the more violent clans, such as the Bringers of Fire. The Frostblade dragonspeakers have learned the secret of alchemist's frost and use it as a weapon in battle.

The Totem Guardians are not a tribe, but an alliance of elite soldiers drawn from many tribes. These warriors defend Totem Beach and the Great Barrier of Argonnessen. Typically, a dragonspeaker priest receives a dream-vision ordering her to send a particular warrior to Totem Beach to join the order, but in a few cases dragons have personally visited a tribe to call a Seren to the guardians.

Seren adventurers (who do exist, although they are extremely rare) can make use of exotic rules and prestige classes such as those in *Draconomicon*.

HEIRS OF THE DRAGONS

Half-dragons are rare in the world of Eberron. Since the first attempt by the House of Vol to reconcile the warring races of elves and dragons by creating a half-dragon, such intermingling has been viewed as an abomination against all that is noble and pure. Dragons do not breed with non-dragons by choice, and they go out of their way to exterminate any half-dragon they encounter.



That said, half-dragons and draconic creatures (descendants of half-dragons whose blood has been diluted through generations) do exist. Legends speak of a tribe of half-dragon orcs spawned by a wild bronze dragon in the Shadow Marches, and of numerous half-dragon aberrations in Khyber produced by a mad red dragon devoted to a Cult of the Dragon Below. Confirmed tales from Q'barra describe half-dragon lizardfolk and dinosaurs created to guard Haka'torvhak, "the throne of the holy dragons." Some tales (dismissed as baseless speculation) even claim that the half-dragon, half-elf lich Erandis d'Vol is creating new half-dragons as part of her attempt to regenerate her lost bloodline and recover the Mark of Death.

Sorcerers in Eberron do not claim blood descent from dragons, but they speak of mystical ties to the three progenitor dragons—Siberys, Eberron, and Khyber. Some sorcerers cultivate abilities reminiscent of dragons and adopt prestige classes such as the dragon disciple, but they are simply emulating the dragons they admire, rather than manifesting latent qualities of hidden dragon bloodlines.

Shugenjas and Dragons

Introduced in *Oriental Adventures* and *Complete Divine*, shugenjas are the priests of a relatively new religious movement that reveres the dragons of Argonnessen. Discounting the traditional gods of the Sovereign Host, shugenjas believe that dragons are nearly divine, and that by emulating them, members of other races can approach divinity themselves. Theirs is not the totemic dragon worship of the Seren barbarians (although some shugenjas live and work among the Serens, hoping to win converts), but a sophisticated set of philosophical teachings and precise rituals designed to increase one's harmony with those elements at the heart of the dragons' power. Though this Path of the Elemental Masters is still a young movement, its practitioners divide themselves into eight mystical orders, each focused on one of the four elements (air, earth, fire, and water).

In Eberron, each of the eight orders has a kind of dragon as its emblem and ideal, as shown below.

Shugenja Order	Dragon
Order of the All-Seeing Eye	Green
Order of the Spring Zephyr	Silver
Order of the Impenetrable Crucible	Blue
Order of the Perfect Sculpture	Copper
Order of the Consuming Flame	Red
Order of the Forbidding Wasteland	Black
Order of the Gentle Rain	Bronze
Order of the Ineffable Mystery	Gold

DRAGONMARKS

HEIRS TO POWER

Dragonmarks are bound by bloodlines, and behave in mysterious ways. Only half-elves can carry the Mark of Storm, for example. Either a human or a half-orc can have the Mark of Finding, but a full orc cannot. One fact is certain: If you possess a dragonmark, you must have a blood tie to one of the families that originally manifested that mark.

However, carrying the blood of a dragonmarked family does not automatically make you a member of that family's house or guarantee that you will manifest a dragonmark. By the edicts of Korth (see the next page), a member of a dragonmarked house who marries into one of the noble families of Galifar must sever ties to his or her house. Furthermore, it is possible for a member of a dragonmarked family to be stripped of rank and disinherited by the house itself, as a result of some crime he has committed or dishonor he has brought to the house. People banished from a house are called excoriates. In the past, the house lords would actually cut away the dragonmark of an excoriate, an act that often resulted in the death of the victim. Today, excoriation is a symbolic gesture, but an excoriate cannot hold house rank or make use of the house name, and members of the dragonmarked houses are forbidden to aid or associate with one.

Because of the practice of excoriation, it is possible to have dragonmarked blood in your family tree and never know it, allowing you to spontaneously and unexpectedly manifest a dragonmark. Such unattached heirs are known as foundlings. As a general rule, the dragonmarked houses gladly bring foundlings back into the fold. The sins of the parent are not visited on the child, and the interests of the house demands consolidation of dragonmarks when it can. If you possess a particularly powerful mark, you might receive pressure to join a house—and should you be seen as threatening its reputation or business, the house might seek to eliminate you.

Within the house, possession of a dragonmark does not automatically equate to authority. The Favored in House feat represents influence based on family connections, history, or personal accomplishments. Unless you possess this feat, how the house treats you depends on what you do for it in return.

In general, if you are an accepted heir to a house, you can get room and board at any house enclave (although you might have to put in a few hours work in exchange for your dinner). Members of the house share rumors with you and discuss local news. If you're short on gold, you can always find work at one of the house businesses—though you have to earn your wage like anyone else.

For access to the greater services or resources of the house—whether arcane workshops, free tickets on the lightning rail, or free healing from House Jorasco—you need to earn your influence. If you have the Favored in House feat, you can use this influence to curry favor. Otherwise, the lords of the house (traditionally known as barons) might approach you with propositions of their own. As an adventurer, you are likely to be more capable than many other members of the house. A baron might want you to recover a lost treasure, or to cripple a trade rival. In exchange for these services, you can call in favors from the house (within reason).

While you might become Favored in House, as an adventurer you are unlikely to hold any significant authority in your house. The dragonmarked houses are businesses. The barons earn their ascension through the ranks with years of dedication and management, and they spend their days balancing budgets and monitoring house operations. Unless you're willing to set aside your sword for an accounting ledger, you should be content with the influence you can gain from serving the house in the field.

POWER AND PROPHECY

Symbols of power and mystery, dragonmarks manifest on certain members of select bloodlines. Over the course of the last two thousand years, the families

WHAT DO YOU KNOW?

Knowledge (arcana)

DC 5: Dragonmarks are magical marks that appear on the skin and grant powers to their bearers.

DC 10: Dragonmarks are tied to specific bloodlines. The people bearing these dragonmarks joined together to create houses, which use the powers of the mark for economic gain.

DC 15: You know the names of the thirteen dragonmarked houses and the mark associated with each one. You can identify the trade symbols and seals of each house.

Knowledge (history)

DC 15: The War of the Mark was an attempt to exterminate aberrant dragonmarks. In the current era, aberrant marks are grudgingly accepted, but the houses forbid interbreeding, and aberrants are still viewed with suspicion.

DC 20: Accounts of the War of the Mark imply that in the past people possessed aberrant marks with far greater powers than those seen today.

Knowledge (nobility and royalty)

DC 10: You know the names of the thirteen dragonmarked houses and the mark associated with each one. You can identify the trade symbols and seals of each house.

DC 15: You are familiar with the businesses and guilds of each house.

DC 20: You know the names of the leaders and key figures within a particular house. You are familiar with the customs and traditions of a house.

Spellcraft

You can recognize a specific dragonmark and the power it bestows through visual examination. If you are a member of a dragonmarked house, you can identify the marks of your house without a check.

Aberrant mark	DC 18
Least mark	DC 15
Lesser mark	DC 20
Greater mark	DC 25
Siberys mark	DC 30

carrying these marks established themselves as mercantile dynasties known as dragonmarked houses. Today, these houses are a vital part of post war Khorvaire. House Sivis maintains the message stations that allow swift long-distance communication. House Lyrandar and House Orien provide quick, safe travel by land, air, or sea. House Jorasco holds the keys to medicine and healing, both magical and mundane.

However, dragonmarks are only one aspect of the power of the houses. Being able to use *cure light wounds* or perform *whispering wind* once per day is useful, but hardly enough to build a monopoly on medicine or communications. Over the centuries, the houses experimented with dragonshard focus items—magic items that enhance the inherent powers of a dragonmark. From the *speaking stones* of House Sivis to the *lightning rail* of House Orien, these items transform the powers of a dragonmark into the keys to commerce and industry.

Beyond this, the houses spent hundreds of years perfecting their skills and absorbing smaller traders, creating vast guilds that the people of Khorvaire now know and trust. An innkeeper doesn't need the Mark of Hospitality to do his job (though it might make that job easier), but if he has the sign of Ghallanda over his door, travelers know that he has been licensed by the Hostelers Guild and they can expect good-quality service and food. The reputation and influence of the guilds is almost as significant as the power of the dragonmarks themselves. Given the choice, a soldier buys his arms and armor from a smith sanctioned by the Fabricators Guild.

THE EDICTS OF KORTH

When Galifar I was building his kingdom, he called together the leaders of the dragonmarked houses and swore to provide them with a safe haven and special status. In return, the houses agreed to a set of restrictions that prevented them from posing a threat to the rule of Galifar or that of his descendants, while allowing them to continue as mercantile powers. The so-called edicts of Korth forbid any member of a dragonmarked house from holding a grant of land, and place limits on the size of house enclaves and the armed forces that can be garrisoned at an enclave. Special provisions are made for House Deneith, which has the right to assemble military forces for mercenary service. The edicts further specify that no member of the aristocracy of Galifar can be bound to a member of a dragonmarked house in marriage without one of the two giving up all heritage and rights. Since the houses do not own land, the edicts dictate a system of rents to be paid to the crown.

In the wake of the Last War, the houses continue to operate under the edicts of Korth, treating the local ruler as the crown for purposes of the law. This authority allowed the leaders of the Five Nations to demand that House Cannith destroy the creation forges and cease production of the warforged. However, some of the dragonmarked barons are beginning to question the edicts. These rebellious leaders say that the houses are more powerful than the fractured remnants of Galifar—and that it is time to reconsider the relationship between baron and king.

THE TWELVE

The War of the Mark was a defining moment in the history of the dragonmarked houses. Many of the houses came into existence as a result of the war, as the families carrying the pure marks joined together to face the aberrants and discovered the power such an alliance could wield. At the end of the war, Lord Hadran d'Cannith suggested that the houses formally cement their alliance by creating a citadel—a center for research and study of both arcane magic and the potential of the dragonmarks. Though there were only ten dragonmarked houses at the time, the architect and artificer Alder d'Cannith convinced the committee to name the institute the Twelve, based on his belief that there were twelve pure dragonmarks in addition to the shattered Mark of Death. Alder was a brilliant man whose works had played a critical role in the War of the Mark, and the members of the committee humored him—though few actually expected a twelfth mark to appear. (The remaining two marks, Warding and Finding, weren't "discovered" until after the creation of the Kingdom of Galifar.)

Over the centuries, the Twelve has remained one of the premier centers for magical research in Khorvaire, and only the Arcane Congress can match its resources. The primary focus of the Twelve is the study of dragonmarks and dragonmark focus items, and the development of new magical items that can benefit society (and turn a profit for the houses). In combining the skills and powers of the different marks, the wizards and artificers of the Twelve have crafted remarkable items. It took the combined skills of Houses Orien, Cannith, and Kundarak to create the spacious vaults that allow Kundarak customers to deposit goods at one bank and withdraw them across the continent. Airships, the *lightning rail*, even the warforged—these things would not exist without the spirit of cooperation found among the Twelve.

Should you rise high in the favor of a dragonmarked house, you might be able to call upon the resources of the Twelve. This institute possesses impressive arcane workshops and vast libraries, and it draws upon the talents of some of the most gifted artificers and wizards in Khorvaire—all of which could prove quite useful to an adventurer. After all, the Twelve can always use someone to test new inventions—magic weapons, dragonshard focus items, or other creations that aren't quite stable enough for public use.

SUBRACES AND DRAGONMARKS

The dwarf, elf, gnome, and halfling subraces detailed in the *Monster Manual*, as well as new subraces introduced in *Races of Stone* and *Races of Destiny*, are all considered members of the dragonmarked races. However, the bloodlines of the dragonmarked houses only manifest in the most common subraces. For example, only high elves who are members of the House Thuranni or House Phiarlan bloodlines display the Mark of Shadow, and only hill dwarves from House Kundarak display the Mark of Warding. A member of a variant subrace—any character whose type is humanoid and whose subtype is human, dwarf, elf, gnome, or halfling—does qualify for the Aberrant Dragonmark feat, however, since aberrant dragonmarks occasionally manifest among these subraces.

DRAGONMARK TALENTS

Dragonmarks have existed for thousands of years. Over the centuries, the houses have honed their skills, adapting the power of the dragonmarks to aid with specific tasks.

Dragon's Insight

You can call on the power of your dragonmark to enhance your natural abilities.

Prerequisite: Least Dragonmark or Siberys Dragonmark.

Benefit: As a free action, you can expend one of the daily uses of one of your dragonmark powers to gain a +4 insight bonus on checks using a particular skill for a limited time. The skill affected by this feat is determined by the nature of your mark:

Detection: Spot
Finding: Search
Handling: Handle Animal
Healing: Heal
Hospitality: Diplomacy
Making: Craft (any)
Passage: Survival
Scribing: Decipher Script
Sentinel: Sense Motive
Shadow: Gather Information
Storm: Balance
Warding: Search

The duration of the bonus depends on the potency of the dragonmark whose power you expend. The bonus granted by this feat always applies to at least one check (regardless of how long it takes to make such a check), as long as you begin the check before the duration elapses. For example, if you have the Least Mark of Shadow, the bonus applies to at least one Gather Information check begun within 1 minute of activating the ability, even though a typical Gather Information check takes much longer than 1 minute.

Mark	Duration
Least mark	1 minute
Lesser mark	10 minutes
Greater mark	1 hour
Siberys mark	24 hours

Shield of Deneith

You can channel the power of your Deneith dragonmark to defend yourself in battle.

Prerequisite: Least mark of Sentinel or Siberys Mark of Sentinel.

Benefit: As an immediate action, you can expend one of your daily uses of your Mark of Sentinel dragonmark to gain a dodge bonus to AC. This benefit lasts for a number of rounds equal to your Wisdom bonus (if any) + 1/2 your character level (minimum 1 round). The value depends on the level of the mark charge that you expend.

Mark	Dodge Bonus
Least mark	+1
Lesser mark	+2
Greater mark	+3
Siberys mark	+4

Swiftness of Orien

You can draw on the power of your Mark of Passage to temporarily enhance your speed or the speed of your mount.

Prerequisite: Least Mark of Passage or Siberys Mark of Passage.

Benefit: As a swift action, you can expend one of your daily uses of your Mark of Passage dragonmark to gain an enhancement bonus to any of your speeds for 1 round. Alternatively, you can grant this bonus to a creature you are currently riding. The creature affected must have a speed in the form of movement to be increased (for example, you can't gain a bonus to fly speed if you don't have a fly speed).

The increase to speed depends on the level of the mark charge that you expend.

Mark	Speed Increase
Least mark	+20 ft.
Lesser mark	+40 ft.
Greater mark	+60 ft.
Siberys mark	+90 ft.

ABERRANT DRAGONMARKS

Common superstition holds that aberrant marks are a taint on the soul—that the bearer of one of these marks will invariably fall ill or go mad. Furthermore, aberrant marks can hold powers more dangerous than the pure marks—abilities such as *burning hands, charm person, chilling touch, inflict light wounds,* and *produce flame*. Between the stories of madness and the clear threat posed by these deadly marks, people view the bearers of aberrant dragonmarks with a mix of fear and suspicion.

It's difficult to say if there is any foundation to these fears. People with aberrant marks tend toward evil alignments—but this could reflect either the sinister influence of the mark or the abuse and distrust they suffer as a result of their marks.

FAMILY NAMES: TO D' OR NOT TO D'?

The naming conventions of the dragonmarked houses can be mystifying to those outside the houses. The first key to understanding is that the dragonmarked houses are comprised of multiple but related families. House Phiarlan consists of the Phiarlan, Tialaen, Shol, and Ellorenthi lines, while House Cannith includes the Vown and Tellic lines.

Typically, members of a house use the house name when dealing with others, saving their family names for formal occasions—so Elaydren Vown d'Cannith usually refers to herself as "Elaydren d'Cannith" when dealing with people outside of her house.

The d' prefix, added after the War of the Mark, identifies blood families tied to recognized dragonmarked houses and sets those born of dragonmarked blood apart from the rest of Khorvaire.

Not all of these marks are dangerous; some grant harmless powers such as *feather fall* or *jump*. Should you chose to play a character with an aberrant mark, there are no rules forcing you to become mad.

These superstitions are drawn from the past. Accounts of the War of the Mark make clear that there was a time when aberrant marks could channel powers far greater than the pure marks. Two aberrant lords—Halas Tarkanan and his consort, a woman known only as the Lady of the Plague—destroyed an entire city with their aberrant marks, and legends say that the death-curse of the Lady of the Plague still lingers in the depths of Sharn. The stories of madness might also be drawn from this time—implying that while the first aberrants could channel greater powers, these abilities took a terrible toll on body and mind.

No one knows where the first aberrant marks came from. Some say that the pure marks are gifts of Siberys, while the aberrant marks reflect the touch of Khyber. It is a known fact that if two people of different dragonmark bloodlines have a child, the offspring is more likely to manifest an aberrant dragonmark than the pure mark of either house. Such marks are known as mixed marks, and as a result of this phenomenon the houses have forbidden breeding between dragonmarked lines. But sometimes aberrant marks manifest randomly, in bloodlines with no tie to any dragonmark house. Recently, aberrant marks have been rumored to grant greater abilities than have been seen in centuries. (These abilities are reflected in the feats presented on this page.) No one has an explanation for this surge in aberrant power—but some fear that it is a precursor to the return of the Children of Khyber and the terrible powers last seen in the War of the Mark.

While aberrant dragonmarks can be identified using Spellcraft, they can never be mistaken for pure dragonmarks. Aberrant dragonmarks come in a wild range of colors and shapes, and two that grant the same power might look entirely different. Aberrant marks are often surrounded by welts, boils, or otherwise discolored flesh.

Aberrant Dragonmark Gift

Your aberrant dragonmark is especially potent.

Prerequisite: Aberrant Dragonmark.

Benefit: You can use the spell-like ability granted by your Aberrant Dragonmark three times per day.

Aberrant Dragonmark Mystery

You can use the power of your aberrant mark to enhance your magical abilities.

Prerequisite: Aberrant Dragonmark, Concentration 6 ranks.

Benefit: When you cast a spell, imbue an infusion, manifest a psionic power (see *Expanded Psionics Handbook*), or use a warlock invocation (see *Complete Arcane*), you can sacrifice a daily use of the spell-like ability granted by your aberrant dragonmark as a free action to increase the caster level of the spell, infusion, power, or invocation by +1.

Aberrant Dragonmark Vigor

You can channel the energy of your aberrant mark to enhance your health.

Prerequisite: Aberrant Dragonmark.

Benefit: As an immediate action, you can sacrifice a daily use of the spell-like ability granted by your aberrant dragonmark to gain temporary hit points equal to your Hit Dice. These hit points last for a maximum of 1 hour.



Heirs of House Thuranni, Tharashk, and Deneith

DRAGONSHARDS

FRAGMENTS OF THE FIRST DRAGONS

Crystalline objects with tremendous magical potential, dragonshards are one of the most important natural resources found in Eberron. As iron shapes the technology of warfare, so do dragonshards shape the technology of magic. Spellcasters and psionic manifesters use Eberron shards to increase their powers. The dragonmarked houses find Siberys shards essential for enhancing and expanding the powers granted by their magical marks, while the great elemental vessels rely on Khyber shards to bind the elementals that give them their power.

Dragonshards appear as translucent rock or crystal, with opaque veins of swirling color embedded within them. These colorful veins move and pulse as if the shard were a living thing. Most dragonshards are less than 1 inch in diameter, while some are as large as a human fist.

Siberys shards (also called sunstones or starmotes, and sometimes just dragonshards) are golden crystals that are particularly valuable to the dragonmarked houses, and they are also coveted by the quori of Riedra. They fall from the Ring of Siberys that encircles the world, and thus are found in equatorial regions from Xen'drik to Sarlona. Most prospectors of Siberys shards work in Xen'drik, since the dangers there are at least less organized than those found in Riedra or Argonnessen. Scions of the dragonmarked houses can attune Siberys shards to their own dragonmarks, fashioning them into focus items that enhance their spell-like abilities. The Inspired of Sarlona use them to enhance their psionic abilities, actually embedding the shards into their bodies to gain the powers they contain.

Eberron shards (often called bloodstones or bloodshards) are red or pink, with vivid scarlet veins. They usually appear in geodes buried in soil (often in large clusters), and are found exclusively in Khorvaire and Aerenal. They have a broad affinity for magic: Spellcasters can attune an Eberron shard to a specific spell to enhance the effect of that spell when it is cast on the shard. Wizards can also encode their spells in Eberron shards, using the shards in place of a spellbook. Psionic characters can use Eberron shards to create power stones, and these shards are ideally suited for use in the creation of different kinds of magic items that store, absorb, or enhance spells.

Khyber shards (also called nightshards or demonstones) are smoky in color, with veins of midnight blue or oily black. They appear deep underground in volcanic regions, usually near magma pools or sulfur vents. They are most common in areas with extensive fiendish or elemental activity, such as the Demon Wastes. Khyber shards have a marked affinity for the magic of binding, and as such they are particularly useful in connection with the elemental binding techniques that have developed in Zilargo. They are also common components of binding diagrams, *trap the soul* spells, and similar magic.

Shard	Value Range	Average Value
Siberys		
Small	4d4 × 25 gp	250 gp
Large	4d4 × 200 gp	2,000 gp
Greater	2d4 × 1,000 gp	5,000 gp
Eberron		
Small	1d8 gp	4 gp, 5 sp
Greater	4d4 × 10 gp	100 gp
Khyber		
Small	4d4 × 75 gp	750 gp
Greater	4d4 × 500 gp	5,000 gp

WHAT DO YOU KNOW?

Knowledge (arcana)

DC 10: There are three kinds of dragonshards, named after the three progenitor dragons: Eberron, Siberys, and Khyber shards.

DC 15: Siberys dragonshards can enhance the power of a dragonmark in various ways, from applying metamagic effects to the spell-like abilities granted by a dragonshard to granting entirely new abilities to a dragonmarked character. Eberron shards hold magic—whether used as a wizard's spellbook or as a component of a *spell storing* item. Khyber shards are used in the magic of binding: trapping souls or binding elementals.

DC 20: Siberys dragonshards fall from the Ring of Siberys and thus are most common around the world's equator—particularly in Xen'drik. Eberron shards are found in the soil of Eberron and Aerenal. Most Eberron shards on the market come from the Shadow Marches. Khyber shards are excavated from deep underground in volcanic regions, particularly the Demon Wastes.

Knowledge (geography)

DC 20: The Shadow Marches are particularly known for their fields of Eberron dragonshards. Siberys dragonshards fall in great showers from the Ring of Siberys, coming to ground in Xen'drik, Sarlona, and (presumably) Argonnessen. Khyber shards are found underground in the Demon Wastes and other volcanic areas.

Knowledge (nobility and royalty)

DC 15: The dragonmarked houses have a keen interest in Siberys shards because they can enhance the magical abilities of marked individuals. House Tharashk is deeply involved in prospecting for all kinds of dragonshards.

Knowledge (psionics)

DC 15: Siberys dragonshards can be crafted into universal items that can be implanted into the body of a kalashtar or Inspired to grant unusual powers. Eberron shards can be used to create power stones, holding a single psionic power for later use. Khyber shards have no known psionic use.

Dragonshard Items

The weapons described here incorporate dragonshards into their construction, and use the affinities of the shards to generate particular magical effects.

Bloodstone Blade

A *bloodstone blade* is a *+1 longsword* (or occasionally a different kind of weapon) containing an Eberron dragonshard attuned to the *vampiric touch* spell, allowing that spell to be delivered by the blade repeatedly without recharging, and in an empowered form.

Description: This sword is forged of the finest steel, with powdered red dragonshard carefully inlaid into intricate designs along the blade.

Activation: When you strike a creature with a *bloodstone blade* and the creature takes damage from the weapon, the weapon can deliver the effect of a *vampiric touch* spell as a free action if you desire.

Effect: A bloodstone blade can hold a *vampiric touch* spell as if it were a *spell storing* weapon. Any such spell is automatically empowered by the blade, even if the original caster does not have the Empower Spell feat. As with a normal spell storing weapon, the *vampiric touch* effect uses the original caster's caster level. No more than one such spell can be held by a bloodstone blade at any time, and no spell other than *vampiric touch* can be stored within the weapon.

Aura/Caster Level: Strong evocation and necromancy; CL 12th.

Construction: Craft Magic Arms and Armor, *vampiric touch*, 12th-level caster, 6,315 gp, 480 XP, 12 days. Creating a bloodstone blade requires first attuning the Eberron dragonshard to the spell it will hold (see page 265 of the *Eberron Campaign Setting* for details).

Weight: 4 lb.
Price: 12,315 gp.

Nightshard Maul

This *+1 greatclub* is studded with Khyber dragonshards mined from areas near where couatl spirits hold the ancient fiend-lords of Khyber imprisoned in their coils. The dragonshards contain fragments of both powerful essences, making a *nightshard maul* a dangerous weapon—to both the wielder and his foes.

Description: Several smoky crystals containing inky black veins of color stud the hitting end of this heavy greatclub. Bands of dark iron ring the club, and the handle is carefully wrapped in midnight-blue leather. When it is wielded in combat, energy crackles around the dragonshards, flashing both light and dark.

Activation: By clutching the handle of the maul and concentrating (a standard action that does not provoke attacks of opportunity), you can use *detect thoughts*, turn ethereal, or *polymorph*.

All other powers of a *nightshard maul* activate automatically when you swing it at a foe, as the crackling energy around its head deals extra damage to good and evil opponents.

Effect: In addition to its +1 enhancement bonus, a *nightshard maul* deals an extra 1d6 points of damage to creatures that are either good or evil, and it overcomes damage reduction as if it were both a good-aligned weapon and an evil-aligned weapon.

While the maul is in your possession, you can use *detect thoughts* at will (DC 13). Once per day, you can turn ethereal for 5 rounds (as *ethereal jaunt*, except that you can't end the duration prematurely). Also once per day, you can use *polymorph*, but only to change your own shape (you cannot target another creature with this ability).

If you are either good or evil, you take a –1 penalty on saving throws while you carry a *nightshard maul*. The warring spirits of good and evil held within the dragonshards take their toll on your own soul.

Aura/Caster Level: Moderate necromancy and transmutation, CL 7th.

Construction: Craft Magic Arms and Armor, 26,305 gp, 2,080 XP, 52 days.

Weight: 10 lb.
Price: 52,305 gp.



Those who use dragonshard weapons wield the power of the forces of creation

ED

DROAAM

MONSTERS OF CIVILIZATION

Most inhabitants of Droaam would be considered monsters in any other nation, but in their own land they maintain a semblance of civilization, and some even become adventurers. The table on the following page summarizes favored class, Hit Dice, level adjustment, and starting effective character level (ECL) for the most common races of Droaam. The Monster Manual provides more information.

Gnolls live and fight among all of Droaam's various power groups. This neutral stance amid the chaos of factions jockeying for power makes them something of a stabilizing influence. They are increasingly common as mercenaries and even menial laborers outside Droaam, thanks to the efforts of House Tharashk. People regard them with unease, but their widespread presence is building acceptance for them in the wider world. *Races of the Wild* has more information about playing gnoll characters.

Goblins live in Droaam primarily as the slaves of ogres, orcs, and other races. Being the weakest race in a society that concentrates power among the strong makes life difficult, and few Droaamite goblins ever rise to positions of power (including adventuring). Goblins are common in the cities of Khorvaire, particularly in the west, so the presence of a goblin in a group rarely raises eyebrows. A goblin who asserts his rights and speaks his mind is a different matter, however, and such creatures are rare indeed.

While not exactly common, half-ogres appear with some regularity in Droaam, where ogres are among the most powerful and respected figures of authority. They are not as strong as their ogre parents, nor as smart as humans or the more intelligent monsters that run affairs in Droaam, so they work as cheap sellswords or laborers, sometimes traveling beyond Droaam under the auspices of House Tharashk. *Races of Destiny* has more information about playing half-ogre characters.

Harpies are one of the most important power groups in Droaam. Harpy flights have inhabited the Byeshk Mountains since ancient times. A number of them have recently migrated to the Great Crag to serve the Daughters of Sora Kell, but six flights remain in the north.

Hill giants are the most physically powerful of Droaam's common inhabitants, but their slow minds and chaotic tempers make them potent followers rather than warlords in their own right. Hill giants live in almost complete independence in the foothills of the Graywall Mountains. Hill giant player characters are liable to draw stares or screams in most humanoid settlements (with the possible exception of Stormreach, in Xen'drik).

Medusas are perhaps the most monstrous residents of the monster nation. They appear in greatest numbers in the ancient city of Cazhaak Draal, under the rulership of the Queen of Stone. They are greatly feared, both in Droaam and beyond. A medusa traveling outside Droaam must hide her true nature or be attacked as a threat to public safety.

Fiercer and more bestial than ogres, minotaurs do not live in organized communities in any large numbers. Most minotaurs in Droaam reside in isolated wilderness areas, but individuals are frequently seen in the Great Crag and Graywall, delighting the crowds as pit fighters. Minotaurs traveling beyond Droaam have a harder time fitting in than ogres, but are not usually attacked on sight.

Ogres form the backbone of several power groups in Droaam. Just smart enough to throw their weight behind powerful warlords such as Gorodan Ashlord or Tzaryan Rrac, ogre enforcers keep hordes of diverse humanoids and rebellious slaves in line. Ogres are respected in Droaam and reasonably well accepted in the world beyond.

Orcs live in a few scattered tribes in Droaam, neither as populous as goblinoids nor as common as they are in the Shadow Marches. Most orcs

WHAT DO YOU KNOW?

Knowledge (geography)

DC 10: Once officially a part of Breland, Droaam is now the nation of monsters. Its population consists of gnolls, orcs, goblinoids, giants, and monstrous humanoids.

DC 15: Droaam is governed by three hags called the Daughters of Sora Kell, who hold court in a metropolis called The Great Crag. It is a nation in only the loosest sense of the word. Though the hags petitioned to be included in the talks leading to the Treaty of Thronehold, they were rejected and are not officially recognized as a nation. The rulership of the hags is fragile, with a system of tribute serving as the only real government keeping the various clans and warlords in line.

DC 20: Other powerful groups in Droaam include the Dark Pack (werewolves and worgs that roam the south), a fire giant named Gorodan Ashlord, a community of medusas led by the Queen of Stone, and the followers of an ogre mage named Tzaryan Rrac.

Knowledge (history)

DC 10: Numerous ruins from the ancient hobgoblin empire of Dhakaan dot Droaam's landscape.

Knowledge (local)

DC 15: Laws are loose in Droaam. The strong get what they want, but the rich can buy their way. Bribery, slavery, and arena combat are common.

Knowledge (nature)

DC 10: Giants and monstrous humanoids, particularly ogres, harpies, minotaurs, ogres, and trolls, live in the monster nation of Droaam.

Knowledge (nobility and royalty)

DC 15: House Tharashk acts as a broker for the services of Droaamite mercenaries across Khorvaire. House Deneith resents this intrusion into a field traditionally its own.

Knowledge (religion)

DC 10: Most inhabitants of Droaam hate the Church of the Silver Flame.

DC 15: Priests of the Mockery and the Shadow are found in communities in Droaam, along with a few cults dedicated to the Dragon Below.

in Droaam live under the rule of the ogre mage warlord Tzaryan Rrac in the southwest of the nation, and west toward the Shadow Marches. Orcs find widespread acceptance in the outside world.

Trolls are uncommon in Droaam, mostly living in small bands in the mountains. Like hill giants, they are recruited as muscle for more order-minded warlords—a role they fill admirably well. They are not welcome in humanoid settlements beyond Droaam's borders.

Race	Favored Class	Racial HD	Level Adj.	Starting ECL
Goblin	Rogue	—	+0	1st
Orc	Barbarian	—	+0	1st
Half-ogre	Barbarian	—	+2	3rd
Gnoll	Ranger	2d8	+1	3rd
Ogre	Barbarian	4d8	+2	6th
Minotaur	Barbarian	6d8	+2	8th
Harpy	None	7d8	+3	10th
Medusa	None	6d8	+4	10th
Troll	Fighter	6d8	+5	11th
Hill giant	Barbarian	12d8	+4	16th

GRAYWALL: GATEWAY TO DROAAM

The small city of Graywall (population 6,300) lies near the border with Breland to the east, and it houses the greatest population of humans and other common humanoids in all of Droaam. It is as far as most visitors ever venture into the monster nation. A mind flayer named Xor'chylic serves as governor on the hags' behalf, enforcing order with ruthless efficiency.

Graywall consists of roughly formed buildings hewn by the strength of ogres into alien shapes pleasing to Xor'chylic but disturbing to most visitors. Most of the buildings are scaled to accommodate large creatures.

The eastern quarter of the city houses humans and members of the other common races. This area, called Thajnarr (from an insulting Giant word for humans), boasts a handful of inns and taverns that provide human-sized accommodations and serve meals palatable to human tastes. The city has a small temple to the Sovereign Host, but no open worship of the Host exists. Many residents of the eastern quarter are at least as unsavory as the monsters that inhabit the rest of the city, but House Tharashk maintains a semblance of justice and order there under the leadership of Lord Khundran d'Torrn, a half-orc dragonmark heir with the Lesser Mark of Finding.

Merchants from across Droaam come to Graywall to purchase goods brought in from the rest of Khorvaire. Would-be mercenaries hoping to find employment also crowd the marketplaces. In addition to House Tharashk, House Sivis has a small outpost in Graywall, while House Orien maintains the trade road that connects the city to Breland and runs on to the Great Crag. House Deneith offers protection services to caravans headed for the interior of the country. Humans traveling beyond Graywall are well advised to bring such protection.

Xor'chylic maintains order in Graywall with the assistance of a security force consisting of gnolls reinforced by minotaur, troll, medusa, and harpy officers. The elite agents of this security force are rightly feared in the city, but none so much as the mind flayer itself.

Dungeons of Droaam

Droaam is a fine place to win a fortune in ancient treasure or to make your name as the surveyor of Dhakaani ruins. But you'd best be careful traveling through the land of monsters—especially if you wear the Silver Flame.

Cazhaak Draal is the most famous ruined hobgoblin city in Droaam. It's certain that treasures and other items of historical interest lie within its ancient walls, but a band of medusas has control of the place, and other petrifying creatures wander freely there. The Kech Volaar clan of Darguun also has an interest in the place. Nearby Suthar Draal is slightly safer.

Everyone pays attention to the big ruined cities, but few people and only slightly more goblinoids care about the isolated shrines, temples, palaces, and necropolises that dot the Droaam countryside. Many of them sit atop entrances to Khyber's depths—or, more accurately, eruptions from Khyber's depths emerge beneath these small ruins, through passages opened by the daelkyr as paths of attack. Thus, like the ruined cities, these ancient sites are infested with aberrations, and some sites are still centers of worship for the Cults of the Dragon Below.

The Byeshk and Graywall Mountains hold abundant resources of byeshk, a purple metal widely used in jewelry as well as for bludgeoning weapons. Such weapons are particularly effective against daelkyr and some aberrations. The Dhakaani hobgoblins mined byeshk for use against the daelkyr, and some of those mines still exist. Many of them, however, remain inhabited by the descendants of the horrible creatures the daelkyr sent in to shut the mines down.

Some of the most interesting sites in Droaam are literally dungeons. Beneath the lairs of Droaam's surface-dwellers, extensive prisons, labor camps, and slave pens extend deep into the earth. Some find themselves in these dungeons unwillingly, some attempt rescue missions there, and some stumble into these places upon emerging from a trek into Khyber. Whatever brings you into such a place, getting out is often even more of a challenge.

DWARVES

GOLD FUELS OLD FEUDS

The Mror Holds are home to twelve great dwarf clans. Each clan has its own stories, customs, and territory (which the dwarves call holds). Many years have passed since the dwarves fought each other in the mountains, but their memories are long, and the clans neither forget nor forgive the feuds they have with one another. These feuds were once bloody affairs settled with axe and shield, but in these enlightened times, dwarves use more sophisticated tactics. They battle over business contracts or games of skill; they support different athletes and undercut each other's mercantile enterprises. Some dwarves still turn to blades to settle their disputes, but the weapons are now wielded in shadow and gleam with poison.

Mroranon is one of the most powerful clans in the holds, and it lends its founder's name to the nation as a whole. Its mines produce the best iron ore in Khorvaire, allowing Mroranon to build strong diplomatic and mercantile ties with Breland. Mroranon seeks the destruction of the Jhorash'tar orcs, who hide in the Ironroot Mountains. The clan has feuds with Kolkaran, which uses its mineral wealth to undercut Mroranon's iron trade; with Soranath, whose founder quarreled with Mror in times of legend; and with Toldorath and Tordannon, who seek to grant the Jhorash'tar the full political power of a Mrorian clan.

Doldarun is wealthy, with a large number of gold and silver mines within its hold. Doldarun has also discovered deposits of mithral and adamantine in its territory, and it is deeply embroiled in foreign affairs. Doldarun dwarves are master entrepreneurs, playing their customers against each other and always finding the right market and highest prices for their goods. Historically neutral in the dwarven wars, Doldarun has no feuds with individual clans, but no firm allies either. Doldarun seeks to use its wealth to outmuscle the other clans and emerge as the de facto ruler of the Mror Holds.

Droranath is a throwback to earlier times. Its warriors are temperamental and train to enhance their natural rage; naturally, the clan boasts a large number of barbarians. It battles the Jhorash'tar continuously, which puts it at odds with Toldorath and Tordannon. Droranath has a lesser concentration of natural resources than most other holds, but it contains enough to make it a decent power and a worthwhile ally. Droranath mercenaries command high prices throughout Khorvaire.

Kolkarun shifts allegiance constantly. Its history includes feuds with each of the other clans at one point or another, and its allies change

DUERGAR AND DREAM DWARVES

According to one legend, the duergar (detailed in *Expanded Psionics Handbook*) are the debased remnants of an ancient dwarf kingdom that was destroyed during the Daelkyr War. Another legend ties them to the vanished Clan Noldrun, and they do seem to be most common in the depths of Khyber beneath the southern peaks of the Ironroot Mountains—near both Noldrunhold and the Goradra Gap. Some say their exposure to the mind-twisting magic of the daelkyr gave them psionic power similar to that of the mind flayers, while others blame interference by the quori. The duergar believe themselves to be the most ancient race of dwarves (certainly not the descendants of a clan that vanished only four centuries ago), but the truth is impossible to ascertain.

Dream dwarves (described in *Races of Stone*) are found in the Mror Holds, blending in with their cousins. They are most commonly seen near Mirror Lake, but even there they are rare.

Duergar and dream dwarves occasionally possess aberrant dragonmarks. (See Subraces and Dragonmarks, page 47.)

WHAT DO YOU KNOW?

Knowledge (geography)

DC 10: Once part of Karrnath, the Mror Holds is now a nation composed of several semi-independent dwarf clans.

DC 15: The governing body is the Iron Council, which rules on matters that affect all the clans in the Mror Holds. The clans do not cooperate especially well; many have longstanding feuds.

DC 20: The Aurum has a strong presence in the Mror Holds.

Knowledge (history)

DC 15: The dwarves fought each other for thousands of years before Karrn subjugated them and forced them to swear fealty to Galifar. The dwarves broke from the Five Nations during the Last War.

DC 25: The dwarves' ancestors came to the Mror Holds about twelve thousand years ago. The current clans are the descendants of exiles; nothing remains of the dwarves' original homeland in Khyber.

Knowledge (local)

DC 10: The dwarves are renowned bankers and entrepeneurs. They place great stock in personal appearance.

DC 15: A tribe of orcs called the Jhorash'tar shares the mountains with the dwarves. The two races have battled repeatedly over thousands of years.

DC 20: Mrorian dwarves like to stand out on the battlefield. They wear enameled armor, name their weapons, and develop distinctive battle cries.

Knowledge (nobility and royalty)

DC 10: House Kundarak, the dwarven dragonmarked house, has its headquarters—and wields considerable influence—in the Mror Holds. House Sivis assists Kundarak in its banking endeavors.

DC 15: The ruling family of each clan has the same family name as the clan.

Knowledge (religion)

DC 15: The Sovereign Host is the religion of choice in the Mror Holds. Most dwarves revere Kol Karan.

DC 25: An active volcano called the Fist of Onatar stands in the southern Mror Holds. The dwarves believe it is sacred to Onatar.

as rapidly as its enemies. Nevertheless, Kolkarun dwarves are shrewd entrepreneurs and charismatic negotiators, and their wealth allows them to supply potential allies with gifts. The other clans view Kolkarun as opportunists, while Kolkarun dwarves see themselves as smart enough to always pick the winning side. Currently, Kolkarun has diplomatic ties to Aundair, Karrnath, Zilargo, the Talenta halflings, and the Emerald Claw. It counts Mroranon and Soldarak among its allies in the holds, and for the last couple of decades it has maintained a growing feud with Doldarun, which seeks to discredit Kolkarun.

Clan Kundarak has become House Kundarak. It has no voice on the Iron Council, the Mror Holds' ruling body, and claims to be neutral. Despite that claim, Kundarak has great influence, and the other clans constantly vie for its favor.

Laranak's feud with Londurak is legendary. All dwarves know of the mutual enmity these two clans possess, and it was only with reluctance and gifts from the other clans that the two agreed to work together to present a unified front at Thronehold. Their councilors disagree with each other out of habit and ancestral hatred more than reason. Now, the two clans wage their private war in whatever socially acceptable ways they can, each shifting alliances with the other clans to outplay the other.

Narathunhold contains mines of precious gemstones, and Narathun jewelers are among the best in the world. They work with Mroranon to create ceremonial weapons and with Doldarun to create fine jewelry. Narathun feuds with Droranath, which it says reneged on a business deal long ago, and with Toldorath and Tordannon, which it believes robbed it in ancient times.

Noldrun disappeared about four hundred years ago. Rumors abound as to the cause, and most consider its lands haunted and avoid them. Mroranon, Toldorath, and Tordannon (all of which feuded with Noldrun) were not unhappy to see it go.

Soldorak is wealthy, and it envies House Kundarak's power and prestige. It attempts to discredit and undercut the dragonmarked house whenever possible and uses its wealth as a weapon against the other clans. Its uncompromising business dealings have put it at odds with most other clans, particularly Mroranon and Doldarun, but it works with Soranath to find markets for their mutual goods.

Soranath possesses excellent crafters, who work with other clans to produce finished goods from their raw materials. As such, they are friend to all, though the other clans resent being unable to match Soranath's skill. Sor, the clan's founder, quarreled with Mror in ancient times, and their clans continue the feud today.

Toldorath and Tordannon are longtime allies and persuasive diplomats. They currently lobby to grant the Jhorash'tar orcs full clan status, a proposition that Mroranon finds reprehensible but that the other clans are willing to consider. Toldorath and Tordannon are the most adept at using their wealth as weapons, and many members of the Aurum hail from these clans. They have longstanding feuds with Droranath and Narathun.



ELDEEN REACHES

THE WOODS OF THE WEST

Stories abound of the mysteries that lurk in the depths of the Eldeen Reaches. The Towering Wood is vast and ancient, and humanity barely has a foothold in that fortress of nature. Fey dance in untouched groves, and dire animals slumber in the deep woods. But where danger lurks in this primeval wilderness, much of it is far from natural. Thousands of years before humans came to Khorvaire, the forces of Xoriat fought the orc Gatekeepers in the Eldeen Reaches, and the scars of that terrible war still remain. For every dryad, there is a dolgrim; for every unicorn, there is a runehound. These horrible aberrations have no place in nature.

The forests of the Eldeen Reaches hold endless possibilities for exciting adventure. Planar portals lead to Thelanis, the Faerie Court, and manifest zones link to the Twilight Forest of Lamannia and the Endless Night of Mabar as well. Ancient ruins hold orc artifacts lost in the war against the daelkyr, along with sealed portals leading into the depths of Khyber. Legendary beasts roam the deep woods alongside wild fey, feral shifters, nomadic centaurs, and other creatures—some helpful, some hostile, some merely xenophobic.

On the other hand, ordinary folk call the Reaches home as well. These people fall into two distinct cultures: the farming folk of the eastern plains and the people of the woods.

The farmers live on the eastern edge of the Towering Wood. Their ancestors were citizens of Aundair, but their grandparents and great-grandparents turned against the lords of Aundair during the Last War, when the princes of Galifar abandoned them. The plains folk live simple lives, but they are rugged and proud. Most have taken up the beliefs of the druids, and villages have druid advisors. Their placid life was shattered during the Last War: Family holdings were obliterated, and society turned upside down as the young people left the quiet towns of the Reaches for the bright lights of the distant cities.

The people of the woods hid from the eyes of Galifar, and most prefer the solitude of the Towering Wood to the bustle of the Five Nations. Shifters and centaurs sometimes live in their own isolated tribes, but the forest folk prefer to live in small mixed communities—human, elf, and shifter living side by side. They follow the faith of one of the druid sects, but only the most exceptional actually become druids or rangers, joining the patrols that guard woods and plains alike.

More than any other factor, the druid sects of the Eldeen Reaches define the character of the nation and its people. A community's nature can be best understood by learning its relationship to these sects.

RACES OF THE ELDEEN WILD

Centaurs are most common in the western forests near the Twilight Demesne, and they maintain good relations with the fey there. They also range widely throughout the Eldeen Reaches. See *Races of the Wild* for more information about playing a centaur as a character.

Goliaths are mountain-dwelling nomads who form scattered communities in remote mountain areas, including the Shadowcrags in the Eldeen Reaches and several ranges in Xen'drik. They originated in Xen'drik, but most abandoned that continent with the rise of the giant civilization. Goliath wanderers are occasionally seen across Khorvaire and Xen'drik. Their barbaric cousins, the feral garguns, live in frigid regions, including the Frostfell and the Icehorn Mountains in the Eldeen Reaches. Goliaths and feral garguns are described in *Races of Stone*.

WHAT DO YOU KNOW?

Knowledge (geography)

DC 10: The Eldeen Reaches are a vast region of forest and plains in northwest Khorvaire. The population of this area is sparse, and much of the Towering Wood remains untouched by humanity. The soil is fertile, and the area is a center for agriculture.

DC 15: The Eldeen Reaches were only recognized as a nation at the Treaty of Thronehold. The woods are still wild and untamed, occupied by shifter tribes and bands of druids. Stories say that the deep woods are filled with monsters.

Knowledge (history)

DC 10: The eastern plains of the Eldeen Reaches were once part of Aundair. During the Last War, Aundair left the region to fend for itself. After druids and rangers from the Towering Wood helped the farmers fight off bandits and invading forces, the people of the region seceded and joined their land to the Eldeen Reaches.

Knowledge (local)

DC 15: The law in the Reaches is enforced by the Wardens of the Wood, who follow "natural law" as opposed to the Code of Galifar.

Knowledge (nature)

DC 10: The Eldeen Reaches are the center of druid activity in Khorvaire.

DC 15: Unusual plants and animals can be found there, including darkwood and reath leaves. However, the druids and rangers of the land despise poachers and pillagers.

Knowledge (nobility and royalty)

DC 10: House Vadalis has a strong presence in the Eldeen Reaches. The patriarch of House Vadalis conducts business from the city of Varna.

DC 15: House Vadalis is on good terms with most of the druid sects, but has been fighting with the Ashbound for centuries.

Knowledge (the planes)

DC 15: The Eldeen Reaches include manifest zones. Zones connected to Lamannia are often populated by dire animals, while the fey flock to regions touched by Thelanis.

THE DRUID SECTS

When human explorers first entered the Eldeen Reaches, a handful felt a call that drew them deep into the Towering Wood. They were led to the Great Druid Oalian—a mighty greatpine that spoke with a human voice. The ancient tree called upon the newcomers to maintain the balance between wood and world, and slowly taught the explorers the skills and duties of druids and rangers. From these original teachings, a number of sects soon took form. Despite their differences in belief, Oalian supports all the druids, since each sect embraces an aspect of the natural world. In return, most druids respect Oalian as the ultimate spiritual authority in the region, and they gather at Greenheart for important conclaves and rituals.

Among the Eldeen druids, hierarchy is defined by seniority, although a youth who displays extraordinary talent receives respect beyond her years. The young are expected to follow the dictates of the old; the elders debate major issues that face their community until a consensus is reached. As a rule, rangers and hunters are expected to defer to the judgment of the elder druids, but senior rangers can participate in the moots of the elders.

The druids revere the power of nature. Druids equate the natural world with the progenitor dragon Eberron, who is seen as the maker of all natural things. They do not worship Eberron as a god or believe that the Dragon Between actively watches the world, but they view Eberron as the source of life and the binder of unnatural things.

NPC REACTIONS

NPCs in the Eldeen Reaches begin with a friendly attitude toward a recognizable member of any druid sect except the Ashbound and the Children of Winter. The druids and rangers have a very positive reputation as guardians and protectors of the Reaches, and they represent the highest ideals that its people strive to attain. Folk of the Reaches greet the Ashbound with an indifferent to unfriendly attitude and are unfriendly toward the Children of Winter.

A few groups maintain active hostility toward the druid sects. These include the Cults of the Dragon Below and the Blood of Vol (along with the Order of the Emerald Claw), both of which revere forces that the druid sects abhor. Members of these organizations have unfriendly starting attitudes toward any Eldeen druid or ranger.

THE WARDENS OF THE WOOD

"The earth is scarred; we are its healers."

—Faena Graymorn, Warden of the Wood

The Wardens of the Wood are the largest of the modern druid sects. They are the eyes and ears of the Great Druid Oalian, and at Oalian's behest they maintain the balance between the wilds and the civilized world. The daelkyr left deep scars on the land, and older horrors date back to the Age of Demons. The Wardens hunt unnatural creatures and strive to destroy fiends, undead, and aberrations. When it comes to natural dangers—dire animals or other deadly predators—the Wardens keep humans away from these creatures, allowing each to live in peace.

Warden druids work with the people of the plains, teaching them methods of agriculture and animal husbandry that work in harmony with nature. When the plains folk seceded from Aundair, the Wardens trained their militias and fought at their sides. In their gratitude, the folk turned to the study of the druidic mysteries, and this helped make the land remarkably fertile. Today, Warden rangers patrol the entirety of the Reaches, fighting bandits, poachers, and other interlopers.

The primary goal of the Wardens of the Wood is to protect the innocent—whether that means protecting nature from humanity or vice versa. Some seek to educate the people they encounter, but others use sword or spell to battle greed and evil. All Wardens strive to act with wisdom and compassion, however, and to aid all of Eberron's children as well as they can.

Wardens of the Wood in the World

"Since Moselin taught us to recognize its territory, we haven't had any trouble with the dire bear."

—Vhaja Dumik, resident of Cree

The Wardens of the Wood claim some ten thousand active members—roughly one in fifty of the Reaches' citizens. Though the organization's membership is mostly human, elves, half-elves, shifters, orcs, and members of more exotic races are also represented. Wardens are generally neutral good and are concerned above all with the well-being of every natural creature that lives in the Reaches.

Unlike the other druid sects, the Wardens have a fixed base of operations: Greenheart, a town in the midst of the Towering Wood. Built around a sacred grove and a manifest zone linked to Lamannia, Greenheart is the spiritual and temporal heart of the Eldeen Reaches—home to the Great Druid Oalian and the loose government of the Reaches.

The membership of the sect includes sedentary druid advisors who offer their wisdom and minor spellcasting services to villages throughout the Reaches, as well as more adventurous druids and rangers who patrol the woods, plains, and foothills of the land to maintain peace and protect the innocent. Some members actively seek out aberrations and other unnatural forces to drive them from the Reaches (or the world). All strive to maintain the balance between nature and civilization in ways that promote health and well-being at a physical and spiritual level.

Great Druid Oalian (N *awakened* greatpine druid 20) is the unquestioned leader of the Wardens. Brought to sentience a thousand years before humans set foot on Khorvaire, Oalian possesses a depth of wisdom and a sensitivity to all living beings that are difficult for anyone who has not met the druid to imagine. Oalian rarely moves, and much of the hands-on work of governing the Wardens is carried out by Faena Graymorn (NG female half-elf druid 13). Faena was born with impressive gifts, and she played a critical role in the secession of the Reaches from Aundair. Old age has sapped her strength, but her wisdom remains.

Other notable members of the wardens include Root (NG male personality warforged fighter 2/druid 4), a spiritual soldier searching for his place in the natural world; Moselin (NG male human druid 7), advisor to the town of Cree and also an active hunter of aberrations; and Feralyn Wolf-tail (NG female gnome ranger 5/Eldeen ranger 1), a clever gnome who hunts poachers and bandits.

THE ASHBOUND

"Cities will crumble and trees take root in their streets once more. Anything I can do to hasten that day's coming, I swear I will do."

—Tasia, Ashbound Eldeen ranger

For most druids, nature and civilization are forces that must be kept in balance. For the Ashbound, civilization is the

enemy: a corrupting force that must be driven back or destroyed before it deals irreparable damage to the true world. Initiates of the order are daubed with the ashes of trees destroyed in the name of "progress." They swear to be bound to the service of Eberron and to fight the unnatural until the world is restored to its primal state.

To the Ashbound, many things violate the natural order, with arcane magic at the top of the list. The Ashbound see such magic as the epitome of the unnatural, using formulas and rituals to twist the laws of nature and create deadly effects that were never meant to exist. Cities and other physical manifestations of civilization are next on the list, along with structured agriculture and the magebreeding of animals—twisted attempts to reshape the world. Ashbound have no more love for clerics than for wizards, and believe that any nondruidic faith involves trafficking with otherworldly (and therefore unnatural) spirits.

The Ashbound are infamous for their use of violence, and they fight with the fury of the wild. However, moderates among the sect seek to convince others of their misdeeds through discussion instead of destruction. These Ashbound believe that people can be shown the error of their ways and encouraged to slowly change over time. As an Ashbound, you can travel in the company of a wizard—as long as you warn your companion of the dangers of his art and make certain he does not harm innocents. If you seek out the greatest threats, you set an example to others through your actions. The Ashbound might despise wizards and hate cities, but undead and aberrations are just as unnatural, and must be dealt with.

Ashbound shun armor, but most are willing to use forged weapons. Shifters are drawn to the Ashbound cause, believing that they are closer to nature than most humans.

The Ashbound in the World

"They're extreme fanatics. I'm not unsympathetic to their cause, mind you, but they're not making any friends by resorting to violence to get their point across."

—Feralyn Wolf-Tail, Warden of the Wood

Compared to the Wardens of the Wood, the Ashbound are a tiny sect, claiming no more than seventeen hundred members. Of these, the vast majority are humans and shifters. The overall alignment of the sect is neutral, though individual members more often lean toward evil than good.

The Ashbound wander in small bands along the eastern edge of the Towering Wood, venturing out from the shelter of the forest to raid the settlements along the lakes and across the Aundair border. For all their hostile reputation, the Ashbound have been instrumental in foiling dangerous schemes, particularly in instances when the Order of the Emerald Claw and other villainous masterminds have attempted to use the manifest zone in the Gloaming to create horrible eldritch machines.

The charismatic head of the Ashbound is Gharull (N male shifter druid 10). A fiery and passionate individual, Gharull firmly believes he speaks with nature's voice. No small number of druids have joined the sect primarily because of Gharull's magnetic presence; he has an uncanny ability to convince anyone who hears him speak of the rightness of his cause.

Other notable members of the Ashbound include Collas (N male human druid 4), a moderate who preaches the Ashbound message in the eastern plains; Stormclaw (NE male shifter barbarian 12), a fierce and ruthless shifter who is infamous across the Reaches for his deadly strength; and Tasia (NE female human ranger 6/Eldeen ranger 5), a cautious and cunning ranger who hunts wizards in the cities of Aundair.

THE CHILDREN OF WINTER

"Even now, the fell wind blows from the north, a biting harbinger of the long winter to come—a messenger of plague, of doom, and of new birth."

—Forlorn, Child of Winter

The Children of Winter is the most misunderstood of the druid sects—though this makes members no less dangerous. Many outside observers believe the sect worships death and decay, and that its members hope to

WHAT DO YOU KNOW?

Wardens of the Wood

Knowledge (nature)

DC 10: The Wardens of the Wood is a large sect of druids and rangers based in the Eldeen Reaches. The Wardens maintain the balance between civilization and nature.

DC 15: The Wardens are noble people who help the innocent and needy.

Ashbound

Knowledge (nature)

DC 10: The Ashbound is a fanatical druid sect feared across the Eldeen–Aundair border. Its members despise civilization and arcane magic.

DC 15: The Ashbound view themselves as nature's avengers. They believe that nondruid magic, large-scale agriculture, urbanization, and domestication of animals violate the natural order.

DC 20: Although the Ashbound believe in violence and terror as a tool for change, they are also implacable enemies of aberrations and undead.

Children of Winter

Knowledge (nature)

DC 10: The Children of Winter is an apocalyptic druid sect that worships death and decay.

DC 15: The Children respect death as a part of the natural cycle. They have an affinity for vermin and disease.

DC 20: The sect believes that a series of terrible disasters will cleanse the world to make way for a new golden age.

The Gatekeepers

Knowledge (nature)

DC 10: The Gatekeepers is a small druid sect found in the Eldeen Reaches and the Shadow Marches.

DC 15: The Gatekeepers dedicate themselves to protecting the world from aberrations and outsiders. The sect includes many orcs.

DC 20: The original Gatekeepers were the first druids of Khorvaire, taught by a dragon. They played a major role in repelling the daelkyr invasion.

The Greensingers

Knowledge (nature)

DC 15: The Greensingers is a druid sect in the Eldeen Reaches. Its members are chaotic folk with ties to the fey.

DC 20: The Greensingers are said to have a relationship with the lords of Thelanis.

destroy the world. Little could be farther from the truth. The Children do not worship death, but simply embrace it as part of the natural order. They believe that disease, storm, and blight all play a vital role in the cycle of life, weeding out the weak and infirm. The Children of Winter say that civilization has drawn people away from this natural cycle, allowing the weak to survive, and that nature will not allow this to continue. For ages, they have been waiting for a great cataclysm to scourge the world with plague and catastrophe, but despite what others think, the sect does not see this event as the end of things. It is simply the dark winter that paves the way for the new spring. Winter is harsh but necessary, and the strong shall survive and prosper.

For most of their history, the Children of Winter have been content to wait for the end of the current age, studying the spread of the Gloaming and doing their part to maintain the natural order. In the wake of the Day of Mourning, the druids have come to the conclusion that winter is finally rising—and that it is the duty of its children to aid the approaching apocalypse. Now the Children of Winter are moving out from the Gloaming, preparing to spread plague and despair—all for the good of the world.

All members of the sect trust that the long winter will come, but some believe the time is not yet nigh. A handful of these have left the Eldeen Reaches in search of proof that the elders have misread the signs—that the Day of Mourning was the work of human hands, not of the forces of nature.

Due to their close bond with disease, the Children of Winter have remarkable skill as healers. Though they prefer to let plagues run their natural course, members of the sect can be convinced to use this knowledge to aid others.

The Children of Winter in the World

"They embrace the whole of nature, which is more than most of us can say. Sometimes we need to be reminded of the things we would prefer to ignore."
—The Great Druid Oalian

The Children of Winter counts some eleven hundred members across the Eldeen Reaches and beyond. Its members are mostly human, and shifters make up the largest part of the remainder. The sect tends toward evil alignment, embracing the natural forces that are inimical to life and health.

The Children of Winter congregate in the Gloaming in the southern part of the Towering Wood, but since the Day of Mourning they have been more active outside that area. They do not have any fixed meeting places or headquarters, but roam in almost feral bands led by elders and charismatic druids or rangers.

The sect has no single leader, but its members gravitate around those who have the strength of personality to gather followers and the strength of arms to keep their positions. The Children of Winter believe only the strong will survive the winter to come, so they respect those who demonstrate strength. Foremost among these is Raven (NE female human druid 9/warlock 3). A sinister figure clearly touched by darkness, she walks the woods surrounded by vermin and presages the coming devastation through her violent actions. Raven rejects the common association between warlocks and the fiends of Khyber (see Warlocks, page 35), believing that her powers come from the power of the Gloaming and the force that will cleanse the land. Forlorn (N male half-elf druid 11) is the spiritual counterpart to Raven's aggressive strength. He is withdrawn, emerging from seclusion only to proclaim his latest apocalyptic vision.

Other notable Children of Winter include Frost (N female human druid 4), who intends to prove that the omens about the imminent coming of the winter have been misread; Anguish (NE male orc ranger 6/Eldeen ranger 3), who is determined to see the winter come; Cainan (NE male human druid 9), who spends his time in Sharn investigating legends of an ancient Lady of the Plague; and Fell (NE female shifter druid 7), an alchemist who has a morbid fascination with disease.

THE GATEKEEPERS

"If not for the Gatekeepers, human, your race would never have smelted bronze."
—Koruun, orc Gatekeeper

Most of the druid sects evolved from the teachings of Oalian, but not so for the Gatekeepers. Thousands of years ago, the black dragon Vvaraak came to Khorvaire following the path of the Prophecy. The orcs of the western shore had always had a strong bond to nature, and Vvaraak called upon them to serve as Eberron's champions. A grim disaster loomed in the future—a force from the Outer Planes that could destroy the natural world. Those who studied under Vvaraak became the first druids of Khorvaire. For thousands of years they followed the dragon's teachings—and then the daelkyr arrived. These lords of madness sought to shatter the world, and they twisted the creatures of nature to serve their needs. The war that followed crippled the hobgoblin empire, but ultimately the students of Vvaraak prevailed. The gates to Xoriat were sealed, and those daelkyr who remained in Khorvaire were driven down into the depths of Khyber. But the question remained: Was this the cataclysm Vvaraak had predicted—or simply the prelude to something even worse?

Despite their triumph, the Gatekeepers were devastated by the war. The orcs turned away from the ancient faith, following the Cults of the Dragon Below. Today, the sect is a shadow of its former self—clinging to its duties and doing

Wu Jen

Wu jen, described in *Complete Arcane*, are hermits who commune with nature to power their arcane spells. Their spells revolve around five elements closely tied to the forces and substances of nature: earth, fire, metal, water, and wood. Wu jen are particularly common in the Eldeen Reaches, and they seek out manifest zones to Lamannia to perform their rites and meditations. They do not congregate into schools and colleges, but pass their traditions on from mentor to student. A number of conflicting legends revolve around the first mentor. Some say this mythic figure was an exiled druid, while some claim it was an *awakened* animal. Still others claim the first wu jen was a djinni, who omitted air from the wu jen's repertoire for self-protective purposes.

its best to maintain the ancient seals. The orcs of the Shadow Marches support the traditions, but only a few fully embrace the mysteries.

The Gatekeepers seek to defend nature against the unnatural. They particularly abhor aberrations, which represent nature turned against itself. The next greatest threat comes from outsiders, which have no place in the natural order of Eberron. The Gatekeepers also battle undead and similar horrors. However, they have no trouble with magical beasts, which have naturally developed within the world; a Gatekeeper will try to prevent a conflict between humans and displacer beasts, for example.

Gatekeepers are always searching for signs of aberrations, planar instability, or monsters rising from Khyber. In the past, they have ignored the actions of the human nations, but after the destruction of Cyre and the creation of the Mournland, they fear that this decision might have been a terrible mistake. Over the last two years, a number of Gatekeepers have traveled both to the Mournland and to the cities of the old kingdoms, seeking to understand what happened—and how to prevent it from happening again.

The Gatekeepers in the World

"They do not bow to my authority—or, indeed, to any authority. But their tradition is one with ours; they are indeed our brothers and sisters."

—The Great Druid Oalian

The Gatekeepers are one of the smallest druid sects, claiming less than a thousand members, ranging mostly through the Shadow Marches with less than a hundred active in the Eldeen Reaches. Well over half of these are orcs or half-orcs, with shifters much less common than they are in the Eldeen sects. In terms of influence, however, the Gatekeepers exceed even the Wardens of the Wood, for their activities extend well beyond the boundaries of the Eldeen forests. Across all of Khorvaire and indeed the world, they combat the lingering influence of the daelkyr and those who pay them homage.

The Gatekeepers are strongest among the orc tribes of the Shadow Marches. Gatekeeper druids act as spiritual and temporal leaders of some tribes, while Gatekeeper rangers serve as guides, scouts, and protectors. Beyond the Shadow Marches, the Gatekeepers are few and widespread. They seek out extraplanar and unnatural threats wherever these appear, working alone or

Rituals of the Eldeen Druids

Any character can take part in a druidic purification ritual, though such a ritual can only be performed by a druid of at least 5th level who belongs to the appropriate sect. A druidic purification ritual requires one uninterrupted hour of meditation by all those participating in the ritual. If anything interrupts the concentration of any participant, the ritual is disrupted and no benefits are bestowed.

When the ritual is completed, each participant who meets the prerequisite must attempt a DC 15 Concentration check (you can't take 10 on this roll). If he succeeds, he gains the benefit for the ritual. This benefit lasts for a number of days equal to that participant's character level, unless noted otherwise. If he fails the check (or doesn't meet the prerequisite), he gains no benefit and cannot repeat the ritual for 30 days.

Druidic purification rituals have no cost, but druids refuse to perform this ritual on anyone who does not share their beliefs. A druid can't be compelled (magically or otherwise) to perform a ritual against her will, and any druid who performs a ritual on an unworthy character loses all druid spellcasting abilities, along with the ability to perform purification rituals, until she undergoes *atonement*.

Ritual of Arcane Opposition

You have been inured against the effects of arcane magic by a ritual of the Ashbound sect.

Prerequisite: Must not be capable of casting arcane spells.

Benefit: You gain a +1 bonus on saving throws against arcane spells.

If you voluntarily fail a save against an arcane spell, this benefit ends immediately.

Ritual of Blight's Embrace

You have been warded from the effects of poison and disease by a ritual of the Children of Winter, solidifying your bond with vermin.

Prerequisite: Non-good alignment.

Benefit: You gain a +1 bonus on saving throws against poison and disease.

If you deal damage to a vermin that has not already dealt damage to you or to one of your allies, this benefit ends immediately.

Ritual of the Timeless Soul

You have been blessed by the faerie lords of Thelanis in a ritual of the Greensinger sect, and you temporarily slip from time's grasp.

Prerequisite: Chaotic alignment.

Benefit: You are immune to any harmful effects of flowing time due to planar travel (such as a journey to Thelanis, the Faerie Court). Time "lost" due to planar effects never catches up with you. (If the duration of this effect expires while you are still on a plane that experiences flowing time, any further time spent on that plane has the normal effect upon you.)

If you deal damage to a fey that has not already dealt damage to you or to one of your allies, this benefit ends immediately.

Ritual of the Woodland Bond

You have formed a bond with the growth of the woods through a ritual of the Wardens of the Wood.

Prerequisite: Non-evil alignment.

Benefit: You don't take any penalty on Tumble or Move Silently checks made in areas of undergrowth, and you treat such squares as if they were normal terrain rather than difficult terrain (see page 87 of the *Dungeon Master's Guide*). Heavy undergrowth, as well as other forms of difficult terrain, affects your movement normally.

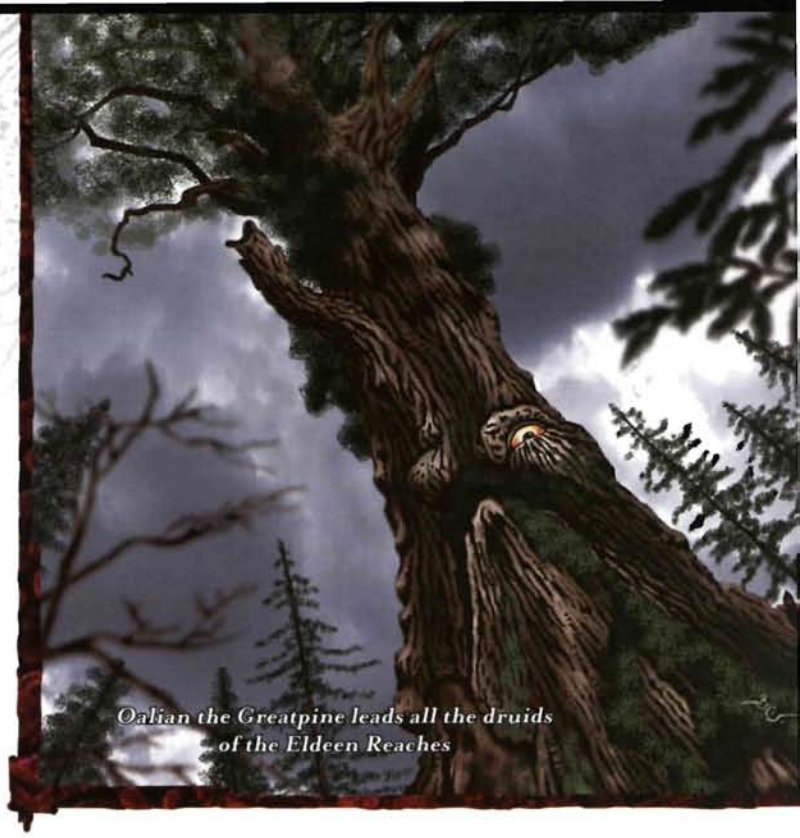
If you deal damage to an animal or plant that has not already dealt damage to you or to one of your allies, this benefit ends immediately.

in small groups, and have little contact with each other. In many ways, the Gatekeepers are more of a tradition than an actual organization. Only when a great threat manifests do Gatekeepers attempt to forge alliances with other members of their sect, pooling their resources to drive back the incursion.

The majority of the sect's members carry the title of hunter. These are barbarians (particularly in the Shadow Marches), rangers (especially in the Eldeen Reaches), and members of other martial classes who take up arms against the horrors left by the daelkyr. For every three or four hunters, an aspirant (low-level druid) acts as leader. Aspirants who excel gain the title of initiate, and the most senior initiates are called Gatekeepers proper.

Saala Torrn (NG female half-orc druid 14) is the elder Gatekeeper of the Shadow Marches and the nominal leader of the sect. She has little direct influence or authority over the scattered Gatekeepers, but all respect her wisdom. In the Eldeen Reaches, Koruun (NG male orc druid 11), an old and withered orc, guides the Gatekeepers.

Other notable Gatekeepers include Maagrim d'Tharashk (N female half-orc druid 7/expert 5/heir of Siberys 1), one of the Tharashk triumvirate, who does her best to direct resources to the Gatekeepers; Orrash (N male orc ranger 6/Eldeen ranger 4), a master archer and hunter of aberrations in the Reaches; and Korrin'dal (N male orc barbarian 7), a fierce guardian of the Shadow Marches.



Oalian the Greatpine leads all the druids of the Eldeen Reaches

THE GREENSINGERS

"You say you love me? You love me as you love the spring rain—but can you still love the torrent? Can you love the hurricane?"

—Kaelyn Windsong, Greensinger

In the Towering Wood stands a region known as the Twilight Demesne—a place of fey magic, where dryads watch from the trees and satyrs dance in moonlit groves. Here, the borders between Eberron and the faerie realm are thin; step into a shadow, and you might slip through to the other side.

If the Twilight Demesne is the marriage of Eberron and Thelanis, the Greensingers are the fruit of this union. The members of this sect are filled with the vibrant energy of the fey, and chaos is in their very essence. To Greensingers, life is a wild dance and a celebration to be embraced, but they are not buffoons or jesters. Greensingers are always willing to pull strings to make the dance more interesting. Though some try to spread joy and laughter, the fey can be cruel, and the Greensingers mirror this capriciousness.

While some Greensingers learn the traditions of the sect in Eberron, many have a closer bond to Thelanis, the Faerie Court. The lords of Thelanis draw courtiers and entertainers from Eberron, and many Greensingers spend time in the halls of the Faerie Court before returning to Eberron to act as ambassadors, servants, and spies for the fey lords. These individuals can serve as guides to Thelanis (and perhaps other planes), but they cannot always be trusted; their motives are as mysterious as the fey themselves.

The Greensingers in the World

"Ah, the Greensingers. Often overlooked, but never wisely."

—The Great Druid Oalian

The Greensingers are unusual in that the sect consists largely of half-elves (nearly one-half their number), elves, and humans, with few shifters among them. They are concentrated in the Twilight Demesne, thriving in the woods linked to Thelanis by the manifest zone there.

The Greensingers have no leader and no fixed communities. They may seem flighty and unreliable, but they consider themselves unfettered by the rigid ways of thinking that bind others so tightly. All members have an equal voice whenever they gather.

Among the more influential and colorful Greensingers is Silvertongue (CN male elf druid 12). A master of deception and a lover of riddles, he is the oldest living member of the sect, his original name long forgotten. Kaelyn Windsong (CN female half-elf druid 7/bard 3) is renowned for her beautiful voice and her cruel jests. Dorias Brightblade (NG male half-elf ranger 4/druid 1) is a handsome individual held in high favor in the Faerie Court. Thorn Dancer (CN female shifter ranger 5/Eldeen ranger 3) is one of the few shifters in the sect, a wild and untamed spirit.

SPIRIT SHAMANS

Described in *Complete Divine*, spirit shamans are divine spellcasters with a close connection to the spirits of the natural world. In the Eldeen Reaches, they are viewed as closely related to druids, and they belong to the same sects as the druids and rangers of the Reaches. Spirit shamans are most likely to join the Gatekeepers, the Greensingers, or the Wardens of the Wood.

A spirit shaman can effectively spontaneously cast *summon nature's ally* spells for the purpose of meeting feat and prestige class prerequisites.

EVERYDAY MAGIC

A LAND STEEPED IN MAGIC

Magic breathes life into Khorvaire. It moves the wheels of industry and serves as an aid to the common folk, a tool of the wealthy, a weapon for soldiers, and a source of power for adventurers.

Everyone on Eberron knows what magic is and recognizes it on sight. Indeed, magic is part of the everyday lives of Khorvaire's people. It supplies them with transportation, with healing, with light, and for some, a way to make a living. Eberron is suffused with magic more thoroughly than most worlds, with all the attendant ramifications.

Low-level spellcasters are plentiful in Khorvaire. An individual seeking a 0-level or 1st-level spell might not have to look hard to find it. In some places, competition in spellcasting might allow a buyer to purchase a spell more cheaply than normal.

The abundance of minor spellcasters also leads to a great deal of experimentation. Magewrights and other casters tinker with their spells, devising new and variant forms for specific uses. Multiple variants of *prestidigitation* have been devised, usually more focused than the basic spell from which they are derived. Chefs use it to flavor their dishes, weavers to coax impossible designs into their cloth, and nobles to impress or seduce the unwary. Rumors tell of magewrights who have developed specialized *magecraft* spells, granting greater benefits on specific Craft checks.

The people of Khorvaire see magic as another form of knowledge or scholastic discipline—a wondrous and powerful discipline, certainly, but still one that can be understood and utilized by people making their way in the world. Budding magewrights, wizards, and artificers attend schools to hone their natural talents. Artificers in particular understand the fundamental workings of magic, and the world's best artificers strive to uncover more of its secrets. They trap power in items, create animated guardians, and further increase their own abilities.

Minor magic helps cities keep peace on their streets. The *everbright* lanterns that line most boulevards keep the night at bay and help prevent crime. Squads of city guard have members with access to *prestidigitation* or *ghost sound*, who use those spells in lieu of a whistle to alert their comrades. Such spells allow for a wide range of sounds and tones, and some cities develop sound codes that allow the watch to instantly understand a given situation. Artificers create *watch whistles* to further utilize this concept. These magic items resemble normal whistles but have several mouthpieces, each of which produces a different sound.

Some brave magewrights and low-level sorcerers, wizards, artificers, and bards make a living by hiring themselves out to adventurers to serve as minor magical support. They remain at the rear of an adventuring group, using their spells to light the way, check for traps, set up ambushes, and staunch bleeding, so that the adventuring spellcasters can focus on combat magic. These hirelings congregate in areas that draw adventurers—particularly Sharn, the settlements around the Mournland, and Stormreach. They make it part of their business to know about the dungeons to which adventurers are likely to journey.

Grandma—
Sharn is more amazing than I ever thought! The towers are so tall that even when you lie on your back you can't see their tops. People walk from tower to tower on bridges or take coaches that fly through the air! Men of metal and wood wander around—warforged from the Last War—and act like they're real people. Lanterns that never go out light the streets. Rich men and women have clothes that shimmer. Grandma, the city is full of magic! Oh, what tales I'll have to tell when I get back!

WHAT DO YOU KNOW?

Knowledge (arcana)

DC 5: Magic permeates the society of Khorvaire. Any settlement has at least a few minor casters. Artisans study as magewrights to enhance their skills.

DC 10: Magewrights improve their prowess with the *magecraft* spell. They produce higher-quality wares in less time than artisans without access to the spell. Artificers focus on magic's fundamental nature and are adept at creating and using magic items.

DC 15: Magic enhances transportation and has produced the lightning rail, elemental galleons, and airships. It also allows people to send messages over long distances.

Knowledge (geography)

DC 15: Sharn is the most magically spectacular city in Khorvaire, with mile-high towers held aloft using magic.

DC 20: The most famous schools of magic are the Arcane Congress in Aundair and the Twelve in Karrnath.

Knowledge (nobility and royalty)

DC 10: Dragonmarks enable their bearers to use minor spells. These abilities explain why the dragonmarked houses hold such power in Eberron.

DC 15: Several types of dragonmarks exist, and they vary in power. Dragonmarks evolve over time, becoming more powerful and granting new abilities to their bearers.

Knowledge (the planes)

DC 10: In some places, artificers, magewrights, and other casters use links to the planes to enhance their spells and create works otherwise impossible.

DC 15: An example of this phenomenon is Sharn, whose towers could not rise to their majestic heights if the city was not linked to Syrania, the Azure Sky.

Knowledge (religion)

DC 10: Aureon of the Sovereign Host is the patron of knowledge and arcane magic. Spellcasters worship him. Aureon's evil half, the Shadow, also commands followers among arcane spellcasters. Onatar of the Sovereign Host is the god of artifice. Those who create magic items or use magic to create objects, especially artificers and magewrights, worship him.

The Many Faces of the Artificer

Artificers have many strengths, and perhaps the greatest is their versatility. If you are playing an artificer, you can fill any one of numerous roles in an adventuring party, allowing you a great degree of flexibility and enabling you to fill in the gaps if your party lacks members of certain classes.

You can be a potent melee combatant, particularly when fighting constructs. Your base attack bonus increases as the same rate as a cleric's, and you can further increase your damage-dealing potential with infusions such as *magic weapon, personal weapon augmentation,* and *bull's strength.* The various *inflict* damage spells make you more effective than a fighter against constructs.

Every party can use a character to draw attacks and soak up damage, and in the right circumstances you can do just that—for instance, if you are a warforged and can cast *stone construct* on yourself, or if you can send in a homunculus with the same protection. Otherwise, you don't have a lot of hit points, so make sure the enemy can't hit you. Wear armor and improve it with *armor enhancement* and *magic vestment.*

When the cleric is down or otherwise busy, you can play healer for a while, using your *wand of cure moderate wounds.* If the party includes warforged or construct allies (like your own homunculi), patch them up with *repair construct.*

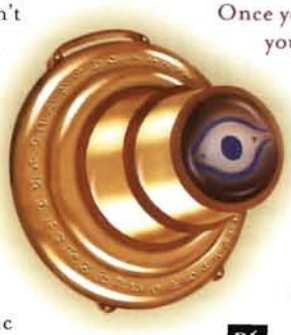
If your party is missing a rogue, you can take his place—at least, you can seek out and disable magic traps, which is one of the rogue's primary responsibilities. Be sure to put a lot of ranks into Search and Disable Device. If you want to sneak around like a rogue, find, buy, or craft magic items that grant you *invisibility* and *silence.*

Is your party lacking a sorcerer or wizard? Never fear; with you around, the party has a wizard-in-a-stick. Turn to magic items to replace arcane spellcasters. Wands, staves, scrolls, rods—they're all yours to command.

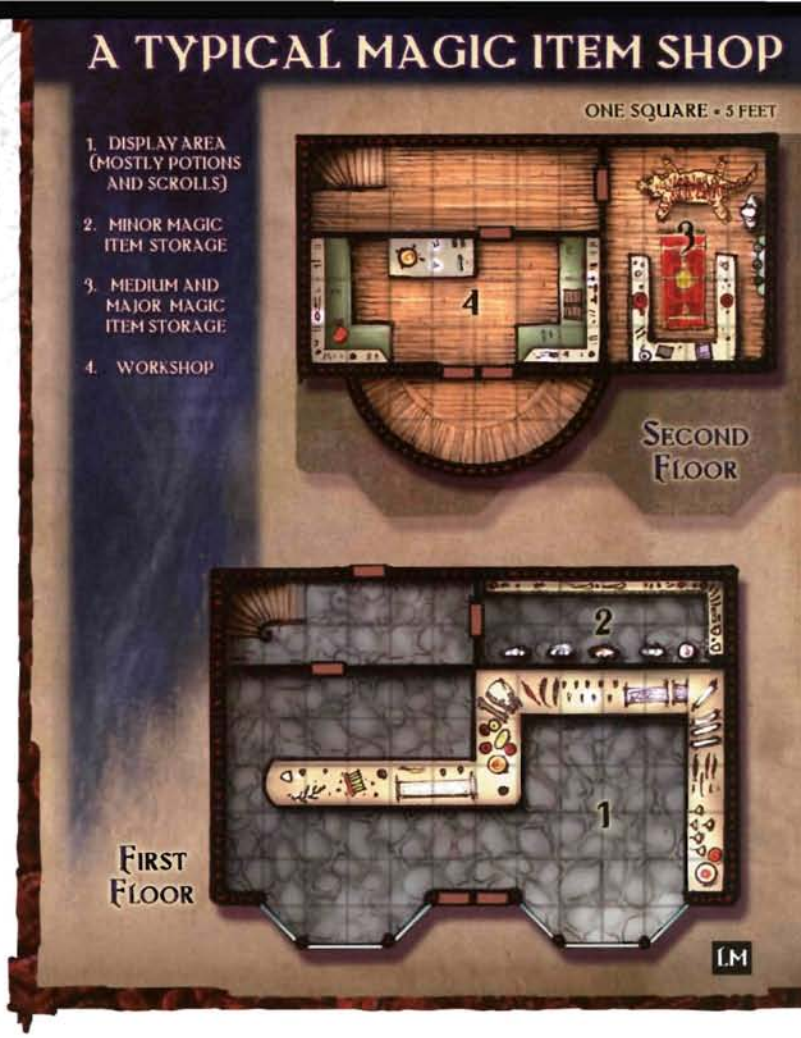
Artificers also provide a variety of miscellaneous magical support. They can identify magic items and create weapons, armor, and other items for themselves and their companions. With your retain essence ability, you'll never find an item you can't use. Even if you don't take one of the primary roles noted above, you can serve as a valuable backup combatant, healer, trapfinder, and spellcaster.

Artificer Magic

Explorers have discovered a number of old magic items in Xen'drik. Some of these items hint that beings similar to artificers existed in the ancient past, since the items improve an artificer's distinctive abilities. Similarly, artificers are an inventive lot and develop magic items to further capitalize on their capabilities. One of the most useful, the artificer's monocle, is described here.



An artificer's monocle



Artificer's Monocle

An *artificer's monocle* allows you to identify the functions of a magic item simply by looking at it through this device.

Description: An *artificer's monocle* is a glass lens rimmed in gold with a fine gold chain attached to an ear clip. When it is used, the monocle flashes gold and a huge blue eye blinks open, scanning the item before it.

Prerequisite: You must have the artificer knowledge class feature to use an *artificer's monocle.*

Activation: Putting on a monocle is a standard action. Once you have it on, the monocle activates whenever you use your artificer knowledge class feature.

Effect: While you wear an *artificer's monocle,* whenever you successfully use your artificer knowledge ability to detect an item's magical aura, you can spend 1 additional minute studying the item. If you do, you can identify the powers of that item as if you had cast *identify* upon it.

Aura/Caster Level: Faint divination. CL 5th.

Construction: Craft Wondrous Item, *identify,* creator must have the artificer knowledge class feature, 9,500 gp, 760 XP, 19 days.

Price: 19,000 gp.

The Five Nations

Heirs of Galifar

Although Khorvaire now contains no fewer than fourteen different countries, principalities, and territories (not to mention the desolate Mournland and the Demon Wastes), the vast central region of the continent is still referred to as the Five Nations by a great many people. For most of the last thousand years, this name was not a confusing moniker but the literal truth. Five nations held sway over the majority of the land—the five nations that made up the Kingdom of Galifar.

The calendar used throughout Khorvaire counts years from the date 1 YK (the first Year of the Kingdom), when Galifar I united five disparate nations into a single kingdom that carried his name. Even as Galifar ascended the throne of the Kingdom of Galifar, he set his five children up as the governor-princes of the Five Nations, each of which retained much of its unique culture and national identity through the life of the united kingdom. Today, they remain the heart of Khorvaire, carrying the names of Galifar's children despite conquest, unification, and the devastating effects of the Last War. The history of the Five Nations is covered in more detail in the entries on History (page 76) and the Last War (page 92).

In theory at least, the Five Nations once covered all of Khorvaire. In reality, the Demon Wastes, the Shadow Marches, Droaam, Q'barra, the Lhazaar Principalities, and Valenar—all the lands that lie far beyond the central core of Khorvaire—were never solidly under Galifar's control. Maps of the united Galifar from around 500 YK (see the facing page) show these lands as parts of the Five Nations, but the reality is that Cyre never had a strong presence in what is now Valenar, for example. Some of the frontier areas had scattered settlements (such as what is now present-day Valenar and the Shadow Marches), while others were home to monstrous races until relatively recently (including Q'barra and Droaam).

Aundair lies in the northwestern part of Khorvaire's central core. Today, it is the most sparsely populated of the remaining four nations, with much of its land occupied by farms and vineyards. Fairhaven, its capital and largest city, is less than half the size of Sharn, and Aundair in general is far less urbanized and industrial than Breland and the other nations. As a center of learning, it exports books and scholars alongside its wines, cheeses, and grains.

Breland, the largest surviving nation in population as well as land area, has a highly industrialized economy, relying on mining and metalwork

Samurai

Introduced in *Complete Warrior*, samurai are devotees of a martial tradition that emphasizes honor and loyalty. In the final decades of the Last War, a movement grew up—particularly among certain mercenary companies—to abandon national loyalty and any pretense of allegience to a united Galifar. Advocates of the movement devoted themselves instead to individual members of Galifar's ancient noble families, whom they consider to be the only legitimate heirs to the empire. This movement, called the Code of Honorable Devotion, is said to have its roots in the political philosophy of the dwarves of the Mror Holds. Followers of the Code, called samurai, are most common among the displaced remnants of Cyre, and they can also be found among the military orders of Aundair, Breland, Thrane, and Karrnath, as well as among the people of Q'barra. Dwarves from the Mror Holds also devote themselves to the samurai tradition.

What Do You Know?

Knowledge (geography)

DC 10: "The Five Nations" refers to Aundair, Breland, Cyre, Karrnath, and Thrane—the five provinces that became the Kingdom of Galifar.

DC 15: The Last War changed the boundaries of nations and created fourteen distinct territories: Aundair, Breland, Thrane, Karrnath, Zilargo, the Mror Holds, the Lhazaar Principalities, the Talenta Plains, Q'barra, Valenar, Darguun, Droaam, the Eldeen Reaches, and the Shadow Marches.

Knowledge (history)

DC 10: King Galifar I united the five human nations that had previously dominated central Khorvaire, giving rise to the Kingdom of Galifar in the year 1 YK.

DC 15: In theory, the Kingdom of Galifar encompassed the continent, but in practice it had little control over the remotest regions. The Demon Wastes was never under Galifar's control, and the regions that now constitute the Shadow Marches, the Eldeen Reaches, Darguun, Valenar, Q'barra, and Lhazaar were only nominally ruled by the monarchs of Galifar. The central region is most properly known as the Five Nations, and it constituted the power base of the kingdom.

Knowledge (local)

DC 10: Most citizens of Aundair, Breland, Karrnath, and Thrane look back on the time of a united Galifar as something of a golden age, and to speak of the Five Nations is to evoke a nostalgia for that time.

Knowledge (nobility and royalty)

DC 10: The royal line of King Galifar I is the Wynarn family.

DC 15: The current monarchs of Aundair, Breland, and Karrnath are all members of the Wynarn family, as are Diani of Thrane and Oargev, the leader of New Cyre.

DC 20: Diani of Thrane and Oargev of New Cyre are the heirs of the royal bloodlines of Thrane and Cyre, respectively.



of various kinds. Despite the urban image it presents—primarily because of Sharn (Khorvaire's largest city) and the bustling metropolis of its capital, Wroat—Breland covers large tracts of land that include tilled fields as well as mines, quarries, and forests.

Karrnath rivals Breland in sheer size, but can hardly compete in numbers of people. Karrnath suffered under plague and famine at the start of the Last War and has never quite recovered. It is best known for its militaristic mindset and extensive use of undead troops. For all that, it is not a nation of necromancers. Because the nation is heavily forested, Karrnath's economy is based on its lumber industry, and it also exports ale, livestock, and dairy products.

Thrane, the smallest of the Five Nations in land area, boasts a population larger than that of Aundair. Thrane is a theocracy, no longer ruled by a descendant of Galifar but controlled by the Church of the Silver Flame. Outside the great cities of Flamekeep and Thaliost, orchards and ranches help support the nation's economy, while textile production and other fine crafts drive its industry.

Cyre, the fifth nation that carried the name of a scion of Galifar, no longer exists. The outlying lands that once belonged to Cyre have been divided among Darguun, Valenar, and the Talenta Plains, while the former heart of the nation has become the blasted waste called the Mournland (see page 116). Created by a magical catastrophe near the end of the Last War, the Mournland remains hostile to all life. The remnants of the Cyran population live in its old territories, as well as in eastern Breland and Q'barra.

Although only four nations remain of the original five (and with some of those partitioned into smaller kingdoms now), the name still carries a powerful emotional weight. Few living people have any memory of a united Galifar, but "the Five Nations" evokes images of a better time, when the diverse cultures of Khorvaire lived in harmony and cooperated to their mutual benefit. "By the Five Nations!" remains a common exclamation of surprise or indignation, and the people who once lived under the rule of Galifar's heirs still consider themselves residents of the Five Nations.

Five Rulers

King Galifar I established a royal line that continues to rule parts of Khorvaire to the present day. When Galifar united the Five Nations, he gave each of his five eldest children regency over one of those nations, and thirty years later the nations adopted the names of those rulers as their own. While the Kingdom of Galifar endured, the rule of succession was that the five children of the king of Galifar would serve as the governor-princes of the Five Nations, with the oldest taking the throne of the united kingdom when the monarch stepped aside or passed away. In this way, every ruler of the united kingdom would learn leadership at the helm of one of the Five Nations.

With the shattering of the kingdom, each governor-prince declared himself or herself to be a monarch, and today the monarchies of Aundair, Breland, and Karrnath are held by specific branches of the Galifar family. Thrane, now a theocracy, still has a royal family that traces its lineage to the last monarch of the nation, and the bloodline of Cyre operates in exile within the borders of Breland.

Frostfell and Everice

North and South

The northern continent called the Frostfell sits astride the top of the world like a brooding storm cloud. The people of Khorvaire, in addition to using its descriptive proper name, call it Winter's Home, the Source of Winds, and the Icy Heart of Winter. Only one expedition has made landfall on the Frostfell and returned to Khorvaire to tell the tale. The journey was led by Lord Boroman ir'Dayne of the Wayfinder Foundation, who is said to be very interested in mounting a second expedition to the frozen land he visited long ago.

The Frostfell is a continental landmass, with a variety of terrain features providing diversity despite the unending cold. The Iceworm Peaks, a mountain range cloaked in great glaciers, bisects the continent. Barren plains of everfrost nestle in mountain valleys where snow rarely falls, while ice sheets cover hundreds of miles on either side of the mountains. Near the coast, tundra prevails, and in the summertime, lichens grow as the ground thaws briefly before plunging back into frigid winter.

The frost-covered lands closer to Khorvaire are slightly more accessible, particularly in the summer. The northernmost islands of the Lhazaar Principalities at the eastern end of Khorvaire are draped in perpetual winter. Similarly, off the northwest coast of Khorvaire lies Icewhite Island with its three children—Tlalusk (the southernmost, nearest the Demon Wastes), Qorrashi, and Icegaunt (the northernmost, between Icewhite and the Frostfell proper). Mapmakers consider these islands part of the Frostfell rather than Khorvaire. All are tundra, though more vegetation grows on Tlalusk and the southern end of Icewhite.

Little is known of the opposite end of the world, but it is believed to be just as cold as the Frostfell. The Icemaw Sea south of the Xen'drik mainland is dotted with snow-covered islands and floating icebergs. According to the reports of those few sailors who have braved the Icemaw, the farther south one sails, the more the sea begins to solidify into one great sheet of ice. It is believed that islands are scattered across the southern ocean, some of them possibly quite large, but they are all swallowed in the sheet of eternal ice that lies there. This region is known as Everice, or simply the Frozen Sea.

Magical snow effects—including blood snow, ebony ice, faerie frost, and razor ice (all described in *Frostburn*)—appear occasionally in the Frostfell but seem more common in Everice. Both regions contain manifest zones linked to Risia, the Plain of Ice.

Races of the Frostfell

Frostburn introduces a number of new character races, including arctic variations on dwarves, elves, gnomes, halflings, and humans (neanderthals as well as four modern human peoples native to cold lands). Each of these new races can be found in Eberron's coldest regions.

Humans: The sea raiders of the Lhazaar Principalities are cold seafarers like those described in *Frostburn*. They are known to replace their ships with icerunners during the winter months, particularly in the farthest northern reaches of the Bitter Sea.

Tribes of everfrost barbarians live on the Tashana Tundra at the northern end of Sarlona, on Icewhite Island off the northwest coast of Khorvaire, and on the islands in Xen'drik's Icemaw Sea. The Sarlonan tribes are true nomads, trailing herds of caribou on their seasonal migrations. The island-dwellers are seminomadic, building settlements in different sites as the seasons change.

Mountain folk live in the northern Hoarfrost Mountains, where they coexist in relative peace with the dwarves of the Mror Holds. They also live in the mountains of Adar in Sarlona, under the protection of the kalashtar.

What Do You Know?

Knowledge (geography)

DC 10: The northernmost reaches of the world contain a great snow-shrouded continent called the Frostfell.

DC 15: A few groups of humans live on this barren land, with slightly larger populations on the outlying frozen islands and the cold reaches of Khorvaire and Sarlona.

DC 17: The southernmost reaches of the world, no less cold than the north, hold a great sea choked with ice called Everice, or the Frozen Sea.

DC 20: The Frostfell includes a variety of terrain, including a great mountain range (the Iceworm Peaks), ice sheets, glaciers, and tundra.

Knowledge (history)

DC 20: Some historians claim that the race of dwarves migrated from the Frostfell to Khorvaire some twelve thousand years ago, establishing strongholds in Khyber before later moving to the surface in what is now the Mror Holds.

Knowledge (nature)

DC 15: The tundra areas of the Frostfell experience some seasonal change, thawing in the summer, whereas most of the area is cold year-round.

DC 20: A race of small fey known as uldras live in the far north, particularly in the cold mountains of the Eldeen Reaches and the cold islands northwest of Khorvaire.

Knowledge (religion)

DC 15: The savage people of the frozen north give their own names to the Sovereign Host and the Dark Six.

DC 20: They call Dol Arrah by the name Aengrist and picture her as a male warrior. They call Olladra by the name of Hleid, and her son the Keeper they call her brother Iborighu.

DC 25: Some residents of the Frostfell revere an ancient rakshasa who is said to have been imprisoned in a block of ice at the end of the Age of Demons. Now called Levistus, this ancient fiend supposedly once broke his bonds and wreaked havoc on the settlements of the Frostfell before returning to his icy prison.

Ice folk dwell in the Frostfell and on Everice, subsisting on the fish, seals, and whales they hunt on the frozen coasts and ice sheets. Many groups of ice folk have no contact whatsoever with the natives of warmer climes, while a few clans trade with the peoples of Khorvaire or Sarlona.

Dwarves: The race of dwarves is sometimes said to have originated in the Frostfell and migrated to Khorvaire some twelve thousand years ago. Some dwarves remained behind in the Frostfell, however. These glacier dwarves are called Toldun Nordorthak, "Those Who Stayed," since they continue to inhabit the frozen keeps and glacial strongholds.

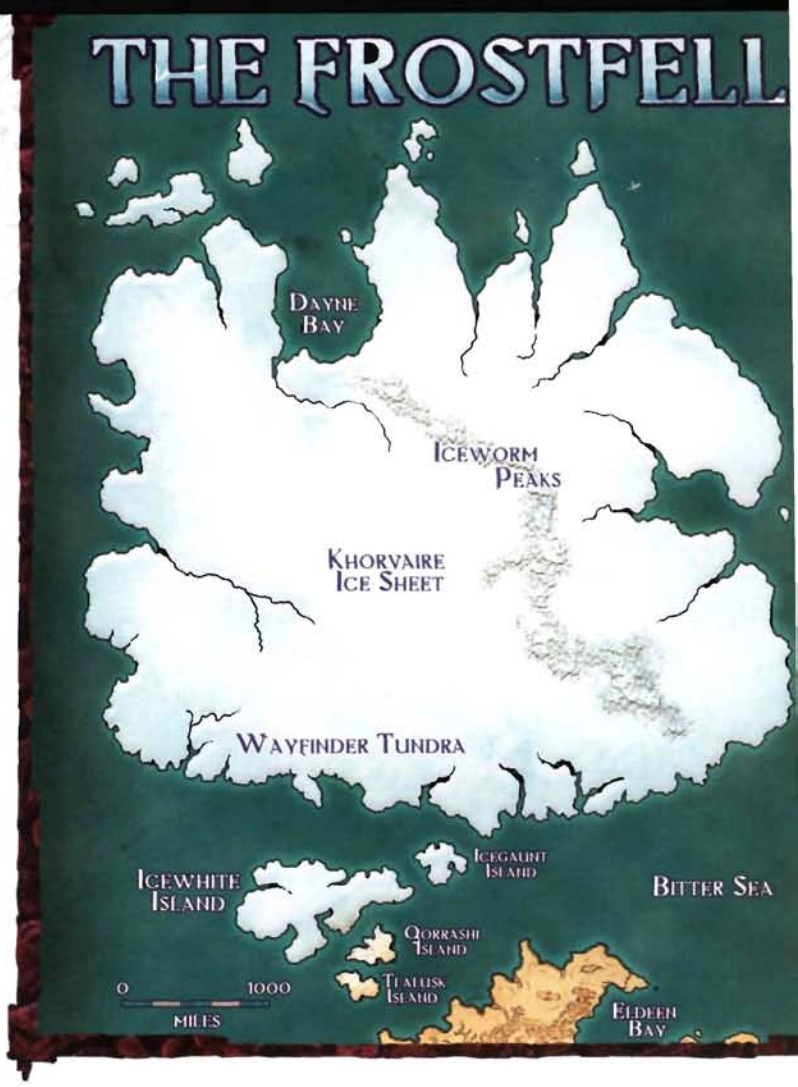
Elves: The glimmering cities of the snow elves seem now to be all fallen. On the islands of the Icemaw Sea, the ruins of these ice cities remain, suggesting that some elves fled to the freezing south to escape their giant masters, but did not survive to the present day. Snow elves may yet exist in Everice, but no explorer has returned with evidence of them.

Gnomes: The gnomes of Eberron are most at home in the tropical climate of Zilargo. It is possible that small villages of ice gnomes dwell in remote regions of the Frostfell, but they remain unknown to the rest of the world.

Halflings: Small communities of tundra halflings are known to exist in parts of the Lhazaar Principalities, particularly the region around Skairn in the northern mainland. These halflings are more closely related to those of the Talenta Plains in their cultures and attitudes than to the more urban halflings of Khorvaire, and are known to ride fastieths and white-feathered clawfoots.

Neanderthals: These primitive humans coexist uneasily with the everfrost barbarians of Icewhite Island and the folk of the Frostfell.

Uldras: These small fey dwell in cold wilderness areas, mainly the Icehorn Mountains and the smaller islands near Icewhite Island. Uldras reject the identification of Hleid and Iborighu with Olladra and the Keeper. They believe these deities have objective reality and their own histories, which are vitally important in the uldras' society.



Frostfell Gods and Fiends

Some of the deities described in Chapter 2 of *Frostburn* are revered in the frozen regions of Eberron, but people from the civilized lands of Khorvaire believe that the "savages" of the north (and the distant south) have simply given their own names to the deities of the Sovereign Host. Thus, Aengrist is said to be a name for Dol Arrah in a masculine aspect. Hleid and Iborighu are identified as Olladra and the Keeper, with the mother–son relationship distorted into a sibling relationship.

Levistus is not an imprisoned archdevil, but rather one of the great rakshasa rajahs defeated at the end of the Age of Demons. The war between dragons and fiends raged over the entire surface of Eberron, and Levistus (as he is now known) was imprisoned beneath the surface of the Frostfell. Levistus is served by a particularly active sect of the Lords of Dust. Legend tells that this powerful fiend actually did once slip his bonds, briefly wreaking havoc on the Frostfell before being imprisoned again. That brief taste of freedom makes him loathe his imprisonment all the more, and encourages his followers—if Levistus was freed once, he can be again. It was during this brief period of freedom that the rajah acquired his modern name. His original name is lost to history—or a closely guarded secret.

The iceberg city of Icerazer, described in Chapter 7 of *Frostburn*, is governed by followers of Levistus. Its population includes a number of rakshasas rather than devils, but the city is otherwise as described in the book. Azediel, the half-fiend Matriarch of Icerazer, seeks tirelessly to find the *Crown of the Black Fire*, a mighty artifact dating from the great war between the dragons and the fiends. (See Remnants of Creation, page 31, for more information.)

GNOMES

THE HOME OF THE WISE

A beautiful nation lies between the eastern borders of Breland and the western edge of the Seawall Mountains. There, lush forests are interspersed with verdant farmlands. The cities are bright and colorful, and the citizens always have time to help a stranger or lend a friendly ear. This land is Zilargo, the homeland of the gnomes.

Zil gnomes are driven by an unquenchable thirst for knowledge, from arcane secrets to the most mundane gossip. As a result, Zilargo produces many famed sages and philosophers. The Library of Korranberg is renowned as the greatest repository of general knowledge in Khorvaire, and the associated university attracts students from across the continent. While Arcanix and the Twelve might exceed Zilargo when it comes to matters of mystical research, the gnomes have no equals in the fields of alchemy and elemental binding. The gnomes also have a long history of exploration, and sea captains rely on the maps of Zil cartographers. However, this love of knowledge has a dark side. To the gnomes, any secret is a weapon, no matter how innocent it might seem. Physically weak, the gnomes have always relied on knowledge and cunning to overcome their foes, and the compassionate gnome who stops to listen to your woes is likely doing so in the hope that your secrets might be of use to him.

Two distinct forces shape Zil society: family loyalty and the Trust. The bond of blood is intensely important to a gnome. In a nation where manipulation and duplicity are considered to be fine arts, gnomes trust only their blood relatives implicitly (and the betrayal of a close relative is considered a truly heinous crime). These extended families stretch across Zilargo and into the major cities of Khorvaire. As a Zil player character, think about your connection to your family. If you are an outcast, what did you do? If you are a loyal member, you can expect to be approached by other members of your family and drawn into intrigues—though as you begin to earn favors, you can also call on your family for aid.

THE TRUST

To the casual observer, a Zil city is a paradise, with virtually no crime, no violence, and no sign of fear among the inhabitants. The city watch is far smaller than one would find in other cities in Khorvaire, but it is rarely seen taking action. Ruffians and criminals who make their presence known are removed from the populace by means both subtle and effective.

This unique mode of law and order is the work of the Trust, a network of spies and assassins that has operated for more than eight hundred years. The Trust serves Zilargo, but even the ruling Triumvirate does not know all its secrets. Agents of the Trust hold the full power of law in Zilargo, and their methods are ruthless: A would-be thief might be poisoned in a tavern even while planning a robbery. The Trust, and in truth the government and populace of Zilargo, decided that the moral concerns about such practices are offset by the societal benefit they produce. It can be difficult—not to mention unwise—to argue the point.

Most members of the Trust work entirely within Zilargo. The organization focuses on maintaining order within Zil society, and it exerts little influence or effort beyond Zilargo's borders. However, a branch of the Trust consists of agents called corliganos, or "roving ears," who traverse Khorvaire in search of anything that could prove useful to Zilargo. Usually, this means gathering information, but corliganos also acquire powerful magic items, secure key allies, recruit new agents, and use their cunning to find a benefit for Zilargo in everything they come across.

By and large, the Trust seems to be free of the corruption often seen when power is concentrated in so few hands. To date, no scandals have rocked the Trust, and no large-scale atrocities have been ascribed to it.

WHAT DO YOU KNOW?

Knowledge (geography)

DC 10: Zilargo is the peaceful homeland of the gnomes, who prefer diplomacy to war. It is a center for philosophy and the pursuit of knowledge. The gnomes are renowned as miners, shipwrights, and cartographers.

DC 15: Villages and small towns are scattered across the land, but three major cities dominate Zilargo. Zolanberg is the heart of the mining trade. Korranberg is the home of the great Library of Korranberg. Trolanport is the capital and a center of sea trade.

DC 20: Zilargo is governed by a triumvirate with one representative from each of the great cities. It is said that the Triumvirate has a secret police force that maintains order throughout the land and might have spies across Khorvaire.

Knowledge (local)

DC 10: Zilargo has a remarkably low crime rate, despite having no criminal courts. Criminals and troublemakers simply disappear.

DC 15: The Trust is a secret police force that maintains order in Zilargo using spies scattered among the populace. It has the authority to take any action necessary to preserve the peace.

Knowledge (nature)

DC 15: The gem mines of Zilargo are the greatest source of precious stones in Khorvaire. However, the monster-infested Seawall Mountains make mining perilous.

Knowledge (nobility and royalty)

DC 10: House Sivis has its seat of power in Korranberg. Due to the strong ties between the houses and the mineral wealth of the land, House Kundarak also has a strong presence in Zilargo.

DC 15: The gnomes have a long tradition of hospitality, and a racial gift for prestidigitation magic that they have adapted to culinary and social ends. As a result, House Ghallanda has little presence in Zilargo.

Knowledge (religion)

DC 10: All major religions can be found in Zilargo, along with a few cults based on gnome philosophies. Gnomes take religion quite seriously.

THE LIBRARY OF KORRANBERG

"Knowledge is power. Dorius Alyre ir'Korran knew this, though he sought mythic power beyond mortal reach. I am content with the power my knowledge has brought me."

—Alina Alrene ir'Korran,
high councilor of the Library of Korranberg

Founded by a gnome so obsessed with learning that he believed he could supplant the god of knowledge, the Library of Korranberg is one of Khorvaire's most important centers of learning. Lacking the arcane focus of the Twelve or the Arcane Congress and the educational emphasis of the great universities, the Library of Korranberg is nevertheless a repository, a treasury, and a living collection of everything that can be known—at least as far as the gnomes have been able to assemble it.

Like the universities, the Library of Korranberg educates students, and it is well respected as a place of learning. Like the arcane institutes, much of its knowledge is magical in nature, but the library instructors are dedicated to the study of every possible field of knowledge, and they do not treat a subject with less respect or explore it with less enthusiasm because it seems mundane.

The Library in the World

"There is no more likely home for a long-forgotten stray piece of knowledge than the Library of Korranberg."

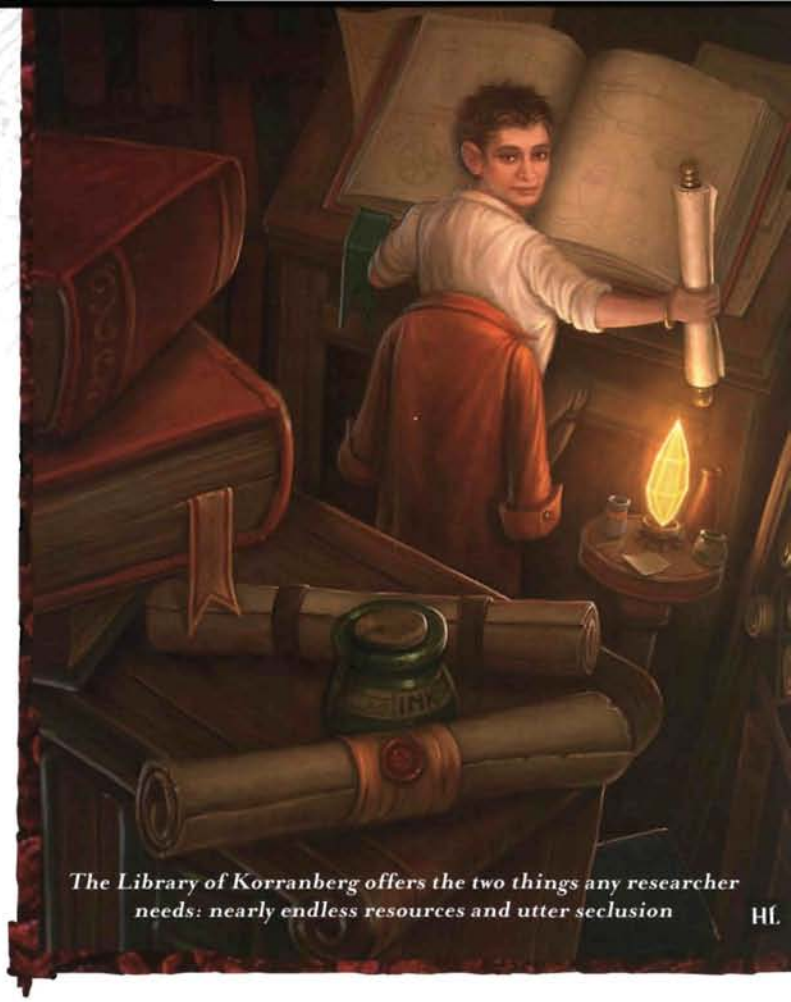
—Raulo ir'Trannick, Lord Mayor of Arcanix

The Library of Korranberg is more than a site in a gnome city: It is an organization with thousands of members, constantly working to maintain the knowledge already contained in the library and to expand on it.

The library is grouped into eight colleges, each of which has a specialized field, and the eight share an intense rivalry in academic, arcane, and athletic competitions. The eight colleges (and their specialties) are Soladas (history), Balinor's Horn (natural sciences), Blackdragon (alchemy), the Tabernacle (religion and philosophy), Morridan (mathematics), Aureon's Holt (law and oratory), Lyrris (art and literature), and Drystone (engineering).

Each college has a faculty of professors and researchers, some located in Korranberg and others abroad in Zilargo and elsewhere. The head of the faculty of a college is the doyen, and the eight doyens sit on a central council that manages the library's affairs. The head of the council is an appointee of the Korran family, descendants of the library's founder. The current high councilor is Alina Alrene ir'Korran, a cunning schemer. To the detriment of the library, she has heightened the competition among the colleges in order to weaken the power of the council and solidify her control.

The library's field researchers are the public face of the library beyond Zilargo. They engage in the sorts of pursuits typical of adventurers, but are not immune to the inter-college rivalries that plague the library.



The Library of Korranberg offers the two things any researcher needs: nearly endless resources and utter seclusion HL

GNOME SUBRACES

Members of all gnome subraces occasionally possess aberrant dragonmarks (see Subraces and Dragonmarks, page 47).

Chaos Gnomes: This gnome subrace (described in *Races of Stone*) forms small communities near other gnomes, most often in Zilargo. Chaos gnomes are not welcome within the well-ordered Zil society, but the Zil gnomes prefer that their chaotic cousins stay where they can be seen rather than wander out in the world where they might do harm to the reputation of the race. The most common complaint against chaos gnomes seems to be that they can't keep secrets.

Deep Gnomes: The reclusive race of deep gnomes (described in the *Monster Manual*) is little known beyond Zilargo, and not all gnomes believe in the existence of their subterranean kin. According to legend, the deep gnomes were subjugated by the daelkyr and their minions during their invasion of Eberron nine thousand years ago. Forced into slavery, deep gnomes committed crimes they consider heinous and unforgivable. After the defeat of the daelkyr, the deep gnomes continued to live underground, primarily concentrated beneath Zilargo. To this day, they believe that their history makes them unworthy to look on the light of day or mingle with their surface cousins, and they live in seclusion. Some among them hope to redeem themselves or their race through heroic deeds in battle.

Whisper Gnomes: Unlike chaos gnomes, whisper gnomes (also from *Races of Stone*) do not form their own communities. They live among other gnomes, but less often in Zilargo than in other lands. Rumors say that whisper gnomes were magically bred by the Trust to serve as spies and assassins among other gnomes, but these tales are not widely believed.

GOBLINOIDS

FALLEN FROM DOMINANCE

Sixteen millennia ago, the hobgoblin Empire of Dhakaan stretched across Khorvaire. Then the daelkyr arrived, and despite the strength of the hobgoblins and their allies, they were no match for the lords of Xoriat. The Gatekeepers eventually banished the daelkyr, but Dhakaan was left crippled. By the time human settlers arrived from Sarlona, the ruined empire was easy prey for them. For long years, the only remnants of the goblinoids' former might were isolated clans hiding in caves and wild places. Recently, a number of clans have resurfaced to take control of Darguun. That land is populated mostly by goblins, hobgoblins, and bugbears, and it holds its own against Khorvaire's other powers.

Darguun's goblinoid society is organized into three primary tribes, each of which includes numerous clans. Traditional roles still hold, for the most part. Hobgoblins rule the clans, since they are the most disciplined in war as well as politics. Bugbears serve as the clans' strongest fighters and shock troops. Though they possess the physical might that goblinoids respect, most bugbears have no desire to usurp control from their hobgoblin leaders. They are content in their roles as honored warriors, though some bugbears leave their clans and Darguun to become mercenaries or adventurers in far-off lands. Goblins are laborers, peasants, and crafters, making sure their clans are fed and armed. Many clans also keep kobolds as slaves for the most menial tasks.

The clans encourage adventurers among their number. Goblinoid adventurers spread Darguun's reputation, find relics from the time of the Dhakaani Empire, and bring word of outside events back to Darguun.

The Ghaal'dar tribe rules Darguun, and its clans answer to Darguun's founder, the Lhesh Haruuc. Racial roles are rigid in the tribe, with males and females enjoying similar status and roles, particularly among the bugbears and goblins. In the hobgoblin subculture, a vestige of the Dhakaani tradition sees males usually handle the warmaking while females deal with healing, magic, and diplomacy. In general, however, time and the Lhesh Haruuc's diplomatic power have eroded the tribe's Dhakaani roots, though they still retain the pride of their old empire.

The Marguul tribe is led by bugbears who have thrown off the yoke of their former hobgoblin oppressors. They are fiercer than their kin in the other two tribes, though most pay homage to Haruuc. The Marguul are not as powerful or numerous as the Ghaal'dar or Dhakaani, but they represent a martial and political force that lends strength to its allies.

Hidden until recently, the Dhakaani clans hold themselves apart from their kin and consider themselves the true heirs of the ancient goblinoid empire. Desiring to revive once-great Dhakaan and celebrate the emergence of a goblinoid nation across Khorvaire, they see Darguun as a good place to begin. They would like to take control of the nation, but first must settle their own differences. The clans cannot decide who among them should rule, but they are sure that when they finally unite, Lhesh Haruuc will not be able to stand against them.

Unlike Darguun's tribes, city goblinoids possess neither unity nor political power. They are descended from the slaves kept by the Sarlonan invaders who first colonized Khorvaire, and for the most part occupy similar roles today. Primarily members of society's lower class (though a fair number of adepts and experts exist among them), these goblinoids dwell in Khorvaire's major cities. Goblins are the most numerous among them, while hobgoblins and bugbears are found in the cities as well. The other common races are accustomed to these creatures, and city goblinoids blend seamlessly into Khorvaire's urban civilization. Many use their fearsome appearance and natural toughness to become bodyguards, bouncers, mercenaries, and adventurers. Though oppressed, they understand society and have excellent contacts through which to sell loot.

WHAT DO YOU KNOW?

Knowledge (geography)

DC 10: Once a part of Cyre, Darguun is now an independent nation of goblinoids.

DC 15: The Lhesh Haruuc Shaarat'kor rules Darguun. His charisma, diplomacy, and martial dominance allow him to keep the clans under control, though some chafe at his hand.

DC 20: Ghaal'dar is the most populous tribe in Darguun and owes fealty to Haruuc. Two other tribes hold power: the Dhakaani, which hold to the traditions of the past, and the Marguul, which is composed of bugbears.

Knowledge (history)

DC 15: Ruins from Cyre and the Dhakaani Empire are scattered across Darguun.

Knowledge (local)

DC 10: Darguun is a goblinoid nation.

DC 15: Activities that would be crimes elsewhere are legal in Darguun, and illicit goods are in ready supply in the rough bazaars.

DC 25: Goblins, hobgoblins, and bugbears are by far the most common goblinoids in the region, but other goblinoids lurk in its hidden places.

Knowledge (nobility and royalty)

DC 15: House Deneith uses goblinoids as mercenaries, shipping them to various places across Khorvaire.

DC 20: House Tharashk attempts to parley with Darguun for access to the mineral wealth in the Seawall Mountains, but racial animosity keeps the factions from reaching agreement.

DC 25: The Lhesh Haruuc is currently looking for a successor to take the throne when he dies or is forced to step down.

Knowledge (religion)

DC 10: Goblinoids traditionally revere the Shadow and the Mockery.

DC 15: During the last century, missionaries introduced the Sovereign Host to Darguun, and it is gaining limited acceptance.

DC 20: Lhesh Haruuc follows Dol Dorn and spreads the god's teachings among his people. Other popular Sovereign Host deities among the goblinoids include Dol Arrah and Balinor.

PLAYING A GOBLINOID PC

Goblins, hobgoblins, and bugbears offer legitimate and fresh choices for player characters. Eberron's general populace does not see goblinoids as invariably evil, and though their cultural history breeds distrust, goblinoids mingle with other races without excessive comment. Playing a kobold PC is also possible; though they possess low social status in Darguun, *some* kobolds manage to escape slavery and flee into the rest of Khorvaire. Rumors speak of organized groups of emancipated kobolds that make a unified effort to search for wealth and magic to help free their brethren from captivity.

Goblinoids have a national and historical identity that unites them and offers them motivations for adventuring. A goblin, hobgoblin, or bugbear might adventure in search of ruins and relics from the Empire of Dhakaan. He might seek to battle his ancient foes, the daelkyr, or to improve the social status of his people in Khorvaire's cities. His clan might have tasked him with exploring the world and returning with information on its customs and people. Indeed, adventuring parties composed entirely of goblinoids are not unheard of.

Though goblins, hobgoblins, and bugbears are Darguun's most common goblinoids, other kinds lurk in secret in its dark places. These strange goblinoids are rare sights, and viewing one causes most adventurers puzzlement over the creature's origins. Like other goblinoids, these uncommon creatures leave their caves to seek their own places in their nation and their world.

Darguun's goblinoids, particularly those of the Dhakaani tribe, have a strong martial tradition. Most hobgoblin adventurers are fighters, while goblins and kobolds are rogues, and bugbears are fighters or barbarians. The goblinoids' history of martial prowess makes them ideal candidates for exotic prestige classes such as the kensai and bladesinger (see *Complete Warrior* for details of these classes and other possibilities).

If you would like to play a goblinoid or kobold, the following table summarizes favored class, racial Hit Dice, level adjustment, and starting effective character level (ECL) for each race. *Savage Species* offers suggestions for playing any monster race from 1st level.



A Dhakaani adventurer

Race	Favored Class	Racial HD	Level Adj.	Starting ECL
Blue[1]	Psion	—	+1	2nd
Goblin	Rogue	—	+0	1st
Goblin, forestkith[2]	Barbarian	—	+1	2nd
Hobgoblin	Fighter	—	+1	2nd
Kobold	Sorcerer	—	+0	1st
Bugbear	Rogue[3]	3d8	+1	4th

1 See *Expanded Psionics Handbook*.

2 See *Monster Manual III*.

3 Dhakaani bugbears have barbarian as a favored class.

THE GREAT BLADE OF THE GOBLINOIDS

One clan of Dhakaani goblinoids is the Kech Shaarat, which means "blade bearers." The clan takes its name from an artifact in its possession: the Skai Shaarat, or "Great Blade." The Skai Shaarat is a relic from the days of the Empire of Dhakaan when, legend has it, the empire's ordained champion wielded the blade against all foes. Generations of goblinoid mystics imbued the sword with their power, and its dull and chipped appearance belies its potency. The Skai Shaarat carries great cultural and historical significance among goblinoids in general and the Dhakaani clans in particular; possessing it grants the Kech Shaarat political clout they would not have otherwise. Currently their chieftain, Ruus Dhakann, wields the sword.

The Skai Shaarat

The *Skai Shaarat* is an ancient Dhakaani heirloom. Its power strengthens your arm and sharpens your instincts. You feel a faint but irrepressible desire to crush all enemies of the goblinoids.

Description: The *Skai Shaarat* is a weathered greatsword with a dull, notched blade. Its handle is wrapped in leather. It is unremarkable but for the symbol of the Dhakaani Empire upon its hilt. When it is wielded in battle, tiny runes burst into orange light along its edges.

Activation: The *Skai Shaarat* is activated by simply wielding it.

Effect: The *Skai Shaarat* is a *+6 axiomatic greatsword of speed.* Three times per day, you can use the sword to make a smite attack, gaining a +4 bonus on your attack roll and a +20 bonus on your damage roll if you hit. Once per day, when you make a successful attack roll with the blade, after dealing damage you can use *harm* on the target (DC 19).

Aura/Caster Level: Strong necromancy; CL 20th.

Construction: The *Skai Shaarat* is a unique artifact.

Weight: 8 lb.

Price: n/a.

HALF-ELVES & URBAN ELVES

OLD TRADITIONS SEEN THROUGH NEW EYES

Born from the earliest commingling of Aerenal elves and Khorvaire's human settlers, half-elves have long since emerged as a unique and distinct race, separate from either of its original bloodlines. Though comparatively few in number, their ambition, racial pride, and membership in two dragonmarked houses lend half-elves clout in the world. With no homeland to call their own, half-elves are truly children of Khorvaire. Many turn to the dragonmarked houses of Medani and Lyrandar for leadership and a sense of belonging, while the rest of the race gathers in half-elf communities throughout the Five Nations as well as in places as far off as the Eldeen Reaches, Q'barra, and the Lhazaar Principalities.

The half-elves' distinct racial identity has engendered a wholly original set of customs and culture. The half-elf families connected to House Lyrandar, for example, tend to follow traditions that are as wild and free as the wind and storms that the house controls. They have a love for open spaces, the air, and the sea, and an affinity for nature and the land itself. Those of House Medani, on the other hand, embrace a culture of curiosity and possess a fearlessness that gives members of other races pause. All half-elves have a love of adventure and a daring spirit that has served them well in their efforts to become a force in Khorvairian society.

Some half-elves continue to arise through the union of humans and elves. These individuals, with both a human and an elf parent, can appear among any of the human or elf dragonmarked houses, and thus might have either a human or elf dragonmark of the appropriate bloodline.

Half-elves call themselves Khoravar, or "Children of Khorvaire." They see themselves as the progeny of the continent, since both humans and elves were migrants to the land, but the first half-elves were born on its shores. Half-elves are loyal to each other and seek out their fellows to share information, to build connections, and for companionship.

Half-elves see half-elf adventurers as a source of particular pride and go out of their way to provide such individuals with aid and good wishes. They expect that their adventuring kin will remember them in turn, and many half-elf adventurers donate portions of their treasure to improve half-elf communities. These individuals become heroes; those who do not share their wealth engender suspicion and animosity.

Half-elves look upon their dragonmarked houses—Lyrandar and Medani—with pride, and most consider themselves to be members or allies of one house or the other.

URBAN ELVES

After the violent events that rocked Aerenal twenty-six hundred years ago, the elves of House Phiarlan moved to Khorvaire and joined human society. This event helped form the Five Nations, led to the rise of the half-elf race, and firmly established an elven presence on the continent. Culturally, the elves of House Phiarlan and Thuranni, having lived side by side with the other common races for so long, have developed customs and traditions distinctly different from their Aerenal counterparts. They have integrated into the life of the Five Nations while still maintaining customs and attitudes that make them distinctly urban elves. Some customs and holidays reflect ancient blood ties to the elves of Aerenal, but they bear only the faint whisper of memory compared to the pageantry and deep immersion that takes place on the elven continent. While some urban elves experiment with the deathless traditions of Aerenal, most have little or no connection to the old ways of their ancestors.

WHAT DO YOU KNOW?

Knowledge (geography)

DC 10: Neither half-elves nor urban elves possess lands of their own. Instead, they are spread throughout civilized Khorvaire, appearing mostly in major cities and towns.

Knowledge (history)

DC 15: The first half-elves appeared over two thousand years ago, after elves migrated to Khorvaire and integrated into human society.

Knowledge (local)

DC 5: Half-elves are a distinct race, possessing their own racial identity.

DC 10: While a few first-generation half-elves are born every year as a result of rare marriages between humans and elves, the vast majority of half-elves have two half-elf parents.

DC 15: Half-elves call themselves Khoravar, or "Children of Khorvaire." Their human and elf ancestors were immigrants in Khorvaire, but half-elves see themselves as native to that continent.

DC 20: The more strongly traditional Aereni and Valenar elves have low opinions of half-elves and urban elves. They see the half-elf race as a mistake, a symbol of the weakening of elf blood and a reminder that the other races, while they have their uses, must be kept at a distance. They see urban elves as elves who strayed from the path and broke with the ancient traditions for profit and material gain.

Knowledge (nobility and royalty)

DC 10: Half-elves control the Mark of Storm (House Lyrandar) and the Mark of Detection (House Medani).

DC 15: Urban elves control the Mark of Shadow, which is split between two elf families, House Phiarlan and House Thuranni.

Knowledge (religion)

DC 10: Most half-elves and urban elves adopt the religious practices of greater Khorvaire, paying respects to the Sovereign Host and, to a lesser extent, the Silver Flame.

DC 15: Some half-elves and urban elves dabble in elven traditions and revere either their ancestors or the Undying Court.



Half-elves enjoy a unity meal

STREET DANCERS: AN EXCERPT

From a Play by Hiorus Brightmane. Act II, Scene 3.

Scene: A street corner. The half-elf Cullaris and the House Phiarlan elf Mahlla engage in conversation.

Cullaris: Ah, my friend! Of course I enjoy being a half-elf! I say to you that there is no other race I would rather be. The blood of lost elves runs in my veins, some say, lost among the dead, lost in war. The blood of short-lived, hot-tempered humans also courses through me, some say, but what do I know of that? My mother and father were half-elves, as were their parents before them. If anything, I possess the best qualities of both. Do you not agree?

Mahlla: Yes, but I think I'd rather do away with the human part entirely.

Cullaris: Ha! There's a lark! If I could change the circumstances of my birth, why would I want to?

Mahlla: I am full elf, not half, yet neither Aereni nor Valenar. I am myself. I respect my ancestors, and my traditions give me strength, yet I have advanced along with society. My life is long, allowing me to see a great many changes in civilization—and perhaps to effect some myself. I am slower to change than a human, but they are too rash.

Cullaris: You have a point. Very well, let us agree: It is better to be half-elf or urban elf than anything else!

Mahlla: Agreed!

Cullaris: We half-elves, and urban elves, of course, know what is important: We are proud of ourselves and eagerly lend aid to each other. We are loyal to our own, unlike those humans and feuding dwarves. Yet we are free to make our own way in the world. Our culture does not drag us down; it enhances us. Tell me, what virtue do we not possess?

Mahlla: Humility?

Cullaris: Yes, perhaps.

Half-Elven Wine

Half-elves serve fine food and drink at weekly unity meals that celebrate the harmony of the half-elf people. Seventeen years ago, in a town at the front lines of the Last War, a half-elf priest of Boldrei developed the spell described below to lend the meals' wine extra potency. It has since become a custom to share the blessed wine in many half-elf communities throughout Khorvaire. Half-elf cleric adventurers sometimes use this spell while toasting their allies before a battle.

Unity Wine

Transmutation
Level: Cleric 1
Components: V, S, DF
Casting Time: 1 minute
Range: Touch
Target: One pint of wine in touched container
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

With your holy symbol in one hand, you hold your other hand over a container of wine, invoking the spirit of community and blessing on all who drink from it.

You infuse up to 1 pint of wine in a single container with energy. Up to four living creatures can partake of the wine. Drinking a glass takes at least a standard action, though diners usually imbibe the wine over the course of a meal. Creatures that drink unity wine feel uplifted and inspired, gaining a +1 morale bonus on skill checks for the spell's duration.

HALFLINGS

LIFE ON THE PLAINS

From the eastern shores of Lake Cyre, the Talenta Plains stretch away in a sea of grass that goes on as far as the eye can see. The majority of this territory is covered with grasslands teeming with a surprising array of wildlife, including dinosaurs that range in size from as small as dogs to as large as elephants. While not the most fertile land, the Talenta Plains supply everything the halfling tribes need to live and thrive. To the south, the grass thins and gives way to the barren, sandy Blade Desert (named for its sharp, elongated shape) that runs to the Ironroot and Endworld Mountains in the east.

Nomadic tribes of halflings have lived, hunted, and wandered these plains since before humans first set foot on Khorvaire. Then, halflings and dinosaurs alike roamed as far north as the Iceflow River and Lake Dark in modern-day Karrnath, and west as far as the Seawall Mountains and Lake Brey. As humans expanded across Khorvaire, the halflings' range diminished to its current extent. Nevertheless, the halflings continued to roam the plains as they had before, doing their best to avoid the encroaching cities and towns. Certainly, occasional confrontations erupted—the halflings were hunters by nature, and would not allow the longer-limbed races to bully them or push them off their land. But for the most part, the tribes were happy to peacefully coexist with their tall neighbors. Even when Galifar united the other nations of Khorvaire into one kingdom, it had little impact on this situation.

With the start of the Last War, however, it became nearly impossible for the halfling tribes to avoid the politics of the Five Nations. The Talenta Plains offered perfect battlefields—wide open and flat, without any settlements or civilian towns to get in the way. Of course, these battles had a severe impact on the herds of dinosaurs and cattle that roamed and grazed on the plains. Because those animals were central to the halflings' way of life, the tribes found themselves drawn into the conflict.

Different tribes aligned with different sides, giving some the sense that the halflings did not honor treaties and were not to be trusted. Eventually, for their own protection (and that of their beloved plains), the tribes began to work more closely together, and when the other nations gathered at Thronehold to negotiate a lasting peace (see page 93), the halflings sent a single representative to look out for their interests.

Today, the Talenta Plains are considered a single nation, but halfling society still revolves around the tribe. The only permanent community in the territory is Gatherhold, which all tribes visit from time to time but none occupy permanently. The settlement is maintained by the members of House Ghallanda, one of the two halfling dragonmarked houses. The other dragonmarked houses maintain a few way stations in the plains, and the halflings have allowed Karrnath to construct a number of military outposts and maintain a standing garrison in the south, along the Valenar border. For the most part, though, the plains remain as they have been for thousands of years.

Halfling tribes range in size from fifty to a thousand or more individuals. They maintain their nomadic traditions and eschew material possessions, keeping only what they need for their survival and that of the creatures they herd and ride. Even the largest tribes can strike camp, load up their mounts, and move out in no more than 10 minutes, driving their herds of cattle, tribex, and herbivorous dinosaurs ahead of them.

The tribes have an egalitarian structure. In theory, every individual in the tribe is equal, and the tribe as a whole elects a leader (called a lath) who guides the tribe for as long as he or she retains the tribe's confidence. Only occasionally do tribes join together under the leadership of a lathon (a leader of multiple tribes). Lathon Halpum is the only halfling to currently hold that title, though he carries it only as an honorific, commemorating his role at Thronehold negotiating for the halfling nation. His own tribe is one of the largest in the plains, but he no longer commands any other. Still, he is well respected by the Talenta halflings, and could probably unite many or all of the tribes again if the need arose.

WHAT DO YOU KNOW?

Knowledge (history)

DC 10: Halflings lived in Khorvaire long before humans arrived.

DC 15: Before the appearance of humans, halflings roamed with their dinosaurs over a larger area than the Talenta Plains—up into Karrnath and westward into Breland and Darguun.

DC 20: From the formation of Galifar to the start of the Last War, the halflings of the Talenta Plains were considered part of Karrnath, though they remained quite independent and never gave up their old ways. With the start of the Last War, different tribes aligned with different sides in the conflict. The end of the war meant the birth of a distinct halfling nation.

DC 25: Halfling leader Lathon Halpum represented the Talenta Plains at Thronehold and helped negotiate the creation of a separate nation.

Knowledge (local)

DC 10: Halflings live in every city in Khorvaire, and appear across the countryside as well. The city halflings have left the tribal ways of the Talenta Plains far behind.

DC 15: Talenta halflings have an egalitarian tribal society. All members of a tribe have a voice in choosing a leader and in deliberations about the movements and actions of the tribe.

Knowledge (nobility and royalty)

DC 10: Two dragonmarked houses—Ghallanda and Jorasco—are made up of halflings. Ghallanda carries the Mark of Hospitality, while Jorasco has the Mark of Healing.

DC 15: House Ghallanda has a strong presence in the Talenta Plains as well as in communities across Khorvaire. House Jorasco, on the other hand, has few remaining ties in the Plains—its headquarters is in Karrnath.

Knowledge (religion)

DC 20: The halflings combine a reverence for the spirits of their ancestors and their living dinosaur mounts with a belief in Balinor, the Sovereign Lord of Beasts and the Hunt. They believe their spirits are united with those of their mounts through the hunting masks they wear.

Life is hard on the plains, and the halflings fight every day just to survive. They are hunters, riding and fighting from the backs of their dinosaur mounts from a very early age. The halflings treat their mounts with kindness and protectiveness, more like children than trained animals.

Halflings honor the spirits of their ancestors and the spirits of their dinosaur mounts, prompting some comparisons to the beliefs of the Valenar elves. However, the halflings do not believe that their ancestral spirits inhabit their mounts. Rather, every halfling warrior hopes to unite his spirit with his mount's in the heat of battle, so that his spirit might be as worthy of reverence after death as his dinosaur's spirit already is. The hunting mask worn by halfling hunters and warriors is a symbol of that spiritual bond.

Since halfling tribes do not claim control over specific territories, conflict between tribes erupts only during times when resources are scarce. Similarly, it usually requires a significant outside threat to unite tribes under the leadership of a lathon.

BEYOND THE TALENTA PLAINS

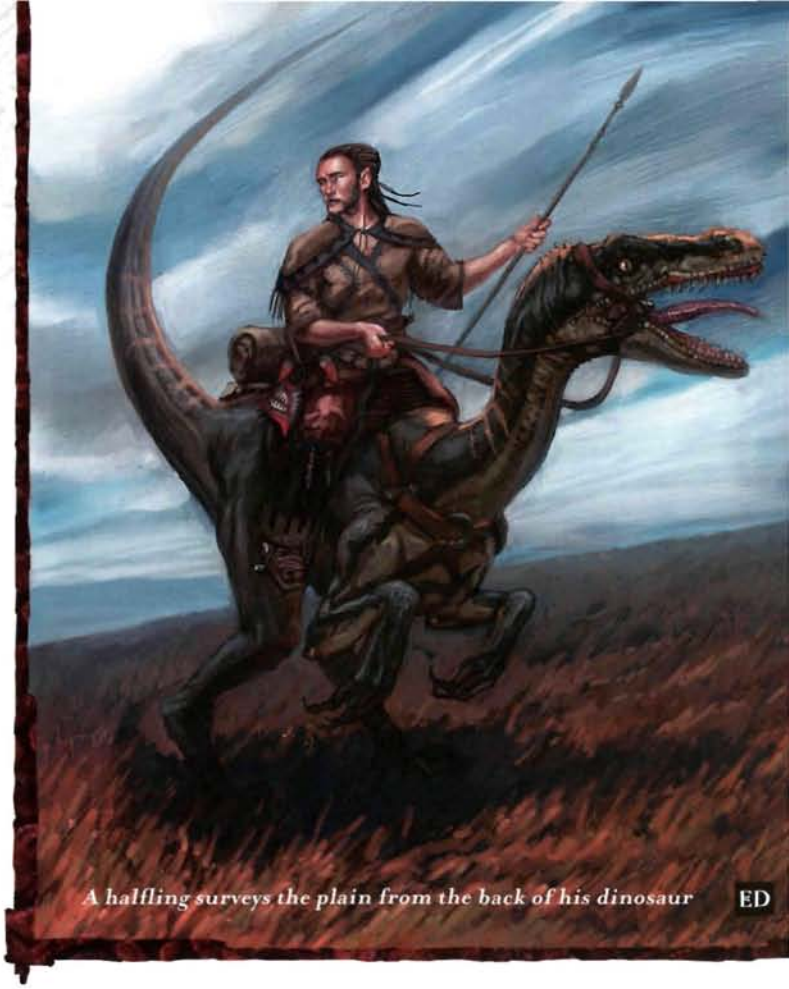
While all halflings in Khorvaire can trace their roots back to the nomadic tribes, many left the Talenta Plains generations ago and now have almost nothing in common with their dinosaur-riding cousins. Having long abandoned the nomadic life of the plains, these urbanized halflings are as apt to believe the false stereotypes about tribal life as anyone else who has not lived in or visited the Talenta Plains.

Halflings can be found in every walk of life, in all the cities of Khorvaire and on homesteads in the agrarian areas and frontiers. Some live as hunters and trappers in Aundair and the Eldeen Reaches. These halflings conform to the culture of the land where they reside, typically more similar to the races of that land than to the halflings of the plains.

The halfling dragonmarked houses operate in all these disparate cultures, bridging differences and smoothly negotiating the different customs of Khorvaire's halflings.

The Mark of Healing first appeared on halflings living on the Talenta Plains, but House Jorasco long ago moved its headquarters to Karrnath so that the dragonmarked could share their gift with a greater number of people. The house manages hospitals, hospices, and herbalist and alchemy shops across the continent. Though Jorasco continues to maintain a strong presence in the plains, Talenta halflings treat the members of the house with suspicion and distrust for having left the land where they gained their abilities.

Members of House Ghallanda bear the Mark of Hospitality and wield powers related to food and shelter. The head of House Ghallanda keeps his court in Gatherhold, while the majority of the house's work is done in the more populous nations. The house's Hostelers Guild operates inns, restaurants, spas, and other places of comfort and peace.



A halfling surveys the plain from the back of his dinosaur ED

TALENTA FEATS

Friend of the Tribes

You are deeply familiar with the tribes of the Talenta Plains.

Benefit: You gain a +2 bonus on Diplomacy, Gather Information, and Sense Motive checks when the target is a halfling.

When you meet a halfling, you can attempt a DC 15 Sense Motive check as a full-round action to determine what tribe he or she is from. If you fail the check, you can repeat it after 1 minute of interaction with the halfling. A second failure allows no further attempts.

Talenta Dinosaur Bond [Racial]

You have undergone grueling training on dinosaur back and are skilled in the halfling techniques of fighting while mounted.

Prerequisite: Halfling, Ride 6 ranks, Mounted Combat.

Benefit: Choose a particular dinosaur mount that you are familiar with. You gain a +4 insight bonus on Ride checks made in conjunction with that mount. In addition, as long as you are mounted on that creature, both you and your mount gain a +1 insight bonus to AC and on Reflex saves.

Special: If your mount is killed, you can apply this feat to a new mount after seven days have passed.

Talenta Drifter [Racial]

Your extensive travels on the Talenta Plains give you an advantage while in that region.

Prerequisite: Halfling.

Benefit: You gain a +2 bonus on Hide, Spot, and Survival checks you make while in the Talenta Plains.

History

The Sweep of World Events

Properly speaking, the history of modern Eberron begins some eighty thousand years before the present. (See Creation Myths, page 30, for an account of the creation of the world and the eons before the rise of the giants.) It was at this time that the first civilization of mortal beings arose, as the progenitor race of giants built their first cities in Xen'drik. The giants of this age were closer to titans than to the giants found in Xen'drik today—even the noble and powerful storm giants are debased and corrupted, compared to the pure forms of their forebears.

The giants effectively ruled the world (if only with the quiet complicity of the dragons) for some forty thousand years. They enslaved the elves (including the drow) as they built kingdoms encompassing all of Xen'drik and occasionally reaching beyond it. They founded at least one colony on Sarlona, the descendants of which are the half-giants that still dwell there, and might have had outposts in Khorvaire as well. The giants learned arcane magic from the dragons and used it to create wonders unknown even now, at the presumed height of human civilization.

The giants' civilization was ultimately destroyed by the first major planar invasion: the arrival of the quori through a planar gate connecting Xen'drik to Dal Quor, the Region of Dreams. After years of battle, the giants called upon powerful draconic magic to destroy the planar gate, but this desperate act had disastrous consequences. Xen'drik was shaken to its core. Vast expanses of land vanished beneath the sea (both Shargon's Teeth and the Phoenix Basin were once solid ground). Although the quori were repelled and prevented from taking physical form in the world (perhaps forever), the civilization of the giants never recovered. Horrible plagues and curses swept across Xen'drik even as the elves rebelled against their giant masters. Finally, just as some giants were planning to strike against the elf rebels using the same great magics that had driven off the quori, the dragons attacked to prevent a second such devastation.

The civilization of the giants was utterly ruined. The drow remained in hiding in Xen'drik while their elf cousins escaped to Aerenal. In the south of Khorvaire, the first goblinoid kingdoms began to rise, a pale reflection of the splendor of the giants' culture. Within several thousand years' time, orc kingdoms arose in the west, in the shadow of the growing goblinoid nations. Over time, the goblinoids became increasingly well organized into city-states and small nations, until finally the Dhakaani united these disparate nations into one grand empire that held sway from the edges of the Shadow Marches to the foothills of the Endworld and Ironroot Mountains. At this point, the history of Eberron is largely the history of Khorvaire (but see History Beyond Khorvaire on the next page). The exiled elves of Aerenal formed the basic structure of their society during this period as well, and they came into conflict with the Dhakaani in present-day Valenar.

After nearly thirty thousand years of dominance, the great Dhakaani Empire fell to the second major planar invasion—the incursion of the daelkyr. These nightmarish flesh-shapers from Xoriat, the Realm of Madness, decimated the western part of the Dhakaani Empire before the Gatekeeper druids of the orcs managed to seal the portals that connected Xoriat to Eberron. Left effectively leaderless, the eastern Dhakaani provinces fell into civil war and the goblinoid civilization crumbled.

With both orcs and goblinoids weakened by the daelkyr, the smaller races of Khorvaire (the halflings of the east and the gnomes of the west) slowly began to come into their own. Some three thousand years ago, and two thousand years after the definitive fall of Dhakaan, Lhazaar led humans from Sarlona to the eastern shores of Khorvaire. Humans began to spread over the lands once held by the declining goblinoids. Like the gnomes, elves, and halflings who preceded them, humans developed

WHAT DO YOU KNOW?

Knowledge (history)

DC 10: The current year, 998 YK, marks almost a millennium since the founding of the Kingdom of Galifar. The past hundred years were dominated by the Last War, during which the kingdom eventually fractured into the original Five Nations from which it was built—although one of the Five, Cyre, is now the blasted waste of the Mournland.

DC 12: Galifar I, born in Karrnath, was the second Karrn to try to unite the Five Nations into a single kingdom.

DC 15: The first humans to arrive in Khorvaire were migrants from Sarlona, led by an explorer named Lhazaar. Humans quickly spread to cover the continent in the wake of the fall of Dhakaan.

DC 18: The history of Eberron is commonly divided into four ages, each one defined by the rise of an empire and its cataclysmic fall.

DC 22: These ages are the Age of Demons, the Age of Giants, the Age of Monsters, and the current age, which some call the Age of the Dragonmarked. The Age of Giants, when the giant empires of Xen'drik dominated the world, ended with the invasion of the quori. The third age, marked by the rise of the goblinoid empire of Dhakaan, was brought to an end by the invasion of the daelkyr. The current age is the fourth, and some say that the Last War marks its close.

DC 24: The current age began between four and five thousand years ago, when the Dhakaani Empire fell in the wake of the Daelkyr War. The first dragonmarks appeared some thousand years later.

DC 25: Even as the goblinoid kingdoms that grew to form the Dhakaani Empire were growing, small orc kingdoms flourished in the west of Khorvaire. These eventually became client states of Dhakaan, and the orcs played an important role in driving off the daelkyr.

dragonmarks in this new land (as did the dwarves who had migrated from the Frostfell). The development of dragonmarks among Khorvaire's races helped to lift them to a more civilized state.

By two thousand years ago, there were five separate human civilizations in central Khorvaire—the Five Nations, though not yet called by their modern names. Ringed by goblinoid stragglers, gnome and dwarf clanholds, and halfling tribes, these realms struggled against their neighbors and each other for supremacy in the region.

Nearly a thousand years ago, Galifar of Karrnath launched a new campaign to unite the Five Nations into a single kingdom that, for all practical purposes, would span Khorvaire. With the support of the dragonmarked houses, he succeeded where his ancestor Karrn the Conqueror had failed, and the Kingdom of Galifar was born. The modern reckoning of years counts this as the first Year of the Kingdom (1 YK). The five children of Galifar I served as governor-princes of the Five Nations to help their father govern the land, and gave their names to the provinces of the kingdom—Aundair, Breland, Cyre, Karrnath, and Thrane. (Galifar's eldest son, Karrn, was named after the Conqueror, and his nation kept the name of its founder.)

The next nine centuries saw the gradual expansion of the Kingdom of Galifar, including an early war against the sea princes of Lhazaar, a slow push into the wilderness areas at the eastern and western ends of the continent, and some small interest in overseas possessions—most notably the city of Stormreach, which Galifar and the dragonmarked houses expanded in 802 YK to facilitate access to the rich stores of dragonshards in Xen'drik.

This period is now fondly remembered as a golden age of culture and magic. The arts flourished under the patronage of the monarchs of Galifar, particularly in the major cities of the Five Nations. The lightning rail connected all of central Khorvaire by 865 YK. House Sivis message stations allowed fast communication between people a continent apart. The Five Nations were not without their strife and conflict, but open warfare was unknown in the central part of the continent.

In 894 YK, it all came crashing down. See the entry on the Last War (page 92) for more about the fall of Galifar and the shaping of modern Khorvaire.

Galifaran Scholar

You have made an exhaustive study of the history of Galifar, from the earliest roots of the Five Nations, through the formation of the united Kingdom of Galifar, and on to the Last War and the dissolution of the kingdom. The depth of your study gives you great insight into the whole field of knowledge surrounding the history of Galifar.

Prerequisite: Knowledge (history) 4 ranks.

Benefit: You receive a +4 insight bonus on Knowledge checks pertaining to events associated with the Last War or the royal family of the Kingdom of Galifar, and you treat untrained Knowledge checks related to these topics as trained Knowledge checks.

Normal: You can attempt a Knowledge check untrained only if the DC of the check is 10 or lower.

HISTORY BEYOND KHORVAIRE

It is tempting to look at the sweep of history as a simple progression from the ancient empires of the giants, through the goblinoids, to Galifar and the Five Nations. After the Dhakaani united the goblinoid tribes, the history of primary interest to scholars unfolded mostly on Khorvaire. This view is far too narrow, however, because many events of import happened beyond the shores of Khorvaire after the fall of the giants. The impact of these events might not be felt all that strongly in Khorvaire, but that does not make them less important.

The history of Aerenal stretches back to the fall of the giants and often intersects with that of Khorvaire. The elves of Aerenal had a colony in southeastern Khorvaire during the time of the Dhakaani Empire, in what is now Valenar. (This territory is thus considered by the Valenar elves to be ancestral lands that rightfully belong to them.)

The history of Sarlona is a grand tale of rising and falling empires about which little is known outside that distant and mysterious continent. The cradle of human civilization, Sarlona was home to dozens of city-states for thousands of years. Lhazaar, a great explorer from the Sarlonan nation of Rhiavhaar, led a group of colonists across the sea to the "new world" of Khorvaire three thousand years ago. Rhiavhaar is long forgotten, but the legacy of Lhazaar goes far beyond the principalities that bear her name—almost all of human history in Khorvaire stems from that first colonial mission. The quori invasion that began some fifteen hundred years ago changed the face of Sarlona forever, but it also affected the fate of Khorvaire as another wave of human settlers set out across the sea, this time to Khorvaire's western coast, where they settled in the Shadow Marches.

Finally, the history of Xen'drik by no means ends with the fall of the giants forty thousand years in the past. Despite the cataclysms that wracked that continent, civilization survived in many forms. While the giants were reduced to savagery (a state that the drow had never risen far above while they were slaves to the giants), other races have from time to time forged kingdoms and even empires of their own in the shadows of Xen'drik's cyclopean ruins. Archeological evidence suggests that a vermin lord forged a kingdom among the nomadic thri-kreen of the great golden desert Menechtarun about twelve thousand years ago, conquering desert tribes and small city-states along the western coast before suddenly disappearing. (Vermin lords are described in *Monster Manual III*.) A handful of minotaur warlords have erected maze-cities and forged tiny kingdoms over the centuries. Yuan-ti, fleeing their native Sarlona as the quori cemented their rule there, eventually settled in Xen'drik and established their corrupted temples in the thickest jungles, sometimes joining together to form alliances and even small empires. There are said to be a number of githyanki city-states hidden in the wilds of Xen'drik, founded by the survivors of the daelkyr invasion. Perhaps most troubling, word is beginning to reach Khorvaire of a city of warforged that were not made in any Cannith forge, now expanding its influence in the southern mountains of the continent of secrets.

HUMANS

A HISTORY OF EXPLORATION AND BLOOD

Humans have inhabited Khorvaire for millennia. They dominate the land, but in some ways they are relative newcomers to the continent. Most humans don't spend time contemplating their race's origins, and many do not even know that they are not native to Khorvaire, but history does not lie: Humans came from Sarlona. The pioneer Lhazaar is acknowledged as the leader of this migration, but the journey was not accomplished in a single massive exodus from Sarlona to Khorvaire. Rather, the migrants came in waves, over the course of perhaps a hundred years.

These first waves of human migrants left Sarlona's western shore and arrived in what is now the Lhazaar Principalities some three thousand years ago. Some were explorers, seeking new vistas. Some were settlers, tired of warfare and hoping to claim new lands and improve their lives. Some were opportunists, entrepreneurs, and conquerors, looking for wealth they could unearth, trade for, or steal. Lhazaar herself made several journeys between Sarlona and Khorvaire, making enormous profits off the exotic goods she brought back to her homeland as well as the Sarlonan goods she sold to the goblinoids that still held Khorvaire despite the fall of the Dhakaani Empire.

At first, the settlers were few in number and relied on friendly relations with the goblinoids to survive in this unfamiliar land. Within a century, however, their numbers had grown dramatically and they began to expand westward.

Humanity was a relatively young and versatile race, and the goblinoids were a shattered remnant of empire. The hobgoblins and bugbears fled belowground, leaving the surface to the goblins. The goblins were more plentiful than the humans, but they were disorganized and individually weak, still struggling to rule themselves with their empire gone and their power structure collapsed. Goblin chieftains led small clans whose superior knowledge of the land gave them early victories over the human invaders. However, humanity's strength, versatility, and adaptability turned the tide in the end. Goblin clans fell by the score, their survivors taking flight or surrendering in the face of the humans' might. Numerous human heroes arose during this time, and their names can still be found on statues, on cities, on inscriptions in ancient items, and on the lips of their admirers.

Perhaps the best known of these heroes is Karrn the Conqueror, the founder of Karrnath. Credited with eliminating the last strongholds of goblinoid resistance in central Khorvaire, Karrn had visions of empire, turning from his goblinoid foes to other groups of humans in his drive to rule. By the time of his reign, five hundred years after Lhazaar's arrival in Khorvaire, humans had already formed five incipient nations, and Karrn dreamed of uniting them all under his wolf-head banner. Even though he built the greatest army of his age and led it to war with ruthless efficiency, the sheer size of Khorvaire defeated him.

Five centuries after Karrn's rule, a second major wave of human migrants began to arrive from Sarlona. As the Inspired tightened their grip on Sarlona, some groups and subcultures recognized the danger and fled across the sea to the east. In contrast to the first settlers, these refugees landed on Khorvaire's western coast. Some encountered the orcs of the Shadow Marches and made eventual peace with them, settling in the inhospitable swamps. Others made landfall in the Demon Wastes and devolved into demon worship and the barbarism of the Carrion Tribes.

At around the same time, the dragonmarked houses began to cement their power, launching the War of the Mark to purify their ranks. By this point, humanity's rule of Khorvaire was secure.

WHAT DO YOU KNOW?

Knowledge (geography)

DC 10: Aundair, Breland, Karrnath, and Thrane—four of the former Five Nations of Galifar—are the greatest human nations. Q'barra and the Lhazaar Principalities are also primarily human.

DC 15: Humanity has a strong presence in the Eldeen Reaches and the Shadow Marches as well. A few primitive human tribes live in the Demon Wastes.

DC 20: Many humans live in Sarlona. Argonessen, though home primarily to dragons, has a number of human barbarian tribes along its shores.

Knowledge (history)

DC 10: Humans came to Khorvaire from Sarlona three thousand years ago.

DC 15: Early human migrants battled goblins for control of Khorvaire.

DC 20: The humans enslaved the goblins after the wars.

DC 25: The early humans represented various Sarlonan subcultures, and they arrived in a series of migrations that lasted around fifteen hundred years. Modern human culture blends the histories and customs of its varied components, and some human groups remember specific traditions from their time on Sarlona.

Knowledge (local)

DC 5: Humans are the dominant race in Khorvaire. They control more nations and more land than all other races combined.

DC 10: Humanity's strength lies in its variety. Humans are versatile and capable.

Knowledge (nobility and royalty)

DC 10: Humans control the Mark of Making (House Cannith), the Mark of Passage (House Orien), the Mark of Sentinel (House Deneith), and the Mark of Handling (House Vadalis).

DC 15: Most human nations are feudal monarchies, reminders of the great Kingdom of Galifar.

Knowledge (religion)

DC 10: Humans tend to worship the Sovereign Host and the Silver Flame. Humans of a crueler or more chaotic bent pay homage to the Dark Six.

HUMANS FROM OTHER LANDS

Khorvaire's humans need little description—they are everywhere, after all. Fewer people know much about the humans from the continents of Sarlona and Argonnessen.

Two kinds of humans live in Sarlona: those in Riedra, who are dominated by the Inspired, and those in Adar, who hide in mountain sanctuaries surrounded by their kalashtar allies. Either sort might come to Khorvaire, fleeing the Inspired or seeking to work against them—or sent as Inspired agents to infiltrate Khorvairian society.

Riedrans have long been pacified. They serve the Inspired, and the Inspired control them. Rebels and freethinkers are put to the sword or mentally abused until they forget their beliefs. Every so often, though, a Riedran escapes the Inspired's influence and flees to Khorvaire, bringing with her valuable knowledge about her enemies.

Adarans are more likely to become adventurers. Many work actively against the Inspired, and their monastic and psychic traditions grant them the power to overcome challenges. Human adventurers from Adar become monks, psychic warriors, psions, or soulknives (the last three classes are found in *Expanded Psionics Handbook*).

The isles of Seren lie off Argonnessen's northwest coast. Primitive humans make these islands their home. They are sea raiders, setting out in long, shallow ships to challenge traders and explorers. The men wear beards and keep their hair long, believing that these traits inspire fear in their enemies. The women are just as fierce as the men, and fight by their sides.

The Seren tribes worship the dragons of Argonnessen. They capture sacrifices for them and ensure that no interloper pierces that continent's interior. Though most Serens attack foreign ships on sight, a few are curious about visitors. They want to know more about the world beyond their islands, and they might even desert their people to explore Khorvaire.

OTHER HUMAN RACES

Races of Destiny introduces a number of new human subraces, including the illumians, as well as five races with the human subtype. Members of these subraces occasionally possess aberrant dragonmarks.

Azurins: This human subrace appears in *Magic of Incarnum.* Azurins are born spontaneously in human communities and live among humans their whole lives.

Illumians: As described in *Races of Destiny,* illumians live in small conclaves within human cities, and the illumian city of Elirhondas lies on the Plane of Shadow.

Mongrelfolk: These hybrid descendants of many races live among all their kin. Only in Darguun and Droaam, where their ancestry is weighted heavily toward goblinoid races, do they form sizable communities, making up an underclass beneath even the lowest of the goblinoids.

Sea Kin: Members of this aquatic part-human race form small communities off the coasts of Breland, Q'barra, Aerenal, and Xen'drik. The largest community of sea kin in Eberron was located off the Cyran coast and vanished on the Day of Mourning. Refugees from this lost aquatic city of Elliavar are now found in every other sea kin settlement, and many have adopted the nomadic lives of adventurers.

Sharakim: This orclike race of accursed humans is found mainly in Breland, particularly in the western part of the country. They have some small villages in the foothills of the Graywall Mountains, and also mingle among humans in cities such as Wroat and Sharn.

Skulks: Legend holds that the first skulks were created when the quori invaded Sarlona some fifteen hundred years ago. While some humans fled across the sea to Khorvaire, others undertook a ritual that granted them natural abilities of camouflage to escape the quori invasion, becoming the skulks. Since that time, skulks have migrated to the shadows of human cities across Eberron.

Underfolk: This race of subterranean humans lives in the upper reaches of Khyber across Khorvaire and Xen'drik.

THE WEAPONS OF HEROES

Valiant heroes arose in the ancient wars against the goblins, and their names still ring today. Lhazaar, Malleon the Reaver, Goldric Wingburn: Heroes such as these wielded weapons of prominence equal to their names, and some craftsfolk, then and now, seek to recreate their glory. Adventurers attempting to follow in their footsteps seek out such equipment, and those who discover it in their travels take it as a good omen.

Twinblade Scourge

A *twinblade scourge* is a great two-bladed sword, supposedly a replica of Malleon the Reaver's weapon. It is particularly potent against his hated foes: goblins. It is the weapon of a general, and the wielder can incite those nearby to a fury.

Lore: Malleon the Reaver was a human hero and general in the wars against the goblins, when humans first arrived in Khorvaire. If the tales are to be believed, this weapon is similar to the one that he wielded against them. Human wizards seeking to preserve his glory and inspire fellow soldiers created these weapons. (Knowledge [history] DC 30)

Description: A *twinblade scourge* is a two-bladed sword with a series of five runes carved into each side of each blade. Its blades are slightly longer than a normal two-bladed sword, and dark leather strips are wrapped around its haft. When you grip it, the runes along the blades blaze angry orange.

Activation: The wielder can activate the rage effect as a swift action by roaring his anger at his opponents.

Wielding the sword activates its other powers.

Effect: A *twinblade scourge* is a *+2 goblinoid bane/+2 keen two-bladed sword.* The goblinoid bane blade is composed of steel, while the keen blade is adamantine.

Once per day the wielder can use a quickened *rage* effect (as the spell, but the range is 30 feet).

Aura/Caster Level: Strong enchantment; CL 5th.

Construction: Craft Magic Arms and Armor, Quicken Spell, *keen edge, rage, summon monster I,* 29,400 gp, 2,080 XP, 52 days.

Weight: 12 lb.

Price: 55,400 gp.

INTRIGUE AND ESPIONAGE

NO SECRETS

The Last War is over, the Thronehold Accords have established peace and equanimity among all nations, and a new age of prosperity and harmony has begun for all residents of Khorvaire.

Or has it?

None of the nations of Khorvaire truly believe that the current peace will last. In fact, several of them actively plot ways to undermine the peace. As a government's intrigues grow, so do suspicions that its neighbors might be just as duplicitous. Every nation has a cadre of spies spread throughout the lands of its allies and (especially) its enemies.

Each realm recruits adventurers to serve as spies, playing on national loyalty, religious ties, hatred of a particular group or faction, and simple greed to convince them to accept assignments. Adventurers are initially contacted by diplomats, merchants, or low-ranking members of their nation's royal family and asked to engage in only the most basic espionage, reporting any unusual events they see, uncover, or participate in. For this information, they receive gold (up to 100 gp, depending on the value of the information and the risk involved in getting it).

After the adventurers have proven capable and reliable, a spymaster might provide them a deeper glimpse into the world of espionage, offering riskier assignments. Instead of just keeping their eyes open for random bits of intelligence, they could be asked to perform active feats of skullduggery. They might be required to sneak into an embassy and steal a set of documents, convince a loyal member of a dragonmarked house to divulge trade secrets, or even waylay or kill an enemy agent. These assignments are more dangerous, but also more lucrative.

Of course, the first rule of espionage demands that you never say more than you have to. Adventurers might find that the information their spymaster has given them only tells part of the tale, or perhaps is just a thinly veiled cover story that turns out to be completely inaccurate. Once in the middle of an assignment, all a group of spies can do is try their best to keep the truth in sight and escape with their necks.

Spymasters use independent agents for the simple reason that they are expendable. If a group of adventurer-spies is killed attempting a mission, the spymaster can simply hire another batch. There is the matter of deniability, as well. If adventurers are caught, no official tie connects them to their employer. Characters who are captured should not expect their spymaster to organize a rescue mission—he more likely denies having ever heard of them. If the information the characters have is particularly damning or is a closely guarded secret, the spymaster might send out a new team to permanently silence the failed group. It is commonly said that there is no honor among thieves, but a lesser known bit of wisdom points out that there is no compassion among spies.

Serving as a spy has its advantages, though. If characters are loyal and effective, they receive all kinds of support from their handler—everything from gold to opulent housing to minor magic items. Spies are granted the equipment, information, and support necessary for their assignments, and anything left over when the job is done is typically theirs to keep.

A spy also gains the often overlooked advantage of access to power—he or she has connections to groups, governments, and individuals that are difficult or even impossible for ordinary adventurers to reach. A spy might, through the course of several missions, meet high-ranking government officials, the heads of one or more dragonmarked houses, wealthy merchants, leading scholars, and celebrities from all sorts of backgrounds, not to mention other highly capable adventurers. These connections can prove to be useful for years after the character stops playing any part in the espionage trade.

TRUST NO ONE

The best spies appear to be above suspicion. It is impossible to tell whether the quiet man sitting by himself in the middle of a tavern is drinking alone,

WHAT DO YOU KNOW?

Knowledge (geography)

DC 20: Aundair's Royal Eyes, Breland's King's Dark Lanterns (a branch of the Citadel), and Zilargo's secret police (the Trust) are among the various espionage agencies at work in the world. The agencies of Cyre, Karrnath, and Thrane are less well known, and it is not clear whether the other nations have established such organizations.

DC 25: In the handful of cities where multiple nations have compelling interests, the streets have become hotbeds of intrigue and espionage. They include Stormreach and the city of Throneport. Every metropolis in Khorvaire has its share of spies in its embassy ward.

Knowledge (history)

DC 15: Some say that the Last War was really fought by spies and assassins, with the armies merely providing a distraction.

DC 20: Over the course of the Last War, each of the Five Nations built up its intelligence agencies to significant power. The Royal Eyes of Aundair and the King's Dark Lanterns of Breland are the best known of these organizations, but even Cyre's spies remain active throughout Khorvaire.

DC 25: While it might not be true that the real war was fought by spies, it is certainly true that some of the most devastating offensives of the war were espionage-related. The fall of the Glass Tower in Sharn (9 Olarune 918 YK) is the most famous example, but others suggest that the Day of Mourning that destroyed Cyre falls in the same category.

Knowledge (nobility and royalty)

DC 25: Though both houses engage in other activities to cover their true business, espionage is the real work of House Phiarlan and House Thuranni. The Mark of Shadow grants the scions of these houses abilities related to stealth, disguise, and scrying.

DC 30: House Phiarlan primarily spies on behalf of Thrane, Aundair, and Breland, while Thuranni sells its secrets to the Lhazaar Principalities, Karrnath, Droaam, and Q'barra.



Looking for evidence in Sharn's Ambassador Towers

waiting for friends, or furtively eavesdropping on the soldiers at the next table. In a world where espionage is a fact of daily life, you must consider the motives and allegiances of everyone you meet. In a world in which shapechanging magic and races such as changelings and doppelgangers are so prevalent, it is rarely possible even to be sure who you are talking to.

Most spies are motivated by a sense of patriotism, religious devotion, or distrust of a particular group (or groups). While it's certainly possible to gauge a person's general convictions and allegiances to assess the risk that the person is a spy, how easy is it to recognize extreme zeal? There is no simple way to tell the difference between a loyal supporter of King Boranel and a Brelish spy, and too many probing inquiries only bring suspicion on you.

Similarly, it is difficult to identify a changeling (but see How to Spot a Changeling, page 25), and almost impossible to assess one's motivations once identified. Is the changeling you just identified a spy, or simply someone who enjoys taking on different personas?

In a group of adventurers who all come from different nations, it might even be difficult for you to trust your own allies. After all, no matter how united your group, the fact of the matter is that only a few years ago you might well have been on opposite sides of the battlefield. Does a few months of adventuring together count for more than a century of national pride? If a member of your royal family asked you questions about your group, would you answer truthfully? If that same person asked you to keep an eye on one of your partners, could you? Now consider: How would each of your teammates answer those last two questions themselves?

A secret's value depends on how secret it is. The fewer people who know it, the greater its worth. The value of covert information starts to diminish as soon as you tell anyone—even your closest adventuring companions. If what you tell them gets passed on accidentally (or secretly sold before you can sell it yourself), you could be left holding a secret that everyone knows.

Ninjas and Spellthieves

Ninjas (see *Complete Adventurer*) are practitioners of a tradition that originated with the elf families that carry the Mark of Shadow. That tradition has spread beyond the dragonmarked families and their affiliated guilds, but every ninja school proudly traces its heritage to one branch of House Phiarlan or another. Ninjas are used as spies and assassins across Khorvaire. The shaarat'khesh goblins claim to have a ninja tradition dating back to the Dhakaani Empire itself.

Spellthieves (also in *Complete Adventurer*) are trained in stealth and arcane magic, and have the unique ability to siphon magical power from other creatures. The Royal Eyes of Aundair and the King's Dark Lanterns of Breland discovered and exploited this ability during the Last War, using spellthieves as spies and assassins with a focus on spellcasting targets. In the years since the end of the war, spellthieves have drifted without purpose. Some have ended up involved in criminal pursuits, whether in Khorvaire (particularly Sharn, Wroat, and Fairhaven) or beyond.

KALASHTAR

THE MOUNTAINS OF REFUGE

Adar is said to be a land of hidden wonders. Tales speak of palaces carved from solid gold and hidden valleys where wine flows like water. Dragons hide in every storm cloud, and fiends are buried in the burning depths of volcanoes.

These fanciful tales hold some truth. The history of Adar dates back to the Age of Demons, and dragons and couatls left their mark on this land. As time passed, humans rose to dominate the continent of Sarlona. When tyrannical rulers sought to crush those who sought arcane knowledge and religious freedom, the persecuted mystics made their way to Adar, building monasteries atop the ruins the dragons had left behind. The stone wreckage held power—power that could be used for defense. Adar became a place of refuge. The path through the mountains was long and difficult, but for those desperate few in need of sanctuary, Adar offered a last hope.

Humans were not the only ones to seek refuge in the mountains. Almost two thousand years ago, spirits from Dal Quor contacted the monks of Adar. These quori were being hunted by forces of nightmare that sought to extinguish the last vestiges of light from their plane. A group of human mystics offered their own bodies as a way of providing these rebel quori with an escape from Dal Quor—and the first kalashtar were born from this fusion.

Physically, the kalashtar are essentially human, but spiritually, each carries the legacy of this ancient pact. Every kalashtar has a bond to one of the sixty-seven quori spirits that fled from the Region of Dreams. This is a passive link, and the kalashtar cannot communicate directly with their quori ancestors. However, a kalashtar receives special gifts from his quori bond: flashes of memories, strange insights, and psionic powers.

The enemies of the kalashtar soon found a way to reach Eberron, and today the kalashtar are locked in mortal combat with this force, the Dreaming Dark. Adar itself has been under siege for centuries. In recent years, the kalashtar and the humans of Adar have begun to make their way to Khorvaire. Here, they intend to use their remarkable mental powers to strengthen the forces of light—and to ensure that the Dreaming Dark does not conquer another realm.

THE PATH OF LIGHT

"The wheel of the age is constantly turning. One dream gives way to another. What will the next dream be, how will the next age emerge? That is in our hands."

—Kan'arath, kalashtar visionary

The kalashtar believe that reality is defined by a force they call Quor Tarai, "the Dream of the Age." More powerful than any god, this force radiates out from the heart of Dal Quor, shaping both Eberron and the Region of Dreams. The kalashtar say that the current Quor Tarai is a nightmare—and that the darkness of this dream inspires all the ills that plague the world. But Quor Tarai follows a natural cycle, and given time, this age of darkness will naturally give way to il-Yannah, "the Great Light" that lies ahead.

One problem remains, however—the darkness does not want to let go. If this evil can seize control of Eberron and destroy those who worship the light, it will be able to maintain the current age forever.

THE XEPHS OF ADAR

The humanlike xephs live in the valleys of a great rift in Adar. Like the kalashtar, they resist the tyranny of the Inspired of Riedra. In ages past they adopted psionic traditions from kalashtar missionaries, and they remain closely tied to the kalashtar of their homeland.

WHAT DO YOU KNOW?

Knowledge (geography)

DC 10: The kalashtar come from Adar, a small nation located in the mountains to the south of Sarlona. Due to the insular nature of the Sarlonans, little is known of this land.

DC 15: The barren crags of Adar are said to conceal fertile valleys, ancient temples, and vaults of arcane lore.

DC 20: Adar has eight major cities, each a vast fortress carved directly into one of the great mountains of the land. Some great magic prevents access to Adar by teleportation.

Knowledge (history)

DC 15: The Inspired have laid siege to Adar for hundreds of years, but despite their vast numerical superiority, they have been unable to penetrate Adar's natural and supernatural defenses.

Knowledge (local)

DC 20: Kalashtar tend to be scrupulously honest. They believe in mercy and kindness and seek to rehabilitate criminals rather than punish them.

Knowledge (the planes)

DC 15: The kalashtar have a connection to some sort of extraplanar spirits.

DC 20: The kalashtar possess innate psionic abilities.

Knowledge (psionics)

DC 10: Sarlona is the center of psionic knowledge. Many psions in Khorvaire learned the art from a Sarlonan.

DC 15: Psionics plays a vital role in daily life of Adar. Psionics is used to facilitate communication, transportation, and defense.

Knowledge (religion)

DC 15: The kalashtar follow the Path of Light, an ascetic tradition of meditation and discipline focused around il-Yannah, "the Great Light."

DC 20: The Path of Light is concerned with spiritual purity and the fate of souls. Its followers fight demons, undead, and other creatures they see as corrupting pure souls.

DC 25: The followers of the Path of Light believe that their prayers are moving the world closer to a new golden age, more effectively than any sort of physical activity.

At the most basic level, the followers of the Path of Light do not need to take any sort of physical action. By simply meditating on the light and acting with compassion, they believe that they are helping to turn the wheel of the age. But in recent years, kalashtar have begun to take a more active role in the world, promoting the light by fighting the darkness. While the greatest enemy of the kalashtar is the Dreaming Dark, their shadow watchers have fought the Lords of Dust, the Order of the Emerald Claw, and other villains. In the end, all these are manifestations of the darkness that afflicts the Quor Tarai.

The Path of Light in the World

"The kalashtar do not dream. Yet we will make their lives nightmare, and the heart of Dal Quor will never change."

—Ultaa Tsavarra, Inspired Lord of Riedra

The Path of Light is the dominant religious tradition of the kalashtar, and almost all kalashtar practice at least some of its meditation techniques, even those few who give their allegiance to some other faith. Similarly, the humans, xephs, and other residents of Adar respect the Path of Light even if they do not fully understand its teachings.

The Path of Light has no organizational structure that can be separated from the society of the kalashtar and the nation of Adar. In Adar, the kalashtar live in fortresses that are also monasteries dedicated to the Path of Light, and the leaders of these settlements fill both temporal and spiritual roles. These roles fall into two categories: Lightbringers spend their time engaged in the prayer and meditation that they believe will change the shape of the coming age, while shadow watchers guard the community against incursions by the Dreaming Dark or other hostile forces. No single lightbringer or shadow watcher holds a higher position than any other one, and leadership is largely a matter of community consensus.

NPC Reactions

People in Khorvaire aren't quite sure what to make of the kalashtar. They are beautiful, which can often sway opinions in their favor (or at least attract attention), but they are also clearly foreigners—and in the wake of the Last War, people in Breland have enough trouble trusting people from Aundair, let alone people from across the sea. As a result, a typical NPC in Khorvaire has an indifferent starting attitude toward a kalashtar, though that indifference is certainly tempered by curiosity.

An NPC who learns that a nonkalashtar is a follower of the Path of Light is likely to be dismissive of this strange behavior, but will again be indifferent as a result.

The Inspired and the agents of the Dreaming Dark are hostile toward kalashtar and any other followers of the Path of Light they encounter.

Psionics beyond Sarlona

As described in the Eberron *Campaign Setting*, the Inspired and kalashtar races of Sarlona are the most common practitioners of psionics in Eberron—but they are not the only ones. If your campaign uses psionics, there's no reason you can't play a shifter psychic warrior from the Eldeen Reaches or a warforged wilder from Sharn. Psionics might have originated in Sarlona, but it has since become more widespread, even in lands with limited Inspired or kalashtar contact.

The Dreaming Dark trains non-Inspired agents in the psionic arts, but that mysterious organization is protective of its secrets. Though a non-Inspired psion who tried to leave the Dreaming Dark would quickly become the target of assassins, someone who managed to flee those initial attacks could make a very interesting player character, constantly in hiding and on the run.

In contrast, the kalashtar generously share the psionic mysteries. Some dedicated Khorvairians have made pilgrimages to the hidden monasteries of Adar to learn psionics and returned to Khorvaire to form psionic monasteries of their own. Kalashtar do not actively evangelize the Path of Light, but neither do they turn away converts, and devotees of the Path of Light are free to study psionics.

Finally, psionic powers sometimes arise spontaneously. Just as some sorcerers manifest magical power without training or prior knowledge, psions and wilders can appear at random among members of all races.

Spiritual Ancestry

All kalashtar are descended from the fusion of humans and quori spirits. The most common type of quori spirit is the tsucora, an embodiment of cunning and fear. But there are other types of quori—in particular, the du'ulora and the hashalaq. These feats allow a kalashtar character to show the effects of his unusual spiritual lineage.

Du'ulora Ancestor [Racial]

The tsucora are the most common of the quori, but they are not the only spirits in Dal Quor. You are descended from a du'ulora quori—a spirit that feeds on human anger and rage. By drawing on your du'ulora essence, you can enter a state of focused fury.

Prerequisite: Kalashtar, Con 13, 1st level only.

Benefit: If you have the rage class feature, you can expend your psionic focus when you enter a rage to extend the duration by 5 rounds.

If you are a multiclass character, your barbarian class level does not count when determining whether you take an XP penalty.

Hashalaq Ancestor [Racial]

The hashalaq quori essence within you allows you to sense the emotions of others.

Prerequisite: Kalashtar, Cha 13, 1st level only.

Benefit: Add the *empathy* psionic power to your list of 1st-level powers known. If you don't have the ability to manifest psionic powers, you can use your racial power points to manifest *empathy* as a psion whose manifester level is equal to one-half your character level (minimum 1st level).

Also, Sense Motive is treated as a class skill for all your classes.

KHYBER

THE DARKNESS WITHIN

Khyber is the world within the world—the darkness that lurks deep beneath stone and soil. Hundreds of legends speak of the horrors hidden in this land. Grimlocks and ancient fiends inhabit cities filled with darkness so deep that even goblin eyes cannot pierce it. Herds of gorgons graze on fields of stalagmites. Massive dragonshards lie scattered throughout subterranean valleys, each burning with the vile essence of a bound demon. But these rumors and folk tales cannot be fully confirmed, for few who venture down into the depths of the Dragon Below return to tell their stories.

It would be impossible for any adventurer to explore the entirety of Khyber. The underdark is the mirror of the surface world—larger than all the continents combined, since it stretches out beneath the oceans themselves. Virtually any monster can be found in its depths, either as the result of natural evolution or the dark influences of the region. Both the daelkyr and rakshasa rajahs are bound in this darkness, and many of the aberrations that plague Eberron are the handiwork of these shapers of flesh.

A journey down into Khyber is a voyage into the deadly unknown, but just as the dangers of the underdark are impossible to predict, so are the treasures you might find there. What civilizations have taken root in the darkness? What magic did the daelkyr bring from Xoriat, and what treasures were bound with the rakshasa rajahs? There's only one way to find out. . . .

GATEWAYS TO KHYBER

Passages to Khyber can be found across Eberron. From ancient ruins to natural fissures, any surface opening that delves down far enough might lead to the depths of the Dragon Below: An unexpected earthquake could suddenly open up a passage to a previously unknown nation of grimlocks. While such unpredictable tunnels might appear in the blink of an eye, experienced adventurers and scholars know of long-standing paths into the darkness.

The west coast of Khorvaire saw the most intense conflicts with the daelkyr, and this region is riddled with passages to Khyber. Even though most of these were sealed away by the Gatekeeper druids and hidden from history and prying eyes, a few yet remain. In Droaam, the city of Cazhaak Draal sits atop a shaft leading to Khyber. During the ancient war, the daelkyr unleashed a horde of petrifying monsters against the goblins, and today a tribe of medusas dominates the region with the aid of domesticated gorgons, basilisks, and cockatrices.

In the Demon Wastes, the Lair of the Keeper is said to contain thousands of souls trapped by the god of death and greed. Heroic songs tell of those heroes who have fought their way through the darkness to bargain for the souls of fallen friends.

In Breland, the metropolis of Sharn is said to sit atop passages to Khyber. Though the deep tunnels of that city have been sealed away since the War of the Mark, the darkness remains, and eventually someone—or something—will breach those ancient barriers.

The Mror Holds are filled with ancient chasms. Legends speak of two passages to Khyber here. The Goradra Gap is a vast canyon more than onehundred miles in length stretching down into the darkness. Tales claim that immense monsters lurk in its depths—creatures that exceed even dragons in size. Southeast of the Goradra Gap lies Noldrunthrone, ruined capital of a dwarven clanhold that collapsed under mysterious circumstances. No one knows what happened to the dwarves of Noldrunhold, but some say that their descendants now live in the depths of Khyber as twisted and insane reflections of their race.

WHAT DO YOU KNOW?

Knowledge (dungeoneering)

DC 10: Khyber is home to an astonishing array of deadly creatures. The vast majority of aberrations come from Khyber, and the underground world is also home to monstrous humanoids, giants, and magical beasts—from trolls to medusas and basilisks.

DC 15: Weapons formed from byeshk ore are effective against aberrations that shrug off the bite of steel, including dolgaunts and dolgrims.

Knowledge (geography)

DC 15: Below the surface of the earth, another whole world stretches out, vast in its expanse and uncharted in depth. This lightless world beneath the world is called Khyber, the Dragon Below.

DC 20: Any natural cave or manufactured tunnel might be an entrance to Khyber. New gateways to the Dragon Below appear constantly and unpredictably, but constant entrances are especially common near the west coast of Khorvaire.

Knowledge (the planes)

DC 15: A major planar incursion occurred nine thousand years ago, when an army from Xoriat attacked Eberron. Aberrations are either natives of Xoriat or creatures twisted by the daelkyr—the lords of madness who led the incursion. The Gatekeeper druids bound the surviving daelkyr commanders in the depths of Khyber, but the creations of the flesh-shapers remain a threat to this day.

DC 20: You know the names of specific daelkyr and the other information provided on the following page.

Knowledge (religion)

DC 10: Khyber was one of the three progenitor dragons. Eberron bound Khyber in her coils; Eberron became the world and Khyber became the underdark. This deep, perilous realm is said to be filled with all manner of monsters.

DC 20: Khyber is said to be the father of fiends. The dragonshards found in Khyber have an affinity for binding spells, and legends say that many powerful demons are trapped in the underworld.

A Field Guide to Aberrations

Knowledge (dungeoneering) encompasses knowledge of aberrations. So what can you expect to find in the darkness? With a successful check (DC 10 + monster's HD), you can enumerate key strengths and weaknesses of a specific aberration. With a successful DC 10 check, you know the names and descriptions of a few of the better-known aberrations.

Aboleths are huge aquatic terrors, tentacled fish with immense mental powers. Some say that aboleths were the creations of an aquatic daelkyr lord, while others believe that aboleths are an ancient race created by Khyber itself.

Beholders are vast floating heads studded with writhing eyestalks. Each eye has a deadly power, and these creatures are among the most dangerous monsters of the underdark.

Chokers are small, rubbery humanoids capable of striking with astonishing speed and reach. Said to be warped halflings, these creatures lurk in dark places where they can surprise and throttle the unwary.

Dolgaunts are wiry humanoids with long tentacles sprouting from their shoulders. These creatures often lead bands of dolgrims.

Dolgrims were once the primary foot soldiers of the daelkyr. They appear as four-armed goblins with two mouths, as if two goblins had been merged.

Grells are levitating brains floating over a mass of barbed tentacles. They are solitary hunters, although tales of large colonies sometimes reach the surface. (Grells appear in *Monster Manual II* and *Lords of Madness*.)

Mind flayers are disturbing humanoids with squidlike features. These creatures possess genius intellects and powerful mental abilities, and serve as the intermediaries between the Cults of the Dragon Below and the daelkyr.

Runehounds are hairless wolves. A runehound has no head, only a mouth attached to a long flexible neck. These creatures are found in the company of dolgrims. (Runehounds appear in *Monster Manual III*.)

Umber hulks are large, powerful humanoids combining the features of apes and insects. Umber hulks possess awesome physical strength and were used as shock troops by the daelkyr.

THE DAELKYR

According to legend, Eberron bound Khyber in the depths. Whether this is truth or myth, other creatures have since been likewise trapped in darkness. The rakshasa rajahs are truly bound—confined inside Khyber dragonshards where they can do no more than whisper to vulnerable minds and lend faint power to their followers. However, the lords of Xoriat—the daelkyr—are not so constrained. They have been cut off from their home plane, as the magic of the Gatekeepers prevents them from returning to the surface of Eberron. However, they can move freely in the depths, and they have spread across the length of Khyber, each dark lord creating his own sinister domain.

Unless you have ranks in Knowledge (the planes), you probably know nothing of the daelkyr. The shapers of flesh were trapped in Khyber thousands of years ago, and most people simply know that monsters lurk in the darkness. If you are versed in planar lore, you know that approximately nine thousand years ago, the daelkyr burst through the planar barriers at the head of an army of madness. Drawing directly on the power of their home plane, they transformed native creatures into monsters. Many of the aberrations of the modern day are the result of this corruption. Mind flayers led armies of dolgaunts and dolgrims against the Dhakaani goblinoids, bolstered by living artillery in the form of beholders and runehounds. Ultimately, the Gatekeeper druids were able to sever the connection between Eberron and Xoriat. The few daelkyr not sent back were trapped in Khyber and deprived of a great deal of their power. However, even as deadly as the daelkyr are, if Xoriat ever became coterminous again, their power would increase beyond measure.

A daelkyr has the appearance of a handsome human—a fact that caused some alarm when human colonists first arrived on Khorvaire. However, the angelic appearance of a daelkyr is typically marred by its trappings. In addition to creating new species, the daelkyr are masters of symbionts and grafts, and a daelkyr typically bears armor and weapons formed from chitin and raw muscle. The mere presence of a daelkyr can cause madness, while its touch can drain away vitality or intellect.

As befits the lords of madness, the goals of the daelkyr (including the motives behind their attack on Khorvaire) remain a mystery. Despite their vast powers, the daelkyr have made little effort to escape their prisons. They aid their cults, but not as directly as they might. Only one thing is certain—if you cross the path of a daelkyr lord, be ready for battle.

Sages believe that at least six daelkyr are imprisoned in Khyber. While some of the daelkyr are known only as deadly monsters, the names of a few individuals have filtered out through the Cults of the Dragon Below. These are undoubtedly among the most powerful of their kind, with abilities beyond those presented in the *Eberron Campaign Setting*.

According to legend, Dyrrn the Corruptor is the mightiest of the daelkyr, responsible for the creation of the dolgaunts and dolgrims. Dyrrn is said to be trapped beneath the Eldeen Reaches, and alleged to be responsible for the horrors that lurk in the deep woods.

Belashyrra, the Lord of Eyes (depicted on the following page), is known as the creator of beholders. It is said to have a chamber in its citadel covered with eyes. By touching these walls, the daelkyr can look through the eyes of any living creature.

Orlassk, the master of stone, is said to have made medusas, basilisks, and other petrifying creatures. Medusas are not aberrations, but Gatekeeper records describe medusas fighting alongside daelkyr in the battle for Cazhaak Draal. Orlassk's citadel is said to be formed of living stone—a giant gargoyle that prowls the depths of Khyber.

Kyrzin is a prince of slime and ooze. It is said to lurk beneath the Shadow Marches, spreading terror throughout the swamps. Kyrzin has created all manner of oozes. Stories tell of sentient slimes, and of oozes that can enter human bodies. In some cases these slimes control the actions of their hosts; in others, they simply wait for the proper moment before boiling out of the victim, burning through flesh and bone.



Belashyrra, the Lord of Eyes

ABERRATIONS

If any creature can lay claim to being more unnatural than the undead, it is an aberration. An abberation is defined by its profoundly unnatural character—physiology that defies the laws of nature and thought processes that are completely and utterly alien to humans. A medusa might be a bizarre creature with deadly magical powers, but it sees the world in much the same way a human or elf does. A mind flayer might be humanoid in form, but it has nothing in common with humanity in either mind or body.

This alien nature drives the Gatekeepers and other druids to battle aberrations. As strange as a displacer beast may seem, it belongs on Eberron. Magic resonates through the world, and just as a human can develop a dragonmark or the power of sorcery, a creature such as the displacer beast can develop supernatural abilities. An aberration, however, has no place in nature. The druids see the presence of aberrations as an infection—a wound that, if left untreated, could destroy the world. The Gatekeepers are the staunchest hunters of aberrations, and Gatekeeper rangers focus on aberrations as their favored enemies. The Wardens of the Wood also hunt these monsters, prowling the heart of the Towering Wood in search of their foulness.

Many aberrations are the creations of the daelkyr, but not all. The myths say that Khyber itself is opposed to nature, and aberrations might have been shaped by the dark power of the depths. Some say that any creature that spends too much time in the underdark becomes corrupted and unnatural. In the modern age, the Day of Mourning produced new aberrations as it twisted land and life.

Characters who devote themselves to battling aberrations have a number of options. In addition to the Gatekeeper Initiate, Repel Aberration, and Strong Mind feats in the *Eberron Campaign Setting*, the feats on this page and the gatekeeper mystagogue prestige class on the following pages can help prepare a character to do battle against the spawn of the daelkyr.

Battling the Unnatural

The following feats give characters additional abilites with which to fight aberrations.

Aberration Banemagic

You can cast spells that do extra damage to aberrations.

Benefit: When you cast a spell that damages an aberration, you deal an extra 2d6 points of damage.

A single spell can never gain this extra damage more than once per casting. For instance, a *fireball* deals the extra damage to all aberrations in the area it affects. However, if a 3rd-level wizard casts *magic missile* and produces two missiles, only one of them (of the wizard's choice) gains the extra damage, whether both missiles are directed at the same aberration or two different ones. If a spell deals damage for more than 1 round, it deals this extra damage in each round.

Scrolls scribed by you and scrolls activated by you do not gain any benefit from Aberration Banemagic. The same is true for most other magic items, such as wands and potions. However, staffs activated by you not only use your caster level but also gain the benefit of this feat, if applicable.

If the spell allows a saving throw, the DC of the saving throw increases by 2. The extra damage dealt by this spell is either halved on a successful saving throw or negated, depending on how the regular damage dealt by the spell is affected by a successful save.

Indomitable Discipline

Many aberrations in Khyber possess powers allowing them to control the minds of lesser creatures. Your strict mental discipline allows you to resist attempts to manipulate your thoughts.

Prerequisite: Region of origin Shadow Marches, Eldeen Reaches, Adar, or Riedra.

Benefit: You receive a +3 bonus on saving throws again charm or compulsion effects, or any other effect that would give another creature control of your thoughts (such as an aboleth's enslave ability).

Unnatural Enemy

Aberrations are especially common in the Shadow Marches and the Eldeen Reaches. While only a few people actively follow the Gatekeeper traditions, many hunters learn to fight these terrors. You have been trained in the ways of aberrations, and you know how to recognize them and spot their weaknesses.

Prerequisite: Region of origin Shadow Marches or Eldeen Reaches, **or** Gatekeeper Initiate feat.

Benefit: You receive a +2 bonus on Knowledge (dungeoneering) checks made in conjunction with aberrations. You also gain a +2 bonus on weapon damage rolls made against aberrations.

Special: If you have selected aberrations as a favored enemy, the bonus on Knowledge (dungeoneering) checks instead equals your favored enemy bonus against aberrations. (The bonus on damage rolls is unaffected, but still stacks with the bonus from the favored enemy ability.)

The Cults of the Dragon Below

"Reveal to us, O Queen with Burning Eyes, the depths of Khyber, and open to us the glories of the Dragon Below. Accept this offering of blood, and grant us your favor in return."

—Vestan ir'Simul, adept of the Dragon Below

The people of Khorvaire know of the Cults of the Dragon Below—mad acolytes of the darkness within the world who work to free the fiends bound in the depths. Also known as Khyber cultists, these insane creatures are one of the classic evils used by parents to frighten children. There is truth behind the legends, and the truth can be terrible.

While the uninitiated think of the cults as a monolithic entity, little could be farther from the truth. The oldest forms of the Cults of the Dragon Below worship Khyber itself, seeking to placate the powers of darkness through sacrifice. Despite the fact that these are the most literal Cults of the Dragon Below, they are rarely found among the common races. Humans and the other people of Khorvaire rarely see the progenitor dragons as active forces in the modern world, and typically only kobolds and lizardfolk still pay homage to the great wyrm of the depths.

Modern cultists worship the various entities trapped within Khyber—the rakshasa rajahs, or more commonly the daelkyr. However, these groups have a very clouded view of their objects of worship. The foundation of cult beliefs emerged from the daelkyr invasion, sprouting from the seeds of insanity planted among survivors and from half-remembered tales of the lords of madness. When humanity came to the Shadow Marches and joined with the orc tribes, they brought their own myths, legends, and racial perspective to these traditions, and dozens of unique sects emerged from the mix. Some Cults of the Dragon Below fight the Gatekeepers. Some fight the other cults. Many simply watch and wait, preparing for the day that the darkness will rise up from the Dragon Below to engulf the world.

Many cultists know nothing about the daelkyr, though they might know of Belashyrra, the blessed Lord of Eyes (see page 85), who watches all things and grants the faithful gifts of new flesh. Cultists revere aberrations as the heralds of the world that is to come, and they believe that in time the faithful will be granted powers to match those of the mind flayers. They see this horror as beauty, and embrace the unnatural as their destiny.

While a member of any class can be a follower of the Dragon Below, sorcerers, warlocks, and barbarians are especially common among the cultists. A barbarian cultist embraces the madness of Xoriat when he enters battle, and his rage is a terrible thing to behold. Sorcerers and warlocks might draw their magic from a bond to the dark powers of the Dragon Below or Xoriat itself. Characters with such abilities are respected by members of the Cults of the Dragon Below, but the people of the Shadow Marches view such spellcasters with suspicion.

Cults of the Dragon Below in the World

"Lunatics, the best of them. The worst—well, they're mad as well, but mad with visions of the annihilation of the world."

—Saala Torrn, elder Gatekeeper of the Shadow Marches

While it is comfortable and convenient for people to imagine that the Cults of the Dragon Below are a phenomenon primarily restricted to the Shadow Marches and such out-of-the-way places, the truth is that they exist everywhere. At least three cults are secretly active in Sharn, the largest led by the mind flayer Chyrassk, who busily attracts members from among the desperate refugees of lost Cyre. The Cults of the Dragon Below are not a fringe sect that can be easily ignored, but a pervasive corruption spreading into every part of the world.

Organization: The Cults of the Dragon Below have no overarching organization. Cults form around particularly charismatic individuals driven by insane visions of Khyber, then are quickly dissolved with the death of their leaders. In some cases, a daelkyr or a lesser aberration acts as sponsor for a cult and might found a new cult after one dissipates, but there is otherwise little unified tradition among the cults and absolutely no central leadership.

Cult leaders arise in all walks of life, from orc barbarians in the Shadow Marches to nobles in the City of Towers. Many leaders have levels in the adept NPC class, casting spells powered by their devotion to the dark forces behind their cults. Others, thanks to the influence of an aberration patron, can call on the powers of a symbiont grafted to their flesh to supplement their spells and other abilities.

NPC Reactions

Few sane people would greet a recognizable member of a Cult of the Dragon Below with anything warmer than an unfriendly reaction. Even if a cultist's affiliation is not immediately obvious, devotees of the cults are often obviously deranged, manifesting their insane nature and biasing NPC reactions against them.

Members of the Gatekeeper sect of druids, as well as other characters associated with that sect (including tribes of the Shadow Marches), have a hostile initial reaction to the Cults of the Dragon Below due to their long history of opposition to the daelkyr and their minions.

Cults and Domains

Different Cults of the Dragon Below grant their clerics access to varying domains, possibly including domains from sources such as *Complete Divine* and *Book of Vile Darkness*. If you use this option, cults might grant access to any of the following domains: Corruption†, Darkness†, Dragon Below, Earth, Evil, Greed†, Madness, Pact*, Pain†, Pestilence*, Summoner*. Domains with an asterisk (*) are from *Complete Divine*, while domains marked with a dagger (†) are from *Book of Vile Darkness*.

GATEKEEPER MYSTAGOGUE

"Nine thousand years ago the daelkyr came. On my life, they will not come again."
—Runnar Khurak, gatekeeper mystagogue

Heirs to a tradition over sixteen millennia old, the gatekeeper mystagogues stand among the greatest foes of the daelkyr and their aberration spawn. Charged with cleansing Khyber of all aberrations and maintaining the dimensional seals that protect Eberron against another incursion from Xoriat, gatekeeper mystagogues are the highest echelon of the Gatekeeper druids.

BECOMING A GATEKEEPER MYSTAGOGUE

All gatekeeper mystagogues are at least 3rd-level druids, and most have at least six druid levels. Because the prestige class enhances your animal companion, you'll get the most benefit from the class if you maximize your druid levels. It's possible to enter the class as a 3rd-level druid/2nd-level ranger, but your animal companion will be weaker for it.

You need to be a gatekeeper before you can become a gatekeeper mystagogue. That is, you must be a member of the Gatekeeper sect, and you must have earned the rank of gatekeeper, passing through the aspirant and initiate ranks first. Most druids who meet the other requirements to enter this class have already earned the rank of gatekeeper, but it is possible that you might have to perform a quest to prove your worth before you are permitted to take your first level in this class. Such a quest might involve destroying an aberration such as a will-o'-wisp, a water naga, a phasm, or an umber hulk, or a couple of gibbering mouthers or a nest of carrion crawlers.

Entry Requirements

Alignment: Any non-evil
Base Attack Bonus: +4
Spells: Ability to cast 2nd-level divine spells
Skills: Knowledge (the planes) 8 ranks
Feats: Gatekeeper Initiate, Repel Aberration
Special: Must hold the rank of gatekeeper within the Gatekeeper sect

CLASS FEATURES

Dedicating yourself to fighting aberrations, you learn supernatural powers that allow you and your animal companion to hamper aberrations and, ultimately, destroy them. Your animal companion gains additional

WHAT DO YOU KNOW?

Knowledge (nature)

DC 10: The Gatekeepers are members of a small druid sect found in the Eldeen Reaches and the Shadow Marches.

DC 15: The Gatekeepers—many of whom are orcs—dedicate themselves to protecting the world from aberrations and outsiders.

DC 20: The original Gatekeepers were the first druids of Khorvaire, taught by a dragon. The sect played a major role in repelling the invasion of the daelkyr.

DC 22: A few Gatekeepers take their dedication to an extreme, wandering into the world to seek out and destroy aberrations and root out Cults of the Dragon Below. Some of these carry the title of gatekeeper mystagogue, and they wade into battle with their animal companions, wielding mighty magic against aberrations.

DC 25: One of these druids was the half-orc Runnar Khurak, who slew a pair of beholders that had enslaved a remote village in the western Shadow Marches before disappearing into the swamp.

DC 30: Some druids still tell the tales of Havarrien Banehammer, a mighty orc who was solely responsible for the death of no less than three daelkyr in the time of Karrn the Conqueror.

THE GATEKEEPER MYSTAGOGUE **HIT DIE: D8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Animal companion, repel aberration, invest byeshk weapon, weapon proficiency	—
2nd	+1	+0	+0	+3	Aberration Banemagic, purifying arc	+1 level of existing divine spellcasting class
3rd	+2	+1	+1	+3	Venom immunity, animal companion (byeshk)	+1 level of existing divine spellcasting class
4th	+3	+1	+1	+4	Torturing arc	+1 level of existing divine spellcasting class
5th	+3	+1	+1	+4	Purge aberrations	+1 level of existing divine spellcasting class
6th	+4	+2	+2	+5	Slippery mind, animal companion (slippery mind)	+1 level of existing divine spellcasting class
7th	+5	+2	+2	+5	Disrupting arc	+1 level of existing divine spellcasting class
8th	+6	+2	+2	+6	Temporary seal	+1 level of existing divine spellcasting class
9th	+6	+3	+3	+6	Animal companion (bonus damage)	+1 level of existing divine spellcasting class
10th	+7	+3	+3	+7	Wracking arc	+1 level of existing divine spellcasting class

Class Skills (4 + Int modifier per level): Concentration, Diplomacy, Escape Artist, Handle Animal, Knowledge (nature), Knowledge (the planes), Listen, Ride, Spellcraft, Spot, Survival, Swim.

special abilities as you advance in the class, and you become able to create lines of power that arc between you and your companion, devastating aberrations that are caught in their path.

Spellcasting: At each level beyond 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one divine spellcasting class before becoming a gatekeeper mystagogue, you must decide to which class to add each level for the purposes of determining spells per day, caster level, and spells known.

Animal Companion: If you have an animal companion, your gatekeeper mystagogue levels stack with your previous class levels (usually druid or ranger) to determine the animal companion's abilities. If you do not already have an animal companion, you gain one at 1st level, and your effective druid level is equal to your gatekeeper mystagogue level.

At 1st level, your animal companion gains a +2 bonus on saves against the supernatural and spell-like abilities of aberrations.

At 3rd level, your animal companion's natural weapons are considered to be made of byeshk (see page 126 of the *Eberron Campaign Setting*) for the purpose of overcoming damage reduction. These attacks do not gain any other benefits of byeshk.

At 6th level, your animal companion gains the slippery mind class feature (see page 50 of the *Player's Handbook*).

At 9th level, if your animal companion hits an aberration that you also hit with a melee attack in the same round, the animal companion's attack deals an extra 2d6 points of damage. This ability functions only once per round (so multiple hits by the animal companion don't deal the extra damage more than once).

Repel Aberration: Your gatekeeper mystagogue levels stack with your druid levels for the purpose of this feat (described on page 58 of the *Eberron Campaign Setting*). You also gain one additional daily use of this feat for every two class levels of gatekeeper mystagogue.

Invest Byeshk Weapon (Su): As a swift action, you can spend a use of your repel aberration ability to charge a byeshk weapon with *nature's wrath* for 1 round, enabling it to overcome any form of damage reduction possessed by an aberration. Additionally, any aberration struck by the weapon is dazed for 1 round unless it succeeds on a Fortitude save (DC 10 + mystagogue level + Cha modifier).

Weapon Proficiency: You gain proficiency with the light and heavy mace at 1st level. This proficiency allows you to make best use of byeshk weapons, which are most effective as bludgeoning weapons.

Aberration Banemagic: At 2nd level, you gain Aberration Banemagic (see the sidebar on page 86) as a bonus feat.

Purifying Arc (Su): Beginning at 2nd level, as a swift action you can spend a use of your repel aberration ability to create a line of purifying energy between you and your animal companion (which must be within 20 feet of you for this effect to function). Any aberration along this line takes a –1 penalty on attack rolls and saving throws for 1 round (no save).



A gatekeeper mystagogue

Venom Immunity (Ex): At 3rd level, you gain immunity to poison.

Torturing Arc (Su): Beginning at 4th level, as a swift action you can spend a use of your repel aberration ability to create a line of disrupting energy between you and your animal companion (which must be within 20 feet of you for this effect to function). Any aberration along this line takes 2d6 points of damage and is nauseated for 1 round. A successful Fortitude save (DC 10 + mystagogue level + Cha modifier) negates the nauseated effect.

Purge Aberrations (Su): At 5th level, as a standard action, you can spend a use of your repel aberration ability to deal 5d6 points of damage + 1d6 points per class level to all aberrations within a 30-foot burst. A successful Will save (DC 10 + mystagogue level + Cha modifier) halves this damage.

Slippery Mind (Ex): At 6th level, you gain the slippery mind class feature.

Disrupting Arc (Su): Beginning at 7th level, as a swift action, you can spend a use of your repel aberration ability to create a line of disrupting energy between you and your animal companion (which must be within 20 feet of you for this effect to function). Any aberration along this line is incapable of manifesting psionic powers or using psi-like abilities for 1 round unless it succeeds on a Fortitude save (DC 10 + mystagogue level + Cha modifier).

Temporary Seal (Su): At 8th level, as a standard action, you can spontaneously create an area similar to a *dimensional seal* (see page 272 of the *Eberron Campaign Setting*) by sacrificing any uncast divine spell (similar to spontaneously casting *summon nature's ally*). The caster level of this effect is equal to your highest divine caster level. You choose a point within close range (25 ft. + 5 feet/2 caster levels), and the area extends in a 20-foot-radius emanation centered on that point in space. The duration is 2 rounds per level of the spell sacrificed. Within this area, dimensional travel is impossible (as with the *dimensional lock* spell), and the effects of any manifest zone are suppressed.

Wracking Arc (Su): At 10th level, as a swift action, you can spend a use of your repel aberration ability to create a line of wracking energy between you and your animal companion (which must be within 20 feet of you for this effect to function). Any aberration along this line is stunned for 1 round unless it succeeds on a Fortitude save (DC 10 + mystagogue level + Cha modifier).

PLAYING A GATEKEEPER MYSTAGOGUE

The world faces a serious threat. As long as aberrations lurk in the depths of Khyber, not only are humanoids in peril, but the world itself could be destroyed. You must never take the spawn of the daelkyr and the threat they represent lightly. Some adventures you undertake might not involve aberrations, or the Cults of the Dragon Below, or an ancient artifact left by the daelkyr that has fallen into the wrong hands—but it's important to rule out the possibility that any threat might be connected to the daelkyr. If such a connection is discovered, you stand ready, and your vigilance could mean the difference between the continued existence of the world and its utter annihilation.

Not every high-ranking druid among the Gatekeepers chooses the path of the mystagogue. Most lack the single-minded focus on fighting aberrations that you possess. That's all right—there are many different tasks to be done, and not everyone can follow your high calling. You are not superior to other gatekeepers in the sect purely by virtue of being a mystagogue, but neither does your dedication to hunting aberrations marginalize you in any way. You lack the time and the desire to rise to a position of high authority in the sect—leave that to the others. You are a vital part of Eberron's defense against a new daelkyr invasion.

Combat: You truly shine when in combat against aberrations—which is what you live for, after all. Your animal companion is your best ally in these situations. Maneuver it into a position where an arc between your companion and you will catch as many aberrations as possible, and let loose. Since you and your companion must be no more than 20 feet apart for you to use one of your arcs, chances are you will be right up in melee or close to it. You might choose to hang back and try to use your arc abilities while blasting your foes with spells enhanced by your Aberration Banemagic feat. After a few rounds of this, however, even a gibbering mouther will get wise and close with you, so you'd better be ready for melee—preferably with a byeshk weapon in hand.

Of course, not every combat encounter involves an aberration. You lack the wild shape ability of other druids of your character level, which might restrict your usefulness in melee against nonaberrations, but you still have a perfectly capable animal companion and a full complement of druid spells to bring to bear. You should find a balance between using attack spells (*call lightning, flame strike, insect plague*) and using spells to assist your allies, including your animal companion (*cure wounds, animal growth, mass bear's endurance*).

At the highest levels in this class, you gain the most powerful arc abilities, as well as one unique ability that might only come into play in certain circumstances, but can really turn the tide of important battles: your temporary seal ability. The Shadow Marches are littered with manifest zones linked to Kythri and Xoriat, and aberrations you encounter within those manifest zones gain exceptional power from them. Your temporary dimensional seal gives you three strong advantages: It can negate any benefit a creature gains from a manifest zone, it can prevent a foe from escaping (such as a mind flayer using its *plane shift* ability), and it can allow you to banish an extraplanar creature that otherwise couldn't be forced back to its home plane while within the manifest zone (see page 122 for more about manifest zones).

Advancement: Characters who become gatekeeper mystagogues do so because they come to feel an overwhelming sense of the wrongness of aberrations, a fevered awareness that such creatures are a violation of nature and all that is right in the world. Often, this realization occurs while a character is using his Repel Aberration feat, and it is accompanied by a strong sense of nature's wrath flowing through his body in an almost tangible form to drive away the abominations. Soon after having this experience, the character goes into a period of retreat and emerges as a gatekeeper mystagogue.

Once you have donned the mantle of a mystagogue, you are largely on your own. You still have the full support and encouragement of the Gatekeeper sect, of course, but with so few mystagogues within the sect you can chart your own course and you need answer to no one except perhaps the highest-ranking gatekeepers of the sect. It is not unusual for a mystagogue to feel that the only one who truly understands his calling is his animal companion—the one creature that shares his devotion to battling aberrations.

As you advance through the levels of the gatekeeper mystagogue prestige class, you can become a serious specialist, focusing all your abilities on fighting aberrations. You might consider additional feats such as Iron Will, Indomitable Discipline, Unnatural Enemy (see page 86), or Darkstalker (from *Lords of Madness*) to further increase your resistance against the attacks of aberrations and make yourself more effective against them. You could spend skill points on Escape Artist, for escaping the tentacles that all too often coil around your limbs, as well as your usual suite of survival skills. This approach is great if you know you're going to be fighting a lot of aberrations for the rest of your career, but if you expect to encounter other types of monsters as well, you might want to consider broadening your capabilities accordingly.

Resources: The Gatekeepers have few resources as such things are measured by the wider world—they are not wealthy or influential, except perhaps in the Shadow Marches, where their druids lead and guide some tribes of orcs. However, the Gatekeepers possess vast stores of knowledge as heirs to a sixteen-thousand-year-old tradition. A gatekeeper mystagogue who seeks out the most learned masters of this tradition can learn much about aberrations, the daelkyr and their invasion, the plane of Xoriat, and the *dimensional seals* that keep Xoriat from spilling into the world again. As a general rule, these NPCs can make a Knowledge (dungeoneering) or Knowledge (the planes) check with a +15 bonus on behalf of the mystagogue. Seeking out these knowledgeable Gatekeepers can be an adventure in itself; such characters are almost exclusively located in the Shadow Marches.

GATEKEEPER MYSTAGOGUES IN THE WORLD

"There is no denying that Khurak was enthusiastic, dedicated, even inspired. But would I have entrusted the care of a village to him? That would hardly have been fair—to the village or to him."

—Saala Torrn, half-orc Gatekeeper

The gatekeeper mystagogue is a true adventuring prestige class. Dedicated to fighting aberrations, a mystagogue has no patience for the day-to-day maintenance of communities in the Shadow Marches and the mundane business of the Gatekeeper sect. He has a calling to be out in the world fighting against the forces of corruption.

Daily Life: Daily life for a gatekeeper mystagogue involves venturing into the depths of Khyber to exterminate nests of grells, unearthing a Cult of the Dragon Below meeting in the sewers of Sharn and slaying its naga patron, and rooting out the mind flayer behind all the strange recent events in the town of Wyr. There is no room in his life for anything that does not carry the taint of an aberration's touch—or at least suggest that an aberration (or a Cult of the Dragon Below) might be involved. Since the Gatekeeper sect has become an established religion involved in offering spiritual guidance to individuals and communities, it has an ambivalent relationship with the mystagogues, who remain dedicated to the original vision of the sect.

Notables: It seems that every generation produces one great gatekeeper mystagogue, a hero destined for mighty deeds in the struggle against the spawn of the daelkyr. No such hero is alive today, but every living Gatekeeper remembers the deeds of the half-orc mystagogue Runnar Khurak, who slew a pair of beholders that had enslaved a village in the western Shadow Marches before disappearing into the swamp. Decades ago, the orc Vashkal the Black vanquished an illithid triumvirate in Starilaskur, a brood of chuuls in Silver Lake, and a cabal of mad sorcerers, along with the gibbering mouthers they revered, in the city of Metrol.

Organization: By definition, gatekeeper mystagogues are part of the Gatekeeper sect, though their relationship with the sect is ambiguous. The mystagogues continually pull the sect back toward its original vision, and away from the distractions that have built it into an organized religion and even a political force. They are prophets and reformers, in a way, though most do not identify themselves as either—they simply want the freedom to pursue their mission without interference from the sect's leadership or members. For the most part, the leaders of the sect are willing to grant that freedom, and so the tension between the mystagogues and the sect rarely develops into open conflict.

Relationships between the mystagogues and the other Gatekeepers are at their best within the Shadow Marches, where the sect has resources it can provide to help a mystagogue face any threat that arises. When a Cult of the Dragon Below or some aberration comes to light beyond the Marches, however, mystagogues grow frustrated with the sect's unwillingness or inability to provide any concrete assistance. The mystagogues come to feel that the Gatekeepers have little interest or concern for the world beyond their immediate care, though the real problem is less one of interest and more one of limited resources.

For more information about the Gatekeeper sect, see the entry on the Eldeen Reaches, pages 59–60.

NPC Reactions

To most people across Khorvaire, a gatekeeper mystagogue is just another adventurer—with a big animal companion. Their initial reactions are likely to be colored by the mystagogue's race and appearance: Few people respond warmly to barbaric-looking orcs in their towns, but neither are they blatantly hostile. In general, NPCs begin with an indifferent attitude toward a mystagogue, and allow the character's deeds and words to change their attitudes appropriately.

Followers of the Gatekeeper sect within the Shadow Marches and the Eldeen Reaches, and elsewhere, have friendly initial reactions to a mystagogue, seeing such an individual as a hero who lives the doctrine of the sect and visibly protects them against the threat of aberrations. Leaders of the Gatekeeper sect are also initially friendly, even if the warmth of their reaction is tempered by their concerns about the mystagogue's potentially disruptive influence.

Aberrations and members of the Cults of the Dragon Below are immediately hostile to a character they can identify as a gatekeeper mystagogue—and a mystagogue's reputation often precedes him in these circles. They go to great lengths to eliminate a mystagogue, ideally without revealing their presence in the process.

GATEKEEPER MYSTAGOGUES IN THE GAME

The gatekeeper mystagogues are so few in number that it would hardly be surprising if even high-level characters had never encountered one in the course of their previous adventures. If your characters' adventures bring them into conflict with aberrations or the Cults of the Dragon Below, they might find themselves working alongside a gatekeeper mystagogue. If your campaign revolves around these threats, a gatekeeper mystagogue can make a great player character.

A smart player running a gatekeeper mystagogue makes sure that he has something to do even when he is fighting creatures that aren't aberrations, but any player who has a mystagogue PC will be happiest if he has ample opportunities to put his best powers to work. One way to bring about this situation is for the DM to make the Cults of the Dragon Below a significant, ongoing opponent in the campaign.

Adaptation: At its heart, the gatekeeper mystagogue class represents a druid dedicated to fighting a specific kind of foe. It would be relatively simple to change the type of creature the mystagogue's powers are most effective against, though you should be careful to stay within the established flavor of the druid class. A variant class that gained bonuses against animals or plants, for example, would make little sense, but a druid dedicated to exterminating the undead or outsiders could be quite effective.

THE LAST WAR

A CENTURY OF CONFLICT

The roots of the Last War run far back into the history of the Galifar kingdom, if not to the founding of the Five Nations themselves. The very fact that the united kingdom continued to be referred to as the Five Nations points to the sense of national pride that persisted even after King Galifar I's successful military campaign to forge a unified realm.

King Jarot, the last king of Galifar, accomplished many great things during his reign. Wonders such as the warforged and the floating fortresses of Breland appeared, and the lightning rail expanded throughout central Khorvaire during this period. But Jarot was plagued by dark and disturbing dreams and visions that also led to the largest military buildup in the history of the kingdom. Few outside his closest circle understood the depths of Jarot's fears. He saw doom coming to his beloved kingdom with every sunrise, and disaster edging closer every time the dark of night spread across the land.

These secret and not-so-secret preparations increased tensions throughout the Five Nations. Soon, everyone was seeing threats and dangers in every shadow, and in this environment of growing fear, national ties became stronger than those binding the kingdom together. With great armies at their command, the governor-princes were more than a little drunk with power when the spark that ignited the war occurred.

That spark was the unexpected death of King Jarot. The Last War began in earnest when three of Jarot's children—Thalin of Thrane, Kaius of Karrnath, and Wroann of Breland—rejected their eldest sibling Mishann's rightful claim to the throne. Initially, Thalin and Kaius wanted to explore options other than the accident of order of birth to determine the best one of them to ascend the throne. Wroann, however, knew who was best suited to rule. She believed that her love of freedom demanded that she take the crown and then use the power of the throne to reshape Galifar into a more progressive and liberty-infused country. Mishann wasn't about to relinquish her claim, and soon each governor-prince decided that the crown would best fit on his or her own head.

Once begun, the Last War endured for a hundred years. Of course, times of relative calm reigned during that century of warfare. At times, battles raged in parts of Khorvaire while peace (or at least truce) held sway in others. What began as a battle between two relatively unified alliances—Cyre and Aundair on one side, and Breland, Karrnath, and Thrane on the other—quickly dissolved into a general melee. Alliances were forged and broken countless times during the course of the war. Before the war had ended, the Kingdom of Galifar and each of its constituent nations, at least one dragonmarked house, and ordinary families everywhere were sundered and turned against each other.

The Last War wrought inestimable harm to portions of Khorvaire, but from some perspectives it also brought change for the better. Eight recognized nations gained their independence over the course of the conflict. From war, a new race was born. Magical technology, originally developed for military use, now makes life in peacetime more comfortable, with the airship being the most recent such innovation. Just as the ancient and legendary war between dragons and fiends is thought by some to have paved the way for the new glory of the giant empires, so many believe that the tragedy of the Last War created the potential for a new golden age of civilization to emerge across Khorvaire.

While peace currently reigns, all of the problems and grievances that came to the forefront during the Last War remain. Old wounds and lingering resentments, ongoing struggles and desperate competition, secret deals and double-crosses—these factors and more leave the threat of another great war looming on the horizon. Some believe it is only a matter of time before such a conflict erupts across the land.

WHAT DO YOU KNOW?

Knowledge (history)

DC 10: The Last War began in 894 YK when King Jarot died and his children could not agree on who would succeed him. Initially, Aundair and Cyre stood united in supporting the Cyran queen as Jarot's rightful heir, while the other three nations rejected her claim. The war ended with the signing of the Treaty of Thronehold on 11 Aryth, 996 YK.

DC 15: The destruction of Cyre on the Day of Mourning in 994 YK was the beginning of the end of the Last War. No one knows what happened to Cyre, but it is clear that some magical catastrophe claimed the lives of every living creature in the country and turned it into a desolate wasteland. With one of the Five Nations destroyed, it seemed obvious that the war had to end soon, one way or another.

DC 20: In addition to ending open hostilities, the Treaty of Thronehold recognized the existence of eight new nations—the Talenta Plains, Zilargo, Q'barra, the Lhazaar Principalities, the Mror Holds, the Eldeen Reaches, Darguun, and Valenar. It also granted warforged the rights held by all other sentient beings while ordering an end to their creation.

Knowledge (local)

DC 15: Thronehold was the capital of Galifar, the seat of its rulers. All through the Last War, it was guarded by warriors from House Deneith, and it was the site of the peace treaty negotiations at the end of the war.

DC 20: Thronehold, the castle, remains neutral ground under the protection of House Deneith to this day. The surrounding city, called Throneport, is also neutral ground.

Knowledge (nobility and royalty)

DC 15: An elite group of warriors from House Deneith, called the Throne Wardens, are responsible for guarding and maintaining the castle of Thronehold.

THE DAY OF MOURNING

What happened on 20 Olarune, 994 YK? No one can say for certain—at least no one who survived that day. Some catastrophe, certainly magical in nature, swept through the lands of Cyre, and nothing was left alive.

Though not all its territories were lost, Cyre ceased to exist as a nation on that day. The lands that were not destroyed were incorporated into Darguun, Valenar, and the Talenta Plains. The rest became the Mournland.

The war did not cease on the Day of Mourning, however. Cyran forces in Breland and Karrnath surrendered almost immediately, but battles continued to rage in Thrane, Aundair, and Breland for at least another year. In fact, the war intensified, with no side knowing what had happened and all fearing that another such catastrophe might be unleashed if decisive victory was not quickly achieved.

There are as many theories about the nature of the Day of Mourning as there are people who think about it. Many blame House Cannith, believing that some arcane experiments taking place within its forgeholds caused the catastrophe. Some say that a secretive cabal of Cyran wizards called on the same forces that the giants had used to stop the quori invasion forty thousand years before, accidentally unleashing those forces on their own nation. Still others accuse Cyre's enemies of unleashing those same forces, but intentionally. Some believe that the Day of Mourning was a natural catastrophe, while others hold that its origin was divine—either a deadly warning or a horrific punishment from the gods.

A few people point to the Day of Mourning as evidence that events long prophesied have begun to take place, signaling the eventual destruction of the whole world in a similar manner. Some of these prophets of doom gather into small communities on the borders of the Mournland, living lives of pious devotion in the hopes of being spared from the coming devastation. Others abandon themselves to lives of hedonistic luxury, making merry before their lives hasten to an end. Still others look for ways to manipulate the uncertainty in the Day of Mourning's aftermath to achieve their own mysterious goals. The Children of Winter (see page 58) fall in this last category.

THRONEHOLD

Despite the escalation of hostilities after the destruction of Cyre, it was clear that the participants in the Last War had become willing to find a way to end a century of hostilities. Even before the Day of Mourning, King Kaius III began searching for a place that could be considered neutral ground to host the peace talks. He finally settled on Thronehold, the castle from which the kings and queens of Galifar had ruled. Perched on an island in the middle of Scions Sound, it was a prize coveted by all the combatants but which none had been able to claim.

During all the years of the Last War, Thronehold was guarded and maintained by an elite group of warriors from House Deneith known as the Throne Wardens. They acknowledged no legitimate heir to the throne, and protected the castle and all its belongings from usurpers.

The peace talks included the leaders of the original Five Nations plus representatives from Darguun, Zilargo, the Mror Holds, the Eldeen Reaches, Q'barra, Valenar, the Lhazaar Principalities, and even a halfling empowered to speak for all the tribes of the Talenta Plains. Other groups petitioned to be included in the Thronehold Accords, but were refused. The deliberations merely to settle the question of who would participate occupied the initial period of the conferences. The groups that were not granted recognition and the right to participate included a delegation from Droaam as well as representatives from a number of ethnic or religious minorities who hoped to carve their own sliver of land out of the wreckage of postwar Khorvaire.

Each group that did participate in the treaty process had its own agenda and demands. At first, some refused to even sit across from each other, but the desire for peace soon overcame mutual distrust.

Over the course of several weeks, this group hammered out the accords that defined the borders as they are seen on current maps. Sovereignty was granted to several groups, nominal independence to others, and a binding peace agreement was signed by all.

Two other items of business, aside from the overarching question of national boundaries and reparations, occupied the delegates to Thronehold. The first was a philosophical dilemma with profound implications for society. The chronicles ran articles for months about "the warforged question," and how the nations would treat this new race that had come to exist as a direct result of the war. Never before had a political body spent so much time in the consideration of such metaphysical questions. (It should be noted that no warforged was allowed to participate in any of these discussions.) In the end, the new race was given a two-edged sword. On one hand, House Cannith was ordered to halt production of warforged and dismantle its creation forges. On the other, all existing warforged were granted the full rights of citizenship in the nations of Khorvaire, rather than being deemed objects to be possessed by other citizens. (Interestingly, the delegates also neglected to address the question of whether elementals that had been bound to service should receive the same rights.)

As a final accord, and at the insistence of the Throne Wardens, the thriving city of Throneport was declared neutral ground, accessible to all nations but belonging to none. The castle and its grounds, on the other hand, remain off limits and under the protection of the Throne Wardens.



On the Day of Mourning, some say that destructive magic came to life

RED GAUNTLET REGIMENT

"War is crazy—bunch o' people killing each other because some guy said to. But you aren't gonna make war go away, so you might as well get good at it. And get paid for it."

—Toril Macoute, Red Gauntlet sergeant

A famed mercenary company, the Red Gauntlet Regiment has existed for centuries, its fortunes rising and falling with the governments and churches it supports. Minstrels everywhere sing folk tales praising the Red Gauntlets and the code of honor they regard as essential to the soldier's life.

JOINING THE RED GAUNTLET REGIMENT

The Red Gauntlet Regiment is choosy about its new recruits, but it looks for evidence of bravery and valor over impeccable skill at arms. Once you wear the red gauntlet, your commanders assume that you'll quickly become a casualty of war if you aren't prepared. Veterans don't give new recruits the time of day, since those recruits have yet to prove they can survive the rigors of combat. The veterans share a deep bond with each other—they've seen it all and survived it all together.

Joining the Red Gauntlet Regiment is a straightforward process, assuming the regiment is hiring. Historically, hiring has been done toward the middle or end of a military campaign, when the regiment's ranks have been depleted by casualties. Since it was engaged with Cyran forces on the Day of Mourning, the Red Gauntlet lost a great many of its members that day, and it actively recruits now even as it searches for meaningful work.

Entry Requirements: Base attack bonus +2, non-evil alignment, regiment must be recruiting.

The Red Gauntlet Regiment believes in what its commanders call "task-based organization." Squads within the regiment tend to be flexible, with commanders assembling and reassembling teams based on the needs of a particular mission. Thus, it's not uncommon for a Red Gauntlet squad to resemble a group of adventurers, having spellcasters and specialists mixed in with traditional soldiers.

Recruits are almost never mixed with veterans, however. New members of the Red Gauntlet Regiment find themselves placed in recruit squads and given less important (but still dangerous) missions until they have proven themselves—or have died trying. Only gradually are new members introduced to the Red Gauntlet leadership and its elite units.

Initial training for the Red Gauntlet Regiment tends to be brief and informal. New members receive an introduction to their commanders, they learn the unit's heraldry and signal protocols, and then they're thrown into the fray. Between military campaigns, the Red Gauntlet spends a lot of time drilling (after the mandatory few weeks of rest and recreation at the end of an engagement). The grizzled veterans of the regiment have a vast store of knowledge on all matters military, and they gladly share what they know with their fellow soldiers.

RED GAUNTLET REGIMENT BENEFITS

More than most other mercenary units, the Red Gauntlet Regiment emphasizes the possibility of a big score. When you serve in this unit, you can become rich.

Goods: The Red Gauntlet Regiment's pay is average for a well-established mercenary company: 50 cp per day, plus an additional 50 cp for each point of commander rating. (See *Heroes of Battle* for more about commander ratings, or consult the sidebar on the next page for the correlation between commander ratings and rank in the regiment.)

Every new recruit receives a pair of the red gauntlets from which the regiment takes its name. The gauntlets, made of leather and covered with engraved metal bands, are worth 50 sp each. Mercenaries in the regiment wear only one gauntlet at a time, usually the one that covers their weapon hand.

The biggest benefit that the regiment provides, however, is its reward structure. Half of the Red Gauntlet Regiment's profit from a mercenary contract and all the plunder seized on the battlefield goes into a pool.

WHAT DO YOU KNOW?

Knowledge (history)

DC 10: The Red Gauntlet was a mercenary band during the Last War. The regiment was composed mostly of cast-offs from national armies.

DC 13: The Red Gauntlet Regiment is still around after the war, and in fact recently held a reunion in Sharn to commemorate the fifth anniversary of a major battle. King Boranel made the soldiers honorary members of Breland's national army, but the status is merely ceremonial as far as the regiment's leaders are concerned.

DC 15: At its peak, the regiment had around two thousand soldiers, but only about five hundred remain because its members were engaged with Cyran forces on the Day of Mourning.

DC 18: The Red Gauntlets are better trained than most mercenaries. They're also known for their loyalty—once you hire them, they stay hired. They fought for Breland during the latter years of the Last War, serving with distinction on the Cyran border.

DC 20: The regiment's ranks are full of experienced mercenaries because the leadership gives big monetary bonuses for success on the battlefield.

DC 25: Since the end of the Last War, the surviving members of the Red Gauntlet Regiment have had trouble finding work to do that's worth doing. The regiment existed before the Last War and survived it, but—much like the warforged—its members are having trouble finding their place in the world right now.

Knowledge (nobility and royalty)

DC 25: Although it smiles in public and is lavish in its praise of the Red Gauntlet regiment, House Deneith has some misgivings about a mercenary company that is so independent of its control. Some within the dragonmarked house would like to own the Red Gauntlets—and probably rewrite much of its history.

DC 30: Karlerren ir'Vore, the second son of a prominent noble family in Karrnath, is the current head of the Red Gauntlet Regiment. He is in his seventh decade of life and is expected to retire soon.

When the regiment completes a contract, its commanders divide up the accumulated treasure based on merit, determined by achievement and valor on the battlefield.

Because the profit margin and value of looted goods varies widely from battle to battle, the amount of the reward varies widely. As a general rule, each PC in the Red Gauntlets receives 5 sp for every victory point he or she earned throughout the length of the military contract. If the PCs are active throughout a major battle, they'll probably earn 5 gp or more per level they have.

Every member of the Red Gauntlet Regiment therefore has a tangible reason to fight hard throughout a battle—and a strong disincentive to leave the regiment before the mercenary contract ends. Units within the regiment are competitive with each other and vie for the most critical, lucrative, and dangerous missions.

The Red Gauntlet Regiment has existed for centuries, and its members have seen the reward system abused from time to time. In the past, commanders rewarded their cronies with reward money rather than doling it out to the most effective units. Word travels fast in a military outfit, however, and good mercenaries mustered out once they realized the reward system wasn't recognizing merit. Today's commanders know that soldiers have a keen sense of who has earned the extra pay, and that they risk a recruiting and retention problem if the system isn't fundamentally fair.

From time to time, the Red Gauntlet has to deal with unscrupulous soldiers who refuse to aid wounded comrades to avoid having to share extra pay with them. This problem was rampant in the ranks until the regiment adopted a survivor benefit policy. Now, members of the regiment know that if they fall in battle, the Red Gauntlet makes every effort to make sure that their families get their reward money. Thus, there's no incentive to eliminate the competition—and in fact the commanders give extra compensation to units that take risks to aid their fellows.

The Red Gauntlet Regiment also ensures that its members are equipped according to their status and mission. As a PC, you'll have gear according to the wealth guidelines on page 135 of the *Dungeon Master's Guide*.

Information: Military intelligence officers attached to the regiment's senior leadership have a strong sense of the Red Gauntlet Regiment's long history. Because the regiment has fought its way across Khorvaire and back again several times, those officers have a +15 bonus on Knowledge (history) checks, and are willing to answer PCs' questions if they aren't otherwise occupied.

Those intelligence officers also guard access to the regiment's archive of old battle-maps, which show the layouts of large fortresses, historic strongholds, and other locations for site-based adventures. PCs who improve the officers' attitudes from indifferent to helpful can acquire access to those maps. The maps were complete and comprehensive when created, but some are centuries old.

Access: The Red Gauntlet Regiment has small barracks in large cities and metropolises, but these are rarely used by the rank-and-file troops, who are usually out in the field. The barracks are used more as business offices and recruiting centers, with only a small guard detail. Members of the regiment on a mission or on detached duty can find austere but secure accommodations at the barracks.

Status: Because of its storied history as one of the oldest continuously functioning mercenary companies in existence, the Red Gauntlet Regiment has earned a measure

The Red Gauntlets and Heroes of Battle

If you use *Heroes of Battle* in your campaign, the Red Gauntlets make an ideal organization for player characters to join in a military campaign.

Force Structure

The Red Gauntlet Regiment never finishes a battle with the same organization it starts one with, but the basic outline is simple. Four eight-soldier squads plus a command section make up a platoon led by a lieutenant. Four platoons (one of which is usually specialized in archery, cavalry, or magic) make up a company led by a captain. Three companies plus a headquarters unit and various special teams make up a battalion led by a major. Four battalions plus a supply section, regimental staff, and a siege engine section make up the Red Gauntlet Regiment in ite entirety.

Infantry Element: Six 3rd-level fighters, one 3rd-level cleric, one 3rd-level sorcerer. EL 9.

Infiltration Element: Six 2nd-level fighter/3rd-level rogues, two 3rd-level wizard/2nd-level rogues. EL 11.

Cavalry Element: Eight 4th-level rangers mounted on horse companions. EL 10.

Magic Artillery Element: Six 7th-level fighters, 10th-level sorcerer, 10th-level cleric. EL 14.

Recognition

The regiment uses the rank structure outlined below.

Commander Rating	Rank
1	Sergeant
2	Master Sergeant
3	Lieutenant
4	Captain
5	Major
6	Colonel

The best decoration the Red Gauntlets receive is the extra monetary reward at the end of a mercenary contract. The regiment offers a few decorations as well, the effects of which are detailed in *Heroes of Battle*.

- Silver pin, engraved with symbol for the training type (2-point training decoration)
- Campaign ribbon, different color for each mercenary contract completed (4-point service decoration [campaign])
- Jarek's Ring, a copper ring large enough to fit over the gauntlet's finger (10-point decoration)
- Von Harrla's Ring, a gold ring large enough to fit over the gauntlet's finger (20-point decoration)

of respect among professional soldiers. Wearing the red gauntlet grants a +2 circumstance bonus on checks made to govern social interactions with other mercenaries and army commanders, provided they aren't bitter about a previous battle against the regiment.

PLAYING A RED GAUNTLET

Professionalism and honor are of paramount importance to you. You're in it for the money, to be sure, but you take pride in your work. You are proud that over the centuries, the Red Gauntlet Regiment has never reneged on a contract or left its patrons in the lurch.

Surrounded by like-minded professional soldiers, you have a hard time dealing with people whose loyalties are more flexible, or with fanatics who fight for an abstract cause. You're most comfortable around your comrades—fellow professionals all. They're probably the only family you have, and you dread the day when you're too old to wield a weapon and stand shoulder to shoulder with them.

Combat: Red Gauntlet military doctrine emphasizes maneuverability and flexibility. Commanders try to avoid showing the same tactic to an enemy twice, and might first pepper the enemy lines with archers, then harass the supply lines with cavalry, then use illusions to provide distractions before an infantry assault.

Such varied tactics work only because the regiment is well trained and good at reorganizing itself at a moment's notice. The regiment's mercenaries are cross-trained in several aspects of warfare—able to wield a halberd, string a bow, launch a catapult, ride a horse, or sneak behind enemy lines. And that's just the wizards.

When they can, the Red Gauntlet Regiment's officers employ what they call the three keys strategy: preemption, disruption, and dislocation. The regiment first endeavors to preempt a battle by seizing the objective before the enemy is able to mount a response. If necessary, it then moves to disruption, eliminating the enemy's ability to wage war by attacking supplies, destroying morale, and subverting its command structure. Finally, the regiment uses subterfuge, magic, and complicated timed maneuvers to dislocate the enemy. By the time the opposing army has been led off against some nonexistent threat, the Red Gauntlet Regiment has massed around the battle's critical point.

Advancement: By and large, the Red Gauntlet Regiment is a meritocracy, so advancement can occur rapidly if you prove yourself effective on the battlefield. Recruits chafe for a while as the veterans get the most lucrative assignments. Once you have proven yourself, though, you'll be getting those assignments—and the extra money they'll earn you.

The Red Gauntlet Regiment officer corps is expected to lead from the front, so battlefield casualties mean that there is almost always room in the command structure for new officers. However, while officers draw a slightly higher base pay than the rank and file, they don't necessarily get more reward money, so the regiment's grizzled veterans sometimes turn down commissions.

During the Last War, esprit de corps was high in the Red Gauntlet Regiment, so most veterans stayed on until they died or retired. Since the end of the war, however, the regiment has suffered serious attrition. The remaining members are some of the oldest soldiers from bygone days. Younger members whose lives were less invested in the war had an easier time dropping out of the regiment and back into civilian life.

Missions: As a member of the Red Gauntlet Regiment, you can expect to continue fighting the Last War wherever it persists. The Graywall Mountains between Breland and Droaam are one of Khorvaire's continuing hotspots of military activity, and the Red Gauntlets are there in significant numbers helping Breland defend its borders. Smaller numbers of Red Gauntlet units patrol the Seawall Mountains at the western edge of Darguun, protecting both Breland and Zilargo from goblinoid incursion. In addition, Karrnath has hired a few companies to help contain Valenar attacks in and across the Talenta Plains.

Wherever you are engaged, you'll likely be called on to execute one of the three keys of regiment strategy. You might make a midnight ride to seize a castle before the enemy can get out of its barracks, thus preempting a battle. If you're ordered to destroy a dam and thereby flood the enemy trenches, you're executing a disruption strategy. Alternatively, the Red Gauntlet might dress you up like generals and have you ride across the battlefield, drawing pursuit from elite enemy units that then won't be able to join the battle at the real objective.

The Red Gauntlet Regiment also sends its members on missions away from the battlefield. You might accompany an officer to assist in negotiations for a future mercenary contract, or find a fallen comrade's family and deliver a survivor benefit.

All that said, things are relatively quiet after the fury of the Last War, and as long as you check in with your commanders periodically, you can expect plenty of time to engage in your own adventures while remaining a member of the Red Gauntlet. Such freelancing is encouraged, but the regiment frowns on independent adventuring during a military campaign. When the war's on, you're expected to be all about the regiment's business.

THE REGIMENT IN THE WORLD

"Things were bad. Catapult stones were raining down on the courtyard, and my own men were cowering in the catacombs. But the Red Gauntlet guys weren't even flinching when the stones fell around them. They just mounted their horses and massed by the front gate, waiting to ride forth."

—Duke Hatharak, survivor of the Siege of Tasselcliff

The Red Gauntlet Regiment represents the quintessential band of honorable mercenaries. Though they keep their eyes on the gold rewards, they remain skilled artisans who take great pride in their work. Their flexible military doctrine offers players a wide variety of experiences on the battlefield, and if the PCs are in the Red Gauntlet Regiment, they'll rarely perform the same function in combat twice.

Organization: On paper, the Red Gauntlet Regiment looks like part of a national army—or at least it did until the end of the Last War left only a single battalion among its ranks. The regiment's commander is a colonel, assisted by a staff of advisors and four majors that once led the regiment's battalions. As a practical matter, each company within the regiment reorganizes itself to meet the needs of the day's battle. Companies are simply numbered (1st company of the 3rd battalion, for example), and squads are usually referred to by the name of the sergeant who commands them. Those squads are moved from one company to another with great rapidity, often because a particular commander is closer to the action or has special expertise in the squad's duties.

The colonel's staff handles the business aspects of running the regiment. During a battle, the colonel and a small retinue use one of the battalion's headquarters as a central

command center, or they lead from the saddle, moving from unit to unit and giving orders directly.

Veterans grumble that the regiment's motto is "There's always one more thing to do." On the eve of battle, every member of the regiment keeps busy digging trenches, strengthening fortifications, and scouting out nearby terrain. Few lulls occur during the battle, because the regiment's commanders constantly reposition their troops to confound their enemies. A Red Gauntlet major might say with a straight face: "Your squad can rest while it marches to the top of that hill over there. Then prepare some field-expedient fortifications and await further orders."

The current head of the Red Gauntlet Regiment is Karlerren ir'Vore, but almost everyone refers to him simply as "the colonel." The second son of a Karrnathi noble family, he served in Karrnath's national army until his men deserted him in the face of a regiment of Cyran warforged soldiers. Surrounded by more than a hundred enemies, ir'Vore held them off with a clever bluff until the Red Gauntlets arrived and rescued him. He joined the regiment on the spot and worked his way up the ranks over the next two decades.

The colonel is in his sixties and contemplating retirement to the family manor. When he does, the Red Gauntlet Regiment will have to promote a new colonel. The regiment doesn't have a codified succession policy, so ir'Vore's retirement will likely lead to a power struggle between three candidates: Major Hilliard (a cavalry specialist), Major Glaurr (a half-elf ranger), and Captain Sureya (a sorcerer on the colonel's staff who handles the regiment's business affairs).

NPC Reactions

Folk tales of the Red Gauntlets abound, and they all deliver the same message: The regiment is full of clever professionals who are loyal to their contract, no matter how dire the situation becomes. NPCs who are knowledgeable about military matters thus have an initial attitude of friendly to those who wear the red gauntlet (except those who have recently battled the regiment).

Recent foes of the Red Gauntlet don't regard them as kindly, even if they offer grudging respect for the regiment's skill at arms. Most of the grudges of the Last War are forgotten now, but some Cyran nationals hold the Red Gauntlet somehow responsible for the Day of Mourning. Droaam and Darguun similarly have no love for the regiment, thanks to its current involvement in fighting their forces. NPCs associated with any of those groups have a starting attitude of unfriendly to members of the Red Gauntlet Regiment.

For their part, Red Gauntlet Regiment members have an initial attitude of indifferent toward nearly everyone they're not actually at war with. To hold a grudge after war's end would besmirch their professionalism, and today's enemy might be tomorrow's employer.

The regiment has a complicated relationship with House Deneith, viewed as the clearinghouse for mercenary services in Khorvaire. On many occasions, House Deneith has actually hired the Red Gauntlets, acting as a broker and intermediary between the employer and the regiment. Mostly, though, the regiment's reputation allows it to secure work on its own merits and leave Deneith out of the transaction—which makes the heads of the dragonmarked house unhappy. Publicly, House Deneith has been respectful of the regiment and praised its work. Privately, members of the regiment should not be surprised to encounter unfriendly reactions from those in positions of power in the house.

Character Classes in the Last War

Healer

Healers, described in *Miniatures Handbook*, played an important role during the Last War. Most healers are members of House Jorasco's Healers Guild, though some are also members of one of two very specialized religious orders. The Healing Hand of Olladra is a healer order associated with the Sovereign Host, while the Silver Knights Hospitallers are associated with the Church of the Silver Flame, and include paladins and clerics as well as healers. Both orders sent members to serve as field medics for the armies of the Last War, and both organizations still operate, focused on providing healing services to travelers and others in need, regardless of national affiliation or circumstance.

Marshal

Introduced in *Miniatures Handbook*, the marshal commands the ability to inspire his allies, enhancing their combat abilities as they perform specific battlefield maneuvers. Their natural place is on the fields of war, and every army in the Last War included some marshals. Most marshals hold ranks as minor officers, though some have retired on military pensions and turned their unique talents toward inspiring their adventuring companions rather than allied troops.

Scout

Very much like rangers, scouts (described in *Complete Adventurer*) were widely employed during the Last War, combining stealth with combat prowess to harry opposing forces, assess troop numbers, and infiltrate enemy lines. Aundair in particular is known for its scouts, especially the famous corps operating out of Tower Valiant and called Valiant scouts. In all the Five Nations, scouts were primarily recruited from rural areas.

Warmage

True to their name, most warmages (detailed in *Complete Arcane* and *Miniatures Handbook*) were trained to serve in the Last War. Lacking the versatility and scholarly bent of wizards and the mysticism of sorcerers, warmages wield magic as a tool for a single purpose: the annihilation of enemy forces. Cyre made the most use of warmages during the Last War, and the greatest warmage college in Khorvaire was leveled on the Day of Mourning. The tradition survives among Cyran warmages in exile, however, particularly in New Cyre in eastern Breland.

LHAZAAR PRINCIPALITIES

TIDES OF BLOOD AND GOLD

The Lhazaar Principalities is a loose nation of sailors, merchants, privateers, and pirates. It is made up of a number of separate entities, called principalities, each of which has its own ruler, holdings, citizens, and ships. Lhazaarites make their living from the sea, serving other nations as fishers, merchants, couriers, privateers, and mercenaries.

The Principalities have existed for centuries. They were the first lands settled by the human migrants from Sarlona, and though the famed pioneer Lhazaar led her expedition to these shores three thousand years ago, scattered groups of refugees arrived even before her, some as early as five thousand years ago. These bands were too small and weak to challenge the goblinoids for control of Khorvaire, so they remained on the islands off the continent's northeast shore. Similarly, waves of migrants arrived after Lhazaar, adding to the population of this area. At the time of these expeditions, Sarlona was composed of a dozen distinct kingdoms, each constantly at war with the others. Some people, looking at the history and the current state of the Principalities, would argue that here, at least, little has changed.

The Seadragon Principality, led by High Prince Ryger ir'Wynarn (LN male human ranger 9), is the nation's largest—which is to say, Ryger's personal followers and the twenty ships under their command form the largest fleet in the Lhazaar Sea, allowing them to control the largest swath of territory. Ryger claims descent from the kings of Galifar and dreams of rebuilding a united kingdom. So far, though, he has been unable to unite the squabbling princes to do anything more than present a unified face (Ryger's own) to the deliberations at Thronehold that ended the Last War and established the Lhazaar Principalities as a sovereign nation. Prince Ryger's flagship, *Dragoneye*, makes its home port at Regalport.

The Cloudreaver Principality is in some ways the antithesis of the Seadragons. If Ryger's rule represents stability for the Lhazaar Principalities as the nation moves forward to a new future, the Cloudreavers represent the violent instability of a return to the old ways of bloodthirsty piracy. Led by Prince Mika Rockface (CE female dwarf barbarian 6), the Cloudreavers are a powerful band of marauders claiming six fast ships and Krag Island, including Port Krez.

The Direshark Principality is led by Prince Kolberkon (LE male changeling fighter 7), who imagines himself Ryger's greatest rival and hopes to become the next High Prince. Kolberkon has been working to improve his base in Port Verge so that it will rival Regalport, and to that end has made alliances with both the Order of the Emerald Claw and House Lyrandar.

The Gray Tide Principality, in addition to being an unexplained feature of the sea beyond Lastpoint Island, is led by another changeling, Prince Kel (N male changeling rogue 6). He dreams of establishing a homeland for the changeling race and has succeeded in drawing a significant population of changelings—mostly followers of the reality seeker philosophy (see page 24) trying to create a perfect community. The Gray Tide is located on and around Lastpoint, though rumors say that it has a fleet hidden in the tendrils of mist from which it takes its name.

The Bloodsail Principality, led by Prince Shaen Tasil (LE female elf cleric 7 Blood of Vol), includes a large number of elves said to be allies of the line of Vol, who were banished from Aerenal when that bloodline was exterminated. Its base of operations is Port Cairn, at the southern extreme of Farlnen Island.

The Wind Whisperers Principality is primarily made up of half-elves, led by Prince Koulton Brightwind (CN male half-elf ranger 4/dragonmarked heir 4), an expatriate scion of House Lyrandar with a high price on his head. Koulton fled his family in an elemental galleon twenty years ago, and has so far managed to evade the house's efforts to retrieve the ship

WHAT DO YOU KNOW?

Knowledge (geography)

DC 10: The Lhazaar Principalities is a nation of factions that vie for supremacy. Its population is primarily human, with a strong gnome, half-elf, and changeling presence.

DC 15: Dozens of princes control land and ships in the Principalities. Ryger ir'Wynarn is the best known, since he represented the Principalities at the Thronehold discussions. Ryger seeks to unite the Principalities into a true nation, but has met with strong resistance from the other lords.

DC 20: Aside from Prince Ryger's Seadragons, other groups include the vicious pirates of the Cloudreavers, the mercenary Diresharks, the changeling Gray Tide, the Bloodsails of Farlnen, the half-elf Wind Whisperers, and the well-intentioned Heavenly Fleet.

Knowledge (history)

DC 10: The Lhazaar Principalities declared their independence from Galifar early in the Last War.

DC 15: The Lhazaar–Galifar war started in 28 YK and lasted for a decade before the Lhazaar princes finally became a semiautonomous province of the young Kingdom of Galifar.

DC 20: The Lhazaar Principalities was the site of the first human settlement in Khorvaire.

Knowledge (local)

DC 15: Laws are lax in the Principalities and vary in each prince's territory. The people are rough and ready; the towns have a frontier feel, full of opportunity and danger.

Knowledge (nobility and royalty)

DC 10: House Thuranni is based in the Lhazaar Principalities. The other houses have a minimal presence.

Knowledge (religion)

DC 10: Lhazaarites have little interest in religion.

DC 15: The Blood of Vol has a disproportionate number of followers in the Lhazaar Principalities, particularly among the Bloodsails.

DC 30: Vol's stronghold is somewhere in the Lhazaar Principalities.

and remove him. He has used his Mark of Storm to forge a new principality and pull together a sizable fleet, and the other princes resent him—both for seizing territory some of them had claimed, and for exacerbating the typically strained relations between the Lhazaar Principalities and House Lyrandar.

THE HEAVENLY FLEET

The Heavenly Fleet is the smallest of the Lhazaar Principalities, though it is growing—in defiance of all predictions. Led by Prince Lorrister (LG male aasimar ranger 4/paladin 4), the Heavenly Fleet is dedicated to bringing justice to the Lhazaar Sea and the rule of law to all its settlements. The prince holds his crews to high ideals and hopes to impose those same ideals on the people of the Principalities. Even though the Lhazaarites greet Lorrister's principles with scorn, people outside the Principalities who share his philosophy are attracted to his cause, and Lorrister claims a large number of foreign supporters and suppliers. This influx of aid from such places as Thrane, the Martial Temple of Dol Arrah in Starilaskur, and numerous private benefactors translates into the finest gear and supplies for Lorrister's ships and crews.

Prince Lorrister might come to the aid of player characters facing the perils of the Lhazaar Sea, sailing to the rescue like some celestial cavalry riding over the hill. However, he is likely to ask characters who are indebted to him to return the favor by striking against one of his many enemies. He is on a perpetual crusade against evil in the Principalities, and he recognizes the Cloudreavers as his greatest enemies. He also bears a particular grudge against the Blood of Vol and actively campaigns in opposition to that cult's activities.

The other princes scoff at Prince Lorrister's morals, but they are leery of his strength. In the future they might form an alliance to destroy the paladin and his crusaders, but for now they use their wiles to play him against their foes. For his part, Lorrister may be idealistic, but he is not naive, and he remains fully aware of his rivals' plans.

ISLES OF MYSTERY

A mighty storm rages above Tempest Isle's central mountain. It spits lightning and shouts thunder, and its winds make the seas treacherous a mile away from the island's shores.

Some say that storm giants, refugees from Xen'drik's ancient wars, live on the mountain and maintain the storm to keep their old foes at bay. Other rumors speak of a pirate wizard who arrived on the island with his captain and crew. After the pirates hid their treasure on the mountain, they betrayed and murdered the wizard, adding his magical possessions to their hoard. The wizard returned as a ghost and slew them all, and now pirate ghosts wage eternal war in the sky. Still other tales say that a rakshasa rajah, one with great power over the weather, lies imprisoned within the mountain, and the storm is a sign of his imminent awakening.

Whatever the case, adventurers and pirates come to Tempest Isle to seek the truth. Most believe that gold, magic, or both wait in the mountain's caves.

Visitors to Tempest Isle first experience rainfall and winds near the shore. A tribe of particularly large and brutal scrags (8 HD each) lairs there. These aquatic trolls seem more intelligent than others of their kind. They paint designs on their leather armor and prefer to ambush and confuse their prey rather than rush headlong into battle.



Prince Lorrister of the Heavenly Fleet

The nearby rocky Traglorn Isle is home to a large tribe of cliffwalk shifters who call themselves the Sun-Kin. They claim that their people once inhabited both Traglorn and Tempest Isle, but in years long forgotten one of their kind lost an ancestral artifact to a hobgoblin trickster. The storm set in after the artifact vanished, and the Sun-Kin fled to Traglorn. Since that time, brave warriors from the tribe have set out across Eberron to locate their lost relic, but none have been successful. Strangely, the Sun-Kin wear wooden decorations bearing sigils similar to those the Tempest Isle scrags paint on their armor.

The island of Trebaz Sinara is surrounded by treacherous reefs and is home to terrible monsters, two factors that combine to leave the island uninhabited. Despite these dangers, however, the island (at least according to legend) has served a number of important purposes over the centuries. The first Sarlonan settlers of the area built tombs here, and indeed some of the monsters that attack visitors to the island, including both undead and construct guardians, seem to be connected to those crypts. In addition, countless pirates are said to have hidden their treasures on the island, but never returned to retrieve them. These tales strain the limits of credulity, but the number of people who claim to have returned from Trebaz Sinara with tangible proof of the wealth they found there is enough to ensure a steady stream of treasure-hunters. Most are not heard from again.

Dreadhold is an island prison maintained by House Kundarak. First established by Karrn the Conqueror, Dreadhold has contained some of the most dangerous criminals the world has ever known. Popular belief says that no prisoner has ever escaped the island, but whispered rumors suggest that the truth might be otherwise.

Magical Traditions

Modes of Power

Magic infuses the world of Eberron. It rages high above in the Ring of Siberys that encircles the world. It binds dark and foreboding creatures in the deepest caverns of the underworld of Khyber. It seeps from the land itself, a source of energy as well as a means of bending the laws of reality. Magic, and reliance on magic, shapes and defines the societies of Eberron. For millennia, wizards, sorcerers, clerics, artificers, adepts, and magewrights have brought their talents to bear on the challenges and dangers of the world around them. Their solutions helped humanoid society develop and thrive on Eberron—especially in Khorvaire.

The people of Eberron have developed a variety of means to tap into the ever-present power of magic, channeling it to address their needs through the ages. These various means are reflected in the great magical traditions of the world, past and present. Arcane institutes, churches, academies, secret cults and cabals—a vast number of organizations have preserved these numerous traditions.

The most fundamental distinction in the various practices of magic lies in its source. Arcane spellcasters draw on the magical energy that surrounds them, unlocking it through careful performance of precise rituals and words of power. Divine spellcasters draw on magical power accessed through faith and devotion. Artificers work with the magic contained in the structures of objects, altering the movement of power and freeing channels for magic to flow. Psionic manifesters are not inclined to call their powers magic, but the results are much the same, powered by the manifester's mind.

The two greatest institutions that preserve traditions of studying arcane magic and artifice, at least in Khorvaire, are the Twelve and the Arcane Congress. Founded fifteen hundred years ago (before there were even twelve recognized dragonmarks), the Twelve is a shining example of cooperation among the dragonmarked houses—an arcane foundation intended to study dragonmarks, arcane magic, and artifice. The Twelve's studies emphasize the use of magic to improve daily life and, in particular, facilitate the work of the dragonmarked houses for economic gain. The invention of airships and message stations can be credited to the researchers of the Twelve.

The Arcane Congress maintains a somewhat more theoretical research emphasis. The institution was founded in 15 YK, at least in part because King Galifar did not fully trust the Twelve to keep the best interests of the kingdom (as opposed to the dragonmarked houses) at heart. Like the Twelve, the Arcane Congress has an explicit mandate to improve life through the application of magic. However, the twisting halls and extradimensional spaces of the towers that float above Arcanix are filled with all manner of experiments and constructs, many of which have no imaginable practical application. The institute's scholars have a particular interest in the planes.

While these two organizations are the most important centers of magical learning in Khorvaire, they are not the only ones. The Passage Institute for the Arcane Arts (see page 102) is a small academy in Aundair dedicated to training spellcasters through field education—primarily adventuring. Atur Academy in Karrnath (see page 103) is another small academy, dedicated to what some would call dark arts. Morgrave University and the University of Wynarn both teach magic (or at least its more abstract theories). Rekkenmark Academy in Karrnath trains spellcasters for war, producing a number of warmages in continuation of the tradition begun in Cyre during the Last War (see page 97).

Each of the great religions of the world maintains its own magical tradition as well (or in the case of the Path of Light, a psionic tradition). While the Blood of Vol has continued ancient traditions of necromancy, the Church of the Silver Flame makes extensive use of magic to banish

WHAT DO YOU KNOW?

Knowledge (arcana)

DC 10: The many and varied forms of magic derive from three fundamental sources: arcane energy (used by sorcerers, wizards, bards, and others), divine power (used by clerics, druids, paladins, rangers, and others), and the magic contained in the structures of objects (used by artificers).

DC 15: The Arcane Congress, founded by King Galifar, and the Twelve, established by the dragonmarked houses long ago, are the two greatest institutes of magic in Khorvaire.

DC 18: Aside from the most common users of magic, a number of individuals follow traditions that use magic differently or combine it with other skills. Hexblades are warriors who wield arcane power derived from some connection to the Dark Six. Shugenjas are divine casters who revere the dragons of Argonnessen. Spirit shamans and wu jen are spellcasters, divine and arcane respectively, who are drawn to nature and commonly found in the Eldeen Reaches. Favored souls are divine casters devoted to individual deities of the Sovereign Host. Warlocks wield arcane spell-like abilities rumored to be derived from the rakshasa lords imprisoned in Khyber. Warmages are arcane casters trained to battle in the Last War. Spellthieves combine arcane magic with stealth to serve as spies and assassins.

DC 20: Dragons are said to be the source of magic. They supposedly taught the giants the secrets of their magic, which then spread through their elf slaves to the other races of the world.

DC 25: Besides the ancient magic of the dragons and giants, other ancient traditions persist: the daelkyr brought their own twisted magic from Xoriat, and the sects of the druids preserve the ancient traditions that were used to battle the daelkyr.

DC 30: A few groups, races, and individuals know secrets of magic that derive from another source entirely: a strange soul energy called incarnum. Practitioners of this magic are called incarnates, soulborns, or totemists.

fiends, exorcise spirits, and censure the wicked. The clerics of Aureon are as interested in arcane magic as in divine, while the clerics of Onatar are patrons of artifice as well.

ANCIENT MAGIC

According to both historical record and legend, the dragons granted knowledge of magic to the peoples of Eberron. In ages past, dragon emissaries visited the empires of the giants and bequeathed to them the most powerful arcane secrets the world has ever known. Their motivation for revealing this knowledge is unclear, but scholars presume that draconic interpretation of the Prophecy demanded that the giants learn this lore. Sixty thousand years before the birth of Galifar, the giants studied the dragons' gift, while their elf slaves gleaned crumbs from this feast of knowledge.

The magic of the giants was mighty indeed. Every explorer who penetrates the wilds of Xen'drik to unearth the secrets of the giants returns with some new tale of wonder or artifact of power. Planar portals, mysterious relics, weapons and armor of tremendous might—all these and more were crafted by the giant artificers of ancient times to be discovered by modern explorers and admired with awe. Some whisper that the giants built the first warforged, or at least creatures very much like the modern race created during the Last War. Some also claim that the giants originally developed the craft of elemental binding, the secrets of which are now guarded by the gnomes of Zilargo. The elemental binders of Zilargo have begun a renaissance of this ancient practice, developing airships and elemental galleons as well as weapons and armor that contain bound elementals. Nongnome mages would pay dearly to acquire the secrets of these elemental binders, but the gnomes guard their techniques closely—for economic reasons above all.

The empires of the giants fell, in part due to their misuse of what the dragons had taught them. When the quori invaded Xen'drik, the giants used their mightiest magic to close the planar portal, but this resulted in a cataclysm that shook the foundations of the continent itself, sending plagues and curses across Xen'drik. When the giants turned again to their greatest magic in a desperate attempt to prevent the utter destruction of their civilization, the dragons intervened, attacking the giants in a massive and sudden invasion that dealt the death blow to the giant civilization.

The magic of the giants did not die with their empires, however, for the elves had learned at the feet of their masters. Both the elves who fled to Aerenal and the drow who remained in Xen'drik preserved certain elements of it. The drow are rumored to continue the practice of elemental binding, while the elves of Aerenal have a long history of necromantic magic, manifested in two distinct traditions. One of these streams is the magic of the deathless (in both arcane and divine forms), dedicated to preserving the spirits of the race's ancestors in corporeal form. The other stream, traced to the house of Vol, emphasizes the dark magic of the undead. This latter tradition persists in the necromantic magic of Karrnath and the cult of the Blood of Vol.

The daelkyr practice ancient forms of magic that focus on the warping and corruption of other forms of life to produce new aberrations and twisted symbionts—distant echoes of the madness of their home plane, Xoriat. A few mortals have dabbled in the magic of the daelkyr, sacrificing their sanity for the power it offers. These individuals are linked to the Cults of the Dragon Below (see page 87).

The druids of the Shadow Marches and the Eldeen Reaches practice another ancient tradition of magic, also derived from a draconic source. Sixteen thousand years ago, the black dragon Vvaraak came to the orcs of the Shadow Marches and taught them the druidic lore that became the Gatekeeper tradition. The magic of the other druid sects grew from that of the Gatekeepers, and it may have been a Gatekeeper druid who gifted the greatpine Oalian (see pages 57–61) with sentience.

INCARNUM

Rare types of magic exist that are not arcane or divine, neither psionic nor artifice. These traditions have not been fully codified and classified, even by the scholars of the Twelve. Their secrets are not fully plumbed, their forces are poorly understood, and their sources remain mysterious.

Of these traditions, the best understood involves the manipulation of a kind of soul energy called incarnum (detailed in *Magic of Incarnum*). The source of this tradition is difficult to pinpoint. The dusklings, native to the plane of Thelanis, use incarnum as part of their reverence for magical beasts—shaping it into masks, cloaks, and other totems to grant themselves the powers wielded by those beasts. Dusklings are rare on the Material Plane, but they do cross over from Thelanis in "thin places" such as those that dot the Eldeen Reaches. There, the duskling traditions have spread, particularly to shifters in the Reaches. The practices of these totemists seem compatible with the beliefs of the druids, and an interesting synthesis of the two traditions seems to be developing among a few shifter communities in the eastern Towering Wood.

Similarly, two incarnum-using races inhabit Kapaerian Island, in the northwest of Xen'drik. The lawful, militaristic skarns use incarnum to embody the ideals of a particular alignment—usually law itself, but sometimes good or evil. The flighty, chaotic rilkans, on the other hand, most often become chaos incarnate, with similar leanings toward good and evil. These two races are clearly related (both appear more or less human), but they claim descent from a common ancestor race, the mishtai, which they say inhabited their island during the time of the giant empires. If this claim is true, then this magic of incarnum is a tradition as old as the magic of the giants, perhaps independent of draconic influence. On the other hand, it might be a legacy of the quori invasion, brought from the dream realm to the Material Plane, or a separate draconic tradition, taught to the mishtai even as the giants were taught other forms of magic. A final possibility is that the mishtai were themselves giants, and the rilkans and skarns are undersized descendants of the giant race who practice a unique form of their ancient magic.

Incarnum's presence is not limited to these races. Unusual children occasionally born to human parents display a natural affinity for this magic. Called azurins, they are drawn to extremes of alignment and behavior. Also, a temple in the Endworld Mountains is dedicated to the Sapphire Eidolon, which seems to be pure incarnum. The origin of this temple is shrouded in mystery, but it might hold the key to unlocking the secrets of this strange magic.

The Passage Institute for the Arcane Arts

"Magic is a primal force—it yearns to be wild and free as an eagle or a stag. It is a mistake to study it only in isolated towers and behind locked doors."

—Gallo Edgebrand, headmaster of the Passage Institute

Most arcane academies treat spellcasting and magical research as subjects best studied under isolated, highly regulated conditions. The Passage Institute, on the other hand, believes that the place to study, research, and practice magic is out in the world. Rather than developing a new generation of aloof, self-important, arcane snobs, the institute encourages its students to use their skills freely for the good of all—and for personal gain.

Joining the Passage Institute

Students typically come to the Passage Institute for one of three reasons. Many never demonstrated the magical aptitude to be accepted at one of the more prestigious arcane academies. Some began their training at other schools (such as the Arcane Congress located in nearby Arcanix), but after finding the academic atmosphere stifling, they sought out the Passage Institute for its greater freedom and more relaxed air. Finally, a large number of students come to the Passage Institute simply because the tuition is less than half that of most other schools.

The Passage Institute accepts anyone with the interest to study spellcasting, whether they were born with the knack or not. About half its students come from other walks of life and simply want to augment their abilities with basic spellcasting skills. Because it emphasizes work in the field, the atmosphere on campus is filled with stories of exciting exploits and fabulous treasures, rather than excruciating speculation about arcane minutiae. Because much of a student's advanced training is in the field (with the school keeping half of any profits generated by these expeditions), the institute is able to keep fees to a bare minimum.



The scholars of the Passage Institute have little respect . . .

Entry Requirements: Knowledge (arcana) 2 ranks. Also, a character who is accepted into the institute must pay tuition and fees amounting to 50 gp per year.

The staff of the Passage Institute consists mainly of mid-level spellcasters, but also includes members of other classes who help train students in the more mundane aspects of adventuring. Roughly three quarters of the student body is made up of wizards, and the other one quarter are members of other classes who want to add low-level spellcasting to their repertoire.

Introductory classes are similar to those found at other arcane academies, but are augmented with lessons in elementary dungeoneering. When a student reaches a basic level of proficiency, about half of his or her course load becomes "practical field exercises." In other words, the institute sends the students out on adventures, even hiring them out to adventuring parties (creating another revenue source for the school). A student graduates once his or her exploits have netted the institute a total of 1,000 gp.

Passage Institute Benefits

Students and faculty are treated as you would imagine they might be at a school that is just as interested (or perhaps more interested) in turning a profit as providing a high-quality education. The housing and meals are adequate, as are the campus facilities. Advanced students are required to take part in two or more practical field exercises per year, either as part of an institute-sponsored expedition or as support hired out to a private adventuring party.

Goods: Students and faculty receive access to fully stocked arcane laboratories and basic spell components (but nothing that has a cost of more than 5 gp per use). In addition, students who take part in practical field exercises are allowed to keep half of the treasure or rewards they earn.

Services: The basic service the institute provides is training in the arcane arts. Beyond that, all members of the faculty are experienced adventurers who are willing to offer advice and even practical help with difficult problems. In addition, the institute hires its students out to private adventuring groups for a fee of 100 gp per student per week. The students must get a full share of any treasure realized from the adventure, of which the institute claims half.

Information: Students at the institute have access to spellbooks containing all commonly known spells, plus a number of rare or even unique spells known or created by faculty members.

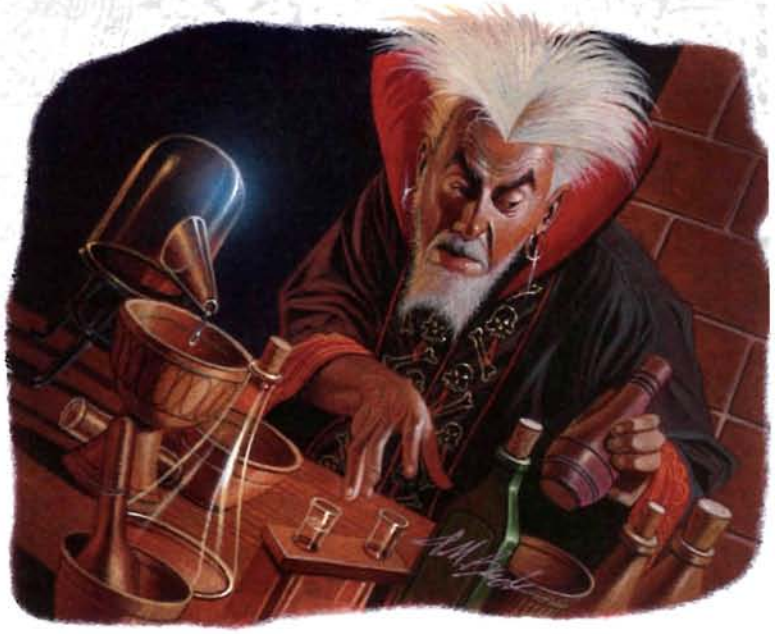
Access: Since private groups come to the institute to get spellcasting hirelings, all students have access to a variety of unusual sites, activities, and experiences. In the end, each student's experience will be unique.

Status: In the general public, students from the institute are afforded the same status as students at any school of magic. Within the academic community, though, the institute has the somewhat tarnished reputation of being more of a moneymaking scheme than an organization devoted to advanced study. Alumni of the institute are sometimes treated as second-rate casters, regardless of actual ability.

Atur Academy

"Evil? Magic is a tool in the wizard's hand, and the wizard must choose whether to use it for good purposes or ill. But magic is not evil in and of itself."
—Orthik the Grim, master of the Atur Academy

A small arcane institute is located in Atur, Karrnath's City of Night. Though the city is best known for the Crimson Monastery (its great temple to the Blood of Vol), the Atur Academy has trained wizards, sorcerers, and other arcane spellcasters for centuries—it has just done so rather quietly. Even in Karrnath, whose armies were bolstered by animated skeletons and zombies during the Last War, the teachings of the Atur Academy are not always met with acceptance and understanding. The masters of the academy are necromancers and warlocks, and the lessons they pass on to their students concern the darkest lore—the magic of the dead, of negative energy, and of demonic binding.



. . . for the necromancers of the Atur Academy

Joining the Atur Academy

In contrast to the Passage Institute, the Atur Academy is quite exclusive. The heads of the academy look for students they believe have the potential for true greatness, and indeed a few of the greatest spellcasters in recent history were graduates of Atur. The cost of attending the academy is a barrier to many, though a candidate who can't afford to pay but secures the patronage of a respected spellcaster can hope for a scholarship to defray the cost of tuition.

Entry Requirements: Knowledge (arcana) 4 ranks, Spellcraft (4 ranks). Also, a character who is accepted into the academy must pay tuition and fees amounting to 125 gp per year.

The staff of the academy features some of Karrnath's most prominent spellcasters, including wizards and sorcerers, warlocks, dread necromancers and archivists (from *Heroes of Horror*), and even a necrocarnate (from *Magic of Incarnum*). Most of the wizards on staff are specialist necromancers or conjurers, including some individuals with exotic prestige classes such as acolyte of the skin or blood magus (from *Complete Arcane*), pale master or true necromancer (from *Libris Mortis*), or tainted scholar (from *Heroes of Horror*).

For all its sinister air and questionable practices, the Atur Academy is first and foremost an institution for the study of magic, and it takes that mission seriously. At some level, the heads of the academy seem determined to prove that an interest in the darker side of arcane magic does not necessarily mean that one is corrupt of character or possessed of an inferior intellect.

Atur Academy Benefits

Once a student has earned a place at the Atur Academy, she is treated as a valuable member of that community. The academy maintains a spacious building in the City of Night (not far from the Crimson Monastery) that has comfortable dormitories, an excellent refectory, large classrooms, and well-appointed laboratories.

Goods: Students at the Atur Academy can purchase goods that can be difficult to find for sale elsewhere. Everything from covadish and kieros leaves imported from Aerenal to narstone from the Demon Wastes (see pages 91–92 of the *Eberron Campaign Setting*) to body parts can be purchased for an appropriate price.

Services: Fundamentally, the Atur Academy provides instruction in the magical arts. If your campaign uses training rules, a student's annual tuition payment covers the training required for advancing levels and learning feats or skills related to the fields taught at the academy.

Information: The Atur Academy is a great repository for what is often considered forbidden lore, and its library is one of the great collections of such material. Students have free access to the tomes in the library, which grant a +4 circumstance bonus on Knowledge checks related to necromancy, conjuration, evil magic, and the like. The faculty of the academy is likewise an excellent resource on such topics, and can make a Knowledge check in any relevant specialty with a bonus of +12 to +15. The faculty is the soul of discretion, and students are encouraged to ask anything they need to know without fear of repercussions.

Students at the academy also have access to an extensive collection of spellbooks. Whenever a wizard student at the academy advances a level, she can choose one of her new spells from any source the DM allows, including supplements such as *Libris Mortis*, *Book of Vile Darkness*, and *Heroes of Horror*.

Access: Beneath the academy building sprawls an extensive network of dungeons, including passages leading to old catacombs and areas designed for practicing conjuration in relative isolation.

In addition, the academy maintains an extensive network of alumni, former faculty, benefactors, and other interested parties that extends into every major city of the Five Nations. If a student needs safe shelter in one of these cities, or access to spellbooks or other information, a successful DC 20 Gather Information check can put her in contact with this network.

High Elemental Binder

"I bind fire to scorch my enemies. I bind air to move with the wind. I bind earth to find the secret places. I bind water to dance with the waves. I am their master, and let my enemies quail."
—Zallias the high elemental binder

A few spellcasters dabble with elemental binding; high elemental binders (also known simply as high binders) are masters of the craft. As a high binder, you can reach into the planes and immediately draw elemental beings into objects—coating your armor in stone or your blade in fire. You can also use elementals to power your spells and call them to serve you. You can even bind elementals to your body, harnessing their powers for your own.

Becoming a High Elemental Binder

The artificer is the easiest path into the high elemental binder class: You gain Craft Wondrous Item as a bonus feat, and Concentration, Knowledge (arcana), and Knowledge (the planes) are class skills for you. Wizards can also meet the entry requirements easily, but have less to gain from the class. Clerics make good high binders, since they benefit greatly from the ability to bind elementals to their weapons and armor. Your key spellcasting ability (Intelligence, Wisdom, or Charisma) remains your most important ability. Constitution is helpful to maintain your instant binds, while Charisma helps you bind unwilling elementals.

Entry Requirements

Spells: Ability to cast 3rd-level spells or infusions
Skills: Concentration 8 ranks, Knowledge (arcana) 4 ranks, Knowledge (the planes) 8 ranks
Feats: Bind Elemental, Craft Wondrous Item

Class Features

As you advance in level, you gain powers related to binding elementals to your equipment, your spells, and your body. You continue gaining spells in your primary spellcasting class, and you gain an elemental companion that improves as you gain levels.

Spellcasting: At every level beyond 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a high elemental binder, you must decide to

What Do You Know?

Knowledge (arcana)
DC 15: Some spellcasters can instantly reach into the planes and bind elementals to their equipment.
DC 20: High elemental binders gain the services of elemental companions and can bind those companions to their weapons, armor, and bodies.
DC 25: A high elemental binder's ability to bind his elemental companions to his weapons and armor has the same general effect as crafting bound-elemental weapons and armor using Khyber dragonshards. Binding an elemental to his body gives him remarkable physical characteristics for the duration of the bind—which is only about a minute.
DC 30: Legend says that the halfling Dareth Fasco disguised himself as a gnome and learned the secrets of the high elemental binders in Zilargo, then fled with that knowledge. Supposedly, the Trust is still after him.

Knowledge (geography)
DC 15: Zilargo has a virtual monopoly on elemental binding.
DC 25: Some of Zilargo's elemental binders are masters of the craft and can do swift, amazing things with bound elementals.

Knowledge (the planes)
DC 20: Some spellcasters have a particular interest in Fernia and Lamannia. They harness the elementals found in those places.

THE HIGH ELEMENTAL BINDER **HIT DIE: D6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Elemental companion (Medium)	—
2nd	+1	+0	+0	+3	Instant bind (1/day, weapon)	+1 level of existing spellcasting class
3rd	+2	+1	+1	+3	Elemental companions (2)	+1 level of existing spellcasting class
4th	+3	+1	+1	+4	Elemental companion (Large), instant bind (2/day)	+1 level of existing spellcasting class
5th	+3	+1	+1	+4	Instant bind (armor)	+1 level of existing spellcasting class
6th	+4	+2	+2	+5	Elemental companions (3), instant bind (3/day)	+1 level of existing spellcasting class
7th	+5	+2	+2	+5	Instant bind (swift action)	+1 level of existing spellcasting class
8th	+6	+2	+2	+6	Elemental companion (Huge), instant bind (4/day) spellcasting	+1 level of existing spellcasting class
9th	+6	+3	+3	+6	Elemental companions (4)	+1 level of existing spellcasting class
10th	+7	+3	+3	+7	Instant bind (5/day, body)	+1 level of existing spellcasting class

Class Skills (2 + Int modifier per level): Concentration, Craft, Knowledge (arcana), Knowledge (the planes), Spellcraft, Use Magic Device.

which class to add each level for the purpose of determining spells per day, caster level, and spells known.

You can increase your effective artificer level in this way, even though artificers are not technically spellcasters.

Elemental Companion (Sp): At 1st level, you gain the service of a loyal elemental (your choice of air, earth, fire, or water). The elemental's size is Medium when you are 1st level, but it grows larger and more powerful as you gain levels. At 4th level, your elemental companion is Large, and at 8th level it is Huge. When you summon your companion, you can choose for it to appear in a smaller size (to a minimum of Small).

Once per day, as a full-round action, you can summon your elemental companion from the plane on which it resides. The elemental immediately appears adjacent to you and remains for 2 hours per class level; it can be dismissed at any time as a free action. The companion is the same creature each time it is summoned. Each time it is summoned, it appears in full health, regardless of any damage it might have taken previously. If your elemental companion is reduced to 0 or fewer hit points, it disappears back to its home plane as normal for a summoned creature. If your elemental companion carries any gear when it disappears, that gear remains behind.

At 3rd level, you gain the service of a second elemental; this elemental must be of a different kind from your current elemental companion. When you summon your elemental companion, you can choose to summon either elemental. At 6th level, you gain a third elemental, and at 9th level you gain a fourth elemental; no of these companions can be of the same kind.

This ability is the equivalent of a 4th-level spell; your caster level is equal to your highest caster level in any class.

Instant Bind (Su): Beginning at 2nd level, you can temporarily bind a nearby elemental to your weapon, armor, or even yourself without the normal cost and time requirements. Binding an elemental in this fashion is a standard action; at 7th level it becomes a swift action. It does not provoke attacks of opportunity. The bind lasts for a number of rounds equal to your class level + your Con modifier (minimum 1 round). Initially you can use this ability only once per day; as you gain levels you can use it more often, as indicated on the table.

An elemental creature of the appropriate kind must be within 30 feet for you to use the ability. (Usually, a high binder uses his elemental companion for this purpose.) If the creature is unwilling to be bound in this fashion, it receives a Will saving throw to avoid the effect (DC 10 + class level + Cha modifier). If it succeeds, the instant bind fails (though it still counts as a daily use) and that elemental is immune to your instant bind ability for the next 24 hours.

When the instant bind ends, the bound elemental appears adjacent to you (or in the nearest open space, if there is insufficient space adjacent to you) and can act immediately. If the elemental is a summoned creature, time spent in the bind counts against the duration of the summoning spell or effect; if this duration elapses before the bind ends, the elemental remains bound for the full duration of the bind but disappears immediately after the bind ends.

At 2nd level, you can use your instant bind ability to bind an elemental to a weapon you are holding. This grants your weapon one of the following weapon special properties (see Chapter 10 of the EBERRON *Campaign Setting*), depending on the kind of elemental you bind: *burning* (fire), *earthbound* (earth), *finesse* (air), or *waterborn* (water). You can't bind more than one elemental to your weapon at one time. If the weapon is destroyed or leaves your hands, the effect ends.

At 5th level, you can use your instant bind ability to bind an elemental to a suit of armor you are wearing. This grants your armor one of the following armor special properties (see Chapter 10 of the EBERRON *Campaign Setting*), depending on the kind of elemental you bind: *burning* (fire), *stonemeld* (earth), *underwater action* (water), or *whirlwind* (air). You can't bind more than one elemental to your armor at one time. If the armor is destroyed or removed, the effect ends.

At 10th level, you can use your instant bind ability to bind an elemental to your own body.



Zallias, a high binder

This grants you benefits based on the kind of elemental bound. You can't bind more than one elemental to your body at one time.

Air: You gain a +4 dodge bonus to AC and a fly speed of 100 feet (perfect).

Earth: You gain a +4 bonus on melee weapon damage rolls and a +4 bonus on checks to avoid being bull rushed, overrun, or tripped.

Fire: You gain a +4 bonus on initiative checks and Reflex saves. Your unarmed attacks and natural weapons deal an extra 2d6 points of fire damage.

Water: You gain temporary hit points equal to twice your HD and a swim speed of 60 feet.

PLAYING A HIGH BINDER

You have mastered a unique art, and you know it. Other spellcasters can create magic items that bind elementals, and these individuals look up to you. It helps to let them know that you are indeed a master, for they will give you the respect and, hopefully, the space in which to work and develop further techniques.

High binders learn their crafts as members of the Inmost, a Zil organization dedicated to understanding the mysteries of elemental magic, as well as negotiating on good terms with the elementals they bind into vessels and other items. They share membership in this organization with elemental scions, members of a more martially oriented prestige class who learn to master elemental grafts to their own bodies. (This class and the elemental grafts they use are described in *Magic of Eberron*. The text below includes all you need to know about the Inmost, although *Magic of Eberron* also includes a map of a typical Inmost workshop.)

Combat: One of your greatest strengths is your versatility. In addition to a nearly full complement of spells, which serve a variety of purposes, you can bind different elementals to accomplish different tasks. You can bind fire to your weapon to deal more damage, earth to your armor for protection, and air to your body to make yourself fly.

Alternative bindings are good for corner-case situations. When fighting in water, bind water to your armor or weapon, and if you need to swim quickly, bind water to your body. If you encounter a cold creature, binding fire to your armor can both keep you alive and deal extra damage to the creature.When you're fighting on a precarious ledge, bind earth to your body.

Your elemental companion provides you with a helpful combatant. Even if it cannot take on enemies alone, it can get in opponents' way, aid your attacks and AC, and provide flanking bonuses to you and your allies.

Advancement: It is difficult to learn the Bind Elemental feat without the gnomes of Zilargo knowing about it, even if they are not directly responsible for your training. The Inmost, in particular, keeps tabs on everyone who possesses this knowledge, and sometimes seeks out those whose explorations into the art might lead them to the secrets of either a high binder or an elemental scion. While it might be possible to self-train as a high binder, bargaining and negotiating with elementals to secure a companion and discovering the principles of the instant bind through long trial and error, members of the Inmost have already mastered these techniques and prefer teaching them to their own members rather than watching them proliferate outside the organization's membership. So at some point after you learned the Bind Elemental feat, the members of the Inmost sought you out. They saw your potential to do more with that ability, and detected some desire in you, and decided they would rather have you with them than against them.

Once brought into the Inmost, you received extensive training—training that continues for the duration of your advancement in this prestige class. Not until you have mastered the power of merging an elemental with your body is your training considered complete.

If you refuse to join the Inmost and pursue your studies independently, then with each level you gain in this class, the agents of the Inmost present a greater threat to you. They do not initially threaten violence, but by the time you learn to instantly bind elementals into your armor (5th level) you are considered an enemy of the Inmost if you have not yet accepted its persistent offers of membership. The Trust of Zilargo (see page 68) cooperates with the Inmost to rein in those who, in their terms, "steal their secrets" by practicing high binding without belonging to the organization.

As you advance in level, be sure to increase your Concentration modifier, because odds are you'll see more melee combat than the average wizard. Consider learning flavorful feats that deal with the elements, such as Energy Substitution or Elemental Spellcasting (from *Planar Handbook*).

Resources: You share a kinship with other high binders, even if you do not work with them directly. You know you are part of an elite group, and you are willing to help your colleagues when they need it. Similarly, they help you. This aid doesn't come in any specific form, but high binders are often mid- to high-level adventurers and can provide money, magic items, spellcasting, or companions. Of course, most expect something in return.

HIGH BINDERS IN THE WORLD

"Heh. Those other guys think they're good with the elementals. They haven't met my buddy here."

—Baylock Deadblade, adventurer

High binders offer an excellent way to explore Eberron's magical nature. They take an arcane science and move it to the edges of high fantasy. If you want to emphasize Eberron's magic or introduce a character with powerful and unusual magic, bring a high elemental binder into the campaign.

Daily Life: High binders occupy themselves with the construction of bound-elemental items. A few work for House Lyrandar or House Orien, building and maintaining the galleons, airships, and lightning rail coaches that those houses rely on. More work in Zilargo, fulfilling contracts that come from those houses, as well as engaging in the creation of smaller-scale magic weapons, armor, and other items that incorporate elementals. But even as many high binders work as artificers and magewrights, nearly as many live a more adventurous life. After all, the greatest strengths of the high binder involve combat, and precious little combat is involved in the manufacture of elemental galleons. These more adventurous high binders adventure from a variety of motivations—some perform missions in the interests of the Trust, the secret police force of Zilargo, while others act only in their own interests.

Notables: Most high binders operate within the Inmost, shrouded in the anonymity of membership in an organization. For that reason, some of the most well-known high binders are those renegades who refuse membership in the Inmost or leave the organization after learning its secrets. Something of a folk hero in this category is a halfling named Dareth Fasco, who—according to legend—disguised himself as a gnome to infiltrate the Inmost and learn their secrets, then fled the organization after mastering the art of the high binder. The stories say the Trust still pursues Fasco across Khorvaire. There is certainly a grain of truth to this legend. However, the Inmost accepts members of all races, so Fasco would have had no need to disguise himself as a gnome—though he might have done it for other reasons.



Symbol of the Inmost

Organization: The Inmost is one of the most important influences in the elemental-binding industry that is so important to Zilargo. It is unique in its approach to the elementals it binds: The members of the Inmost believe that better results are obtained by negotiating with elementals rather than coercing them into service. While their ideas initially met with a great deal of resistance, their results are difficult to argue with, and since the end of the Last War their methods and approach have gained wider acceptance. The techniques of the high binder depend heavily on this philosophy, which is why members of the class have elemental companions—not elemental servants or slaves. The relationship between a high binder and his elementals is comparable to the relationship between a druid and her animal companion, and no one would accuse a druid of subjecting an animal to involuntary servitude.

The leader of the Inmost is Harkra Loivaerl Lonadar (N female gnome wizard 14), who founded the group during the Last War and continues to steer it while conducting her research in her Korranberg workshop. Harkra is not inclined toward building elaborate structures of rigid authority, so the Inmost retains a very limited organization. The members defer to Harkra and at the same time recognize their most innovative colleagues, respecting their opinions and following their lead because of the proven quality of their ideas rather than because of any vested authority they hold.

Illivanik Istravar Lonadar (LN male gnome artificer 5/high elemental binder 7) is the high binder closest to Harkra, and the unofficial leader of all high binders. He has not mastered the highest arts that his predecessor in this position knew, and he is very self-conscious about what he does not yet know. At the same time, some have accused him of being more interested in tracking down renegade high binders who have not joined the Inmost than he is in actually expanding his own knowledge and that of the high binders or the Inmost collectively.

NPC Reactions

The sight of a high binder accompanied by an elemental companion instills in most people at least some degree of respect, so most NPCs rarely greet a high binder with anything worse than an indifferent reaction, and they are almost always willing to listen to what the high binder has to say—if only out of respect for his power and the destruction even a Small fire elemental can cause.

Members of dragonmarked houses (particularly House Lyrandar and House Orien), gnomes of Zilargo, other members of the Inmost, and artificers in general hold high binders in high regard and usually have a friendly initial reaction to them.

High binders have no inherent enemies by virtue of their class. The exception is high binders who have not joined the Inmost, who can be assured of a hostile reaction from any member of the Inmost.

HIGH BINDERS IN THE GAME

Like elemental scions of Zilargo, high binders often travel by way of airships, elemental galleons, or the lightning rail, and they are rather distinctive—at least once they have any reason to summon their elemental companions. Since high binders are extremely rare, it should come as no surprise that the characters have never encountered one before.

If a player character adopts this prestige class, it affords ample opportunity for an artificer to use his unique talents and abilities without turning into a magic item factory. The high binder is most interesting to play when situations arise that make unusual bindings into interesting choices—such as fighting in water, fighting cold creatures, or fighting in precarious positions. Particularly if you see a high binder always using the same bindings, look for ways to encourage him to try alternatives.

Adaptation: High binders need not be associated with the Inmost. In fact, they could view their elemental companions as mindless slaves and be equally dominating toward the people around them.

If you are using *Magic of Eberron*, it is possible that a high binder could learn to bind elementals to different objects, recreating the effects of certain items in that supplement.

MONASTIC TRADITIONS

PERFECTION OF THE BODY

Monasteries scattered throughout Khorvaire and Adar serve as places of refuge for stoic individuals who engage in study and text transcription. These scholarly monks prefer reflection and quiet work to the chaos of worldly life.

Some monasteries take more active roles in their communities, protecting or ruling through tradition, wisdom, strength, or a combination of all three. The monks in these monasteries pursue physical perfection and mental clarity, seeking to attain divinity through discipline and martial training. These individuals take levels in the monk character class and may leave their cloisters to pursue adventure, hone their skills, and seek worthy challenges.

Eberron monastic traditions are many and varied. A great number of monks follow Dol Dorn, and one of his most popular sects is the Order of the Broken Blade. This order's patron is Kalan Desh, a devotee of Dol Dorn who defeated a band of ogres using only her hands, feet, and shattered longsword. The Order of the Broken Blade is martial and aggressive, focusing on strong attacks with sword and feet. It has great monasteries in Karrnath and Breland, as well as smaller monasteries spread throughout Khorvaire. Its practitioners tie bright streamers to the hilts of their weapons, using the swirling patterns to distract their enemies. They divide their character levels between fighter and monk (with the Monastic Training feat) and take Whirling Steel Strike and other feats focused on the longsword. The order also places great store in learning, and swordbrothers and sisters take ranks in Knowledge (religion) as well as physical skills.

The Mockery commands many followers, and his church has a special place for monks. The Flayed Hand is the most common monastic order among these gruesome individuals, and its disciples rip the skin from their bodies as part of their initiation. The order is secretive, and its members have a grotesque fascination with skin, going so far as to save the skins of their enemies to construct clothing and masks from it. The Flayed Hand's primary monasteries are in Darguun and Droaam. Its initiates take Weapon Focus (kama), Flensing Strike, and ranks in Hide and Move Silently, honing their skills to become assassins.

The Brotherhood of the Mystic Fist uses its isolation and camaraderie to develop its members' physical skills and arcane potential. Its members take levels in both monk and sorcerer, using spells such as *mage armor, mirror image,* and *haste* to supplement their melee skills. They favor using their fists to deliver touch spells. To identify him- or herself, a member of the brotherhood wears one black and one crimson glove, each bearing the order's symbol: a clenched fist outlined in flame.

Goblinoids have their own monastic orders that trace their roots back to the Dhakaani Empire. The shaarat'khesh ("silent knives") is one such order. This group of shadowy goblins swears loyalty to the Dhakaani Throne, but since the throne has stood empty for centuries, they sell their services to the warring goblinoid clans. They have a reputation for absolute dedication, though they do not assassinate clan leaders or dirge singers. Its members divide their levels between monk and rogue, and often become assassins.

Two centuries ago, a performing troupe of dancers and acrobats fell under persecution. To protect themselves as they traveled, they developed a unique brand of combat that emphasized their athleticism and grew naturally out of their dances. The form proved effective and popular, and now the Long Arm has schools throughout Khorvaire's major cities. Its practitioners favor the quarterstaff and can take Weapon Focus (quarterstaff) as their bonus feat at 2nd or 6th level. The school's tradition of performance persists, and its uniform includes bright colors and flowing scarves. Its martial moves are impressive, involving spins,

WHAT DO YOU KNOW?

Knowledge (religion)

DC 10: Many religions include monasteries that train monks in unarmed combat.

DC 15: Monks commonly follow Dol Dorn or the Mockery. A few worship the Silver Flame, and some walk the Path of Light.

Broken Blade

Knowledge (geography)

DC 20: The Order of the Broken Blade's primary monasteries are in Karrnath and Breland.

Knowledge (nobility and royalty)

DC 25: House Deneith has a close relationship with the Order of the Broken Blade and regularly employs its practitioners.

Knowledge (religion)

DC 15: Monks of the Order of the Broken Blade focus on the longsword. Their goal is to obtain enlightenment through conflict.

DC 20: Three ranks exist within the order: initiate, swordbrother (or sister), and blademaster.

DC 25: To attain the rank of blademaster in the order, a monk must forge his own sword.

Flayed Hand

Knowledge (geography)

DC 20: The Flayed Hand has monasteries in Droaam and Darguun.

Knowledge (religion)

DC 15: The Flayed Hand is a secretive order of monks dedicated to the Mockery.

DC 20: The order focuses on causing its enemies pain, both physical and mental. They mark themselves by peeling the skin from their bodies.

DC 25: Three ranks exist within the order: initiate, excoriate, and archimandrite.

Mystic Fist

Knowledge (arcana)

DC 15: The Brotherhood of the Mystic Fist practices a discipline that combines unarmed combat with sorcery.

DC 25: The brotherhood's symbol is a fist outlined in flame. Its members wear black and red gloves.

DC 30: Ranks in the brotherhood are divided into seven circles; members must prove themselves both martially and magically to advance.

Shaarat'Khesh

Knowledge (history)
DC 25: The shaarat'khesh ("silent knives") is a group of goblinoid monk-assassins in Darguun. The organization has existed since the days of the Dhakaani Empire.

Long Arm

Knowledge (history)
DC 20: The Long Arm school of martial arts evolved from a group of traveling performers.

Knowledge (nobility and royalty)
DC 25: The Long Arm has close ties to House Phiarlan and House Thuranni.

Knowledge (religion)
DC 20: Long Arm monks wield black quarterstaffs. Their combat style is flashy and impressive.

Tashalatora

Knowledge (geography)
DC 15: Adar boasts both psionic and monastic traditions.

Knowledge (psionics)
DC 20: The Tashalatora combine unarmed martial skill with psionic discipline.
DC 25: The order has no official ranks and is loosely structured. Its masters are eager to take on more disciples.

Sudden Willow Strike

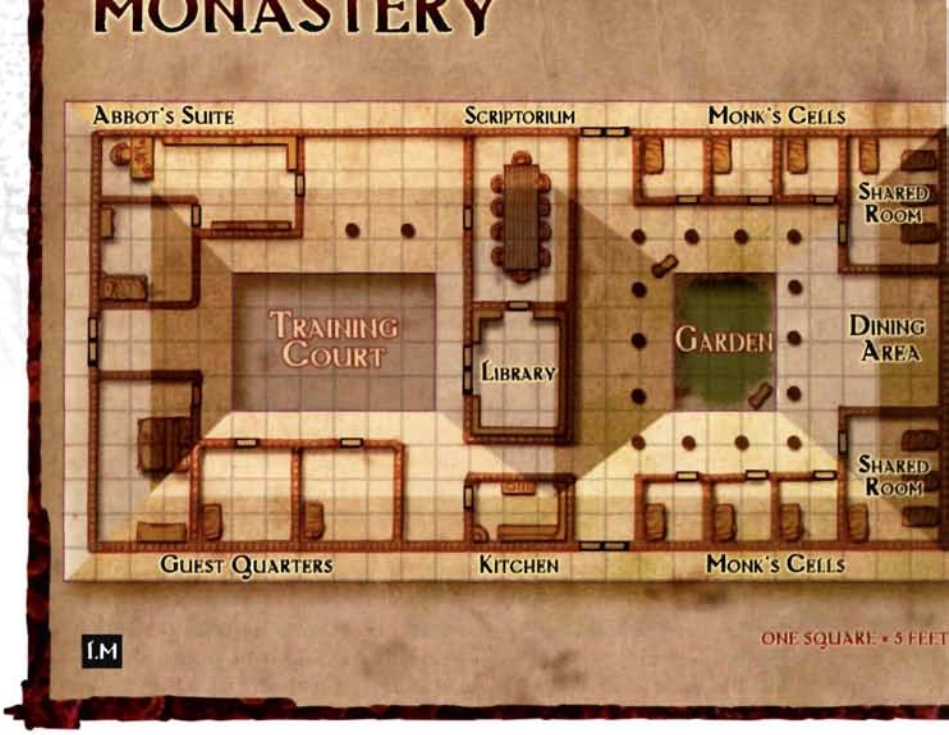
Your monastic training allows great precision with your quarterstaff. You can lash out swiftly and strike foes in vulnerable areas, stunning them.

This feat is taught and practiced by members of the Long Arm monastic tradition.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, Stunning Fist, Weapon Focus (quarterstaff).

Benefit: You can use your Stunning Fist feat with quarterstaff attacks.

Normal: You can use Stunning Fist only with unarmed attacks.



leaps, and flips. Those who follow the Long Arm take Weapon Focus (quarterstaff) and Two-Weapon Fighting, and focus their skill ranks in Perform and Tumble.

The Tashalatora of Adar take strength from the Path of Light and attempt to enhance both their natural physical and mental abilities. They often take levels in psion or psychic warrior as well as monk. Their ultimate goal is to meld their bodies and minds to such a degree that they become the most powerful warriors in the world.

My son,

I hope this letter finds you well. I am writing because I know of your scholarly interest in Eberron's monastic orders, and you may have access to information that can help me. I have recently uncovered evidence of an order that I believe most are unaware of. This order is not the Flayed Hand, though that group of disfigured monks is fearsome. Nor is it the shaarat'khesh; yes, I know of those secret goblins, though I know little more than the fact that they exist. No, this group is something else.

Allow me to explain. A few days ago, during our exploration of the jungles of Xen'drik, my companions and I came to a small campsite. All the explorers in the camp had been slain, but, unfortunate as it is, such an event is not uncommon on the lost continent. What was remarkable was their method of death: Each of the seven campers had his or her head twisted around in a full circle, snapping their necks and tearing the flesh in a gruesome manner. Each also had a symbol burned into the forehead: the skull of a threehorn dinosaur pierced by two spears. Even stranger, though the corpses had obviously been there for a few days, no animals had touched them—not even flies.

What do you make of it? Undoubtedly the work of intelligent creatures, and they accomplished it unarmed. Yet who are they, and how do they come by these powers? Some witchery of the drow, perhaps?

In any case, though I am regretful to see good men and women so mistreated, I must confess I am excited to solve the mystery!

Hope to hear from you soon, son.

Your loving father,
Magorian Thornwhip, Wayfinder

MORGRAVE UNIVERSITY

SCHOLARS AND ADVENTURERS

"A beacon of knowledge shining from the tallest towers of the city, illuminating the forgotten secrets of the past." Lord Lareth ir'Morgrave envisioned his university in this way when it first opened its doors in 738 YK in the city of Sharn. From the beginning, though, the university faced suspicions that it was more a cover for smuggling activities than a bona fide institution of higher education. Lord Morgrave had a reputation as a treasure hunter, and rumors followed of how his fortune had been built on profits made selling artifacts and treasures stolen from archeological digs in Darguun, Xen'drik, and other sites.

Over the years, the students and faculty of Morgrave University have struggled to help the institution rise above its reputation the way its towers rise above Menthis Plateau. The school has the best library in Breland, a museum filled with unique items from around the globe, and a staff of recognized experts who spend almost half their time in the field rather than behind their desks. Of course, detractors point out that the library is nowhere near the equal of those at Wynarn University and Korranberg, that every year more items are stolen from the museum than are put on display, and that members of the staff are better known as black marketeers than scholars.

The fact of the matter is that most activities at the university are completely legitimate, and a majority of the students and staff are engaged in honest academic work (though many do so in the hopes of earning a position at a more reputable school). The current Master, Larrian ir'Morgrave, has made a career of public promises to eradicate all illegal and unethical activities done in the university's name. Still, items from the archives are routinely sold to private collectors, and the museum's vaults fill to near overflowing with unopened crates from past university-sponsored expeditions while new crates of unspecified "artifacts" arrive nearly every week. Morgrave University, it seems, is a long way from shaking its disreputable past.

All that said, a number of professors at Morgrave University have well-deserved reputations as scholars and adventurers of renown. Janik Martell, for example, is an expert on Xen'drik's earliest history, best known for his discovery of Mel-Aqat at the eastern end of Xen'drik's



WHAT DO YOU KNOW?

Knowledge (arcana)

DC 20: Morgrave University has a resident gynosphinx named Flamewind. This creature was discovered on an expedition to Xen'drik in 996 YK, and she is something of an oracle.

Knowledge (history)

DC 15: Morgrave University was founded in 738 YK by Lord Lareth ir'Morgrave.

DC 18: Lord Morgrave was well known as a treasure hunter, a fact that left its stamp on the university as a whole.

DC 20: Morgrave University has a reputation for smuggling artifacts from Xen'drik and selling them on the black market rather than displaying them in the museum.

Knowledge (local)

DC 10: Morgrave University, with its main campus in Sharn, is known as a place to study Xen'drik.

DC 15: The university is situated in the topmost towers of the University District in the Menthis Plateau in Sharn. It has a questionable reputation as a place that puts profits above academics. Besides the university, the University District holds four well-known theaters, a famous concert hall, and the Sharn Opera House.

DC 18: The Commons is a plaza atop one of the spires surrounding Morgrave. It's a great place to grab a bite to eat and engage in long, thoughtful conversation, and it offers a nice view of the city.

DC 20: Scandals regularly surface about the faculty of Morgrave University selling artifacts on the black market instead of displaying them in the museum. Even so, the collection of the Dezina Museum is quite impressive.

Knowledge (religion)

DC 15: Despite the Great Hall of Aureon located on the campus of the university, few people associated with Morgrave are known as particularly devout followers of the Sovereign Lord of Knowledge. Even so, people regularly sleep on the floor of the Great Hall in hopes of receiving inspiration in their dreams.

great desert Menechtarun (see page 155). Dala Arand is a young scholar with a distinguished record of expeditions to Xen'drik, including a possible lead on the location of the *Scepter of Fell Khadash* (see page 31). Davi Mordath is also young, but particularly distinguished by his research (under the tutelage of Professor Martell) into the serpent cults of Xen'drik (also described on page 31). Sana Dhuma, an aged half-orc, is known for her extensive work among the benevolent yuan-ti of Krezent (in the Talenta Plains), as well as a few brief forays into territory held by yuan-ti in Xen'drik. As the current Master of the university, Larrian is no academic slouch, either—he has published more papers on giant pottery than any other scholar, past or present.

Though in some sense Morgrave University is a single organization, it might be more accurate (at least from a gaming perspective) to describe the many organizations that intersect at Morgrave. Several members of the faculty have connections with the Library of Korranberg (see page 69), the Wayfinder Foundation (see the *Eberron Campaign Setting* and *Explorer's Handbook*), and the Twelve (see page 47). Beyond these fundamentally collegial associations, some faculty are known or suspected to have ties to the Order of the Emerald Claw, the Aurum, the Dreaming Dark, the Lords of Dust, the Cults of the Dragon Below, and even the Chamber—in short, with just about every organization of any significance in Khorvaire and beyond. All who care about power have an interest in the study of Xen'drik, and nowhere is that interest more focused than at Morgrave.

THE CAMPUS

Morgrave University is prominently situated in the uppermost levels of the towers of the Menthis Plateau in Sharn, the City of Towers. The university owns the buildings in the University District that surrounds the campus proper, renting residences to students and faculty. The university also leases business space to the trades and services that keep the university going, from booksellers and stationers to scribes and cartographers. The university itself fills Dalannan Tower, which is crowned by the enormous dome of Lareth Hall. Five slender spires (representing and named after the Five Nations) ring Dalannan Tower and house the university's students.

At the bottom levels of the university, several large courtyards stretch among the towers, filled with soil carried up from below and seeded with grass and small trees. These courtyards are commonly called the "ground floor" of the campus, despite their being high above the ground of the Menthis Plateau, and they are popular sites for student gatherings, and even class meetings, on the rare occasions that Sharn's notoriously rainy weather lets up.

Beyond the courtyards, the "ground floor" contains most of the lecture halls on campus as well as study halls, sub-libraries (mostly focused on books assigned for student reading), dining halls, and some faculty offices.

Like most educational institutions, Morgrave is a constant bustle of activity while classes are in session but can seem practically deserted in the evenings, on weekends, and between terms. Even for nonstudents, the university contains resources and information helpful to nearly any pursuit, if you know where to look and whom to ask. The following locations represent some of the most popular and versatile resources on the campus.

The Bridge: A long, arcing, covered bridge connects Breland Spire and the Commons to Dalannan Tower, where the university's business occurs. One side of the bridge is lined with shops focused on the needs of Morgrave's students (bookstores, paper makers, clothing and equipment vendors). The other side is an open wall where announcements and notices are posted (job opportunities, campus events, items for sale, and so forth).

The Commons: This large open-air plaza atop Breland Spire is a popular gathering spot for students and staff. Food vendors set up carts there every morning and sell a wide variety of dishes throughout the day. In the evening, the Commons is much quieter, and a favorite spot for individuals who want to read, meditate, or have a private conversation.

Dezina Museum of Antiquities: Home to Khorvaire's most extensive collection of artifacts from Xen'drik, the museum's displays fill the middle levels of Dalannan Tower. In addition, its vaults span several more levels below the museum's public spaces, and they contain hundreds, if not thousands, of unopened crates. All hold uncataloged treasures, some of which have been there for decades.

Great Hall of Aureon: This temple to Aureon, deity of knowledge, is rumored to be a source of divine inspiration. According to some, a night spent sleeping on the Hall's marble floor provides insight into any problem or dilemma one is currently facing. The temple staff is composed of scholars and experts from practically every academic field and discipline.

Hadrill Gardens: Aundair Spire is crowned by the magnificent Hadrill Gardens, an extraordinary display of exotic plants, flowers, and even plant creatures from around the world. Access to the more dangerous plants is restricted to students in the botany department who have permission from a faculty member. There are nine greenhouses (including one devoted to orchids from Xen'drik and Q'barra) and a large open-air garden that is a popular site for romantic walks and meditation among both students and staff.

Lareth Hall: This large domed structure atop Dalannan Tower is the center of campus and holds the university's administrative and faculty offices. It is also home to a gynosphinx named Flamewind—an unexpected find on a recent expedition to Xen'drik. Flamewind claimed that she was waiting for the scholars to find her, and she returned with them to Khorvaire of her own free will.

Morgrave University Library: Located just below the dome of Lareth Hall, Morgrave University Library has the most extensive collection of books in Breland. It does not match the library at Korranberg in breadth, but the Morgrave library specializes in the history of Khorvaire and is run by gnome expatriates from Zilargo. Students and faculty can use the library for free; all others must pay 1 gp per day for access to its resources.

Valdain Museum of Natural History: Underfunded and unappreciated at a university so focused on ancient ruins and relics, the Valdain Museum is nevertheless a fascinating collection of carefully stuffed and mounted animals from across Khorvaire and beyond. The exhibits go far beyond mundane animals to include a wide variety of magical beasts, from blink dogs and displacer beasts to a great bulette, and an enormous dragon skeleton hangs from the ceiling above the museum entrance. The Valdain Museum is located near the top of Karrnath Spire.

MORGRAVE OUTREACH ASSOCIATION

"Sure, you get to travel to exciting locales and uncover lost treasure. Sure, sometimes some of that treasure winds up in your saddlebag. But really it's all about helping the kids."

—Engar "Flat Nose" Trumbell, senior adjunct regional instructor, Morgrave Outreach Association

Morgrave University constantly sends expeditions to the four corners of the world to dig up ancient treasure, but its faculty members are just a bunch of weak-kneed scholars. They don't know how to get along in the world. That's why they bring along people with what they call "experience in the field." They bring the maps and do the digging—you just make sure they don't get killed, then take your cut. But it's tough to make the right contacts to get those gigs. It's a mean old world out there, and they only want people they can trust. That's why they come to the Morgrave Outreach Association whenever they can. Once you're in here, you'll never lack for good-paying work again.

JOINING THE OUTREACH ASSOCIATION

The Morgrave Outreach Association is a guild for adventurers who are interested in acting as guides, guards, and field experts for academic expeditions sponsored by Morgrave University. Their main guildhall is in the University District of Sharn near the Morgrave campus. (The building is owned by the university, but is leased to the association for a reasonable fee.) Large guildhalls stand in Stormreach, Regalport, and Stormhome, with smaller regional guildhalls found in virtually any town or port from which a Morgrave expedition is likely to depart.

Becoming a member is relatively easy. The association isn't particular about ability, nationality, political persuasion, or even interpersonal skills. They only care about two things—whether or not you can hold your own in the wild, and whether or not you can be trusted to lead a group. The university pays to get expert advisors, and it will stop paying if association members prove to be less competent than the students they're guiding. Likewise, the university will take its business elsewhere if association guides abandon their groups at the first sign of trouble—or worse, lead them into the wild only to kill them, steal their equipment, and leave their bodies to rot.

Once you've convinced the captain of the master guildhall to take you into the association, you must pay 100 gp in dues. (The association assumes that if you can't afford the fee, you likely aren't much of an adventurer.) For this sum, you receive a small medallion that identifies you as a member of the association for one year. The medallion changes from year to year (one year it might be an eagle cast from bronze; the next, a silver coin), and you must pay 100 gp to replace it each year. Possession of a current medallion is considered proof of membership.

Entry Requirements: 6th level in any class.

The Morgrave Outreach Association functions much like an adventurers guild. In other words, each class fills exactly the same niche it does when the characters are adventuring on their own, with the only difference being that in addition to their own welfare, they are also responsible for a group of students and faculty from Morgrave University.

The association does not provide any special training to its members, since it expects them to have enough experience to take care of themselves. It does, however, provide information about the nature of its association with Morgrave University and what standards of behavior and professionalism the association expects of its representatives while in the field. Basically, this behavior amounts to protecting the faculty and students from animals, monsters, natural disasters, and competing academic parties. It does not, however, include protecting those academics from their own foolhardiness. Association members are expected to be civil to university personnel—except if they prove really annoying, when it's okay to scare them a little. If anything does

WHAT DO YOU KNOW

Knowledge (dungeoneering)

DC 15: The Morgrave Outreach Association is an adventurers guild with ties to Morgrave University.

DC 25: The Outreach Association provides adventurers with lucrative university contracts involving escorting scholars and students on dangerous journeys. If you want to work as a guide or bodyguard, and don't mind coddling some weak-kneed academics, it's good work.

Knowledge (local)

DC 10: Morgrave University has a reputation as a place to study the history of Xen'drik, and it sponsors a large number of academic expeditions to Xen'drik and other dangerous locales. The university often employs adventurers as bodyguards and guides on such expeditions.

DC 15: The Morgrave Outreach Association is an organization tied to Morgrave University. It is a general internship or apprenticeship program connecting students with nonacademic mentors.

DC 20: More accurately, the Outreach Association is basically an adventurers guild that receives regular contracts to escort university expeditions of scholars and students on dangerous expeditions—often to Xen'drik, but sometimes closer to home. The university pays the association to provide what are essentially guides and bodyguards to these expeditions.

DC 25: The Morgrave Outreach Association's main guildhall is in the University District of Sharn, near campus. It also maintains guildhalls in Stormreach, Regalport, and Stormhome, as well as smaller halls in other towns and ports near sites of interest to Morgrave scholars.

Knowledge (nobility and royalty)

DC 30: The Morgrave Outreach Association fell on bad times shortly after the end of the Last War, when it was blamed for the disappearance of one of King Boranel's nephews, Lujaad ir'Wynarn, in the wilds of Xen'drik. The association seems to have recovered from that scandal, and it is said that Lujaad is none other than the infamous sky pirate whose exploits run in several chronicles.

go catastrophically wrong, the association member must report the incident to the nearest guildhall. Failure to do so is considered dereliction of duty and is grounds for expulsion from the association. The catastrophe will also be blamed on the member in question when reported to the proper authorities.

ASSOCIATION BENEFITS

Being a member of the Morgrave Outreach Association is, in many ways, its own reward. That is, you do not get anything in particular from your membership other than the chance to participate in expeditions that have a high likelihood of being exciting and profitable. What you make of those opportunities is up to you. At the university's expense, the association provides you with equipment, information, and other necessities for the successful completion of each assignment. Beyond that, though, you are left very much to your own devices.

Goods: The only item that every member of the association receives (upon payment of the association dues) is the membership medallion, which allows them to take on assignments. Beyond that, a member receives whatever gear Morgrave University deems necessary for a particular assignment, plus a weekly stipend (also decided by the university). Members have very little room for negotiating better rates or more equipment, but better access (see below) can often be arranged.

Services: Each guildhall has connections to local laborers who are willing to hire on for an expedition. The association takes care of their salaries. Arrangements can be made for more highly skilled help (spellcasters or other trained characters), but paying for those services could reduce the stipend paid to association members.

Information: The association gives its members all available information about the particular sites, regions, and countries they are sent to. However, this information is sometimes compromised, since it is provided by Morgrave University, and the university guards its secrets jealously. The association makes every effort to confirm the information before presenting the details to its members.

Access: Most important, membership in the the association provides valuable access to historic sites, ancient ruins, and newly discovered natural or magical phenomena. Because the expeditions approve of a reasonable level of profit sharing, a member of the association can walk away from every assignment with a significant bonus, whether in the form of treasure, antiquities, or magic equipment.

PLAYING AN OUTREACH ASSOCIATION MEMBER

There are as many reasons to join the Morgrave Outreach Association as there are reasons to live the life of an adventurer. Members of the organization have proven their capability under fire and have a broad range of experience in the wilder parts of the world. They are more likely to trust their instincts than the book knowledge of academics, and that's exactly the expertise that the Morgrave expeditions look for (even if faculty members sometimes rankle at being told what to do by "undereducated, grime-encrusted thugs with no sense of history or the importance of the university's work").

A member will have very little contact with the association except to pick up new assignments and report the results of completed ones. The association exists as a kind of broker, allowing academic groups to meet individuals with practical expertise. It has no particular agenda, nor any interest in helping its members do anything other than make a steady living. Members of the association are competent and trustworthy, and an assignment taken from the association is likely to be straightforward and unencumbered by political machinations or hidden dangers (other than those found in the wild).

Combat: The Morgrave Outreach association does not have any particular style of fighting. In fact, each individual or group is expected to have its own developed techniques, proven by success in earlier adventures.

Advancement: In most instances, the association does not actively recruit new members. Its reputation for providing high-paying, relatively low-risk assignments is well known among the adventuring community (as is Morgrave University's reputation for allowing members of its expeditions to pocket the occasional valuable item). Although the association is always willing to accept new members, the fact is that it has enough current members to fill most available assignments. The only time this might not be the case is if an expedition shows up unexpectedly at one of the smaller guildhalls. The local guildmaster might then actively recruit the most competent, reliable help currently available in the area.

Once you have paid your membership dues, what you get out of the Morgrave Outreach Association is up to you. Expeditions leave from most guildhalls at least once a month (and several times per week at the larger sites such as Stormreach). Assignments can vary in length from a week or two (if the group is simply doing a survey of a historic site) to several months (for an extended excavation or renovation of a large site). Occasionally, extended assignments might last for a year or more. These journeys focus on exploration, mapping, or the study of a particular culture.

The association encourages members to be selective when choosing assignments. Once an expedition is under way, an association member is expected to see it through to completion no matter what circumstances might arise. It is unacceptable to abandon faculty and students for any reason, so choosing a mission and group that you will find palatable is important.

Because all assignments are performed for teams from Morgrave University, faculty and students returning to Sharn will carry word of how easy or difficult an association member is to work with. After completing a few successful missions, a member (or group of members) might develop a reputation among the university staff. This could result in future expeditions specifically requesting to work with particular members of the association.

Missions: Assignments usually fall into one of three categories—exploration, cultivation, or communication. Exploration assignments are those in which an academic group is visiting a site for the first time or traveling through uncharted territory to identify sites suitable for future exploration. Cultivation missions involve taking a team of faculty and students to thoroughly examine a site and collect interesting specimens, artifacts, and art objects. This is the most common type of assignment, and the most lucrative as well. A mission of communication is one in which the university team meets with representatives of a foreign culture. This might mean living with a remote tribe, or could involve negotiating with foreign

governments or warlords for the right to send future expeditions into their territories.

THE MORGRAVE OUTREACH ASSOCIATION IN THE WORLD

"No matter how many treatises a student reads on a subject or a site, the most important information comes from spending time with someone who has actually been there and returned to tell the tale. Our expeditions are always more rewarding thanks to the Outreach Association. Sometimes experience really is the best teacher."

—Larrian ir'Morgrave,
Master of Morgrave University

The Morgrave Outreach Association is a convenient way to give player characters access to a wide range of adventures and locations. Practically any adventure can be framed as part of a university-sponsored expedition, and the PCs will always know where to go when they find themselves with idle time. The promise of pay *over and above* a share of any treasure found gives the PCs incentive to take part in adventures they might otherwise have no reason to accept. The association also provides a way to introduce new PCs and supporting characters so that existing PCs have a legitimate reason to accept and trust them.

Organization: The Morgrave Outreach Association is, at best, a loose affiliation. Members do not have any need to gather in great numbers, nor are they expected to make any special commitment to the group. They pay their dues and take assignments whenever it suits their taste. The PCs can function as a whole unit, or can team up with other association members when an assignment requires a specific skill set they do not possess.

The association is run from the main guildhall in Sharn's University District. Assignments are handed out from there or sent to regional guildhalls to be filled locally. Many members never visit the main guildhall, taking assignments only through their local branch. More widely traveled members, however, might visit dozens of different guildhalls—stopping in whenever their wanderings bring them to a town that houses one, performing an assignment or two, then moving on to their next destination.

NPC Reactions

The general populace knows very little about the Morgrave Outreach Association, and most people simply assume that it has something to do with Morgrave University. Scholars from other universities and institutions likely treat association members with the same disdain they feel for Morgrave itself. Adventurers might either be interested in finding out how to become members, or show contempt for anyone who takes on such mercenary work.

The association does not have any enemies per se, but various scholarly groups hold it in very poor regard. If the university representatives at a local site are seen to be removing, defacing, or trespassing on property held in high regard by the local populace, they and their associates could become targets of derision, ostracism, or even violence.

THE MORGRAVE OUTREACH ASSOCIATION IN YOUR GAME

The Morgrave Outreach Association is not the sort of organization that draws a lot of attention to itself. As such, the association can easily function in the background of a campaign, with the heroes not even hearing about it until they meet an expedition in the field or a local guildhall master offers them an assignment. The DM can introduce the option of membership only when the PCs are ready for it, or make it (and its lucrative assignments) something that lower-level PCs aspire to.

Once the PCs have joined the association, the best way to keep them happy is to provide a steady stream of assignments for them to take. If these assignments offer increasingly better pay, provide the chance to explore interesting and unique locations, and introduce important NPCs, the characters will feel their membership is worthwhile.

Adaptation: If your campaign does not feature Morgrave University, simply change the association into a more generic adventurers guild. Rather than focusing entirely on academic expeditions, the guild would be an organization that any group or person could approach to hire a group of seasoned adventurers for any sort of mission.

Encounters: Encounters can vary widely from assignment to assignment, covering a wide range of possible expeditions. Common missions include exploring a newly discovered ancient temple, capturing a rare species of animal or monster, investigating a mysterious natural or magical phenomenon, and searching for a previous expedition that has gone missing.

Typical Association Guildhall

Guildhalls are usually two- or three-story buildings that resemble inns or private residences. They have a small staff (sometimes consisting solely of the hall's master) and are not long on comfort. They do, however, provide access to the bare essentials. Association members, university faculty, and their guests can gather comfortably in the common room. Members can stay in the upstairs rooms for one or two days at a time for no fee (extended stays cost the same as renting a room at an inn). The hall is decorated with paintings and trophies from association expeditions.

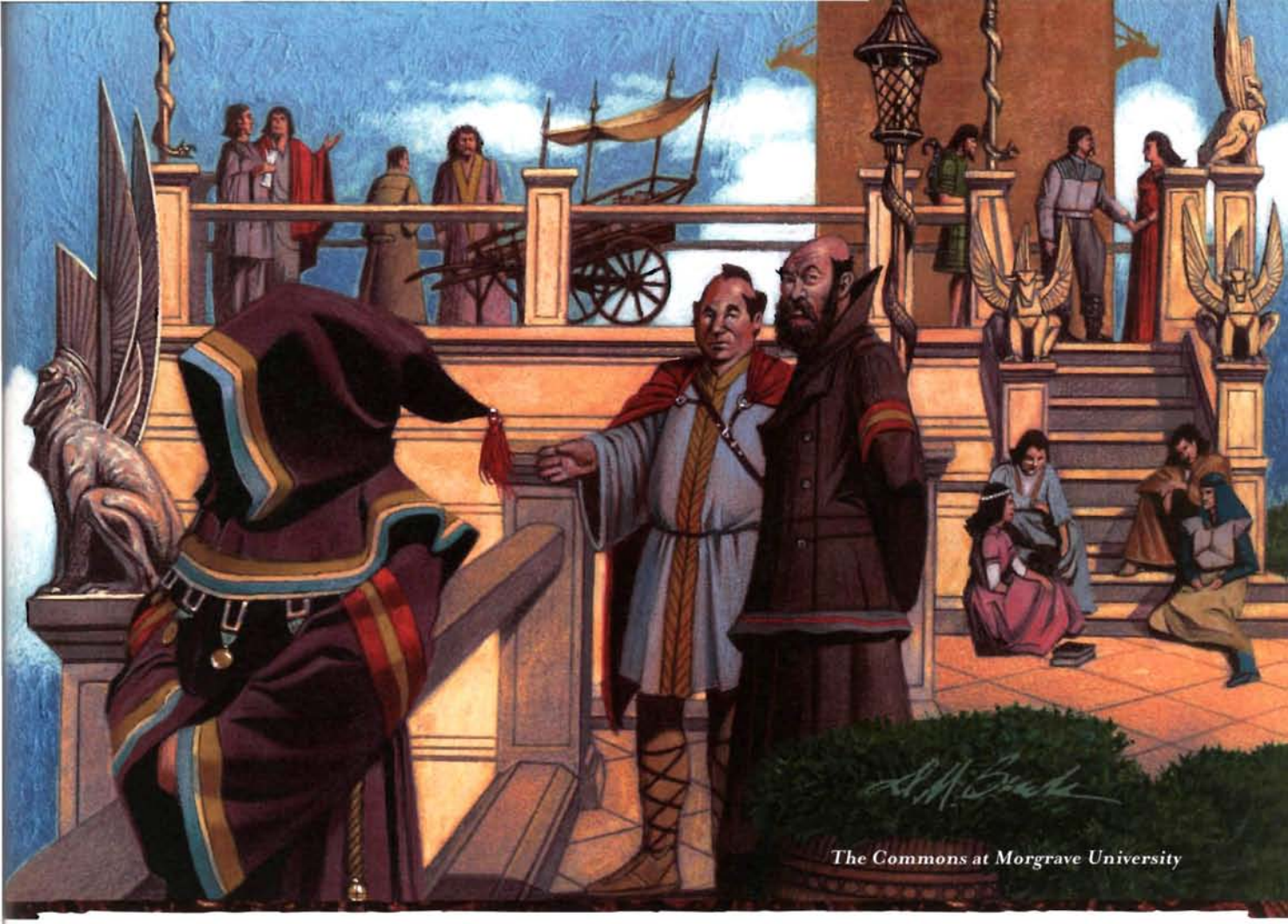
Every guildhall has maps of the local region, descriptions of known dangers, basic medical supplies, and a supply of masterwork weapons. A well-stocked guildhall might have such amenities as a kitchen and cook, ale, wine, and other spirits, a healer, and local guides. Most guildhalls have connections to local smiths, healers, and merchants who provide association members with discounted services.

An association guildhall can make a good base of operations for a group of PCs. They will always be welcome, they always have a source of work, and they can meet trustworthy NPCs who will carry news of other adventures and events in the world. Indeed, if the PCs decide to settle in a specific town or region, they might be able to become the masters of the local guildhall, or open a new hall of their own.

MORGRAVE UNIVERSITY FACULTY

The professors of Morgrave University might not stand as shining exemplars at the top of their fields, but many of them are at least colorful characters. In addition to those mentioned on pages 110 and 111, adventurers might come into contact with any of these faculty members from time to time.

Ghash Duurkat: Though he has not yet been awarded a professorship (he carries the title of Lecturer), Ghash Duurkat is something of a popular sensation at Morgrave. A hobgoblin who wears traditional battle armor to every



The Commons at Morgrave University

class, Duurkat is a boistrous lecturer, but behind the theatrics is a solid knowledge of Dhakaani history that rivals that of Professor Vieran (see below). It is possible that more rumors spread around the university every year concerning the exploits of Ghash Duurkat than about any other member of the Morgrave community.

Kona Erran: Professor Erran is the head of the botany department and master of the Hadrill Gardens (see page 111). A druid and a former adventurer, she is known to have ties with the Greensinger sect and—like that sect as a whole—she is regarded as a figure of mystery.

Flamewind: Not technically a member of the university faculty, the gynosphinx called Flamewind is certainly one of the most interesting characters on the campus. She accompanied a recent expedition back from Xen'drik, and has taken up residence at the top of Lareth Hall's great dome. She frequently summons adventurers to her chamber and sends them on cryptic missions, and she is said to have oracular powers. She is also known to have studied the draconic Prophecy.

Alain Gourthan: Professor Gourthan has yet to make any dramatic discoveries, and that fact seems to grate on his nerves. His academic knowledge is superior to that of many of his colleagues, and he is known as an excellent lecturer, but his lack of significant field experience has held him back. Word is circulating that he plans a truly ambitious expedition to the far south of Xen'drik, which will almost certainly either make or break his career.

Sendor Reddick: Professor Reddick is a taxidermist as well as a noted scholar in the field of animal biology. As curator of the Valdain Museum of Natural History, Reddick pays handsomely for well-preserved specimens of unusual creatures, though he prefers to stuff them himself. Some whisper that he dabbles in necromancy.

Danid Vieran: One of the world's leading experts on the ancient Dhakaani Empire, and particularly the shining city of Ja'shaarat (which now lies buried beneath the deepest levels of Sharn), Professor Vieran is a bitter man. Though he views his work as profoundly significant to the modern city, and it is easily accessible even to the common populace, his research is constantly overshadowed by the more flashy and popular work being done in Xen'drik. His popularity among the students of the university certainly suffers because he is a terrible lecturer and generally a bore.

Zophik: Widely regarded as mad, Professor Zophik (she no longer uses her first name) has earned the right to some eccentricity. Her field is the Age of Demons, and she has supposedly traveled to ancient Ashtakala and survived, though not unscarred.

THE MOURNLAND

DEVASTATION EVERYWHERE

The Mournland was once the human nation of Cyre, but on the Day of Mourning in 994 YK a cataclysm of unknown origin wiped out its people and ravaged the cities and countryside. Now the once-noble nation is dead, its land fused and barren. Lingering magic effects strew chaos across the jagged landscape and living spells, twisted monsters, and stranger things roam its crags. Nature is suppressed within its borders; neither magical nor natural healing functions, and dead bodies remain fresh and undisturbed. The Lord of Blades gathers militant warforged in some hidden stronghold. Despite these dangers, the Mournland has much to offer: Relics lie within its ruins, and many seek an answer to the mystery of the Mournland's creation.

The first obstacle that any visitor to the Mournland faces is the dead-gray mist that surrounds it. The mist is disorienting, and travelers within it grow weary and depressed. Some areas of the mist display this property more strongly than others. These areas are a darker gray than the surrounding mist—a character can note the difference with a DC 10 Spot check and identify its significance with a DC 20 Knowledge (geography) check. Traveling within these areas forces characters to make Will saves each hour (DC 15, + 1 per hour). Failure indicates that a character becomes fatigued, and remains that way until he leaves the mist.

After penetrating the dead-gray mist, adventurers face numerous other obstacles.

The Lord of Blades, a charismatic warforged prophet, holds court somewhere in the Mournland. Though no one knows where he makes his base, his patrols scour the land. Warforged operate more freely in the Mournland than do living creatures, because their repair spells function normally. Those who follow the Lord of Blades have no pity or mercy for their living counterparts, and encounters with these warforged usually end in drawn blades.

Warped monsters wander the Mournland. These creatures take many forms. Some are amalgamations of several different creatures, sporting numerous limbs and bulging with muscle. Others have features not normally seen in their kind, such as wings or stinging tails. Perhaps the most dangerous are those whose mental faculties have improved, allowing them to gather less able creatures about them and carve temporary territories in the shattered land.

Adventurers who overcome the Mournland's dangers are privy to its mysteries. Two of the Mournland's most unusual features are the Glowing Chasm and the Glass Plateau. Between these two areas is the Stagnation, a flat and moribund lake that gives off a faint blue iridescence. Skeletons lie half submerged along its shore, their bones causing not a ripple in the syrup-thick water. The water smells of dying things but tastes, so some claim, of honeysuckle and lavender with a hint of something sweeter. Some say that those who imbibe the stuff without retching can take the Mournland's magic into themselves, changing into something stronger than they were before.

Also within the Mournland is the Mile-Mark Station. This ruin was once a lightning rail station at the junction of two tracks; now, it is half fallen into rubble, though the great clock in its tower still functions properly. A lightning rail coach, bodies spilling from its attached carts, is crashed into the station's side. The building's interior is scorched, and the bodies of hundreds of civilians—mostly children and the elderly—are heaped inside, their wounds still fresh. Only a handful of them appear to have burned to death, leaving explorers to guess how the corpses ended up here. Rumors say that the ghosts of the lightning rail coach passengers appear every night, racing away into the darkness with mad cackles.

WHAT DO YOU KNOW?

Knowledge (arcana)

DC 10: Mysterious lingering magical effects make the Mournland hazardous and unpredictable.

DC 15: The Day of Mourning had many strange repercussions. It gave life and a degree of sentience to some spells, which wander the Mournland today. It changed and twisted its native monsters, which also pose a danger.

DC 20: Rumor has it that the secrets of the Day of Mourning can be found beneath the Glass Plateau, an area of fused and jagged glass where living spells congregate.

Knowledge (geography)

DC 5: The Mournland was once Cyre.

DC 10: A disaster on the Day of Mourning killed all intelligent life in Cyre.

Knowledge (history)

DC 10: Cyre was destroyed by an arcane cataclysm in 994 YK, on what is now called the Day of Mourning.

DC 15: Cyran ruins cover the landscape of the Mournland.

Knowledge (local)

DC 15: The Mournland is unclaimed and, for the most part, uncontested. A colony of militant warforged and a few treasure-seeking expeditions are its only nods toward civilization.

Knowledge (nature)

DC 10: Travelers are easily lost in the dead-gray mist that surrounds the Mournland.

DC 15: Natural healing does not function in the Mournland, nor does natural decay. The dead lie where they fell years ago, looking as they did then.

Knowledge (nobility and royalty)

DC 10: Cyre was the headquarters of House Cannith. The Day of Mourning devastated the house and split it into factions.

DC 20: House Phiarlann was also based in Cyre. Its leaders were conspicuously absent on the Day of Mourning.

Knowledge (religion)

DC 15: Spells of the healing subschool do not function in the Mournland.

DC 18: Many warforged see the Lord of Blades as a religious figure. They take his words as doctrine.



So You Want to Enter the Mournland?

By Hathius Rote

Excerpted from the *Korranberg Chronicle*, Zolday, Dravago 4th

Greetings, good reader! If you are perusing this article, you are probably considering entering the Mournland in search of treasure and fame. You must already know the dangers you'll face—living spells, becoming lost in the dead-gray mist, encountering warped monsters and lingering magic effects, and running afoul of rogue warforged, to name a few—and I don't imagine that I will be able to dissuade you. Instead, take heed, for I will tell you what you need to know if you are to return from your expedition.

The most important thing that you must understand is that you will be unable to heal in the Mournland. Neither natural nor magical healing functions in that blasted place. However, the druid spell *goodberry* seems unaffected in the Mournland. Also, a paladin's ability to heal wounds by laying on hands is not affected. Magic that allows extradimensional travel is valuable, because you can heal (and be healed) while in that otherworldly space. If your expedition includes warforged, they should have little trouble; spells that repair constructs do function in the Mournland.

After properly outfitting yourself, the first obstacle you will encounter is the dead-gray mist that surrounds the Mournland. You might find that you become saddened and listless within the mist—do not doubt your heroism, my friend, for the mist is magical, and these feelings come from outside forces! Certain patches of the mist carry this enchantment heavily—watch out for the dark gray areas and avoid them. The mist is also disorienting. This reporter has heard many tales of expeditions that got lost in the mist and were never seen again.

That's pretty much all the help I can give you for now. Good luck, brave adventurer, and watch for my next essay: "So You Want to Enter the Demon Wastes?"

Arcane Steel

Cyre was home to House Cannith, the humans who possess the Mark of Making. The warforged are their most famous creation, but these living constructs are not Cannith's only accomplishment. Cannith mines and forges dotted Cyre, and workers constantly unearthed ore, refined it, and shaped it into the latest Cannith masterpieces. When the Day of Mourning came, the metals that were in the process of being refined absorbed the catastrophe's arcane power. Now, ingots and chunks of this magically imbued substance lie scattered throughout the Mournland. Scholars have termed this material cyrite.

Cyrite resembles steel but is slightly darker. Multicolored lines run over its surface and pulse with strange light. It is as heavy as steel, holds an edge just as well, and retains some magic essence from its odd genesis.

Smiths and adventurers value cyrite for its use in weapons and armor. Weapons fashioned from cyrite count as magic weapons for the purpose of overcoming damage reduction. Armor made from cyrite absorbs magical energy and grants its wearer a +1 resistance bonus on saving throws against spells and spell-like abilities. Cyrite shields provide no special benefit.

Items without metal parts, such as clubs, cannot be made from cyrite.

Cyrite loses all its special properties in an *antimagic field* or similar area.

Weapons, armor and shields that are made of cyrite have the same hit points and hardness as they do when made from metal of a normal sort (typically steel).

Type of Cyrite Item	Item Cost Modifier
Ammunition	+5 gp
Armor	+500 gp
Weapon	+250 gp
Raw cyrite	10 gp per pound

The above features apply to most examples of cyrite that explorers have discovered. Rumors speak of other forms of cyrite with different properties.

ORCS

THE LAND OF THE SHADOWS

Hidden behind Droaam, the region known as the Shadow Marches has been isolated from the events that shaped Khorvaire. The War of the Mark and the rise of the dragonmarked houses, the formation of Galifar—even the Last War itself—had little direct impact on the distant Marches. Today, the Shadow Marches are not recognized as a nation by the Treaty of Thronehold, and no central government exists there. The denizens of the Shadow Marches are split into two primary groups: those who are members of tribes, and those who are members of clans.

The **tribes** are primitive, and largely composed of orcs. Their traditions date back thousands of years before the arrival of humanity in Khorvaire, and many of the tribesfolk believe that humans and members of the other races can never understand their ways. As a result, they prefer to be left in solitude—and those who follow the Dragon Below can be quite dangerous if their privacy is violated.

The **clans** are the more civilized inhabitants of the region. When human refugees arrived from Sarlona fifteen hundred years ago, they brought Riedran customs with them. While a number of the orc tribes fought against these strangers (as some still do), many embraced the newcomers, forming an intriguing blend of human and orc cultures. While a few clans remain entirely human, the majority include humans, orcs, and their half-orc offspring. The Marchers are a proud folk, and they take bonds of blood seriously. Foreigners must be careful in dealing with the clans, for any insult to a family member will likely be taken as an affront against the entire clan.

THE ORCS OF THE MARCHES

The orcs are one of the oldest races in Khorvaire, with a history stretching back some thirty thousand years. While they are not as cunning or as wise as humans, the orcs of the western coast have always been a deeply spiritual people. Even among the clans, where the traditions of humanity have had a strong influence on their culture, the orcs remain strong and unswerving in their faith. The majority of the clerics, adepts, and druids found in the Shadow Marches are orcs or half-orcs.

Today, the faith of the orcs is split between the path of the Gatekeepers and that of the Dragon Below. Those who follow the Gatekeepers do not necessarily know of the daelkyr or the ancient wars, but they believe in the power of nature and the duty of the orcs to remain close to their wild roots. The Gatekeeper barbarians celebrate this bond, and their rage is a manifestation of this primal connection. The Dragon Below cultists are all too often touched by madness, or believe that all power and glory flows from Khyber and Xoriat. The rage of a cultist barbarian is a terrifying thing—pure madness concentrated into martial fury.

Orcs of the isolationist tribes believe that humans and orcs have no common ground because orcs were the first inhabitants of the land, and only an orc can truly bond to Khorvaire. However, the orcs of the clans see humans as their brothers and sisters—smaller and weaker, perhaps, but valued for their cunning and quick wits.

LIFE ON THE FRONTIER

The Shadow Marches have a larger human population than Droaam, and considerable wealth can be found in this land—from vast fields of Eberron dragonshards to ancient treasures hidden in the ruins of the daelkyr. Furthermore, it is far from the reach of the laws of other nations. A fugitive on the run from the King's Citadel can find security in the shadows of Zarasha'ak without giving up human company. The Shadow Marches have never been bound by the Code of Galifar, and even the sentinel marshals have no authority in this region.

WHAT DO YOU KNOW?

Knowledge (geography)

DC 10: The region called the Shadow Marches contains areas of fetid swamp and deep jungle, with little civilization to speak of. The inhabitants are humans and orcs, and travelers are not always welcome.

DC 15: One major city is in the Marches: Zarasha'ak, which can be reached by water along the southern coastline.

Knowledge (history)

DC 10: The human inhabitants of the Shadow Marches came from Sarlona approximately 1,500 years ago. While some orcs and humans still fear and hate one another, most Marcher clans include both humans and orcs.

DC 15: The Shadow Marches suffered terribly in an extraplanar incursion that occurred thousands of years ago, and this is said to be the source of the monsters that haunt the land.

Knowledge (nature)

DC 10: The Shadow Marches hold many deposits of Eberron dragonshards.

DC 15: Strange plants grow in the marshes. Hathil root, for example, is said to be good for enhancing spells of transmutation.

Knowledge (nobility and royalty)

DC 10: The city of Zarasha'ak is the seat of House Tharashk.

DC 15: House Tharashk is the youngest dragonmarked house, and it is not a family as such; it is an alliance formed from a number of different Marcher clans, all of whom share the mark.

Knowledge (the planes)

DC 15: The Shadow Marches were one of the beachheads during the ancient daelkyr incursion. Ruins dot the area, as well as a large number of manifest zones linked to Kythri and Xoriat.

Knowledge (religion)

DC 15: While the Marchers have some analogues for the Sovereign Host, the main religions of the area are the Cults of the Dragon Below and the druidic tradition of the Gatekeepers. The Khyber cults scattered across the Marches are foes of one another; as a result, Marcher cultists initially conceal their true beliefs from visitors.

Even as this isolation provides security for the fugitive, however, it can be dangerous for the adventurer. There is no unified law in the land, and each clan or tribe rules its territory as it chooses. Most Marcher villages have a sheriff who holds the full authority of law. If adventurers challenge or kill a sheriff, they have committed a mortal crime against his people—a crime that calls for blood vengeance from them and any of their allies.

ORCS BEYOND THE MARCHES

The Shadow Marches are not the only place in Khorvaire where orcs are found, although the orcs of the Marches (as well as those in the Eldeen Reaches, who are essentially an offshoot of the Marches culture) are by far the most civilized of their kind. The orc tribes of the Demon Wastes are noble barbarians, who undertake a sacred charge to prevent any evil from leaving their homeland (see The Demon Wastes on page 34). The orcs of Droaam have been reduced to a state similar to that of the other natives of the monster nation—they hold goblins as slaves and are brutal and corrupt. The Jhorash'tar orcs of the Mror Holds are savage and violent, raiding the dwarves at every opportunity in retaliation for ancient wrongs. The Jhorash'tar are typical of the orcs of Eastern Khorvaire, in the few places where remnants of their ancient tribes still exist.

HALF-ORCS: THE JHORGUN'TAAL

Many of the people of the Five Nations are uncomfortable around half-orcs and find the idea of humans and orcs crossbreeding to be vile and distasteful. Such beliefs have never found root in the Shadow Marches, though, and those orcs who chose to welcome humanity to their land were quick to mate with the newcomers. Those who followed the druidic paths knew that hybrids are often the strongest plants, while the Khyber cultists have always seen change as a path to power. In the Marches, half-orcs are celebrated; they are called jhorgun'taal, "children of two bloods." Blood is everything to the clans, and the jhorgun'taal are the proof that orc and human are kin. They have the strong spirituality of their orc forebears and the wisdom of humanity, and as such many of the greatest druids and priests are half-orcs.

The jhorgun'taal perform important tasks in the Marches, for while they are not as clever or charming as their human kin, they have the trust of both races. As a result, the sheriff of a muck-mining town is more likely to be a half-orc than a member of either of the pure races. Likewise, when the clans send ambassadors to negotiate feuds or trading rights, they often send a jhorgun'taal, even if a more charismatic human comes along as an advisor.

While half-orcs are a true-breeding race in their own right, the jhorgun'taal are just as likely to mate with humans or orcs as with their own kind. The half-orcs of the Shadow Marches don't see themselves as a separate race; rather, they consider themselves to be the bridge that makes humans and orcs one race.

ORCS AS PLAYER CHARACTERS

Perhaps you're a bodyguard from House Tharashk who has come east to serve the interests of your house, or perhaps you follow the traditions of the Gatekeepers, believing in the rise of dark powers that only you can stop. An orc's sensitivity to light can be overcome with the Daylight Adaptation feat from *Races of Eberron*, and the race's lack of a level adjustment makes it easy to use as a player character. Orc racial traits are detailed in the *Monster Manual*.

Child of the Swamps

You have spent years in the swamps of the Shadow Marches. You can find food and shelter in the deep swamps, and you can move more freely through the difficult terrain.

Prerequisite: Region of origin Shadow Marches.

Benefit: You receive a +2 bonus on Spot and Survival checks while in marsh terrain.

In addition, you can take a 5-foot step while in the shallow bog or light undergrowth of a marsh, ignoring the usual movement penalties of the terrain for this purpose.



Marchers, orc and human

PLANES OF EXISTENCE

WORLDS BEYOND THE WORLD

Other realms lie beyond the mundane world—dominions of fire and ice, of eternal forests and boundless sky, of radiant light and impenetrable darkness. These realms are different planes of existence: self-contained worlds beyond the world of Eberron. They have their own physical and magical laws, their own flow of time, and their own races and cultures. No one knows the full extent of these planes. Some speculate that each is infinite, stretching endlessly through its own space; others declare that such worlds are only roughly the size of Eberron itself. In any event, each plane is certainly large enough to accommodate years of exploration for anyone prepared to face hostile conditions and dangerous natives.

Three of these planes are always close to the Material Plane, existing simultaneously with it in the same physical space: the Ethereal Plane, the Plane of Shadow, and the Astral Plane.

The Ethereal Plane is a ghostly otherworld, like a spirit realm pervading the corporeal world and existing immediately beside it. Entering the Ethereal Plane is a relatively simple matter for spellcasters, who find that they can still see the creatures and objects of the Material Plane from the ghostly ether. They can move about unhindered by material objects, enabling them to (in effect) pass through walls and other barriers.

The Plane of Shadow is like a dark mirror of the material world. All objects (though not creatures) in the Material Plane have a shadowy analog. Time and distance have little meaning in the shadow realm, and spellcasters who enter the Plane of Shadow can easily travel great distances across it, reemerging in the corresponding location on the Material Plane in a brief time. However, the Plane of Shadow is haunted by undead and other horrors, making it a perilous place.

The Astral Plane is a great silvery void, sometimes described as a sea or a starry sky through which travelers, objects, and even other planes float freely. Travelers move through the Astral Plane at the speed of thought (though such movement might simply be an illusion in the mind of the traveler). The Astral Plane is the space behind space—the nonplace that connects all places. It allows spellcasters to teleport from place to place on the Material Plane, and it serves as a conduit when summoning creatures from other planes.

Thirteen other planes float in the Astral Plane. Planar scholars describe them moving through the Astral Plane in complex orbits that bring them variously closer to and farther from the Material Plane—sometimes even coming close enough to touch the Material Plane and allow some of their essence to cross over into the world.

Daanvi, the Perfect Order, is a plane where law reigns supreme. Here all things live in harmony born of order. Its polar opposite is Kythri, the Churning Chaos, an ever-changing soup of roiling entropy. According to popular superstition, times of historical stability are linked to the proximity of Daanvi, while times of unrest and conflict are associated with Kythri's nearness, but no evidence supports these claims.

Dal Quor, the Region of Dreams, is the plane where dreams play out. When mortals dream, they psychically project their minds to Dal Quor. Behind the dreams and nightmares that mortals experience lie the cities of the quori—monsters of nightmare that feed on psychic energy. Through their Inspired hosts, the quori rule the nation of Riedra and pursue their mysterious aims through the work of the Dreaming Dark.

Dolurrh is the Realm of the Dead. A place of hopelessness and despair, this is where mortal spirits pass when life has reached its end. According to the faith of the Sovereign Host, no great reward lies beyond life's bounds, so life must be lived to its fullest and drunk to the dregs. Immortality is achieved through heroic deeds that leave a lasting mark on the world of the living, for the shades that persist in Dolurrh bear little mark of their former identities.

WHAT DO YOU KNOW?

Knowledge (history)

DC 20: At two separate times in Eberron's history, a plane drawing close to the world has discharged an army of invaders. At the end of the Age of Giants, quori came to Eberron from Dal Quor, the Region of Dreams. The fall of the Dhakaani Empire was precipitated by a similar invasion of daelkyr from Xoriat. Both planes are now very far from the Material Plane as a result of actions taken by the world's defenders.

Knowledge (the planes)

DC 10: Beyond the Material Plane are thirteen other planes of existence where strange creatures live and different rules hold sway.

DC 12: Three "transitive" planes—the Ethereal, Shadow, and Astral Planes—exist in addition to the thirteen orbiting planes.

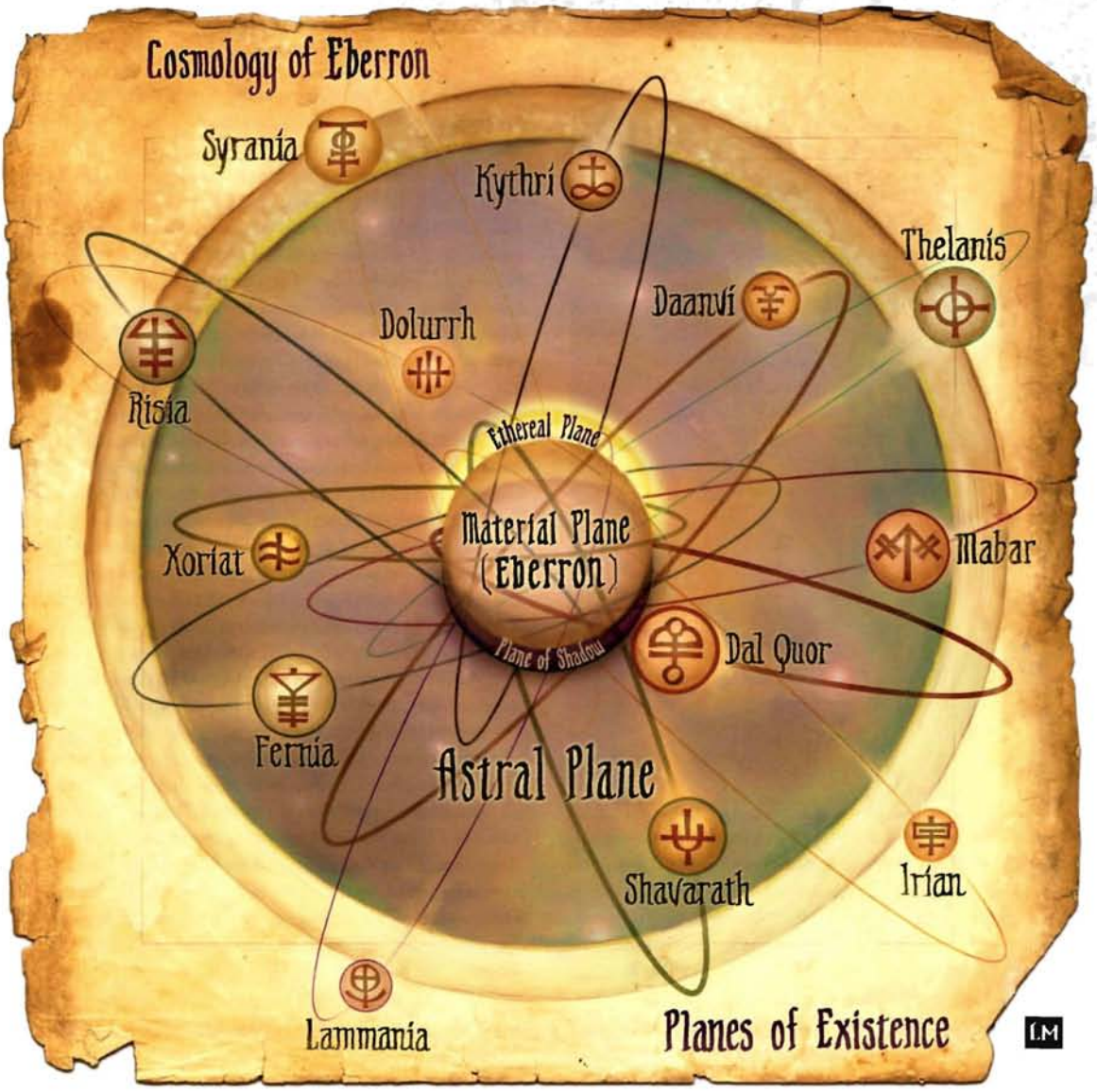
DC 15: The thirteen orbiting planes fall into three oppositional pairs—Daanvi and Kythri (law and chaos), Fernia and Risia (fire and ice), and Irian and Mabar (light and dark)—and seven unpaired planes: Dal Quor, Dolurrh, Lamannia, Shavarath, Syrania, Thelanis, and Xoriat.

Use this DC for a check to recall the basic characteristics of each plane and the kinds of creatures found there.

DC 20: The thirteen orbiting planes sometimes draw so close to the Material Plane that they "touch" it and allow some of their qualities to seep over into Eberron. This is called a coterminous phase. At other times, the planes are remote, and their influence fades on the Material Plane.

DC 25: The planes have different magical and physical laws. On some planes, gravity is lighter or stronger, or completely absent (Xoriat)—or it shifts frequently (Kythri). On some, time flows more or less rapidly, or it doesn't flow at all (Dolurrh). Some planes enhance the functioning of certain types of spells and impede others, while some throw the rules of magic entirely away (Xoriat again).

Use this DC for a check to recall the planar traits of a given plane and how those traits affect travelers.



Fernia, the Sea of Fire, and Risia, the Plain of Ice, are the homes of powerful elemental forces. Every five years, the midsummer is especially hot and the midwinter particularly cold as these planes draw close to the Material Plane.

Irian, the Eternal Day, is awash in the radiance of positive energy, while its opposite, the Endless Night of Mabar, is a starless void that devours life and light.

Lamannia, the Twilight Forest, is a realm of unbounded nature. Plants and animals, magical beasts and elementals, and wild outsiders of bestial and elemental aspect run free in its verdant forests, rolling plains, and soaring mountains. Farmers say that crops grow more quickly during the one week every year when Lamannia draws close.

Shavarath, the Battleground, is inhabited by races of celestials and fiends locked in eternal war with each other—archons, devils, and demons. Some say that Shavarath drew near to Eberron in the year the Last War started and came close at least twice more during the course of the war, each time presaging an outbreak of particularly bitter violence.

Syrania, the Azure Sky, is the home glittering cities floating in endless blue, each ruled by the wisest of angels. Good's power grows when Syrania draws near, and flying becomes easier in places where its influence is strong—including the great city of Sharn.

Thelanis, the Faerie Court, is the mysterious home of the fey. Tales speak of travelers drawn into its eternal twilight, emerging after what feels to them like mere days, only to discover that weeks or even months have passed on the Material Plane. The influence of Thelanis is said to be strong near faerie rings and faerie mounds.

Xoriat is the Realm of Madness, home to the daelkyr and the aberrations they spawn. Ten thousand years ago, Xoriat drew close and the daelkyr invaded Eberron, until the Gatekeepers finally sealed all connections to their insane realm.

Some imagine that the Astral Plane is bounded in its most distant reaches by an encircling realm of utter dark, the end of all things. They call this region the Outer Darkness. Some claim that the shining realm of the Sovereign Host lies somewhere beyond this Outer Darkness, and that the Outer Darkness is the home-in-exile of the Dark Six. No mortal has ever visited this place, let alone any divine realm beyond it, so its existence is a matter of pure speculation.

Manifest Zones

In places, the boundaries between the planes are thin. Certain locations in Eberron have close affinities or connections to the other planes, allowing characteristics of those planes to spill over into the world. These areas are called manifest zones, since in these places the power of the planes is made manifest.

Manifest zones appear everywhere in Eberron, and zones exist that link to all the planes except Dal Quor. The effects of a manifest zone are sometimes related to the effects of a plane becoming coterminous with the Material Plane, but this is not always the case. In fact, the most well-known manifest zone in the world, the zone linked to Syrania in which the city of Sharn is built, has qualities completely unrelated to the effects of Syrania's coterminous state and only tangentially related to the qualities of the plane itself. Manifest zones are, above all, unpredictable.

That said, all manifest zones have two properties in common. First, a manifest zone is considered a part of both the Material Plane and the plane to which the zone is linked. An outsider is not considered extraplanar while in a manifest zone linked to its home plane, so it is impossible to use *dismissal* or *holy word* to banish an angel from the city of Sharn, for example.

Second, it is always easier to pass between the Material Plane and the linked plane in a manifest zone. In most cases, magic is still required to move a creature from one plane to the other (whether that magic is *summon monster I* or a *plane shift* spell). However, a character in a manifest zone can always use *plane shift* to travel to the plane linked to that manifest zone, even without the proper focus for the spell. When a character in a manifest zone uses a *planar binding* spell to call a creature from the plane linked to that manifest zone, the spell's saving throw DC is increased by 2.

Besides the manifest zone in which Sharn is built, important manifest zones include the Lair of the Keeper in the Demon Wastes and Lake Dark in Karrnath (both linked to Dolurrh), the City of the Dead in Aerenal (linked to Irian), and three manifest zones in the Eldeen Reaches: Greenheart (linked to Lamannia), the Gloaming (linked to Mabar), and the Twilight Demesne (linked to Thelanis). Several known manifest zones linked to Kythri and Xoriat exist in the Shadow Marches. Some sages speculate that the Fist of Onatar in the Mror Holds is a manifest zone tied to Fernia, and zones linked to Risia almost certainly exist in the Frostfell. The Mournland is believed to contain at least one manifest zone tied to Shavarath, created as a result of the events of the Day of Mourning—or perhaps having caused that cataclysm.

Powerful magic can create or suppress manifest zones. The powerful wondrous item called an *orrery of the planes* creates a temporary, localized manifest zone linked to a plane of the user's choosing. It is even capable of creating zones linked to Dal Quor, and using an orrery in this way might create an opportunity for the quori to enter the Material Plane in physical form once more. A *dimensional seal*, a kind of minor artifact, negates the effects of a manifest zone in a limited area. It seems likely that further manifest zones linked to Xoriat remain undiscovered because their effects are suppressed by a hidden *dimensional seal*.

Characters wise to the ways of the planes can take advantage of manifest zones in a variety of ways. Those who spend a great deal of time in the City of Towers can adopt the Sharn skymage prestige class or learn feats such as Improved Flight Item, Manifest Flight, and Manifest Leap—abilities that reflect their intimate understanding of Sharn's manifest zone. (These options are described in *Sharn: City of Towers*.) Any spellcaster can learn the techniques of the manifest spellshapers (see page 124) to channel planar power into their spells. The sidebar below describes a few more options for characters who wish to enhance their capabilities through knowledge of the planes.

Manifest Zone Feats

Battlebred

Due to traumatic experiences in past battles, the plane of Shavarath with its endless war seems never far from you.

Prerequisite: Base attack bonus +6.

Benefit: When you are subject to an effect that grants a morale bonus, the duration is extended by 2 rounds.

If you have the rage class feature, the duration of your rage is extended by 2 rounds.

Chosen of the Deathless

You were raised in Shae Mordai to serve as a squire to the Undying Court. Though your service has ended, you carry with you an intimate familiarity with the positive energy that suffuses the City of the Dead.

Prerequisite: Elf, region of origin Aerenal, ability to turn undead.

Benefit: Whenever you cast a conjuration (healing) spell that heals damage, you cure an additional 1 point of damage per level of the spell.

When you turn undead, you gain a +2 bonus on your turning check and your turning damage roll.

These benefits are cumulative with any effects of a manifest zone linked to Irian and with the effects of Irian's coterminous state.

Manifest Druid

Your years of wandering the Eldeen Reaches have given you a familiarity with its three manifest zones and the powers of the planes they are linked to.

Prerequisite: Region of origin Eldeen Reaches, ability to cast *summon nature's ally I*.

Benefit: Whenever you cast a *summon nature's ally* spell, the duration is increased by 1 round.

When you cast a spell or use an ability that causes disease or involves poison, the saving throw DC of the effect increases by 1.

Once per day, you can empower any 1st-level arcane spell as you cast it without adjusting the spell's level or casting time.

Races of the Planes

The planes teem with life, in some cases even mirroring the societies, kingdoms, and conflicts of Eberron's Material Plane. Many races are native to the planes, or can at least trace their ancestry to planar influences. These races are described in *Planar Handbook*, *Races of Destiny*, *Races of the Wild*, *Expanded Psionics Handbook*, and *Magic of Incarnum*. While the planar origins of these races are unique to Eberron's cosmology, most other details remain unchanged from their presentation in other books. (In the following descriptions, the abbreviation of a book title after a race's name indicates the source to consult for more information.)

Aasimar (RD): These descendants of human and celestial bloodlines live among human communities. The term "celestial" has a somewhat looser definition in Eberron than it does in settings that have clearly identified celestial planes. In Eberron, creatures identified as celestials in the D&D rules come from such widely varying planes as Fernia (firre eladrins), Irian (lantern archons), Lamannia (guardinals), Shavarath (most archons), Syrania (angels), and Thelanis (eladrins). As such, aasimar often have traits and personalities that differ wildly from each other, based on the particulars of their celestial ancestry.

Bariaur (PH): Bariaurs are centaurlike creatures with the horns and lower bodies of rams. They are native to the plane of Lamannia, the Twilight Forest.

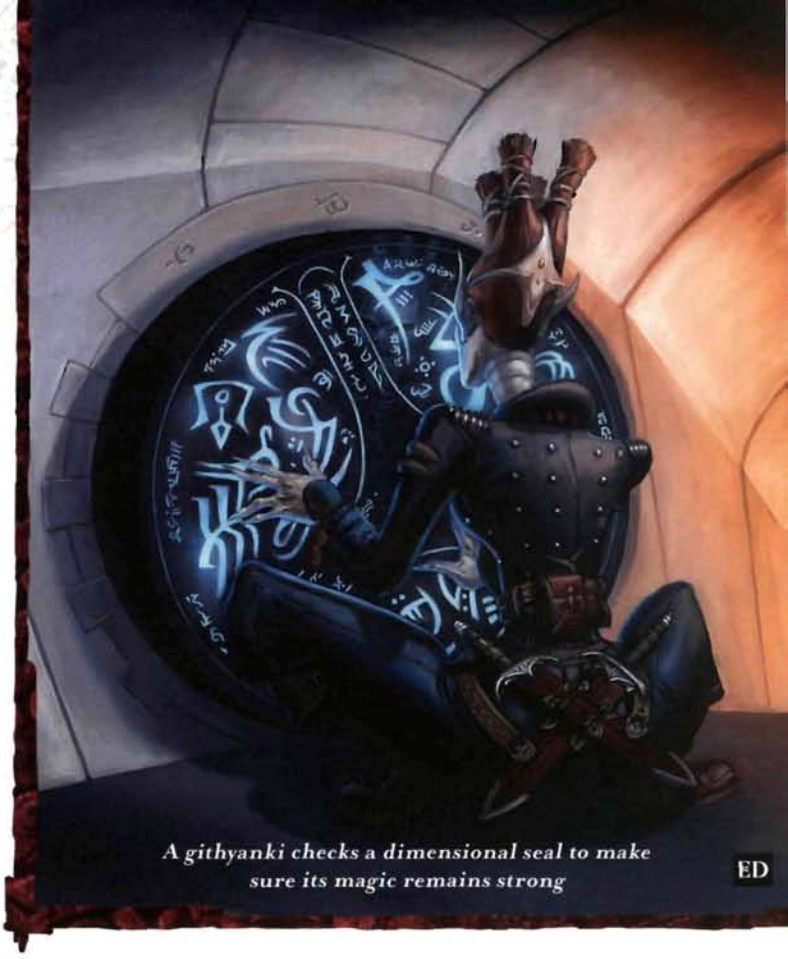
Buomman (PH): These extraplanar humanoids are sometimes called "moaning monks." They dwell on the Astral Plane.

Duskling (MI): These wild and feral fey have a natural affinity for the magic of totems, channeling the soul energy of magical beasts into totemic objects laden with magical power. They hail from the plane of Thelanis, the Faerie Court.

Githyanki and Githzerai (EPH): Mind flayers from Xoriat created the githyanki and githzerai to serve as their slaves some nine thousand years ago. Some say the mind flayers created each race fully formed, while others contend that the illithids twisted humans or hobgoblins into the gith. The mind flayers bred the githyanki to be slave laborers and expendable soldiers, while the githzerai were destined to be personal servants and scribes for the mind flayers and their daelkyr overlords.

When the Gatekeepers severed the connection to Xoriat, the githyanki and githzerai took the opportunity to turn on their mind flayer masters, escaping their slavery en masse. The two gith races were part of different slave castes, however, and came into conflict once they had won their freedom. The githyanki retreated to the Astral Plane, lured by its timeless qualities, while the githzerai went to Kythri to get as far away from the mind flayers as possible. A few githyanki and githzerai stayed on the Material Plane, though, forming small communities in widely scattered locations across Eberron.

The githyanki and githzerai are bitter rivals who aren't above raiding each other's communities, but they remain united in their hatred of the mind flayers and anything else that hails from Xoriat. Even rival gith communities sometimes band together to enter Khyber and ensure that the magic seals imprisoning powerful remnants of the Xoriat interlopers remain strong. Other gith communities unite simply to kill as many mind flayers as they can.



A githyanki checks a dimensional seal to make sure its magic remains strong ED

Unlike the githyanki described in the *Monster Manual*, githyanki in Eberron have no special connection to red dragons.

Killoran (RW): Native to the Faerie Court of Thelanis, this extraplanar fey race is common in the Eldeen Reaches.

Mephling (PH): These creatures are similar to the mephits of Lamannia, Fernia, and Risia, but more humanlike and less powerful. They come from the same planes as mephits.

Neraphim (PH): The slaadlike neraphim hail from the plane of Kythri, the Churning Chaos.

Shadowswyft (PH): These planetouched beings are descended from creatures of the Plane of Shadow.

Spiker (PH): Thought to be related to the bladelings described in Monster Manual II, spikers likewise hail from the plane of Shavarath, the Battleground.

Stonechild (RS): Stonechildren are native to the plane of Lamannia, the Twilight Forest. They have been known to wander onto the Material Plane when Lamannia becomes coterminous, and appear frequently in the Eldeen Reaches during such times. Those who remain on the Material Plane for an extended period suffer bouts of depression during the Twilight Forest's remote phase.

Tiefling (RD): Like aasimar, tieflings live among human and other communities around the world. Descended from fiendish stock, they are particularly common in the city of Graywall (in Droaam) and Q'barra. Fiends in Eberron come from at least six different planes (Dolurrh, Fernia, Lamannia, Mabar, Risia, and Shavarath), so tieflings—like aasimar—display a wide range of appearance and character traits depending in part on their fiendish heritage.

Wildren (PH): These bestial, badgerlike outsiders are native to the plane of Lamannia, the Twilight Forest.

MANIFEST SPELLSHAPER

"Let's see . . . Fernia is in the ninth realm, so if I want fire, I simply have to do . . . THIS!"
—Shevia ir'Gallian, manifest spellshaper

The planes of Eberron whirl in endless motion through the Astral Plane, drawing near and moving far from the Material Plane and sending their influence like tides upon the world. To one who understands the motions of the planes, near and far mean nothing—if you know exactly where to reach, you can tap into the power of the planes wherever they are in their cyclical wanderings. Once you have learned this technique, you are on the path to becoming a manifest spellshaper.

Manifest spellshapers are primarily arcane spellcasters, but also include divine casters and psionic manifesters among their numbers. Their secrets are not encapsulated in a prestige class, but rather in a collection of feats from which their members can choose (described under "Manifest Spellshaper Benefits," below). By this means, manifest spellshapers continue their advancement in their chosen spellcasting class while applying the secrets of the order to the basic spells and techniques they learn.

JOINING THE MANIFEST SPELLSHAPERS

The hardest step in becoming a manifest spellshaper is finding a mentor to train you in the secrets of the discipline. While spellcasters are rarely prone to whispering about their "secrets," few cling to their spellcasting techniques quite as tightly as manifest spellshapers do. Since the practitioners of these techniques have been hunted by the Arcane Congress for over a century, they are skilled at remaining hidden and slow to trust any who do manage to find them.

New students come to the attention of existing manifest spellshapers by dabbling in the magic of the planes independently. You might have learned feats (from *Planar Handbook*) such as Elemental Spellcasting or Celestial Summoning Specialist through your own ingenuity. Alternatively, perhaps you stumbled across a lost journal of one of the original disciples of Jefan ir'Gannik. In any case, you have begun to taste the kind of power that the existing manifest spellshapers want desperately to keep within their own ranks and out of the hands of the Arcane Congress. For that reason, a manifest spellshaper sought you out and offered to teach you deeper secrets in exchange for your solemn vow of secrecy. Not content with a mere verbal promise, the existing disciples require that prospective students submit to a *mark of justice* spell that activates if they reveal the secrets to anyone who has not sworn a similar vow. The *mark of justice* takes the form of a small tattoo on the left shoulder blade.

Entry Requirements: Knowledge (the planes) 2 ranks, Spellcraft 4 ranks.

Once your new mentor is convinced of your sincerity and trustworthiness, you begin to learn the techniques of manifest spellshaping. You work individually with your mentor, and you might never meet another manifest spellshaper unless you decide to take on a student of your own. Your mentor allows you to pursue your own interests and discover the planar secrets that are most in keeping with your own affinities. You can learn planar secrets that your mentor does not know; the mentor simply shows you the door, rather than leading you through it.

MANIFEST SPELLSHAPER BENEFITS

The most important benefit the manifest spellshapers have to offer you is knowledge—both general knowledge of planar lore and the very specific planar secrets taught by Jefan ir'Gannik to his first disciples.

Information: The knowledge of the manifest spellshapers is personified in your mentor. Because the disciples of Jefan ir'Gannik are less an organization than a conspiracy of fugitives, there is nothing like a central library where you can study the collected lore of an order or anything of the sort. You might gain permission to study your own mentor's

WHAT DO YOU KNOW?

Knowledge (arcana)

DC 15: The positions of the planes relative to each other can have an impact on the power of spells cast on the Material Plane.

DC 20: Before the Last War, a group of spellcasters left the Arcane Congress, taking some tremendous secret with them. Agents of the Arcane Congress still hunt those who have kept those secrets all this time.

DC 25: It is possible, if a spellcaster knows the locations of the planes relative to each other, to manipulate spells accordingly, increasing the power of certain types of magic.

DC 30: It is said that a wizard named Jefan ir'Gannik discovered the techniques of manipulating spells in accordance with planar positions to enhance their effects. Before the Last War, he fled the towers of Arcanix with his knowledge, and the agents of the Arcane Congress have hunted him and his disciples ever since. This technique, called manifest spellshaping, allows a caster to spontaneously enhance her spells as if through metamagic, and possibly create more unusual effects as well.

Knowledge (the planes)

DC 10: The movements of the planes, and whether a given plane is close to or distant from the Material Plane, can alter the effects of spells cast on the Material Plane.

DC 20: It is possible, if a spellcaster knows the locations of the planes relative to each other, to manipulate spells accordingly, increasing the power of certain types of magic.

DC 30: Before the Last War, Jefan ir'Gannik split with the Arcane Congress, fleeing the towers of Arcanix with the secrets of what he called manifest spellshaping—the techniques of tapping into the Outer Planes to channel their power into spellcasting. He and his disciples were hunted like criminals, but their descendants remain at large.

DC 35: Legend says that the human Jefan ir'Gannik is still alive, preserved by some mastery of the flow of time—and still hunted by the Arcane Congress.

personal collection of planar lore, which can grant you a +2 circumstance bonus on a Knowledge (the planes) check. Otherwise, you must provide for your own needs, seeking lost collections of arcane knowledge and mystical artifacts to expand your knowledge.

The planar secrets of the spellshapers are the most important knowledge they possess and the most closely guarded. These secrets are embodied in the following thirteen feats.

Mastery of the Azure Sky

You have learned to calculate the precise location of Syrania at any given time, and to use that knowledge to enhance spells you cast to grant flight.

Prerequisite: Knowledge (the planes) 2 ranks, Spellcraft 6 ranks, Extend Spell.

Benefit: Any time you cast a spell that grants its target a fly speed or improves its fly speed (without altering its form), you can spontaneously apply the effect of the Extend Spell metamagic feat to that spell. Doing this has no effect on the spell's level or casting time.

Examples of such spells from the *Player's Handbook* include *fly*, *overland flight*, and *haste* (if cast on a creature with a fly speed). It does not apply to spells that grant a fly speed by altering the creature's form, such as *gaseous form*, *polymorph*, and *wind walk*, nor would it work on *air walk*, *ethereal jaunt*, *levitate*, or *reverse gravity* (since these spells, while they allow movement through the air, do not grant a fly speed).

Mastery of the Battleground

You have learned to calculate the precise location of Shavarath at any given time, and to use that knowledge to enhance spells of battle that you cast.

Prerequisite: Knowledge (the planes) 2 ranks, Spellcraft 6 ranks, Extend Spell.

Benefit: Any time you cast a spell that creates, enhances, or mimics a weapon (such as *flame blade*, *keen edge*, or *Mordenkainen's sword*) or excites hostile emotions (such as *rage*, *heroism*, or *antipathy*), you can spontaneously apply the effect of the Extend Spell metamagic feat to that spell. Doing this has no effect on the spell's level or casting time.

Mastery of Chaos and Order

You have learned to calculate the precise locations of Daanvi and Kythri at any given time, and to use that knowledge to imbue your spells with unusual regularity or striking unpredictability—or both.

Prerequisite: Knowledge (the planes) 2 ranks, Spellcraft 6 ranks.

Benefit: When you cast a spell, you can choose to apply one or both of the following effects to the spell. The decision to add the effect(s) must be made during casting.

By channeling the churning chaos of Kythri, you can add 1d6–3 to the spell's save DC. Unlike with damage rolls, the minimum result is not 1; for example, if you roll a 2 on the 1d6, the DC is reduced by 1. This choice is made at the time of casting, and has no effect on a spell that does not allow a save. The adjusted save DC is the same for all creatures that must save against the spell (you don't roll separately for each affected creature).

By focusing the perfect order of Daanvi, you can choose to set the result of any spell's variable, numeric effect as one-half the maximum possible result. For example, a 9th-level wizard who casts *fireball* normally deals 9d6 points of damage; choosing to use this ability means the fireball deals 27 points of damage (half of 54, which is the maximum result of 9d6). The spell can still be affected by Empower Spell and other such feats and effects that require it to have a variable, numeric effect (using the previous example, empowering the *fireball* would cause it to deal 150% of 27 points of damage, or 40 points of damage, as if the result of the variable, numeric effect were 27).

Mastery of Day and Night

You have learned to calculate the precise locations of Irian and Mabar at any given time, and to use that knowledge to enhance your manipulation of positive and negative energy.

Prerequisite: Knowledge (the planes) 2 ranks, Spellcraft 6 ranks, Maximize Spell.

Benefit: You can spontaneously apply the effect of the Maximize Spell metamagic feat to any *cure* or *inflict* spell you cast. Doing this has no effect on the spell's level or casting time.

Mastery of the Dead

You have learned to calculate the precise location of Dolurrh at any given time, and to use that knowledge to capture the souls of creatures slain with your death spells.

Prerequisite: Knowledge (the planes) 6 ranks, Spellcraft 12 ranks, Spell Focus (necromancy).

Benefit: Whenever you slay a creature with a spell that has the death descriptor, you can attempt a caster level check (DC 10 + slain creature's HD) as a free action to transform the slain creature's spirit into a ghost under your control. (See the ghost template in the *Monster Manual* for details.)

If the check succeeds, the ghost appears in the slain creature's space at the beginning of your next turn and acts immediately. It follows your spoken commands (even if you don't share a language), even attacking its former allies if you so choose. It remains present for a number of rounds equal to your caster level (or until you are slain, whichever comes first). While the ghost is present, the corpse can't be returned to life by any means.

You can't have more than one ghost present simultaneously with this feat. If you create a second ghost while your first ghost is still present, you can choose which one remains (the other disappears, its soul freed from your control).

Mastery of Dreams

By psychically exploring the realm of Dal Quor, you have learned to instill your spells with the stuff of dreams . . . and nightmares.

Prerequisite: Knowledge (the planes) 4 ranks, Spellcraft or Psicraft 9 ranks.

Benefit: Add +1 to the save DC of any illusion spell or spell with the fear descriptor that you cast.

Mastery of Faerie Enchantment

You have learned to calculate the precise location of Thelanis at any given time, and to use that knowledge to improve your ability to control the minds of other creatures.

Prerequisite: Knowledge (the planes) 2 ranks, Spellcraft 6 ranks, Extend Spell.

Benefit: You can spontaneously apply the effect of the Extend Spell metamagic feat to any enchantment spell you cast. Doing this has no effect on the spell's level or casting time.

Mastery of Ice and Fire

You have learned to calculate the precise locations of Fernia and Risia at any given time, and to use that knowledge to enhance cold and fire spells that you cast.

Prerequisite: Knowledge (the planes) 2 ranks, Spellcraft 4 ranks, Enlarge Spell.

Benefit: You can spontaneously apply the effect of the Enlarge Spell metamagic feat to any spell you cast that has the cold descriptor or the fire descriptor. Doing this has no effect on the spell's level or casting time.

Mastery of Madness

You have learned to reach magically to the ever-distant plane of Xoriat and draw some element of its madness into the world—but these techniques come with some risk.

Prerequisite: Knowledge (the planes) 2 ranks, Spellcraft 9 ranks, Iron Will.

Benefit: Whenever you summon a celestial or fiendish creature with a spell, spell-like ability, or magic item, you can choose instead to summon a pseudonatural version of that creature (see the pseudonatural template in *Complete Arcane*, reproduced in abbreviated form below). When you use this ability, you must succeed on a caster level check (DC 15 + spell level) to avoid opening a small temporary rift to Xoriat, which affects the spell as if it were cast on a plane with the wild magic trait (roll d% on the table on page 150 in the *Dungeon Master's Guide* to determine the effect).

Pseudonatural Creature: Change type to outsider. SA true strike 1/day, SQ alternate form, damage reduction, resistance to acid and electricity, spell resistance; Int minimum 3.

Alternate Form (Su): Take form of grotesque tentacled mass as standard action; statistics remain as normal but attacks take –1 morale penalty.

Damage Reduction (Su): DR 5/magic (HD 4–11) or DR 10/magic (HD 12+).

Resistance to Acid and Electricity (Ex): Resistance 5 (HD 1–7), 10 (HD 8–11), or 15 (HD 12+).

Spell Resistance (Ex): SR 10 + HD (maximum 25).

Mastery of the Mists

By learning of the intricate relationship between the Ethereal Plane and the Material Plane, you gain the ability to see and sometimes reach through the barrier between these two planes.

Prerequisite: Knowledge (the planes) 6 ranks, Spellcraft 12 ranks.

Benefit: As a move action, you can see ethereal creatures and objects as if you were under the effect of a *see invisibility* spell for 1 round. (This ability doesn't let you see other invisible creatures or objects.)

When you cast a spell on the Material Plane, you can attempt a caster level check (DC 15 + spell level) to target an ethereal creature or object you can see as if it weren't ethereal. Spells without a target entry (such as *fireball*) can't benefit from this ability. No more than one ethereal creature or object can be targeted with a spell in this manner, and you can't target ethereal and material creatures or objects with the same spell when using this ability.

Mastery of the Silver Void

You have gained a deeper understanding of the Astral Plane and its relationship to the other planes of the cosmos. You can use that knowledge to more quickly access that plane.

Prerequisite: Knowledge (the planes) 6 ranks, Spellcraft 12 ranks, Quicken Spell.

Benefit: Three times per day, you can spontaneously apply the Quicken Spell metamagic feat to any conjuration (teleportation) spell you cast. Doing this has no effect on the spell's level and can be done even by spontaneous spellcasters; however, it reduces your caster level for the spell by 9 (which likely reduces the number of other creatures you can affect with the spell).

Mastery of Twilight Denizens

You have learned to calculate the precise location of Lamannia at any given time, and to use that knowledge to summon more powerful creatures from that plane.

Prerequisite: Knowledge (the planes) 2 ranks, Spellcraft 4 ranks, Extend Spell.

Benefit: When you cast a spell that summons one or more creatures noted as an inhabitant of Lamannia (see page 97 of the *Eberron Campaign Setting*), you can spontaneously apply the effect of the Extend Spell metamagic feat to that spell. Doing this has no effect on the spell's level or casting time.

Mastery of Twisted Shadow

You gain the ability to reach into the Plane of Shadow when casting an illusion, concealing yourself in the raw shadowstuff drawn forth.

Prerequisite: Knowledge (the planes) 2 ranks, Spellcraft 4 ranks.

Benefit: Whenever you cast an illusion spell, you can choose as a free action to grant yourself concealment for 1 round per level of the spell. Multiple uses of this feat don't stack; only the longest duration applies.

PLAYING A MANIFEST SPELLSHAPER

You explore arcane mysteries that most people rarely consider. If ordinary people think about the planes at all, it's only to utter a colorful curse ("Sea of Fire!") or to blame the weather on a coterminous plane that might not have anything at all to do with it. You, on the other hand, understand the courses of the planes hurtling through the astral void, you comprehend the subtle influences each plane has on the Material Plane as it follows its ordained path, and you hope to learn how to channel that influence into your own spells. You mutter, sometimes incomprehensibly, about things far beyond most people's limited experience, and you feel a certain amount of triumphant glee when you successfully draw planar energy into your own magic. You are unlocking the secrets of the universe! You are prying into mysteries hidden from the mundane mind! In time, the ultimate knowledge of the cosmos will be yours!

Combat: How you function in combat depends in large part on two factors: your character class, and which planar secrets you learn as you advance. Fundamentally, your role in the party remains unchanged by your new insights into planar movements. For the most part, you choose planar secrets that enhance abilities you already possess, so that in combat you do just what you have always done—only better. If you are a wizard, you continue to blast foes with *fireball*

spells—only larger ones, once you learn the Mastery of Ice and Fire. If you are a cleric, you cast better healing spells with the Mastery of Day and Night.

Advancement: As discussed above, your choice of planar secrets depends on the types of spells you most often to cast. Choose secrets that improve your existing strengths rather than secrets you rarely use.

Missions: In essence, the manifest spellshaper is a scholar, prying into the secrets of the cosmos. Most manifest spellshapers spend the majority of their time poring through ancient texts and searching for lost tomes of planar lore. The life of such a scholar is rarely a quiet one, however. What secrets can be discovered by exploring the planar seals established by the Gatekeepers? What remnants of the quori invasion can still be found in Xen'drik? What might be learned about Thelanis by exploring the part of the Eldeen Reaches known as the Twilight Demesne? Where in Fernia is the fabled City of Brass? Manifest spellshapers must ask these kinds of questions to pursue their lore, and these questions do not lead to a life of quiet study locked in some hidden tower away from any danger or excitement. Combined with the fact that the Arcane Congress considers manifest spellshapers to be thieves and fugitives, few of them live peacefully in one place for long.

MANIFEST SPELLSHAPERS IN THE WORLD

"Most people aren't willing to stand against the resources of the Arcane Congress for over a century to protect a secret. Whatever the disciples of Jefan ir'Gannik have, it must really be something—or else why would they bother?"

—Baron Elar d'Thuranni, House Thuranni

The manifest spellshapers are not just another organization for player characters to join. They are a gateway to the mysterious cosmos of planes surrounding Eberron, a way to make the planes an important factor in your campaign, and a teeming hive of adventure hooks cloaked in secrecy, rooted in betrayal, and rife with intrigue.

Notables: The first manifest spellshaper was Jefan ir'Gannik, a respected member of the Arcane Congress whose explorations of the planes and their movements earned him a well-deserved reputation as one of the Congress's top scholars in the years before the Last War. However, as Jefan learned further planar secrets, he decided that what he had learned was too important or too dangerous to remain within the Arcane Congress. Taking his disciples with him, he fled the Floating Towers. The remaining spellshapers tell various stories about the exact reasons for his departure. Some say that he learned of a plot on his life. Others claim that he uncovered a plot to assassinate King Jarot and plunge the world into war, and a few whisper that his psychic explorations of Dal Quor left him utterly mad. Whatever the cause, Jefan's break with the Arcane Congress was complete and irrevocable. Over the next two decades, as the disciples of Jefan scattered across Khorvaire, the agents of the Arcane Congress hunted down every one, killing or imprisoning them all. Jefan ir'Gannik was never caught. If he is still alive, he is a very ancient human, for he was already old when he left the Floating Towers. Yet legends told among the remaining manifest spellshapers—all of whom are students of the original cabal members, or of their students—claim that he remains alive, thanks to some deep mastery of the secrets of Thelanis.



The secrets of the manifest spellshapers are coveted by many and acquired by few

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Organization: The manifest spellshapers are an unusual organization in that they are defined not so much by their unity as an organization as by their exclusion from another organization. The first manifest spellshapers departed the Arcane Congress before the start of the Last War, and the leaders of the Congress still hunt manifest spellshapers as if they were thieves in the marketplace.

The spellshapers who have so far eluded the Arcane Congress perpetuate their traditions and pass on their secrets by taking on individual students. With the exception of their own mentors and any students they might take on late in their careers, the later generations of manifest spellshapers have never met another member of their order. The risks of gathering in groups are simply too great.

NPC Reactions

Since the existence of manifest spellshapers is a secret, NPCs react to them exactly as they would other spellcasters. The only exception are those few members of the Arcane Congress who are aware of the history of the spellshapers, who uniformly respond to the discovery of a practicing spellshaper with a hostile reaction.

Q'BARRA

THE FRONTIER

Seventy years ago, groups of disparate settlers from across Khorvaire gathered to form an immense flotilla of ships. They traveled along the continent's east coast, searching for an appropriate spot to settle. They were sick of war, of greed and ambition—and of the Five Nations as a whole. They sought to create a land that revived the spirit of old Galifar, where they could live in peace. This land became Q'barra.

Q'barra is a young nation still in its birth throes. Wilderness and hostile forces surround its few cities and towns. Nevertheless, it draws refugees who seek to escape their pasts, migrants hoping to grasp Galifar's lost greatness, and adventurers hoping to liberate the deep jungle of its secrets.

The young nation is not without power players. Q'barra was founded upon the ideals of old Galifar, and the Finders of the Lost organization takes that concept to an active extreme. The Finders are composed of humans and other common races, and they believe that a great part of Galifar's glory came from the works of art, architecture, and magic it created. They form small, versatile bands that range out into Khorvaire, searching for remnants of the old kingdom—coins, jewelry, artistry, magic items, books, and the like—that they return to their museum in New Galifar. Newthrone supports the organization's mission and officially sanctions its operations. The group embraces racial unity, seeing it as one of Galifar's triumphs, and it welcomes a varied membership. A few lizardfolk seeking to experience life beyond the jungles have even been accepted into the organization's ranks.

Political intrigue is rife in Q'barra. King Sebastes ir'Kesslan claims rulership from Newthrone, but his reign is unstable. Lhazaarites, refugees from Hope, the Inspired, and various dragonmarked houses all have designs on Q'barra. Sebastes's sister and first minister Alzia ir'Kesslan (female human rogue 4/ranger 3) is tasked with uncovering plots and identifying threats. She needs all the help she can get.

Outside the new cities, Q'barra's interior conceals mysteries. It is one of the only lands that contains intact ruins from the Age of Demons. The largest and most important of these are Haka'torvhak and Ka'rhashan, but others lie scattered throughout the jungles and swamps, such as Mar'saval



WHAT DO YOU KNOW?

Knowledge (geography)

DC 10: Long a wild area of jungle, Q'barra is now home to refugees from Khorvaire and those who seek to reclaim the ideals of old Galifar.

DC 15: Two civilized areas exist within Q'barra. New Galifar, with its capital of Newthrone and sizable trading town of Adderport, is home to the nation's original settlers. It attempts to revitalize old Galifar's glory. Hope, which contains small, beleaguered towns and villages, is home to refugees who fled to Q'barra to avoid legal recriminations or similarly unpleasant situations in their homelands. They don't care about Galifar. Q'barra's only valuable natural resources are Eberron dragonshards.

DC 20: Lizardfolk have a strong presence in Q'barra. Three primary groups of lizardfolk exist. The blackscale lizardfolk are large and hostile. They guard ruins of holy significance to their kind. The poison dusk pygmy lizardfolk are stealthy and vicious. They see the immigrants as defilers. The Cold Sun lizardfolk are a confederation of tribes in the north and east. Most are fearful and suspicious of settlers, but the Twilight Walker tribe is willing to work toward a peaceful coexistence.

Knowledge (local)

DC 10: In New Galifar, laws are typical of those in the Five Nations; in Hope, laws are virtually nonexistent and change from place to place.

DC 15: Thousands of lizardfolk live in Q'barra's wild places.

DC 20: Most of the lizardfolk are neutral toward Q'barra's new settlers, wanting the newcomers to leave them and their sacred places in peace. Some lizardfolk trade with the Q'barrans, while others seek to destroy them.

Knowledge (nobility and royalty)

DC 10: King Sebastes ir'Kesslan rules New Galifar from Newthrone. Hope has no single leader.

DC 15: House Tharashk works with the Q'barrans to gain a stake in the dragonshard trade. Houses Jorasco and Ghallandra have good relationships with Q'barra.

in the northern Basura Swamp. This great temple of brass and granite once towered above the landscape, until at the end of a great battle it crumbled. The ground turned sodden as the sea saturated it, but though the temple sank, powerful enchantments kept the water and muck from filling it. Its minarets still poke above the waterline in places, and the lizardfolk leave offerings here for their draconic gods. Only one entrance to Mar'saval exists above ground: a tower top with a small balcony. The lizardfolk revere the site but never enter it. They claim that one of their tribes, the Fallen Bones lizardfolk, took up residence in it decades ago and have since devolved into decrepitude. The other lizardfolk believe they worship a power that still dwells in the temple.

Nightbit, a small town in Hope, houses secrets of its own. The town stands at the base of the Endworld Mountains between Whitecliff and Wyrmwatch, surrounded by forbidding cliffs and teeming jungle. Despite its remote location, only small, weak monsters and raiding bands have ever attacked Nightbit. The town's government and religious leader, Salmus Hake (NE male changeling rogue 3/cleric 4 Dragon Below), tells of how he discovered tunnels in the nearby mountains that lead to the ruins of an ancient dwarf kingdom. Nightbit's citizens do not allow visitors to view these ruins, and the wilderness discourages most explorers anyway. According to stories, Salmus found an old altar within the ruins, cleaned it off, and restored it. Now, many claim that his people's worship of the entity to which the altar is dedicated keeps their town safe.

Playing a Lizardfolk PC

Lizardfolk have lived in Q'barra's jungles for millennia, ever since the Empire of Dhakaan forced them from the Talenta Plains. With newcomers in their land, the lizardfolk must adapt or wage war. Most choose the former route, and some tribes have opened dialogue and trade with the Q'barrans. The majority of lizardfolk are mired in tradition and hold to their old lands and ways, but some look at the settlers and see new opportunities. The newcomers have superior arms and armor. They speak of distant, intriguing lands and mysterious dragons. They believe that the lizardfolk's relics and jungle lore hold value. Some lizardfolk look to the Q'barrans and want to know more about the world.

Lizardfolk outside Q'barra are rare. They are usually explorers, desiring to see new sights, seeking the history of their forebears in the Talenta Plains, or possessing any of the other motivations that inspire adventurers. The settlers' arrival provided a jolt to the stagnating lizardfolk culture, and the lizardfolk have remembered that there is a wide, interesting world beyond their swamps.

Several subraces of lizardfolk exist within Q'barra, and all have the potential to be adventurers. The common lizardfolk of the Cold Sun Tribes are the most likely to take up adventuring careers, since they are the most numerous and are typically neutral or friendly toward the Q'barrans. The poison dusk and blackscale lizardfolk are less likely to adventure, because of their hostility toward the settlers and their dedication to Rhashaak, the fiendish black dragon guardian of Haka'torvhak. Renegades among their number do exist, however, and the settlers' arrival has nudged them into new lives as it has their kinfolk.

Lizardfolk possess different customs and spiritual and martial traditions than the common races. Playing a lizardfolk offers a good opportunity to try out an exotic class, such as a spirit shaman (from *Complete Divine*) or druidic avenger (from *Unearthed Arcana*).

The different lizardfolk subraces have different Hit Dice and racial traits. Consult the following table for the favored class, racial Hit Dice, level adjustment, and starting effective character level (ECL) of each subrace. *Savage Species* offers suggestions for playing any monster race as a player charater from 1st level.

Subrace	Favored Class	Racial HD	Level Adj.	Starting ECL
Cold Sun (common lizardfolk)	Druid	2d8	+1	3
Blackscale[1]	Barbarian	4d8	+3	7
Poison dusk[1]	Ranger	—	+1	1

1 See *Monster Manual III*.

Jungle Juice

Q'barra's jungles and swamps support unique varieties of plant life for which alchemists, herbalists, and others have discovered particular uses. The following items are a few of those that can be made from Q'barra's resources.

Grayflower Perfume: The grayflower's scent is faint, but it possesses the peculiar trait of masking other scents. Wearing grayflower perfume disguises your scent; creatures with the scent ability have a difficult time tracking you or otherwise discerning your presence (+5 to the appropriate DCs). One vial contains enough perfume to function for 2 hours. Creating a vial of grayflower perfume requires a DC 25 Craft (alchemy) check. You must be a spellcaster to craft grayflower perfume.

Lodret Leaf: When treated with an alchemical mixture, the leaves of the lodret plant provide a potent defense against disease. Chewing on a leaf grants you a +5 alchemical bonus on Fortitude saving throws against natural diseases. Each leaf is tough enough to be chewed for 1 hour. Preparing a lodret leaf requires a DC 25 Craft (alchemy) check. You must be a spellcaster to prepare a lodret leaf.

Spotted Toadstool Venom: The poison dusk lizardfolk brew a poison from the caps of the spotted toadstool, a violet fungus with sickly white splotches. Injury, Fortitude DC 16, initial damage 1d6 Str, secondary damage 1d6 Con.

Item	Cost	Weight
Grayflower perfume (vial)	100 gp	—
Lodret leaf	75 gp	—
Spotted toadstool venom	350 gp	—

RIEDRA

THE LAND ACROSS THE SEA

Folk of Khorvaire know little about Riedra. The overlords of the land closed the borders of their kingdom long ago, and foreigners are not welcome in this realm. Riedra is a nation that encompasses the better part of the continent, ranging from mountain peaks to deep canyons and harsh deserts. Most people have only what they need to survive. The continent's rulers—the Inspired—provide the basic necessities for life and livelihood, but do not endorse ideas of luxury or leisure. Life in Riedra is one of constant toil.

That said, most Riedrans are content with their lot. In the eyes of a Riedran, the people of Khorvaire are soft and corrupt. Khorvaire is a nightmare of instability and destruction, as proved by the Last War and the Day of Mourning. The people of Khorvaire lack direction, still ruled as they are by fallible mortal kings as opposed to the divine guidance of the Inspired. Riedrans are proud of their culture, and they treat foreigners with a combination of pity and disdain.

The humanoid population of Sarlona is overwhelmingly human. Gnomes, elves, dwarves, halflings, orcs, and goblinoids are all but unknown in Riedra. As a result, Riedrans view these races with even more suspicion than human foreigners—an elf is not only a potentially dangerous intruder, but also something less than human. The Inspired have devoted considerable effort to hunting down and destroying the monsters and magical beasts of their land, and Riedrans see the presence of such creatures in Khorvaire as yet another sign of that continent's perils.

Riedrans can be classified into three social orders. The common folk are laborers and soldiers. Compared to the people of Khorvaire, the Riedrans value cooperation over independence, and as a result, a Riedran is likely to specialize in a specific task instead of acquiring several skills. Social skills are also uncommon among the peasantry, who do not expect to ever see the great courts. Members of the middle classes of Riedra are known as the Chosen, or empty vessels. At the top of the pyramid are the Inspired, who serve as governors, generals, ambassadors, and princes. The Riedrans believe that the Inspired possess divine wisdom and supernatural power. The Inspired brought peace after long ages of war, and the Riedrans see them as the wall that stands between Riedra and chaos.

The common folk of Khorvaire rarely encounter Riedrans, but recent decades have brought an increase in economic and political traffic between the continents. Riedra primarily exports textiles and spices, but it is also said to be the source of a variety of less savory substances, including the addictive narcotic known as dreamlily.

QUORI AND THE INSPIRED

On both Riedra and Khorvaire alike, the average person knows little of Dal Quor and its inhabitants. Mortal souls are said to drift into the Region of Dreams as they sleep, and many know that monsters in this realm can cause nightmares. But these creatures have little impact on the daily life of the average citizen, and are known mainly through childhood stories and folk tales.

Anyone born in Sarlona knows of the Inspired, and people who have interacted with Riedran ambassadors recall these handsome nobles. Any Riedran can explain how the Inspired are selected from among the Chosen—touched by the divine force of the nation and empowered to guide and protect its people. To the casual eye, the Chosen (like the Inspired) appear to be human, but closer inspection reveals that these vessels are a distinct subrace, with a hint of both elf traits and the unnatural beauty of the kalashtar. The Inspired are remarkably charismatic, and most find their company quite pleasant. Nothing about them suggests any connection to the alien horrors of Dal Quor.

WHAT DO YOU KNOW?

Knowledge (geography)

DC 10: Riedra is the largest nation on the continent of Sarlona, a sprawling realm that has all types of terrain.

DC 15: The Riedrans are xenophobes who avoid contact with the outside world. Riedra has recently sent ambassadors to Khorvaire, but foreigners are still unwelcome there.

DC 20: The rulers of Riedra are the Inspired—treated as living gods and said to be guided by divine powers.

Knowledge (history)

DC 25: Many kingdoms and empires once covered Sarlona, often warring with each other. Fifteen hundred years ago, the Inspired unified them.

Knowledge (local)

DC 20: The Inspired of Riedra enforce strict laws with harsh penalties. Freedom is limited, but crime is rare.

DC 25: Most religions are outlawed in Riedra. Laws are enforced by a secret police force called the Thousand Eyes.

Knowledge (the planes)

DC 15: The quori are the natives of Dal Quor, the Region of Dreams. Quori spirits cannot manifest physically on the Material Plane.

DC 20: Quori spirits typically possess mental powers relating to a specific emotion, such as fear or rage. They can interfere with the dreams of mortals, creating horrible nightmares.

DC 25: The Inspired have a strong tie to Dal Quor. Some believe that they deal regularly with Quori spirits—or even allow these spirits to possess their bodies in exchange for power.

DC 25: While quori spirits cannot physically manifest on Eberron, they can possess willing humans.

DC 30: The "divine spirits" guiding the Inspired might actually be quori.

Knowledge (psionics)

DC 10: The continent of Sarlona is the center of psionic knowledge. The races native to Sarlona are naturally psionic.

DC 20: Sarlonans use little magic in everyday life, but psionics accomplishes many of the same tasks that magic performs in Khorvaire.

WORSHIPING THE INSPIRED

The Inspired rely on psionic power as opposed to arcane or divine magic. Most of the spiritual leaders of Riedra (both among the Inspired and the Chosen) are psions. However, a few clerics scattered among their number supplement their mental abilities with healing magic.

Riedran clerics can draw on one of two forces. The first is Riedra itself—not as a sentient anthropomorphic deity but rather the primal force of the nation, which the Riedrans believe guides them through the Inspired. As a deity, the spirit of Riedra is lawful neutral and provides access to the domains of Community, Law, and Meditation. Its favored weapon is the flail.

A small sect of priests among the Chosen worships the darkness at the heart of Dal Quor itself, embodied in the quori and manifested in the world through the Dreaming Dark. The Dreaming Dark is lawful evil and provides access to the domains of Law, Evil, and Shadow. Its favored weapon is the mind blade.



PLAYING A RIEDRAN PC

Riedra is an unusual choice for a region of origin. The Inspired are masters of propaganda and manipulation, and most Riedrans are fanatically loyal to their divine rulers. If you wish to play a Riedran, you might be one of those rare few who has come to see the Inspired as false gods. Alternatively, you could play a loyal servant of the Inspired who has come to Khorvaire to study the ways of a less enlightened culture—hoping to show the people of this benighted realm the futility of clinging to kings and queens rather than embrace the divine guidance of the Inspired.

Another possibility, which requires your DM's cooperation, is to play a Riedran character who is an unwitting spy for the Dreaming Dark. You might have a hypnotic command implanted in your mind or even a symbiotic creature living in your brain that forces you to make periodic reports to your masters among the Inspired. You might have gaping holes in your memory of certain periods of time, or you might be plagued by what you think are strange nightmares. In general, the Inspired don't control your actions—they are simply interested in collecting whatever information you gather in the course of your adventures. However, if your party ever comes into conflict with the Dreaming Dark, you might find that the Dark's apparently prescient knowledge of your whereabouts and activities draws the suspicion of your fellow party members onto you.

To the lords of the Inspired, humans are little more than cattle

OTHER RACES OF RIEDRA

Four of the psionic races described in *Expanded Psionics Handbook* can be found in Riedra. Except as noted below, their characteristics and customs are the same as outlined in that book.

Dromites: This insectlike race lives in city-hives scattered beneath the surface of Sarlona, many of which can be reached only through psionic portals. The Inspired have shown them nothing but contempt and violence, so dromites avoid them whenever possible. They gather Khyber dragonshards and trade them with the kalashtar of Adar and the sea-princes of Lhazaar.

Elans: When a quori commits a heinous crime against its own kind, it receives a terrible punishment: It is bound into a human vessel against its will. Unlike the normal process by which the Inspired are created, the bound spirit has no power or influence over its host. Condemned to eternal powerlessness in its living prison, the quori's energy sustains and empowers the host as it becomes an elan. There is no elan council in Eberron, and no one undergoes the transformation voluntarily.

Half-Giants: In the distant past, giant explorers from Xen'drik visited southern Sarlona. Their descendants are the half-giants described in the *Expanded Psionics Handbook*. It is unclear whether half-giants actually have human ancestry or are simply degenerate descendants of the titans of Xen'drik (as most giant kinds are believed to be). They live in the deserts and savannahs of Syrkarn in western Sarlona, and wander the frigid plains of the Tashana Tundra in the northwest.

Maenads: Two thousand years ago, one of the islands of the Lhazaar Principalities sank beneath the sea in a magical cataclysm of unknown origin. Most of its people drowned as the ocean boiled, except those who were at sea when the cataclysm occurred. When these folk returned from their raiding and fishing, they found only open water where their home had been. The survivors banded together and sought a new home, which they found on the Tashyvar Islands at the northwest end of Sarlona. Whether from the lingering effects of the magic that destroyed their home or due to some property of this new land, their physical nature was altered, transforming them into maenads. Their grief at the destruction of their homeland is the most likely source of their racial anger, though some suspect that anger to have an earlier root that might be linked to the cataclysm.

Seas of Eberron

The Ten Seas

The vast world ocean that covers Eberron is divided into ten distinct bodies of water, defined by the boundaries of the landmasses they encompass. The lines between seas are often difficult to draw, and a matter of particular dispute involves determining where the Lhazaar Sea ends and the Sea of Rage begins. (Common wisdom holds that when storms erupt and unexplainable events start happening, a ship has left the Lhazaar and entered the Sea of Rage.)

The Barren Sea lies to the west of Khorvaire, northwest of Xen'drik and east of Sarlona. It encompasses warm, tropical waters and cold expanses in the north. It flows into the Sea of Lost Souls to the south and the White Sea to the northwest. Zarash Bay and Crescent Bay in the Shadow Marches are part of the same body of water. The Phoenix Basin, between Xen'drik and Kapaerian Island, is part of the Barren Sea. Varuz Bay, at the eastern end of Sarlona, marks its edge. The Barren Sea is so called because it is poor for fishing and devoid of apparent life. Hideous monsters are said to inhabit its depths—but sailors make that claim about all ten seas. In fact, sailors have more to fear from storms, icebergs in the north, and unpredictable winds than they do from any living thing in the Barren Sea. In addition to the mundane risks of storm and calm, the Barren Sea is known for scattered areas of dead calm—areas of perfectly still water, sometimes suffused with negative energy that attracts undead. (Dead calm areas are detailed in *Stormwrack*.)

The Bitter Sea is north of Khorvaire, between that continent and the Frostfell. It includes Eldeen Bay and Karrn Bay cut into the northern coast of Khorvaire, and two major channels: Icewhite Channel between the Demon Wastes and the islands to the northeast, and Icegaunt Channel between Icewhite Island and the Frostfell. Floating icebergs are a serious hazard in these waters, particularly in the summer months when they shear off the Frostfell and drift south into important shipping lanes just off Khorvaire. Despite its inland location, Thrane has always made an effort to maintain a presence in the Bitter Sea alongside ships from Aundair and Karrnath.

The Dark Sea lies in the virtually unexplored south, beyond Argonnessen. Its boundaries and dangers are little known, and the "dark" of its name refers less to its lack of sunlight in the winter months than to the cloud of ignorance surrounding it. Icebergs and dragon turtles are said to be roughly equivalent threats in the Dark Sea. Sailors also claim that

Sailors' Expressions

Among the colorful phrases and expressions used by sailors are several that refer to one or more of the ten seas of Eberron.

"Ten Seas!"—A common exclamation of surprise or disgust.

"Gone down to the Dark"—Used to describe a ship lost at sea. The expression originally referred to the Dark Sea, but is now understood to mean the lightless depths of any sea.

"Like sailing the Teeth"—Used to describe a very difficult task, referring to the risks of navigating the straits of Shargon's Teeth.

"Halfway across the Sea of Rage"—Used to describe one whose grip on sanity is not strong, or simply a person with crazy ideas. Sarlona is commonly portrayed as the land of madness.

"Crossing the Thunder"—Said of someone who is absentminded or daydreaming.

What Do You Know?

Knowledge (arcana)

DC 20: Dragon turtles and dragon eels swim throughout some of the seas—particularly the Thunder Sea and the Dragonreach.

DC 25: The Thunder Sea covers a number of sunken ruins from the ancient giant empires of Xen'drik, as does the Phoenix Basin. The complicated nature of underwater exploration has caused these ruins to remain largely unexplored, except perhaps by the sahuagin and other aquatic races.

Knowledge (geography)

DC 10: Khorvaire is bounded by the Bitter Sea to the north, the Lhazaar Sea to the east, the Thunder Sea to the south, and the Barren Sea to the west. The straits of Shargon's Teeth lie along the most common route from Sharn to Stormreach in Xen'drik, but they are infested with sea devils.

DC 15: Eberron has ten seas: the Barren Sea, the Bitter Sea, the Dark Sea, the Dragonreach, the Icemaw Sea, the Lhazaar Sea, the Sea of Lost Souls, the Sea of Rage, the Thunder Sea, and the White Sea.

Knowledge (history)

DC 20: Some historical records, virtually indistinguishable from ancient legends, claim that, in addition to the Aereni and the drow, a third race of elves lives under the waters of the Thunder Sea. These aquatic elves are said to have been slaves to sea-dwelling giants—the ancestors, perhaps, of storm giants.

DC 35: One of the many kingdoms that ruled Sarlona before the arrival of the Inspired is now called Aventus, though its ancient name flows less comfortably off modern tongues. This kingdom was powerful and might have expanded to dominate the continent, except that some great cataclysm sunk it beneath the waves. The degenerate survivors of this kingdom are an aquatic race called the aventi, inhabiting the Sea of Rage.

Knowledge (nature)

DC 15: Storms are the greatest threat to ships at sail in any sea, but the Sea of Rage and the White Sea are known for supernaturally deadly storms.

certain regions of the Dark Sea have dramatic tides that create strong currents near the coasts, drawing ships in to be smashed on reefs or rocks near land.

The Icemaw Sea is a narrow body of water that lies between Xen'drik and Everice. It is studded with islands and icebergs. (See the Frostfell entry on page 66 for more information about the Icemaw Sea.)

The Dragonreach stretches between Argonnessen and Aerenal, blending into the Thunder Sea at the western end and the Lhazaar Sea and the Sea of Rage in the north. It is a favorite haunt of dragon turtles, and water-loving dragons (particularly bronze dragons) frequently swim in its waters. Most sailors are reluctant to sail through it as a result, and when they do, they hug the Aerenal coast.

The Lhazaar Sea lies east of Khorvaire and west of Sarlona, with no clear boundary between it and the Sea of Rage. Sailors agree that the Lhazaar Sea touches the Tashyvar Islands at the northwestern end of Sarlona, while the Sea of Rage begins farther south along the Sarlonan coast. Adder Bay in Q'barra is part of the Lhazaar Sea, as are the countless channels that divide the islands of the Lhazaar Principalities from each other and from the mainland. Whales make their homes in the Lhazaar Sea, which means whaling is a profitable industry in the area. However, large orcas sometimes attack ships, and the huge fey known as ocean striders (detailed in *Monster Manual II*) seem to view themselves as protectors of the whales in the area.

The Sea of Lost Souls extends from the southwest part of Xen'drik to the southeast part of Sarlona and the east coast of Argonnessen. It is known as a perilous sea for sailing, and its reputation for being haunted by numerous ghost ships gives it its name. Though its southernmost reaches are covered by the unmelting Everice, it extends all the way to the equator, which is considered the dividing line between it and the Barren Sea (in the east) and the White Sea (in the west, near Sarlona). The Sea of Lost Souls is also said to be the deepest of Eberron's oceans—some legends speak of a trench extending miles beneath the surface, a region so dark that the darkness itself is alive.

The Sea of Rage is bounded by Sarlona to the north and east and Argonnessen to the south. To the west it meets the Lhazaar Sea. It is known for freak storms and bizarre happenings, from giant waterspouts to supernatural maelstroms and stormfire. (See *Stormwrack* for details of these hazards.)

The Thunder Sea lies between Khorvaire, Aerenal, and Xen'drik. Shargon's Teeth mark its western extent, and to the east it flows into the Dragonreach (via the Aerenal Channel) and the Dark Sea. Beneath its surface lie sunken ruins from the Age of Giants, particularly in the area around Shargon's Teeth. Besides the sahuagin that infest the straits, dragon eels, dragon turtles, kraken, and numerous other creatures prey on ships sailing the Thunder Sea. Thick kelp beds frequently slow the progress of ships plying these waters, even those that stay close to Khorvaire's coast. Kraken Bay, once the home to Cyre's fleets, is part of the Thunder Sea, and is home to nearly as many bizarre monsters as the Mournland itself.



Negotiating with sahuagin for passage through Shargon's Teeth can be a tense affair ED

The White Sea extends north from Sarlona's coast to the edge of the Frostfell. It combines the worst qualities of the Bitter Sea and the Sea of Rage—often frozen or choked with icebergs, even as it is prone to freakish weather and bizarre happenings. The sailors of Khorvaire avoid it at all costs, preferring to chart a course for Varuz Bay on the rare occasions they sail to Sarlona.

RACES OF THE SEAS

The seas of Eberron are home to a variety of life, including groups of sentient creatures, nomadic tribes, and even entire civilizations. The most familiar of these are the sahuagin, or sea devils, which are particularly common in the straits of Shargon's Teeth between Sharn and Stormreach. Sahuagin are relatively common in the cliffside areas of Sharn, negotiating with sailors for safe passage through the straits. A knowledge of the Sahuagin language is considered a key quality for success as a sea captain.

The four races mentioned below are described in detail in *Stormwrack*.

The aventi are humanlike descendants of a sunken civilization. They are primarily found in the Sea of Rage between Sarlona and Argonnessen, and their racial myths say that their ancient empire was once part of Sarlona.

Darfellans are a race of brooding humanoids found in the western Bitter Sea, particularly around Icewhite Island. Once far more widespread, they were nearly exterminated by the sahuagin.

Aquatic elves (originally described in the *Monster Manual*) are said to be a third surviving offshoot of the ancient elf cultures of Xen'drik—a wayward sibling to the elves of Aerenal and the drow that remain in Xen'drik. They live in small, isolated communities in the Thunder Sea along the coast of Xen'drik, where they are continually hunted by the sahuagin.

The simianlike, humanoid hadozees are most commonly encountered aboard ships captained by members of other races. They are very rare, and their original homeland is unknown, though Xen'drik is most commonly advanced as a plausible location.

SHIFTERS

TOUCHED BY THE BEAST

Shifters are descendants of humans and natural lycanthropes. They are lithe, agile folk who look basically human, but with long, shaggy hair, sideburns (in both sexes), pointed ears, large eyes, heavy eyebrows, and wide, flat noses. Their forearms and lower legs are densely muscled, and they grow hair so thick that it is sometimes mistaken for fur. Shifters frequently adopt a hunched posture, preferring to crouch or perch on a tree limb, ledge, or piece of furniture rather than standing or sitting.

Sometimes called "the weretouched," shifters inherit from their lycanthrope ancestors a limited ability to transform into a semibestial state. Shifting is a natural ability rather than a curse or a disease, and it cannot be cured or otherwise removed. Neither can it be passed to a nonshifter through biting, claw attacks, or any other method.

When she is shifting, a shifter's features take on an even more bestial appearance, although she does not actually assume a fully animal form. Her eyes have a feral glint, she snarls and growls when angered, and she is able to tap into her lycanthropic nature to access extraordinary physical abilities. These changes and the abilities gained are related to the kind of lycanthrope the shifter descends from. Some shifters display features distinctly reminiscent of one kind of animal, while others exhibit a mixture of influences.

The act of shifting makes some shifters stronger or tougher. Others find themselves able to move faster, climb near-vertical surfaces, or fly. The most dangerous shifters become so lost in their transformation that they begin to fight like animals, biting and clawing in a brutish rage.

There are ten main shifters bloodlines (or traits). Individual shifters usually manifest only a single shifter trait, but after generations of bloodlines commingling, some display two of the following traits: beasthide, cliffwalk, dreamsight, gorebrute, longstride, longtooth, razorclaw, swiftwing, truedive, and wildhunt. (The dreamsight, gorebrute, swiftwing, and truedive traits are introduced in *Races of Eberron*.)

Like any other race, shifters cannot be said to share a single personality type or a universal preference for one lifestyle over another. However, due to their lycanthropic ancestry, many shifters do have quick tempers. Members of other races consider them rude and even boorish, and it is true that shifters have little patience for being treated like animals or idiots and don't hesitate to set aside social conventions when they feel the situation warrants it. Shifters with a common trait also tend to share patterns of behavior as well—cliffwalk shifters are often shy and introverted, for example, while gorebrutes are the opposite.

Shifters do not have a homeland, since their hybrid lineage developed where humans and natural lycanthropes shared the same lands. Lycanthropes were brought to near extinction in Khorvaire more than a century ago, so the only places left for shifters were in human lands. They have always been victims of prejudice and distrust, though, and are often unable to find acceptance even in the lands of their birth.

Because they are so regularly made to feel like outcasts, shifters gather in communities of their own. They have a fiercely independent streak, and use their feral abilities to hunt for food and scrounge for shelter rather than give money to the very people whose ill-formed opinions force them to live this way. Raised in these communities, shifters come to view their lives in terms of hunting and a constant fight for survival.

Other shifters decide to give up on civilization and its prejudices entirely. The Eldeen Reaches is the most popular destination for shifters who want to live as close to the land as possible. There, they become trappers, hunters, or sometimes guides—and visiting city-dwellers pay a substantial fee to reap the benefits of the shifters' natural abilities.

WHAT DO YOU KNOW?

Knowledge (local)

DC 10: Shifters are members of a true race that traces its origins from both humans and natural lycanthropes. They do not change into animal form, but can transform themselves to gain some bestial characteristics.

A check against this DC is also sufficient to learn whether there is a shifter community in or near a local settlement and whether there have been any notable recent incidents involving shifters.

DC 15: The ten main types of shifters have different characteristics while shifting. They include longstride shifters (who move faster while shifting), longtooth and razorclaw (who gain natural weapons), and wildhunt (who have keen senses).

A check against this DC is also sufficient to learn roughly how many shifters live in or near a local community and where they can be found.

DC 20: The other types of shifters are beasthide (who gain thick hides), cliffwalk (who can climb), dreamsight (who have an affinity with animals), gorebrute (who gain horns), swiftwing (who can fly like bats), and truedive (who can swim like dolphins).

DC 22: Shifters place a great deal of emphasis on self-reliance and freedom, believing that the latter is the reward for the former.

DC 25: Ragewild shifters are berserker warriors sworn to defend all shifters, regardless of tribe or affiliation, from outside attack.

DC 30: A very small number of shifters are trained to interact with members of other races to prevent misunderstanding and tragedies such as the Church of the Silver Flame's inquisition from ever targeting the shifter race again. These shifters are called loreguards.

Knowledge (religion)

DC 20: Within shifter communities, the moonspeaker druids guide the shifters' religious life. Traveling often to different enclaves, the moonspeakers carry news and maintain bonds among these far-flung communities.

SHIFTER RELATIONS

Many people claim that shifters are difficult to get along with, but the vast majority of these people have never actually taken the time to try to get to know a shifter, let alone put in a good-faith effort at friendship. Other folk hold prejudices and preconceptions about shifters, but the truth of the matter is that they are no more a homogenous group than elves or dwarves are. Despite the commonly stated preconceptions about shifters, as you travel across the length and breadth of Khorvaire, you meet as many shifters who break the stereotypes as confirm them.

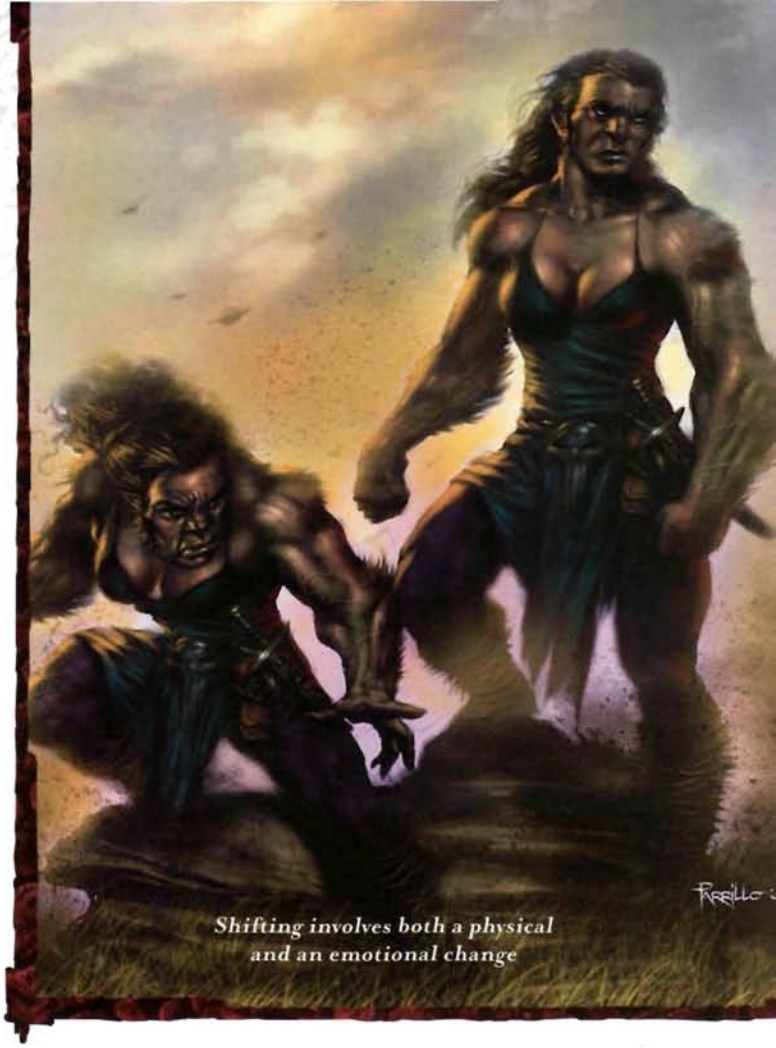
Shifters Are Rude: Shifters are individuals with the same range of personalities as any other race. Some are predisposed to having quick tempers—particularly gore-brute and longtooth shifters—and beasthide shifters have a well-earned reputation for being blunt, speaking loudly, and interrupting others. Consider, however, that having people constantly accuse your entire race of being rude can certainly grate on anyone's nerves.

Shifters Are Bloodthirsty: Shifters are carnivorous, and so are as bloodthirsty as any meat-eating race. This stereotype probably grows out of the fact that shifters have a strong sense of self-reliance and prefer to hunt their own food.

Shifters Are Devious: It is true that shifters have the ability to move extraordinarily quietly, but most have no devious motives for doing so. Rather, a great many shifters are hunters (by choice or necessity), and so moving as unobtrusively as possible has become second nature to them.

Shifters Are Stupid: Shifters have the same capacity for thought and intelligence as any race. They are sometimes denied the advantages of formal education (either because of prejudice or the fact that many live in remote areas), but shifters are employed on the faculties at the finest universities in Khorvaire.

Shifters Have One-Track Minds: This preconception is another reflection of the shifters' natural hunting ability. When in stressful situations, they focus on the most important matter at hand to the exclusion of all else. This is a distinct benefit in life-or-death encounters, but can sometimes make a shifter seem incapable of splitting her attention when the stakes are less dire.



Shifting involves both a physical and an emotional change

For their part, shifters are suspicious of other races. They have never fit in with the established political order of Khorvaire, and their emphasis on self-reliance makes them reluctant to seek companionship or support from members of other races. Their history of prejudice and persecution has left them a legacy of fear. In particular, shifters distrust any religion brought to them by missionaries or crusaders, preferring to follow the ancient teachings of their druids, the moonspeakers (see Races of Eberron).

NEW SHIFTER FEATS

Both the *EBERRON Campaign Setting* and *Races of Eberron* include a number of shifter feats. The three feats presented here are additional shifter feats. As with all shifter feats, taking these feats increases the duration of shifting and might increase the number of times per day a shifter can use her ability.

Shifter Acrobatics [Shifter]

Your heritage makes you agile and light-footed.

Prerequisite: Shifter with the cliffwalk, longstride, or swiftwing trait, Balance 4 ranks, Jump 4 ranks, Tumble 4 ranks.

Benefit: When shifting, you gain a bonus on Balance, Jump, and Tumble checks equal to twice the number of shifter feats you have.

Shifter Magnetism [Shifter]

Your heritage gives you a strong animal presence.

Prerequisite: Shifter.

Benefit: You gain a bonus on Handle Animal, Intimidate, and wild empathy checks equal to the number of shifter feats you have. This bonus applies even when you are not shifting.

Shifter Stealth [Shifter]

You can call upon your bestial heritage to increase your stealth.

Prerequisite: Shifter with longstride, swiftwing, or wildhunt trait, Hide 4 ranks, Move Silently 4 ranks.

Benefit: When shifting, you gain a bonus on Hide and Move Silently checks equal to twice the number of shifter feats you have.

Society and Status

How the World Works

The social structure of Khorvaire is often described as a great pyramid. Built on a wide base representing the common laborers, the pyramid tapers quickly to the pinnacle: the ruling families of the Five Nations and other figures of equivalent political, economic, and social power.

As described in the EBERRON *Campaign Setting* (page 132), six out of ten people in the Five Nations belong to the common class—farmers, laborers, and poorer traders. Three of ten belong to the middle class, a relatively new innovation in the social order, dominated by people who have earned enough money through trade and artifice to put themselves on a level with the nobles of older times. One person in ten belongs to the class of the truly wealthy, which includes merchant barons and dragonmarked lords who rule empires of trade and commerce, as well as the kings and queens who rule nations.

Life for the common class is not much altered by the passage of centuries or the change of regimes. The people of Valenar experienced little change when rulership of their land passed from Cyre to the Valaes Tairn; they continued to work their farms, pay their taxes, and live and die very much as they had since the beginning of human settlement. Advances in both magical and mundane technology can make life easier for the common folk, but only after those advances become so widespread that people can afford to make use of them. The first humans to arrive in Khorvaire from Sarlona brought iron tools with them, so even the fundamental technology of metalworking has changed little for the common folk in all the centuries since.

In contrast, the middle class might be the locus of the greatest change in society, technology, and economics in the history of Eberron. Its very existence dates back only as far as the creation of Galifar. By their nature, the dragonmarked houses exerted a great deal of power in trade and commerce from the moment their powers arose, and they brought that power to bear in the political realm by launching the War of the Mark fully five centuries before the reign of Galifar I. By the time of Galifar, the power of the dragonmarked houses was such that the king was forced to recognize it—and indeed to court it in order to accomplish his bid to unite the Five Nations. In some ways, the story of the formation of Galifar and the birth of the middle class run parallel, for with the emergence of a unified kingdom, the wealth of the houses grew enormously, and an ever-increasing number of people associated with the houses gained a significant share of that wealth. By the early ninth century, the dragonmarked houses had grown to such importance that they had eclipsed the hereditary nobility of the Five Nations in all but name.

Naturally, the dragonmarked houses were not the only ones to profit from the growing importance of trade and commerce. Merchant lords not associated with the houses have been slower to arrive in the halls of power, but by the middle of the Last War, such independents were solidly ensconced there alongside the dragonmarked heirs and lesser nobles. Today, while nobles retain status and power by virtue of their class, they must share that power with those who have earned it by virtue of their economic might.

The middle class has risen to its elevated position in society by riding on the back of magical and technological innovation. The manifold use of magic in the everyday life of Khorvaire primarily benefits those who can afford to make use of it, or those who have near-exclusive command over the unique powers of the dragonmarks. Though only a rare few members of the dragonmarked houses carry the actual marks that hold the magical power of the house, every member benefits from the use of that power—particularly through innovations such as message stations, lightning rails, and elemental galleons. Such advances allow the houses not only to put their magical power to novel uses, but to create steady sources of new income.

The hereditary nobles retain their status in the upper part of the middle class by remaining useful. They hold grants of land bestowed by the rulers of the Five Nations, and repay them by governing and

WHAT DO YOU KNOW?

Knowledge (arcana)

DC 10: Wizards, sorcerers, and artificers command respect wherever they go. Knowledge of minor magic, such as that possessed by magewrights, is sure to increase one's status.

Knowledge (local)

DC 10: Society and status varies greatly by region. The Five Nations are open and cosmopolitan. In civilized society, laws protect members of all races and social classes equally.

DC 12: More than half the people of Khorvaire are common farmers, unskilled laborers, and tradesfolk who form the poor economic class.

DC 13: The large middle class of Khorvaire includes skilled laborers, properous traders and shop owners, skilled artisans, most nobility, low-level adventurers, and some members of the dragonmarked houses.

Knowledge (nobility and royalty)

DC 10: The royal line of King Galifar I is the Wynarn family.

DC 12: The dragonmarked houses command great prestige. Their leaders are on par with kings and queens, while other members are solidly in the middle class.

DC 15: The three remaining monarchs—Aurala of Aundair, Boranel of Breland, and Kaius of Karrnath—are all members of the Wynarn family, as are Diani of Thrane and Oargev, the leader of New Cyre. The families of these monarchs make up a large part of the upper class of Khorvaire's society, and all of them are important political forces.

DC 25: The infamous sky pirate Captain Lujaad, whose exploits are published in the cheaper chronicles, is actually a nephew of Breland's King Boranel—much to the embarrassment of the royal family.

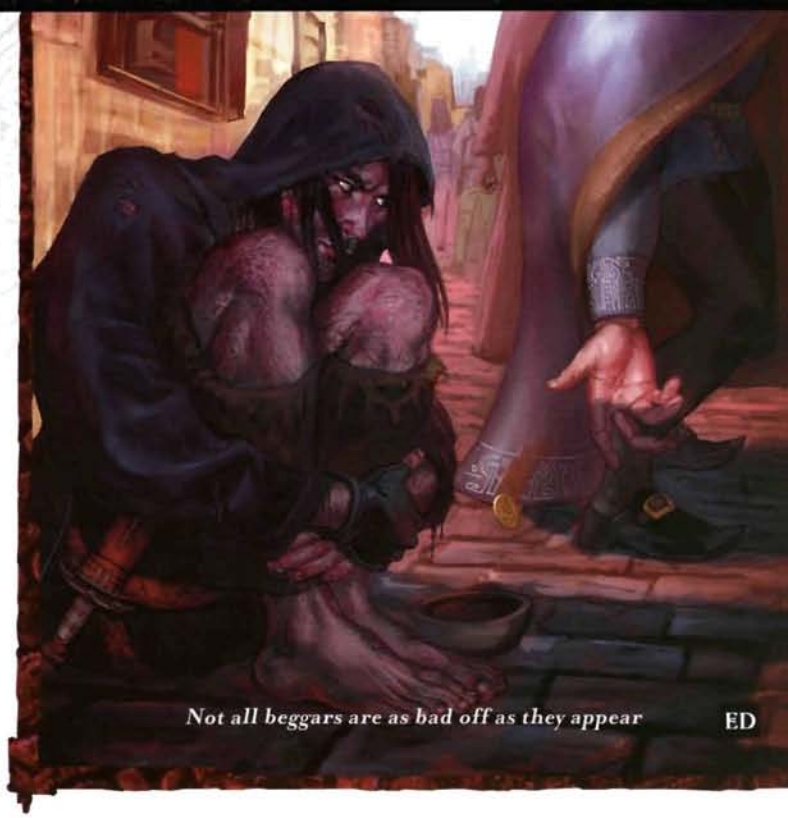
Knowledge (religion)

DC 10: Church leaders are members of the middle class or upper class. In some areas, particularly Thrane, the church has great political power, and its members and leaders claim higher status as a result.

protecting the common folk who live on their lands, paying taxes to the heads of state, and supplying troops to serve in their lord's armies.

If the guildmasters of Khorvaire—those associated with the dragonmarked houses and those who are not—forced their way into the middle class alongside the hereditary nobility, the heads of the dragonmarked houses rode that cresting wave to the highest positions, making the dragonmarked barons nearly equal to the rulers of the land.

Those rulers live within a web of court intrigue and international espionage. The royal families of Khorvaire's nations—even the remnants of Cyre—are a major political force, their homelands as well as beyond their borders. The siblings, children, nieces, and nephews of the actual rulers hold important posts in the governments of Khorvaire, and many of them are heavily involved in trying to secure the throne for themselves or someone closer to them than the current ruler. Even in Thrane, where the monarchy has been replaced by the Church of the Silver Flame, Queen Diani retains her title as a figurehead. She schemes behind the scenes to overthrow the theocracy and regain her place of power—if not for herself, then for her children.



Not all beggars are as bad off as they appear ED

THE PLACE OF ADVENTURERS

Adventurers possess a great deal more wealth than most of society. Low-level adventurers are middle class, while those of mid-level and higher fall into the upper class. Their wealth and prowess can grant them political weight if they care to use it, and adventuring puts one in touch with the individuals and organizations that shape the world. Society sees adventuring as phenomenally dangerous but potentially rewarding in equal measure. Adventurers have a mystique that others find exhilarating, and their high mortality rate only makes those who survive seem more heroic.

Personal politics can play a large role in an adventurer's life. The many nations of modern Khorvaire jostle in close proximity, vying for political, economic, and military superiority. An adventurer can make powerful allies over the course of his career. However, making an ally of someone usually involves making an enemy of someone else, and adventurers inevitably wind up on the wrong side of certain individuals and organizations. Shrewd adventurers minimize their political risks and maximize their gains.

LUJAAD IR'WYNARN: SKY PIRATE

Not all nobles are stuffy courtiers who spend all day playing politics in the noble courts. Some rankle at such dull lives and long for excitement. If they are lucky enough not to be too far up the line of succession, a few of them even manage to obtain it. Such was the case for Lujaad ir'Wynarn, twenty-eighth in line for the crown of Breland.

Lujaad is the fifth child of King Boranel's youngest sister. He was raised as part of the extended royal family in the court at Brokenblade Castle. A bright lad, he attended all the same classes and training sessions as the king's children. In fact, he proved more capable than most of them when it came to leadership skills and military strategy. As he came of age, Lujaad was groomed to take a position in the upper ranks of Breland's army, leading forces into what he hoped would be the decisive battles that brought the Last War to an end with his Uncle Boranel on the throne.

When word of the Thronehold Accords came to Brokenblade—along with word that King Boranel had been pivotal in brokering the peace—Lujaad became despondent. Without the war, he lost every hope and dream he had ever known. With no enemy to battle, he turned to adventuring, spending more and more time in the wilds of Xen'drik until one day his expedition returned without him.

The royal family of Breland initially believed that Lujaad perished in the jungles of the wild continent, but in fact he snuck away from his entourage, making his way to a tiny coastal town populated almost entirely by mercenaries and pirates. Lujaad signed on with the crew of a pirate airship and began working his way up the ranks.

Now, just a few years later, Lujaad has secured a Lyrandar airship of his own, with as loyal and skilled a crew as any in the skies or on the sea. They obey the laws of honorable warfare, only targeting rich merchant ships or noble ships, and never kill unless absolutely necessary. In fact, "The Exploits of Captain Lujaad and His Valiant Crew" are developing quite a following among the readers of the several chronicles printing them—to the embarrassment of King Boranel.

SWASHBUCKLERS

Swashbucklers (described in *Complete Warrior*) are quite common in Khorvaire, particularly in the major cities of the former Five Nations. The swashbuckler's emphasis on quick swordplay and light armor perfectly suits Khorvaire's sophisticated culture, although combatants in the Last War practiced heavier combat styles. Swashbucklers served as officers in the Last War, or else avoided the peril of war on the front lines by serving in home guard units in major cities.

THE SOVEREIGN HOST

POWERS OF LIGHT

The people of Khorvaire acknowledge an extended pantheon of gods, all of whom are connected or related in some fashion. Some gods are loving and beneficent, some distant and unapproachable, and still others malicious and deceptive. Most people offer prayers to different gods depending on the situation and what sort of reply (if any) they hope for.

The Sovereign Host is a collection of the deities most commonly worshiped by the majority of the populace. On a daily basis, Khorvarians pray to the Sovereign Host as a group rather than to any one god.

The text below expands the domains available to clerics of the Sovereign Host by including domains from *Complete Divine*. Domains from that book are marked with an asterisk.

ARAWAI

God of Agriculture **Neutral Good**

Arawai is the sister of Balinor and the Devourer, and the mother of the Fury (see page 33). She is most often pictured as a female half-elf. Arawai is considered the deity of fertility, plant life, and abundance. She is especially worshiped by druids, rangers, farmers, sailors, people who wish to have children, and anyone who is concerned with weather or fertility.

Domains: Good, Life, Plant, Weather.

Favored Weapon: Morningstar.

AUREON

God of Law and Knowledge **Lawful Neutral**

Aureon is the brother of Onatar, the husband of Boldrei, and somehow related to the Shadow. He is usually described as a gnome or human wizard. Aureon is the patron of wizards, sorcerers, and other arcane casters, and is worshiped by scholars, sages, librarians, and scribes.

Domains: Force*, Knowledge, Law, Magic, Mind*, Oracle*.

Favored Weapon: Quarterstaff.

BALINOR

God of Beasts and the Hunt **Neutral**

Balinor is the brother of Arawai and the Devourer. He is portrayed as either a burly human or a crude yet good-natured half-orc. Hunters, druids, barbarians, and rangers worship Balinor, and he is associated with hunting and anything having to do with animal life.

Domains: Air, Animal, Celerity*, Earth.

Favored Weapon: Battleaxe.

BOLDREI

God of Community and Hearth **Lawful Good**

Boldrei is the wife of Aureon, and is usually depicted as a commoner of any race. Boldrei is considered the protector of villages and homes, and prayers to her are carved into the cornerstones or rafters during the construction of any new buildings. Her name is invoked to bless marriages and newly appointed government officials.

Domains: Community, Good, Law, Protection.

Favored Weapon: Spear.

DOL ARRAH

God of Honor and Sacrifice **Lawful Good**

Dol Arrah is the sister of Dol Dorn and the Mockery. She is most often pictured as a human or half-elf knight shining with holy radiance. Dol Arrah is the deity of honorable combat, self-sacrifice, and sunlight. She is considered to be the patron deity of paladins, generals, and diplomats.

Domains: Glory*, Good, Law, Sun, War.

Favored Weapon: Halberd.

WHAT DO YOU KNOW?

Knowledge (religion)

DC 5: The faith of the Sovereign Host is the dominant religion of Khorvaire, practiced in every nation and by members of every race. It is devoted to a pantheon of nine deities: Arawai, Aureon, Balinor, Boldrei, Dol Arrah, Dol Dorn, Kol Korran, Olladra, and Onatar.

DC 10: Most people revere the Sovereign Host as a whole, not just a single deity, although they naturally address prayers about certain topics to different deities.

DC 12: The gods of the Sovereign Host are well disposed toward mortals, and are said to be the source of all earthly blessings. Natural disasters, disease, monsters, vermin, and other plagues of mortal life come from the Dark Six, the gods who were cast out of the pantheon for their wrongdoing.

DC 15: A successful check against this DC grants details about the alignment, portfolio, symbol, representation, and family relationships of each deity.

DC 20: Devotees of the Sovereign Host have no expectation of a glorious afterlife—they know that their souls will be consigned to Dolurrh after their death. They believe, however, that faithful service to the Sovereign Host brings ample reward in this life, while disloyalty brings swift justice.

DC 25: As humans spread across Khorvaire, they assimilated the religions of other races and cultures into the faith of the Sovereign Host. While the faith of the Silver Flame and the bizarre traditions of the elves remain unassimilated, many say it is just a matter of time. This process of assimilation is one explanation for why each deity is depicted in a variety of different forms, and even as a member of different races. These various depictions are a legacy of the deities assimilated from other cultures.

DC 30: Each deity is sometimes depicted as a dragon. Some scholars believe these representations of the Sovereign Host are their oldest forms, and claim that the deities are actually dragons that have ascended to godhood.

DOL DORN

God of Strength at Arms Chaotic Good

Dol Dorn is the brother of Dol Arrah and the Mockery, and is most often depicted as a heavily muscled human. He promotes bodily strength and martial training, and is considered to be the paragon of physical perfection. He is worshiped by soldiers, monks, athletes, and anyone whose life is devoted to building physical strength and resilience.

Domains: Chaos, Competition*, Good, Liberation*, Strength, War.

Favored Weapon: Longsword.

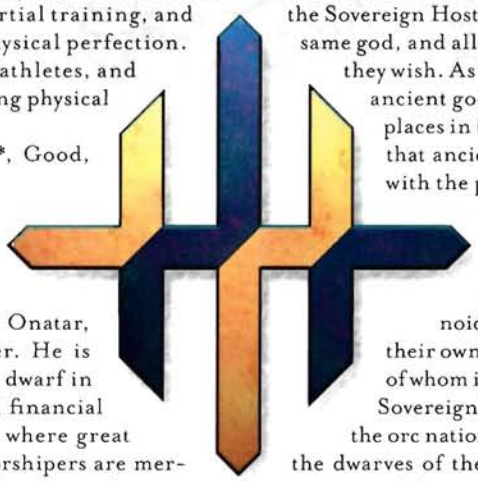
KOL KORRAN

God of Trade and Wealth Neutral

Kol Korran is the son of Olladra and Onatar, and the twin brother of the Keeper. He is described as a fat, cheerful human or dwarf in fine clothes. Kol Korran oversees all financial transactions, businesses, and places where great wealth is stored. His most devoted worshipers are merchants, moneylenders, landowners, thieves, and members of wealthy families.

Domains: Charm, Commerce, Pact*, Travel.

Favored Weapon: Mace.



Symbol of the Sovereign Host

OLLADRA

God of Feast and Good Fortune Neutral Good

Olladra is the wife of Onatar, and the mother of Kol Korran and the Keeper. She is pictured as a young halfling or an elderly human. Olladra is said to bestow luck and good health on those she favors. She is the patron deity of rogues, bards, entertainers, and gamblers, and is also venerated by innkeepers and hosts of large gatherings.

Domains: Feast, Good, Healing, Luck.

Favored Weapon: Sickle.

ONATAR

God of Artifice and the Forge Neutral Good

Onatar is the husband of Olladra and the father of Kol Korran and the Keeper. He is usually depicted as a dwarf smith. Not surprisingly, Onatar is revered by artisans, artificers, smiths, smelters, and anyone who makes things—especially dwarves and gnomes.

Domains: Artifice, Creation*, Fire, Good.

Favored Weapon: Warhammer.

THE ALL-INCLUSIVE HOST

The religion of the Sovereign Host is the dominant faith of Khorvaire for one very good reason: It conquered almost all competing religions by embracing them. The theologians of the Sovereign Host do not restrict their conceptualizations of the deities to a single image, but accept that Dol Dorn (for example) has revealed himself to different people in different times and places in very different ways. Rather than sending missionaries to convince the orcs of the Shadow Marches that Dol Dorn is superior to their war god, the church of the Sovereign Host simply accepts that both deities are the same god, and allows the orcs to call Dol Dorn whatever they wish. As a result, while orcs still appeal to their ancient god Garu-Umesh the One-Eyed in a few places in the Shadow Marches, among most orcs that ancient name has fallen into disuse—along with the primitive rite of putting out one eye of any orc who sought to become a priest.

Ancient inscriptions suggest that Khorvaire once had a diverse religious landscape. The Ghaal'dar goblinoids who succeeded ancient Dhakaan had their own pantheon of sixteen deities, all but one of whom is now easily identified with a deity of the Sovereign Host or the Dark Six. At the same time, the orc nations of the west revered their own deities, the dwarves of the north held to their own traditions, and the primitive halflings of the Talenta Plains worshiped the nature spirits of earth and sky.

The first humans to come to Khorvaire brought their own pantheon of nine gods—the clear precursor to the Sovereign Host. As humans spread across Khorvaire, they identified their own deities with the more beneficent of the existing goblinoid deities. They also incorporated the malevolent deities into their myths, casting them as relatives of the Sovereign Host but renegades against their divine families—the Dark Six. This policy of faith-based inclusion seems to have had a limit, however, for one goblinoid deity found no place among either the Sovereign Host or the Dark Six. The name of this deity is lost—the humans apparently waged a relentless campaign to strike its name and visage from any written record they could find. A number of ruins dating from the period between the fall of the Dhakaani Empire and the triumph of humanity depict sixteen gods in orderly arrangement, but the face of one is always chiseled away.

There have always been some who question this theology of inclusion and appropriation, holding as objective truth the fact that Dol Dorn and Garu-Umesh are two distinct entities. They believe that the old gods supplanted by or incorporated into the Sovereign Host have died or gone dormant with the ascendance of the Host.

The inclusiveness of the Sovereign Host has made it Khorvaire's most successful religion, but it has never been the only religion. As much as the followers of the Host would like to believe that the Silver Flame is just an emanation of Dol Arrah, devotees of the Silver Flame don't care to hear it. Perhaps after several more centuries, the Silver Flame, too, will be assimilated—along with the Path of Light and even the Undying Court.

Favored Souls

While clerics are frequently devoted to the entire pantheon of the Sovereign Host, favored souls (described in *Complete Divine*) devote themselves to specific deities of the Sovereign Host (or the Dark Six). Some favored souls are associated with other faiths, but the majority choose a single deity of the Host to emulate. Like clerics in Eberron, a favored soul need not have an alignment within one step of her deity's alignment, and she can be neutral regardless of her deity's alignment.

VALENAR

WARRIORS OF GLORY

The elves of Valenar are among the most fearsome warriors on Eberron. Their society is dedicated to martial perfection. They idolize the military heroes of antiquity, believing that the greatest warriors of this age will become vessels for the champions of the past. Ten thousand years ago, elf warriors watered the sands of the Blade Desert with goblin blood, until overwhelming opposition and dragonfire forced them to return to Aerenal. Today, they have come again to Khorvaire and claimed a kingdom, but the Valenar are not content with this newborn nation. Seeking glory in battle, Valenar warbands push deep into the Talenta Plains and Q'barra in search of worthy foes.

While most people refer to both the elves and the land they inhabit as Valenar, the elves are properly called the Valaes Tairn ("warriors of glory"). They are the largest sect of the Tairnadal, an elven culture that follows a more militant path than the Aereni. Until the Last War, the Tairnadal lived in the northern steppes of Aerenal, and much of the culture and social infrastructure of the Valaes Tairn remains there. Valenar is a land at war, and the elves of mainland Khorvaire are a mobile army, ready for action. Every year, more Tairnadal artisans and support folk travel from Aerenal to settle in the new network of taers (elf fortresses), but elves still learning the arts of war, those too infirm to fight, and the breeding herds of the wondrous elf horses remain secure on the island.

During the age of Galifar, this territory was claimed by the nation of Cyre. Few people chose to make their homes in the land beyond the Blade Desert, however, and these settlers received little support from the crown. When the Valaes Tairn mercenaries imported to fight for Cyre in the Last War broke ties to their masters and laid claim to this land, the common folk were content to accept the elves' rule. For them, life has changed little; if anything, the elves tax the commoners less than the kings of Galifar once did, since the Valenar soldiers are experts at living off the land. The elves treat their new vassals fairly, and the peasants have come to take pride in the military might of their new lords. They might not be free, but few of the commoners of Valenar see themselves as slaves—no more so than the commoners of Breland or Karrnath.

A LEGACY OF WAR

The culture of the Valaes Tairn is based around the heroes of Xen'drik—the champions who fought back against an empire of giants and freed the elves. When a child is born among the Valaes Tairn, the priests of the Valenar—the Keepers of the Past—read the signs to determine the patron ancestor that will guide him through life. It is each child's duty to honor and emulate his patron ancestor, even as he strives to bring glory to his family. Many elves can share the same patron ancestor, leading to competition among them as each strives to be the perfect embodiment of his or her patron. Most of these patrons are mighty warriors, but a Valenar might just as easily follow the path of a weaponsmith, a siege engineer, or a war wizard. There are even elves whose patron ancestors are civil engineers or laborers, and while they are rarely the subject of song or story, they play a significant role in Valenar society.

The Valenar tradition of war is one of speed and stealth. Most Valenar soldiers are rangers—deadly stalkers who can live off the land, and who have an almost mystical connection to their remarkable horses (usually their animal companions). Some Valenar supplement these skills with levels in wizard or fighter. The Keepers of the Past can be clerics or bards, and a Valenar bard following this faith can take *spirit steed* as a 4th-level spell. A cleric of the Keepers of the Past can choose from the Destruction, Protection, and War domains. As a pantheon, the Spirits of the Past are neutral in alignment, and their favored weapon is the double scimitar.

WHAT DO YOU KNOW?

Knowledge (geography)

DC 10: Valenar is a region of desert and plains in the southwest of Khorvaire. An army of elf mercenaries annexed it from Cyre during the Last War.

DC 15: Valenar's population is made up of former Cyran citizens of many races. They are generally content to serve the new Valenar overlords, living much as they did before the war.

Knowledge (history)

DC 20: Elves of Aerenal fought with Dhakaani goblins over this region long before humans came to Khorvaire. Ruined elf fortresses, abandoned for millennia, dot the landscape.

Knowledge (local)

DC 15: Battle is part of life among the Valenar elves. Violent crimes are often overlooked, but theft is a serious crime punished by maiming or even execution. Only elves are protected under the law, though most Valenar treat non-elf citizens fairly.

Knowledge (nature)

DC 10: The Valenar elves breed horses of amazing speed and agility. They are protective of their horses and offended at the sight of a non-elf riding one. The horses are bred in northern Aerenal and gelded, so they cannot be stolen and used for breeding.

Knowledge (nobility and royalty)

DC 10: House Vadalis is banned outright from the borders of Valenar, while Thuranni and Phiarlan are not welcome. House Lyrandar has been granted land in exchange for rain-calling and has a growing influence in Valenar.

DC 15: The forty-five Valenar warclans all owe fealty to High King Shaeras Vadallia, but only twenty are under the command of the king at one time. The king grants titles and land to warriors who perform services for him, but these elves don't live on their lands, preferring to remain in motion.

Knowledge (religion)

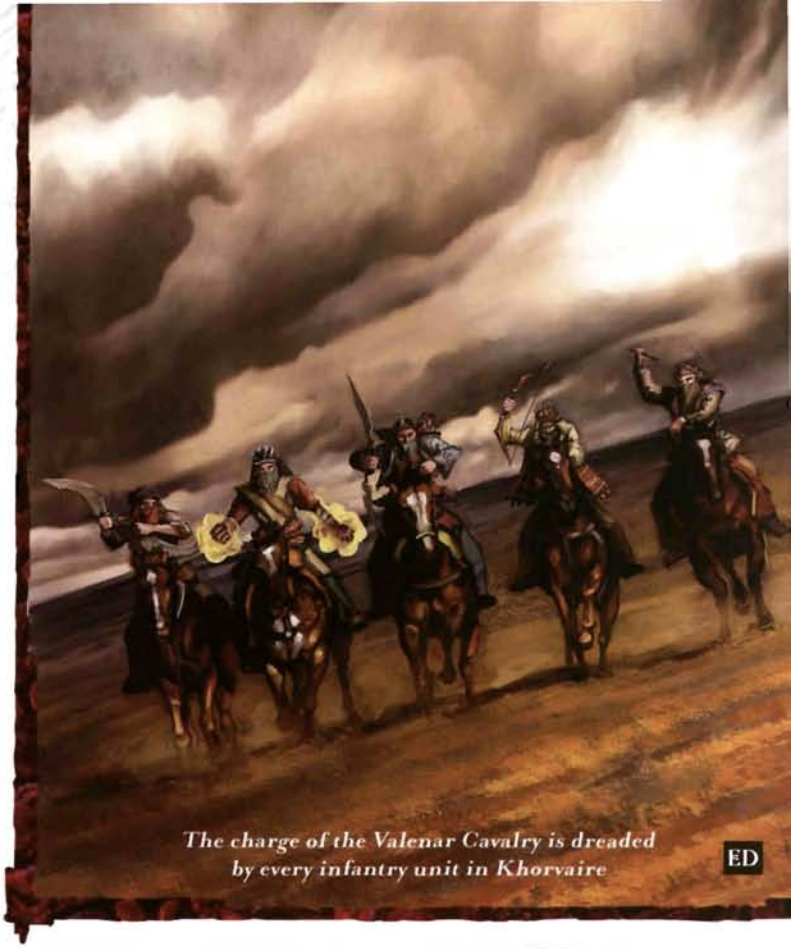
DC 20: The Valenar elves worship their warrior ancestors. By emulating the deeds of their ancestors, they believe the spirits can live again.

While they are best known for their cavalry, the Valenar take great pride in their skill with the weapons of their people. A Valenar elf receives the Martial Weapon Proficiency feats for the shortbow (including composite shortbow), scimitar, and Valenar double scimitar. This replaces the elf weapon proficiency racial trait described in the *Player's Handbook*.

TRAVEL IN VALENAR

While much of Valenar is plains and steppes, the realm has a variety of more hostile environments. The Jungle of Scimitars holds many dangers for the unwary, and anyone who seeks to approach by land must cross the bitter sands of the Blade Desert. The elves themselves rarely trouble travelers, provided that there is no hint of horse-thievery and that the party presents no challenge to the realm. Adventurers who are antagonistic or overly flamboyant draw the attention of elf warbands and glory-seeking warriors, but a group that conceals its weapons and keeps its eyes on the earth is left alone as an unworthy challenge.

Valenar is sparsely populated, with a handful of hamlets and villages scattered across the plains amid decrepit elf and goblin ruins. In the last forty years, the elves have refurbished a number of their ancient fortresses, which now provide sanctuary to the roving warbands. Travelers are never allowed into the heart of an elf fortress, but local crafters maintain temporary trade villages outside their walls, catering to the needs of strangers.



The charge of the Valenar Cavalry is dreaded by every infantry unit in Khorvaire ED

VALENAR FEATS

Bladebearer of the Valenar [Racial]

You have trained extensively with scimitars, including the Valenar double scimitar. You are adept at striking from horseback with the curved blades of the Valenar.

Prerequisite: Elf, region of origin Valenar, proficiency with scimitar or falchion.

Benefit: You treat the Valenar double scimitar as a martial weapon. Also, you deal an extra 1 point of damage when making a melee attack with a scimitar, a falchion, or a Valenar double scimitar while mounted.

If you have any of the following feats for the scimitar, falchion, or Valenar double scimitar, you can apply the feat's effects to all three weapons: Improved Critical, Greater Weapon Focus, Greater Weapon Specialization, Weapon Focus, or Weapon Specialization.

When you spend an action point to influence an attack roll made with a scimitar, a falchion, or a Valenar double scimitar, you also add the result of the action point die to your damage for that attack.

Shield of Blades [Style]

As a master of the double scimitar, you can weave a web of steel to protect yourself from attack.

Prerequisite: Combat Expertise, Dodge, Exotic Weapon Proficiency (Valenar double scimitar), Two-Weapon Fighting, Weapon Focus (Valenar double scimitar).

Benefit: If you wield a Valenar double scimitar and use Combat Expertise to add at least 1 point to your AC, you receive an additional +1 dodge bonus to AC.

A weapon style feat (introduced in *Complete Warrior*) provides a benefit that draws upon a number of specific feats, and often requires the use of specific weapons.

Spirit of the Stallion

Your patron ancestor was a legendary cavalry soldier, and her spirit guides you and your mount.

Prerequisite: Elf, region of origin Valenar, Mounted Combat.

Benefit: While mounted on a Valenar horse, you receive a +1 circumstance bonus on melee attack rolls and melee weapon damage rolls.

Valenar Trample

You are trained in Valenar cavalry techniques emphasizing trampling your opponents into the ground.

Prerequisite: Elf, region of origin Valenar, Mounted Combat.

Benefit: When you attempt to overrun an opponent while mounted on a Valenar horse, your target cannot choose to avoid you. Both you and your mount can make one attack (your mount with a hoof and you with a melee weapon) against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

Special: A fighter can select Valenar Trample as one of his fighter bonus feats.

This feat counts as Trample for the purpose of meeting any requirements or prerequisites.

Revenant Blade

"I am the blade that strikes unseen, the steel within the shadow. Let the enemies of my people fear the coming of night."

—War prayer of Cias Jhaelian

The revenant blade is a Valenar elf who can draw on the skills of ancient heroes, the giant-slayers of Xen'drik. Guided by these ancestral spirits, the revenant blade is a deadly warrior trained in the arts of stealth and survival.

BECOMING A REVENANT BLADE

Many the soldiers of Valenar follow the path of the ranger, and this is an excellent road for the revenant blade. The ancient Valenar were guerrilla warriors, and a descendant who honors her ancestors must be skilled in stealth as well as battle. Barbarians and fighters can qualify for the class, though the skill requirements are more onerous for such characters (possibly requiring a level of ranger or rogue to gain quick access to the class).

Entry Requirements

Race: Elf
Base Attack Bonus: +5
Skills: Hide 5 ranks, Knowledge (history) 2 ranks, Move Silently 5 ranks
Feats: Bladebearer of the Valenar (see page 141), Two-Weapon Fighting, Weapon Focus (Valenar double scimitar)
Region of Origin: Valenar

CLASS FEATURES

As a revenant blade, you draw on your spiritual bond with your ancestor to enhance your combat prowess and stealth capabilities. You also gain great respect from your people.

Ancestral Guidance (Su): Once per day, you can call upon your ancestors to grant you knowledge and talent beyond your normal aptitudes. To accomplish this, you must spend 1 hour in quiet meditation, starting at dawn. At the end of this hour, you gain a bonus feat selected from the list below; you need not meet the normal requirements for the feat. The feat lasts until dawn of the next day.

Alertness, Blind-Fight, Combat Expertise, Dodge, Great Cleave, Improved Critical (Valenar double scimitar), Improved Sunder, Improved Trip, Power Attack, Skill Focus (Knowledge [history]), Spring Attack, Stealthy, Weapon Specialization (Valenar double scimitar).

At 3rd level, you can choose two feats from this list upon completing your meditation. At 5th level, you can choose three feats from this list. You can't use this bonus feat to meet any requirements or prerequisites (such as for another feat or a prestige class).

Hero of the Valaes Tairn (Ex): The Valenar have immense respect for those who bond with the spirits of the past. You gain a +5 circumstance bonus on Diplomacy checks made to influence the attitude of a Valenar

WHAT DO YOU KNOW?

Knowledge (arcana)

DC 20: Some Valenar elves carry relics of their ancestors—a tooth or a sliver of bone—encased in an amulet that grants them supernatural power. This relic creates a close bond between the elf and the ancestor, allowing the living elf easier access to the skills and abilities of the ancestor. This amulet is called a *zaelshin tu*.

Knowledge (geography)

DC 15: The elves of Valenar belong to an elf culture called the Tairnadal, which reveres the spirits of the ancient elf heroes who battled the giants of Xen'drik. Tairnadal elves live in northern Aerenal as well as Valenar.

DC 20: Each Tairnadal elf has a patron ancestor given at birth, and seeks to honor this ancestor through her deeds in life.

Knowledge (religion)

DC 10: Valenar warriors seek to channel the spirits of their heroic ancestors.

DC 15: Revenants blades are Valenar elf warriors guided by the heroes of the past. They are masters of stealth and the double scimitar.

DC 20: A revenant blade can adapt his tactics to match almost any foe, and strikes with uncanny force.

DC 25: A revenant's adaptability comes from his ability to channel the knowledge and talent of his ancestors. This ability gives him access to the skills of great warriors of the past—abilities most fighters study for years to learn.

THE REVENANT BLADE **HIT DIE: D8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Ancestral guidance (1), hero of the Valaes Tairn, ranger class features
2nd	+2	+0	+0	+3	Shadow of the past
3rd	+3	+1	+1	+3	Ancestral guidance (2)
4th	+4	+1	+1	+4	Giant slayer
5th	+5	+1	+1	+4	Ancestral guidance (3), legendary force

Class Skills (4 + Int modifier per level): Climb, Craft, Handle Animal, Heal, Hide, Intimidate, Jump, Knowledge (geography), Knowledge (history), Knowledge (nature), Listen, Move Silently, Profession, Ride, Search, Spot, Survival, Swim, Use Rope.

elf, as well as on Gather Information checks made when interacting with Valenar elves.

Ranger Class Features: If you have ranger levels, your revenant blade levels stack for purposes of determining the abilities of your animal companion. Your revenant blade levels also stack when determining the caster level of your ranger spells, but not when determining spells per day or any other ranger class feature.

Shadow of the Past (Ex): At 2nd level and higher, you add your class level as a competence bonus on Hide and Move Silently checks.

Giant Slayer (Ex): Though the elves of Valenar no longer war with the giants of Xen'drik, the ancestral memories of the champions of the past burn strongly in you. At 4th level, you gain a +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against giants. You also gain a +4 bonus on weapon damage rolls against giants. You gain the ability to speak Giant (and read and write it, if you are literate) as if you had spent skill points to learn the language.

Legendary Force (Ex): At 5th level, you become a true master of the double scimitar. Through skill and art, you learn to strike with astonishing strength. This ability allows you to treat both ends of the Valenar double scimitar as two-handed weapons, even when you use it as a double weapon. For example, you add 1-1/2 times your Strength bonus on damage rolls with each end of the weapon, and any damage bonus from the Power Attack feat is doubled when used with the weapon.

PLAYING A REVENANT BLADE

You are one of the deadliest warriors of a military culture. Your blade is the focus of your life, and from the moment you could walk you were taught the arts of stealth. You are cool, wary, always watching for the next threat—in part because of your militant training, in part because you feel most truly alive in battle.

Beyond this general attitude, your personality is shaped by that of your ancestor, whom you idolize and seek to emulate in all the ways you can. Since you are a revenant blade, your ancestor must have been a master swordsman and deadly stalker. But what was he like? Was he a grim killer who rarely spoke and only smiled when hunting a foe? A tortured poet whose skill at bloodshed was matched only by his hatred of violence? A former slave, a warrior princess, a romantic explorer? Determine the nature of your ancestor, and as you rise in level consider ways you can mimic him. Dress, speech, mannerisms, hobbies—as time goes by, you slowly *become* your ancestor, so look for ways to represent this.

The host of the Valaes Tairn is an army, organized into warclans and warbands. The revenant order stretches across the bounds of clan and bands. Your status is indicated by the zaelshin that you wear—a special brooch that indicates the identity of your ancestor and your role as a revenant. At the moment the revenants are a loose society, always searching for glory and awaiting the word of the High King.

Combat: Your ancestors fought an empire of immeasurable power. You have inherited the skills of your patron, but also his wisdom—and the knowledge that stealth and cunning are just as important as strength and steel. Take your time in battle. Stalk your enemy and learn his weaknesses. When you strike, do so on your terms.

As a revenant blade, your greatest strength is your versatility. Ancestral guidance allows you to adapt your tactics to suit the needs of the day. This versatility helps you most if you have extensive knowledge of your foes before you enter combat. Try to evaluate your enemy and the skills of your opponent long before you ever close in combat, and adapt your strategy to exploit these strengths and weaknesses.

Advancement: All Tairnadal elves are assigned a patron ancestor at the moment of birth, and all seek to honor this ancestor. Those with the potential to become revenants feel a closer bond than most. From childhood, your patron ancestor was more than just a name in song and story. You've had visions of the battles that she fought, seen the lost wonders of Xen'drik and smelt the burning flesh of giants. Sometimes you have found yourself spontaneously quoting your patron, astonishing your elders by repeating ancient speeches you've never read before.

The Keepers of the Past watch those who show such promise. As you adventure, you grow closer to your ancestor. When the moment strikes and you are ready to touch the spirits of legend, you must make your way to one of the great fortresses of the Tairnadal—Taer Valaestas in Valenar or Taer Senadal in Aerenal. There the elder revenants guide you down the path, teaching you to submerge your thoughts in the memories of the past, and to let the spirit of your patron guide your hands.

Once you have been set upon the path, it is up to you to find your way closer to your ancestor. Consider his personality and choose your skills and feats accordingly. If he was renowned as a hunter, seek the deadliest game you can find. If he was a soldier first and foremost, find your way to the battlefield!

Resources: The revenant order provides few resources for members. You have your blade and ancestral guidance: You should be out bringing glory to your ancestor's name, not begging for scraps! However, the orders do have a few relics of the ancestors—*zaelshin tu* and similar items—and if you bring honor to your ancestor and warclan or perform a great service to the Valaes Tairn, you might be given one of these items.

The greatest treasures of the revenants are the actual swords of the ancestors. These mighty artifacts were all lost in Xen'drik. Finding your patron ancestor's double scimitar—or recovering it from looters or grave-robbers—is a worthy quest for a revenant blade.

REVENANT BLADES IN THE WORLD

"The revenants are the treasures of our past and the shapers of the future."
—Ilaen Coeliras, Keeper of the Past

The elf heroes of Xen'drik are the stuff of legends, possibly the most deadly warriors of history. In the revenants of Valenar, these fearsome soldiers live again. It took the destruction of Xen'drik to defeat these elf heroes in the past: What impact will the revenant warriors have on this current age?

Daily Life: A revenant blade is called to become a hero—to glorify her ancestors and bring honor to their names through her own deeds of bravery. Revenant blades are never sedentary. Anyone who walks the path of the revenant either fights on the front lines of battle or wanders the world seeking an opportunity to prove her worth—and her ancestor's. Revenants lead raids out from Valenar into

the Talenta Plains, Q'barra, and the Mournland, even up into Karrnath. Others make their way to Xen'drik, to fight the descendants of the ancient giants or unearth some lost ancestral artifact. Every day brings a new opportunity for glory and honor.

Notables: Taerdra Jennaris (N female elf ranger 7/revenant blade 5) is one of the most respected revenants in Valenar today. She is the chief of a large and powerful warclan that frequently raids into Q'barra at her command. Some suspect Taerdra of resistance to the rule of High King Vadallia, and this situation is expected to come to a head within the next year, when her clan is due to be called up for service to the High King.



A revenant blade embodies the heroic spirit of her ancestors

Jumall Threnell (CG male elf ranger 5/wizard 3/revenant blade 3) leads a small band of revenants in exploring Xen'drik. Jumall is particularly well known in Stormreach, although his reputation there is mixed: All acknowledge his band's heroic deeds, but Jumall himself has stirred up trouble with hill giants who were visiting the city peacefully or even working as part of the city watch.

Haverra Phasha (CE female elf ranger 3/fighter 5/revenant blade 3) has brought a measure of disgrace to the revenant blades' nascent organization by making an attempt on High King Vadallia's life. She escaped the angry High King and his bodyguards, which certainly helped her notoriety, but people seem to blame the revenant blades as a whole for the actions of this renegade. Other revenant blades have sworn to bring Haverra to justice, but she remains a fugitive, supposedly lurking inside the Mournland.

Organization: The revenant order is a evolving fraternity. The art of revenant channeling is a recent development among the elves. Some believe that this is a result of the millennia of devotion of the Tairnadal, and that the spirits are gaining strength from this reverence. Others say that it is destiny—that this is the age of the elves, and that the heroes are returning to lead the Valenar to glory.

The Keepers of the Past train new revenants and help them find the way onto the path. As part of this training, a revenant must swear an oath of loyalty to Valenar and the High King, promising to answer any call that comes from the Darkwood Crown. As such, the revenants are an elite unit waiting to be called together. As a revenant, you could receive this call at any time—a summons to return to Taer Valaestas, or a call to a distant battle.

At the moment the revenants receive their orders from the High King. But some wonder if the revenants actually represent a threat to Vadallia, particularly in light of the recent attempt on the High King's life. As the revenants regain the memories and skills of the great heroes of the past, will they be content to follow the king? What if the ancestors have old feuds never recorded in legend—or ambitions to rule empires of their own?

NPC Reactions

The revenants channel the greatest heroes of the elves, and Valenar or Tairnadal warriors have a friendly attitude toward revenants. Typically, the other inhabitants of Khorvaire don't have the knowledge required to recognize a revenant. The key feature that identifies a revenant is the zaelshin amulet, and humans rarely understand the meaning of the brooch. However, the Darguuls have come to despise these Valenar warriors, and goblinoids from Darguun typically have an unfriendly attitude toward revenants.

There is also the chance that a revenant will encounter an elf—revenant or not—whose patron ancestor holds

a deadly grudge against the patron of the revenant. This could result in a direct challenge or a more subtle form of attack, and at the least an unfriendly reaction.

REVENANT BLADES IN THE GAME

Valenar is an aggressive, expansionist nation, and Valenar warbands constantly raid neighboring regions. A revenant blade can be found as the leader of a warband, inspiring his soldiers with his bond to the past. Adventurers exploring Xen'drik might encounter a warband entirely formed of revenant blades, an elite force sent to reclaim lost relics of the elf age of glory. Of course, the Valenar still sell their services as mercenaries—the Aurum (see page 146) could hire a revenant blade to stalk a troublesome group of adventurers.

In an adventuring party, a revenant blade provides a DM with two paths to explore. The character's ancient visions could draw the party to Xen'drik, searching for ancient relics or forgotten secrets of the elf-giant war. Alternatively, the revenant and his allies could be drawn into the evolving politics of Valenar: Perhaps the character's ancestor wants her to lead the elves down a different path from the one High King Vadallia has chosen.

Adaptation: The revenant blade is merely one of the revenants found in Valenar. By adjusting the class prerequisites and the feats the character can mimic using ancestral guidance, this prestige class can be adapted to reflect other elf ancestors. Revenant bowmen gain access to archery feats, while revenant riders have access to mounted combat feats. Revenant scouts emphasize the stealthy surveillance of enemies and guerrilla tactics.

Encounters: When encountered with a warband, a revenant blade might confront her enemies in open battle. Given the choice, she prefers to stalk her foes, taking the time to carefully evaluate their strengths and weaknesses.

The Trappings of the Warrior

Tairnadal warriors typically wear loose silk clothing and light armor, and favor elaborate engraving and embroidery. They make use of red or brown patterns mimicking blood spatters or stains, so that the gore of battle blends with the elf's clothing. Beyond this, two critical accoutrements define a Valenar warrior: the zaelta and the zaelshin.

The zaelshin ("spirit bond") is an amulet that bears the seal of an elf's patron ancestor. It is usually worn as a brooch but can be placed in a warrior's helmet, at the center of the forehead. A zaelshin is usually formed from silver and inlaid with jet. A revenant's zaelshin is formed of platinum and inlaid with precious stones that have a specific tie to the warrior's patron ancestor; this piece of jewelry costs 150 gp.

The zaelta ("spirit mask") is a veil that covers the lower face. While this item is useful in the harsh environment of the Blade Desert, it is intended to help the wearer submerge his identity within that of his ancestor. With the wearer's face hidden, an observer views only the zaelshin, thus seeing the ancestor instead of the descendant.

ZAELSHIN TU

Every Valenar warrior reveres his ancestors and carries a zaelshin amulet bearing the sigil of his patron ancestor with him at all times. With a *zaelshin tu*, you do more than that: You carry a physical relic of your patron ancestor—a tooth or sliver of bone brought from Xen'drik to Aerenal and encased in your zaelshin amulet.

Description: A *zaelshin tu* looks much like a mundane zaelshin. It is an amulet, formed of platinum and inlaid with precious stones that carry spiritual significance to the ancestor whose sigil is emblazoned on it. It can be worn as a brooch or attached to your helmet at the center of your forehead. No matter how you display the item, it takes up space on your body as an amulet, which means you can't gain the benefit of any other amulet at the same time (or even another *zaelshin tu*, if you have more than one).

If you use the revenant blade's ancestral guidance ability while wearing a *zaelshin tu*, the gemstones set in the amulet flare briefly with a dim light.

Prerequisite: Only a Tairnadal elf descended from the elf whose sigil adorns the amulet can gain any benefit from a *zaelshin tu*, and any other character who wears one triggers a hostile reaction from any Tairnadal he might encounter. Only a revenant blade can use all the item's functions.

Activation: Using a *zaelshin tu* requires no special activation. The skill bonuses always apply, and using your ancestral guidance ability (if you are a revenant blade) does not require you to call on the amulet's power—just your own.

Effect: If you meet the prerequisite for using a particular *zaelshin tu*, you gain a +2 competence bonus on Hide and Move Silently checks, and a +2 circumstance bonus on Diplomacy checks made to influence the reaction of another Tairnadal elf.

If you are also a revenant blade, when you use your ancestral guidance class feature, you gain one extra bonus feat. (A 1st-level revenant blade would then have access to two bonus feats, a 3rd-level character to three, and a 4th-level character to four.)

Aura/Caster Level: Faint transmutation and necromancy; CL 5th.

Construction: Craft Wondrous Item, *speak with dead*, a relic of the particular elf hero, 900 gp, 72 XP, 18 days.

Variants: A *zaelshin tu* tied to a particular ancestor might grant a competence bonus on different skills rather than Hide and Move Silently.

Weight: 1 lb.

Price: 1,800 gp.

VILLAINOUS ORGANIZATIONS

FORCES OF DARKNESS

Conspiracies and cabals fill the world of Eberron, driven by greed, lust for power, or far more sinister goals. While adventurers may never join any of these organizations, members of these groups are not always encountered as enemies. The Dreaming Dark might have sinister plans for Khorvaire, but these schemes are completely different from the goals of the Lords of Dust. As a result, a party of adventurers might occasionally receive assistance from an unexpected source. Such aid often has strings attached, and a cautious adventurer might want to consider carefully before dealing with the darkness.

THE AURUM

The lords of the Aurum are not demons or liches, and few among them have interest in military conquest. The members of the Aurum emerge from among the richest and most influential citizens of Khorvaire—guildmasters, merchant princes, and lesser nobles. What they want is more of what they have: economic power, influence, and above all, gold.



Symbol of the Aurum

The Aurum is not a tightly bound organization. It is a society created to advance the mutual interests of its members, and a place where the wealthy can enjoy the company of those they consider to be their equals. When you deal with a member of the Aurum, you deal with him alone as he advances his own agenda and not the goals of the Aurum. For this reason, you never know what to expect from the organization. One Aurum lord might take a liking to you, frequently calling upon your services to recover a new Dhakaani relic for his collection, or to deal with an upstart rival. The next time you set foot in a dungeon, however, you could find yourself opposed by the agents of another coin lord—and your prior service to the society won't help you or serve as a shield.

The more you deal with the Aurum, the more rumors you might hear. Some say that there is a shadow cabinet within this society of the wealthy—an inner circle that use the organization's influence for more sinister and significant purposes. So, keep both eyes open when dealing with the Aurum. Their coin is good—but there are likely to be secrets hidden behind the purse strings.

You might be dealing with agents of the Aurum if your enemies seem particularly well funded, if they sometimes seem to be working at cross purposes to each other, or if they seem able to bring political and legal forces to bear against you.

THE DREAMING DARK

Few people in Khorvaire have even heard of the Dreaming Dark. This force is the bitter enemy of the kalashtar, but the kalashtar are extremely reluctant to speak of this conflict with members of other races. As a result, unless you are a kalashtar or have close dealings with them, it is highly unlikely that you know anything about the Dreaming Dark.

If you do have allies among the kalashtar, you soon come to know of the Dreaming Dark, for the organization seeks to destroy the kalashtar

WHAT DO YOU KNOW?

The Aurum

Knowledge (nobility and royalty)

DC 20: The Aurum is a secretive fraternal order. It is based in the Mror Holds, but its members include wealthy and influential people of all races from across Khorvaire. Many of its members are devoted to the study of history, and they expend vast sums outfitting expeditions to recover relics of bygone civilizations.

DC 25: The Mror epic Soldorak Saga contains a passage that some believe relates to the Aurum. Durlus Soldorak saw the gold beneath the mountains as a key to power in Khorvaire. According to the saga, he called together the most cunning and wealthy clan lords, proposing the creation of a "cabinet that will rule from the shadows, binding king and peasant alike in chains of gold and platinum." The outcome of the meeting is unclear, but in a few of the later verses of the saga a Soldorak is referred to as "Lord of Gold and Shadows." Some bards believe that these passages describe the founding of the Aurum, and that this fraternal order is a front for those who seek to control Khorvaire through gold and economic means.

The Dreaming Dark

Knowledge (the planes)

DC 20: The Dreaming Dark is the force that controls Dal Quor, the region of dreams.

DC 25: The kalashtar believe that the Dreaming Dark is trying to influence Eberron.

DC 30: According to these stories, the Dreaming Dark has placed agents across Eberron; these are primarily humans willingly possessed by quori spirits, but also include innocent people influenced by the mental powers of the quori.

Knowledge (psionics)

DC 20: Over the last few years, you have heard rumors of the conspiracy known as the Dreaming Dark. Its motives are unclear, but its agents are among the most powerful psions in Eberron.

(continued on page 148)

by any means possible. If an opportunity presents itself, an agent of the Dark acts directly—a kalashtar alone in the wilds might just as well be asking for an assassin to teleport in and strike him down. However, the lords of the Dreaming Dark are also masters of subtle manipulation, and they never act overtly if there is any risk of revealing their plans. Agents of the Dark might use telepathically controlled proxies to do their dirty work—attacking you directly but leaving you with no links or leads back to your true foe. The Dreaming Dark also takes great pleasure in using social manipulation to bring down its enemies. If you oppose the Dark, you might find yourself framed for a crime you didn't commit. Alternatively, an agent of the Dreaming Dark might stir up paranoia around adventurers in general, or foment fear and distrust against those who bear dragonmarks, or against warforged, or whatever else might direct the hatred of good people in your direction. They might even find ways to trick you into doing their dirty work—for example, by convincing you that an innocent kalashtar is an evil warlock responsible for your recent woes.

If you cross paths with the Dreaming Dark, the only good advice is to watch your back. Take nothing for granted, and keep a close and careful eye on your allies. In the long run, any individuals can be turned to the Dark, whether they are tricked into serving the cause or have their minds influenced from within.

You might be dealing with agents of the Dreaming Dark if your enemies manifest psionic powers, if they are obviously (or subtly) foreign in dress or dialect, or if formerly trusted allies turn against you.



A rakshasa fights a couatl from the Age of Demons AS

THE LORDS OF DUST

Every follower of the Silver Flame has heard the tale of the Serpent and the Demon. In 299 YK, a terrible force was unleashed in Thrane, and all manner of fiends flocked from the shadows to venerate this dark lord. However, before the mighty demon could completely free itself from its bonds, the paladin Tira Miron appeared, accompanied by a feathered serpent with rainbow plumage. The mighty fiend, as it turned out, could not be slain. The best that could be hoped was to put it in secure bonds again, and this Tira did at the cost of her own life. Through her sacrifice, humanity learned of the Silver Flame—the force that has held the fiend lords at bay since the most ancient of days.



Symbol of the Lords of Dust AS

Few people know the full history of these demons, however. In the first age, Khyber gave birth to a host of fiends. The rakshasas were the least of these, while the mightiest were demon lords with unique powers and abilities that made them like gods. These archfiends ruled over the lesser spirits and became known as the rakshasa rajahs. In time, a combined force of dragons and couatls defeated these demons, with the mightiest among them bound by the Silver Flame. The weaker spirits slipped through the net, however. Immortal and cunning, they have had tens of thousands of years to plot and scheme. Some seek to free their ancient masters from imprisonment (this was how the fiend lord held beneath the Tamor Hills in Thrane escaped his bonds). Others seek to seize the power of the imprisoned rajahs for their own. Finally, some simply take pleasure in spreading chaos and pain, playing with mortal civilizations like a child plays with dolls. These are the Lords of Dust.

The Lords of Dust are cunning shapeshifters, and their plans (often unfolding over centuries) are difficult for mortals to fathom. The best advice one can take when dealing with the Lords of Dust is to be wary and trust nothing: These ancient fiends favor illusion and deception above all.

It is particularly difficult to determine whether the Lords of Dust are involved in a given intrigue or adventure, since their motivations are so obscure and their methods so subtle. However, if ancient and powerful magic is involved, if your enemies seem utterly ruthless or wildly chaotic, or if you find yourself lost in an endlessly tangled web of subterfuge, you might be dealing with the Lords of Dust.

THE ORDER OF THE EMERALD CLAW

In the beginning of the Last War, the agents of the Order of the Emerald Claw were the heroes of Karrnath. Their devotion to their nation was matched only by their cunning and skill at arms. The knights of the order were instrumental in Karrnath's military success, and it is now believed that certain acts of espionage and sabotage that occurred in other nations were their secret handiwork.



Symbol of the Order of the Emerald Claw

As time passed, though, the King of Karrnath began to have his doubts about the order. The knights of the Emerald Claw were fiercely devoted to Karrnath, but few outside the order's highest levels knew that their devotion masked service to another master—the Blood of Vol. Ultimately, edicts were passed condemning the order for its violent activities, and by 980 YK it was formally disbanded and outlawed by Moranna, the regent of Karrnath. But while the Emerald Claw no longer has any ties to the government of Karrnath, it continues to operate in the shadows across Khorvaire. The order claims to still be dedicated to Karrnath, but makes known its belief that Kaius III is weak and that he betrayed the country when he sought peace.

Few outside the most high-ranking members of the order understand and appreciate the true connection between the order and the Blood of Vol. Most assume that since the order consists of loyal Karrnathi, it is understandable that some of its members follow the teachings of the Blood. The truth is, however, that Vol created the order not to help Karrnath, but to help herself. The Emerald Claw represents the claw of a green dragon, a connection to Vol's heritage as a half-dragon. It has members, both recognized and hidden, operating throughout the Five Nations and beyond. These members serve as Vol's eyes and ears, her devoted army, and her trusted hunters of arcane relics of power.

When dealing with the Order of the Emerald Claw, it is easy to dismiss them as zealots and extremists. Of all the villains in Eberron, they are perhaps the most straightforward—where you find the order, you can usually assume that evil is afoot. Never underestimate the Order of the Emerald Claw, though, for it can attract skilled wizards and warriors to its banner, and the organization's combination of patriotism and (secret) religious fervor wins it many allies among the common folk. The order might invariably be dedicated to evil, but it can still dupe good people into serving its ends.

You might be dealing with the Order of the Emerald Claw if your foes include intelligent undead such as vampires or liches, if they reveal Karrnathi accents, or if they display high levels of military or magical training. Naturally, if you see the symbol of the order displayed on shields or helmets, it's a dead giveaway that the order is involved. Outside Karrnath and particularly beyond Khorvaire, members of the order do not always take pains to conceal their affiliation.

Some stories say that they are invaders from Sarlona, others that they come from another plane, while some claim that the Dreaming Dark is one monolithic spirit that uses *mind seed* to claim followers of all races and nations.

The Lords of Dust

Knowledge (religion)

DC 15: In ancient times, mighty fiends ruled the land. These were the children of the dark dragon Khyber. The universe could not stand to see such evil roaming free, and the Silver Flame took form to bind this terrible darkness in the depths of the world.

DC 18: While the greatest fiends were trapped by the Silver Flame, their weaker servants were able to slip through the bonds, like small fish slipping through nets made to catch krakens. These treacherous fiends remain in the world, and the templars of the Silver Flame must be ever vigilant to prevent these demons from freeing their bound masters. Some of the fiends have joined together in an alliance called the Lords of Dust, a name that refers to the ancient powers they have lost.

DC 22: The most common order of fiend among these Lords of Dust is the rakshasa. A rakshasa is a clever shapeshifting demon that can assume any humanoid form and possesses considerable magic powers of its own. Rakshasas are resistant to most magic, and neither sword nor mace can harm them—only a spear or arrow blessed by the forces of good can penetrate such a demon's hide.

The Order of the Emerald Claw

Knowledge (history)

Karrns receive a +5 bonus on this check.

DC 15: The Order of the Emerald Claw was a chivalric order that served King Kaius I and his successors during the Last War. The order was outlawed in 980 YK for extremist activities, and King Kaius III has gone to great lengths in an attempt to stamp it out. The order continues to remain active in the shadows of Karrnath and beyond, but it is now seen as a terrorist organization.

The following two spells, two psionic powers, and one feat represent only a few of the powers developed by the forces of darkness or by those who oppose them.

Price of Loyalty

Enchantment (Charm) [Mind-Affecting]
Level: Sorcerer/wizard 2
Components: F
Casting Time: 1 standard action
Range: Touch
Target: One humanoid
Duration: One hour/level
Saving Throw: Will negates
Spell Resistance: Yes

Gold and greed are the two tools of the Aurum, and this subtle charm uses one to harness the other. The effects of *price of loyalty* are identical to *charm person*. The drawbacks are the limited range and the fact that the target must accept your offer of a platinum piece (the spell's focus) for the spell to take effect. The advantage is the subtle nature of the enchantment. *Price of loyalty* requires no gestures or incantations, and there are no signs of magic; whether or not the target succeeds on his saving throw, he will never know that a spell was cast. However, the effect can still be discerned by *detect magic* and similar spells.

Focus: One platinum piece.

Sentinel's Watch

Divination
Level: Sorcerer/wizard 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: One humanoid
Duration: One hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

Subtle dangers hide throughout the world of Eberron. Changelings and doppelgangers work the whims of the Traveler. Ancient spirits scheme to destroy human civilization. In these dark times, little is exactly what it appears to be.

Protection is the duty of House Deneith, and in 756 YK Jolas d'Deneith, a mage of the Twelve, developed this ritual to strengthen the eyes of those who served his house. *Sentinel's watch* wards the subject against deception, allowing him to pierce falsehoods of all forms.

While protected by *sentinel's watch*, the subject receives a +5 competence bonus on the following checks and saves.

- Spot checks to penetrate any form of disguise or illusion.
- Sense Motive checks made to oppose Bluff checks.
- Will saves to resist enchantment or illusion effects.

If the subject bears the Mark of Sentinel or the Mark of Detection, these bonuses are increased to +6.

Material Component: A piece of quartz, which is touched to the eyes of the subject.

Blade of Light

Psychoportation
Level: Psychic warrior 4
Display: Material
Manifesting Time: 1 swift action
Range: Touch
Target: Weapon touched
Duration: 1 round/level
Saving Throw: None
Power Resistance: No
Power Points: 7

The psychic warriors of the kalashtar, dedicated to battling the Dreaming Dark, developed this power to help in this struggle, but it's equally effective when dealing with creatures of Xoriat or demons from Shavarath. This power surrounds one weapon with a softly glowing energy field that is anathema to fiends. When the weapon strikes an evil extraplanar creature, it deals an extra 2d6 points of damage. This power has a weaker effect on creatures that are merely possessed by outsiders (such as the Inspired); in such cases, the weapon deals an extra 2d6 points of nonlethal damage.

Dissonant Touch

Telepathy [Mind-Affecting]
Level: Psychic warrior 2, telepath 2
Display: Visual
Manifesting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minute/level
Saving Throw: None
Power Resistance: No
Power Points: 3

The assassins of the Dreaming Dark enjoy toying with their prey. This psionic attack disrupts the nervous system of the victim, causing intense weakness or disorientation for the duration of the effect.

When you use *dissonant touch*, a successful melee touch attack causes your victim to take a penalty of 1d6 points to either Strength or Dexterity; you choose which before you make the attack. The affected ability score cannot be reduced below 0, and if you use this ability more than once on the same victim, only the greatest penalty is applied.

Augment: For every 2 additional power points you spend, the penalty is increased by 1 point.

If you spend an additional 6 power points, the penalty applies to both Strength and Dexterity.

Feat: Death's Blood

The Mark of Death has passed from the world. But while the line of Vol was eliminated by the elves thousands of years ago, the Queen of the Dead has conducted experiments designed to return the mark to the world. One of your ancestors was involved in these experiments, and this heritage gives you a natural resistance to necromantic effects.

Prerequisite: Elf or half-elf.

Benefit: You gain a +4 bonus on saves against necromancy spells or spell-like abilities.

WARFORGED

LIVING CONSTRUCTS

The warforged are living constructs—machines made to serve as soldiers during the Last War. They are massive, powerful creatures built in a generally humanoid shape from materials such as iron, stone, obsidian, and darkwood. Warforged are genderless (although the personalities of individual warforged can seem masculine or feminine). Their bodies are made up of flexible plates connected by fibrous bundles somewhat resembling muscle. The head of a warforged is mostly featureless, though an individual sometimes decorates or augments itself to create a recognizable face. Every warforged has one distinctive feature: the unique symbol carved on its forehead.

As a general rule, warforged do not have particularly expressive personalities. In fact, the emotion most often attributed to them is vague disinterest or lingering resentment. This situation is only exacerbated by the fact that many don't even have names. Warforged were made for the sole purpose of fighting in the Last War, so not a lot of effort was devoted to instilling them with interesting personalities, animated expressions, or the need for a particular sense of identity.

That is not to say that warforged have no opinions or feelings. Despite their origins, they are sentient creatures, each possessing a complex array of likes, dislikes, preferences, and even hates. They simply are not naturally good at expressing those feelings. Warforged may spend years trying to find a name they think adequately sums up their tastes, personality, and goals. People who have spent time with different members of the race compare them to snowflakes or flowers—from a distance they seem uniform, but looking closely reveals myriad complexities and great individual beauty.

The warforged were created by House Cannith under commission from King Jarot of Galifar during his final years. Jarot wanted construct warriors that could protect the kingdom from attacks by monster hordes and invasions from overseas. However, with Jarot's death and the start of the Last War, the warforged went immediately to the front lines of the internal battle that would soon consume the Five Nations.

The first few versions of the warforged were simple constructs—automatons that followed their owners' commands and had no ability to think for themselves. As House Cannith improved the creation process, though, the warforged became more and more autonomous, gaining the ability to make decisions, improvise, and eventually think for themselves. The first sentient warforged were created in 965 YK.

For the remainder of the Last War, House Cannith sold warforged soldiers to anyone who could afford them. Breland, Thrane, and Cyre had the largest contingents of warforged troops, and their highly visible presence among the armies of the Last War inextricably linked them with that conflict in the popular imagination. Virtually every front-page story about events in the last decade of the war featured lurid illustrations of warforged soldiers marching, drenched in blood. This accounts for much of the difficulty faced by the warforged in this time of peace: They have come to symbolize the Last War, and all that was painful and destructive about the conflict.

During the war, warforged were considered to be the property of whatever army paid for their creation. The warforged did not object to this—it was, after all, the reason they had been made. But when the Treaty of Thronehold ended the Last War, it was decided that the warforged would be treated as sentient beings, possessed (according to some) of living souls. With free will and intelligent thought, they would be regarded as citizens of their respective nations, not as property.

However, writing this emancipation into the Thronehold Accords was one thing; putting it into practice has proven to be quite another. In every nation, the warforged face some degree of prejudice, much of it fed by wartime images from the chronicles. The expressionless faces of the warforged reveal no remorse, compounding this animosity and making the warforged seem more like objects than people. Worse, the governments of Thrane

WHAT DO YOU KNOW?

Knowledge (arcana)

DC 10: Warforged are living constructs made during the Last War. While they share many of the qualities of constructs, they are alive, with minds and metabolisms.

DC 15: Warforged are unaffected by poison, disease, and energy drain. They never tire or sleep, and they neither eat nor breathe. Their construction includes plating that serves as armor, and some individuals have heavier plating made of adamantine.

DC 20: Conventional methods of magical healing are not as effective when used upon warforged, but arcane spellcasters and artificers can repair damage suffered by a warforged. Warforged do not heal naturally, but neither do they die as a result of critical injury—they stabilize and remain inert but alive until repaired.

Knowledge (geography)

DC 20: Some warforged live in the Mournland, in a community gathered around a messianic figure called the Lord of Blades.

Knowledge (history)

DC 15: The warforged were created by House Cannith to serve as soldiers in the Last War. The Treaty of Thronehold granted them the same freedom and rights held by members of other sentient races, though there is still debate about the appropriateness of this decision.

Knowledge (local)

DC 10: You can learn whether there is a warforged community in a local settlement and whether there have been any notable recent incidents involving warforged.

DC 15: You can learn roughly how many warforged live in a local community and where they can be found.

Knowledge (religion)

DC 15: Few warforged are particularly drawn to religion. A significant debate occurred during the talks leading up to the Treaty of Thronehold regarding whether warforged possess souls. This issue was never resolved.

DC 20: A few warforged revere the Lord of Blades as a deity or messiah.

and Karrnath use the application of indentured servitude to effectively keep their warforged enslaved—insisting that all warforged pay back the costs incurred in their creation before citizenship is granted to them, then making sure that they never can.

The tragic aspect of the warforged is that they were created as social creatures. The tactics of a successful soldier rely as much on cooperation and teamwork as they do on brute strength and inhuman endurance, and the warforged excelled at teamwork as they did all aspects of combat. Warforged now find themselves cut off from their past military lives, searching for a group to belong to.

Some warforged have chosen to gather in communities of their own, particularly in the Mournland under the banner of the Lord of Blades. The extreme philosophy of the Lord of Blades does not appeal to many warforged, however, and the majority seeks companionship among humanoids. Some find it working in cities, often in jobs involving heavy lifting, dangerous work conditions, or dealing with unpleasant materials. Others discover the camaraderie of an adventuring party, finding their sense of belonging in the purpose for which they were made—fighting shoulder to shoulder or back to back with an ally.



Some say that life is best defined by its cessation

NO NEW WARFORGED

There is no denying that warforged are living creatures, but the fact remains that they are constructs—assembled and then imbued with life through a mechanical process. As such, they are not capable of bearing children, nor can they simply create offspring for themselves. The construction process is a complex one, and it requires a creation forge—a device that only House Cannith knows how to make and use.

When the Treaty of Thronehold granted the warforged status as citizens of their various nations, it also specified that no more warforged would be made. House Cannith was to deactivate and dismantle all their creation forges, and so the number of warforged in the world would never increase from the last day of the war. This was not especially bothersome to most warforged, since few had any desire or need to procreate—they had enough difficulty simply fitting into society.

However, rumors persist that new warforged are being created. One such rumor centers on an enigmatic figure known as the Lord of Blades. It is said that this renegade warforged is gathering the most disaffected and violent members of his kind somewhere in the ruins of the Mournland, and that they have found a battered creation forge and nursed it back to working condition. However, the resulting warforged are said to have strange mutations and defects. Another rumor speaks of new warforged suddenly appearing on the streets of Sharn with no memory of how they got there or who created them. These individuals might be suffering from some kind of damage done to them during the war, or may simply have defective parts, but the fact that this phenomenon is occurring only in Sharn makes those possibilities less likely.

WARFORGED FEATS

Shocking Fist [Warforged]

Your slam attack can deal a shock.

Prerequisite: Warforged, base attack bonus +3.

Benefit: As a free action, you can channel some of your life force into a slam attack. You must declare that you are using this feat before you make your attack roll. When you use this feat, you deal damage to yourself (any amount equal to or less than your base attack bonus). If the attack hits, you deal 1d4 points of electricity damage to the target per point of damage you dealt to yourself. For example, if you dealt 3 points of damage to yourself, a successful attack would deal an extra 3d4 points of electricity damage.

If the attack misses, the attempt is wasted (but you still take the damage you dealt to yourself).

You can attempt a shocking fist attack any number of times per day, but only once per round.

Overload Metabolism [Warforged]

You can heal damage at a cost to your other physical attributes.

Prerequisite: Warforged, Str 13, Con 13.

Benefit: Once per day as a standard action, you can excite your warforged metabolism to heal a number of hit points equal to 5 + your HD. Doing this incurs a –2 penalty to your Strength and Dexterity scores for 10 minutes.

If you are unconscious and have not yet used this ability, any infusion that targets you automatically activates it.

XEN'DRIK

CONTINENT OF MYSTERIES

Home to the first civilizations in history (discounting legends of a period when fiends had dominion over the world), Xen'drik remains largely unknown to the rest of the world. Its thick jungles, barren deserts, and soaring mountains seem to conspire to hide its secrets from outside explorers, as if the relics of the Age of Giants were not meant for the eyes of prying relic hunters and adventurous scholars. All manner of strange creatures inhabit its vast expanses, some boasting civilizations of their own. Xen'drik is the continent of mysteries—a place where expectations, social rules, and sometimes even the laws of magic and reality are turned on their heads.

The empire of the giants appeared some eighty thousand years ago, emerging into a world that seemed prepared for its arrival. If legends are to be believed, the powerful fiends that once ruled Eberron had been conquered—imprisoned within Khyber by the spiritual coils of the couatls, angelic allies of the dragons in their eons-long war against the fiends. From the ashes of this unspeakably long war, the giants arose. As with later civilizations, it appears that the giant civilization grew slowly from humble beginnings: Bands joined into tribes, warlords united tribes into kingdoms, and kingdoms made war and jockeyed for power.

Some scholars believe that these kingdoms were unified at some point into a single empire, while others dispute that claim, speaking of multiple empires or kingdoms when describing the giant civilization. Still others say that there was never a monolithic civilization at all, and that the traditions of the various giant nations were completely distinct from each other. These scholars believe that the giants' civilization arose independently in different areas of the huge continent, used different languages, and might even have been dominated by different species of giant. These scholars also hold the unpopular opinion that the divisions now observed among different varieties of giants—hill giants, fire giants, frost giants, storm giants, and so on—have always existed, or at least had already arisen by the time the giants left any physical record of their presence in Xen'drik. This theory flies in the face of the common belief that the fragmentation of the giant race into multiple subraces occurred after the fall of their civilization, and might have been directly caused by that fall.

Whatever the truth, the might of the giant kingdoms was clearly founded on two important factors: their use of elf and drow slaves, and their use of arcane magic learned from the dragons. The giants wielded powerful magic, the like of which has not been seen since their fall. As a result, many explorers enter the ruins of their civilization not out of historical curiosity, but primarily to pillage what artifacts can still be found there. During the Last War in particular, several of Khorvaire's nations sent agents and scholars to Xen'drik, hoping to find magical secrets that could aid their cause in the conflict. It is said that the warforged and the secrets of elemental binding both arose from such expeditions, and artifacts such as the *Ramethene Sword*, uncovered during the war and put to use by Karrnath, certainly had some impact on the war.

Aside from historical interest and the lust for magical power, one additional factor draws explorers to Xen'drik from Khorvaire and distant Sarlona alike—dragonshards. Siberys shards falling from the Ring of Siberys land primarily in Xen'drik. Since these shards are valuable both to the dragonmarked houses of Khorvaire and to the Inspired of Sarlona, their presence gives the continent of mysteries great importance.

The ruins of the giant civilization (and the drow who still lurk in those ruins) are by no means the only secrets locked away in Xen'drik, nor do its glories all belong to the past. Explorers return to Sharn every month with some new tale of a thriving civilization just discovered, a

WHAT DO YOU KNOW?

Knowledge (arcana)

DC 15: Xen'drik is littered with the ruins of an ancient giant civilization. Those ruins hold countless ancient artifacts, inscriptions carrying powerful arcane spells, strange magical effects, and other items of arcane significance. The continent is also home to great fields of dragonshards, fallen from the Ring of Siberys.

DC 20: In Xen'drik's ancient past, the giants learned the secrets of arcane magic from the dragons of Argonnessen. They used that magic to construct wonders unequaled in the present.

DC 25: The giants also used their powerful magic to destroy the planar gate through which the quori invaded the world. The result was a tremendous cataclysm even larger in scale than the devastation of the Mournland. The regions now known as Shargon's Teeth and the Phoenix Basin were sunk beneath the sea, and the cities of the giants—even the earth itself—were rent asunder.

Knowledge (geography)

DC 10: The continent of Xen'drik lies to the south of Khorvaire, across the Thunder Sea. Its main humanoid settlement is the city of Stormreach, once a pirate base, built among the ruins of an ancient giant city.

DC 15: The most common route from Sharn to Stormreach leads through Shargon's Teeth, a strait studded with islands and sharp reefs and inhabited by sahuagin. It is common practice to offer tribute to a sahuagin chieftain to secure passage through the strait.

DC 20: Xen'drik is a vast continent, considerably larger than Khorvaire. From the Skyfall Peninsula in the tropical north, closest to Khorvaire, it extends almost all the way to the southern end of the world, known as Everice. In between, jungle gives way to temperate forest and then to taiga, mountain ranges stretch for thousands of miles, and the great golden desert Menechtarun covers an area the size of Breland and Zilargo combined.

DC 25: Xen'drik is home to a number of supernatural environments as well as a wide variety of natural ones.

plant or animal with healing or magical properties, or some other wonder uncovered in the wilds of the mysterious continent. Clearly, decades of exploration of Xen'drik have only scratched the surface of the mysteries still waiting to be revealed there.

XEN'DRIK ENVIRONMENTS

The people of Khorvaire often speak of "the jungles of Xen'drik" as though the continent were densely forested over its entire extent. Most exploration of Xen'drik has been limited to the great northern peninsula closest to Khorvaire, and given that this territory is mostly covered in dense tropical forest, the misperception is understandable. In reality, Xen'drik is a vast continent stretching far beyond the tropical jungle of the north, encompassing nearly every type of landscape and terrain.

The great desert Menechtarun dominates the western part of the continent. The desert is bounded on the east by the Fangs of Argarak, an enormous mountain range that features the highest peaks outside Argonnessen. Farther south, the jungles along the east coast turn gradually into temperate forest and taiga, with the land eventually giving way to the frigid waters of the yawning Icemaw Sea and Everice beyond.

Simply by virtue of its size and geographical features, Xen'drik encompasses every type of terrain and environment described in the *Dungeon Master's Guide*, from cold desert to warm forest. Its historical position as the site of one of the greatest civilizations of the ancient world also ensures that the continent possesses more exotic regions—as well as regions that make no climatic or geographical sense. There is said to be a region of bitter cold somewhere within the otherwise blistering sands of Menechtarun, for example. The Marsh of Desolation, festering at the base of the Skyfall Peninsula, is said to carry the taint of some great evil that lies at its heart, sapping the will of those who enter and consuming their minds like fire. Even within the vast jungles of the tropical north, strange areas abound—places where the hanging moss reaches out to grasp travelers, regions where a constant sense of movement lurks at the edge of one's field of vision, and manifest zones where the fires of Fernia or the darkness of Mabar seep into the world.

Drawing maps of Xen'drik has proven to be difficult, and not just because of the dangerous creatures that inhabit the continent. Distance sometimes seems to ebb and flow with a blatant disregard for natural law, so that different cartographers can measure the same expanses and produce wildly varied results. A journey that takes one expedition a week might take three weeks for the next, with no appreciable difference in circumstances. These phenomena are commonly attributed to the uncontrolled magical energies that ran wild at the fall of the giant kingdoms, but no one has been able to offer a more concrete explanation.

Beyond the natural world and its supernatural alterations, Xen'drik has much to offer adventurers in the form of constructed environments. Like the jungles of the north, the cyclopean ruins of the giants readily come to mind when people think of the dungeons of Xen'drik, but they are not the only such sites on the continent. The giant ruins are incredibly ancient, but the continent holds some that are older still, dating as far back as the end of the Age of Demons. Xen'drik has had a long and varied history since the fall of the giant kingdoms, and in the past forty thousand years, countless small realms have arisen, built monuments to their achievements, and faded into the mists of history—leaving ruins to explore and riches to unearth.

STORMREACH

Stormreach is the gateway to Xen'drik. A thriving city populated by expatriates from every nation of Khorvaire, it is the center of trade and travel between the two continents, and even a stopping point for those Sarlonans who come to Xen'drik seeking dragonshards. Though nowhere near as large as Sharn or the other major metropolises of Khorvaire, it is quite possibly the most diverse city in the world in terms of the different races and nationalities that crowd its streets.

Stormreach began as a pirate haven when explorers first began to come to Xen'drik in search of dragonshards and antiquities. There were no regular trade routes, but pirates found it profitable to lurk near the tip of the Skyfall Peninsula and attack ships as they made their way back to Sharn, Trolanport, or the Cyran port of Mardain (now Pylas Maradal, in Valenar). Several different bands of pirates built lairs in the ruins of an enormous giant metropolis in the area.

Around 800 YK, the dragonmarked houses demanded that the Kingdom of Galifar put a stop to this pirate activity. The houses certainly had their own interests at heart, but at the same time, both Morgrave University and the University of Wynarn were planning major expeditions to Xen'drik. The dragonmarked houses successfully made the case to the king that ending piracy on the Thunder Sea was beneficial to his rule as well as to the houses and the universities, and a long naval crusade ensued. By 802 YK, the pirates were mostly routed from the Thunder Sea, and their dens on the Skyfall Peninsula became Stormreach. Backed by the dragonmarked houses, the settlement grew steadily, and it remains a prosperous (if somewhat wild) frontier city to this day.

The architecture of Stormreach is astonishing to those making their first visit to Xen'drik. The ancient giant city has crumbled away to rubble, which in turn has been used in newer construction, particularly for the impressive enclaves of House Kundarak and House Tharashk.

The dozen or so neighborhoods of the modern city are widely spaced among the giant ruins, connected by long roads and (in many places) magical teleportation devices. The regions between these neighborhoods are nearly as dangerous as the wilds of Xen'drik—predators from the surrounding jungle frequently haunt the ruins, magically created constructs still guard parts of the ancient city, and small bands of drow hunt in search of both treasure and prey. The city is sometimes called the City of Dungeons—partly as a mocking comparison to the City of Towers, but partly due to the vast expanse of its underground chambers and aboveground ruins, all holding dangerous foes and rich rewards.

Stormreach is alive with magic, and arcane obelisks and fountains dot the ruins of the ancient city. The pirate bands that first settled the area built their residences around these features, and they remain central to the city's modern neighborhoods.

RACES OF XEN'DRIK

Xen'drik is populated by countless bizarre and unusual creatures, and its more civilized humanoid and monstrous humanoid inhabitants are no exception. Ranging from the debased remnants of the ancient giants' civilization to the strange beelike abeils (described in *Monster Manual II*) that are said to inhabit at least one hive-city in the foothills of the Fangs of Argarak, the races of Xen'drik are monstrous, bestial, barbaric, and often highly xenophobic.

The giants are the most important race in Xen'drik, at least historically speaking. Descended from the titans who built Eberron's first civilization, the giants of modern Xen'drik are but a shadow of the race's former glory. They have splintered into numerous kinds and spread to inhabit a wide range of environments. Hill giants are the most commonly encountered around Stormreach, engaging in trade with the people of the city. Forest giants (from *Monster Manual II*) hunt in the forests of the north, but they are rarely seen. Stone giants are also relatively common, though they avoid the jungle in favor of rockier terrain in the mountains and caves to the south. Other kinds of giants established themselves in more extreme environments: frost giants in the frozen south (as well as the far north), fire giants in the volcanic mountains, and cloud and storm giants in the heights of the sky and the depths of the sea. Some giants dwell in the desert Menechtarun, including sun giants (from *Monster Manual II*) and sand giants (from *Monster Manual III*).

The former slaves of the giants—the drow—are the other important race on the continent. When their elf cousins fled to Aerenal, the drow remained in the shadow of the giant ruins, and their civilization has undergone little change in nearly forty thousand years. They believe that they alone preserve the dignity and valor of the elf race, dismissing the rebels who fled to Aerenal and their Valenar heirs. They wander the forests in small bands, camping underground at times, and have little interaction with others of their kind, let alone other races. (The drow of Xen'drik are described in more detail in *Races of Eberron*.)

The birdlike race known as raptorans (described in *Races of the Wild*) lives in cliffs and canyons all over Xen'drik. A few have emigrated to Khorvaire, their curiosity about the common races aroused by contact in Stormreach or in the wilds. They are common in the Titan's Teeth mountains but extend far beyond that area, from far north of the Skyfall Peninsula to the Skyraker Claws west of Menechtarun.

In addition to the sand giants and sun giants, four significant races are native to the great desert of Menechtarun. The asheratis live in tight-knit family units underground, swimming through sand it as if it were water. The goblinoid bhukas dwell in canyons and cliffsides, particularly where the desert abuts the Fangs of Angarak. The insectoid hunters and trackers known as thri-kreen wander the wastes, though they are hardly numerous. Finally, the gregarious nomadic armands inhabit the desert, trading with all the other races of Menechtarun. (Asheratis and bhukas are described in *Sandstorm*, thri-kreen are detailed in *Expanded Psionics Handbook*, and armands appear in *Monster Manual III*.)

The race of catfolk (described in *Races of the Wild*) is native to the jungles of the Skyfall Peninsula. Over years of interaction with the people of Stormreach, catfolk have migrated to various parts of Khorvaire, congregating particularly in the Eldeen Reaches and Q'barra.

The race of yuan-ti is actually native to Sarlona, having originated as an offshoot of humans. When the Inspired took control of that continent, they began to exterminate the yuan-ti, and those that could escape fled to Argonnessen. Many of the dragons were unwilling to open their land to these refugees, but a handful of Chamber agents who saw the arrival of the yuan-ti as part of the unfolding of the Prophecy offered them sanctuary. As the numbers of yuan-ti grew, draconic resistance to their presence increased as well, and most were eventually banished to Xen'drik. According to some scholars, it was only upon their settling in Xen'drik that the race of yuan-ti became corrupted and hateful, and those scholars point to the benevolent yuan-ti of the Talenta city of Krezent as evidence that the race was originally no more evil than its human ancestors. Whatever their origin, the yuan-ti of Xen'drik are more uniformly evil than most races of Eberron. Though exceptional individuals exist, most are thoroughly vile and depraved. For the most part, they are isolated in their temple-states deep in the jungles, but some have taken up residence in the giant ruins surrounding Stormreach. From there, they send their most human-like agents among the populace to pursue their nefarious ends. Supposedly, these yuan-ti seek to transform all of humanity into their own serpentine image.

Two races with a common ancestor have spread to dominate isolated Kapaerian Island, west of the Skyfall Peninsula. The ordered cities of the skarns and the more casual communities of the rilkans thrive side-by-side, trading mostly with each other but slowly starting to expand to the Xen'drik mainland. These races are humanlike in appearance, but they are distinguished both physically (the rilkans have bands of scales; the skarns, distinctive spines) and in their use of the magic of incarnum—strange soul energy they shape into tangible spell-objects called soulmelds. (Skarns and rilkans are fully detailed in *Magic of Incarnum*.)

Countless other races, from the humanoid to the truly monstrous, inhabit the wilder regions of Xen'drik. The highest, coldest peaks of the Fangs of Argarak are said to be home to a race of sinister yak folk (described in *Monster Manual II*) who prey on drow, giants, and travelers alike who stray too near their mountain homes. According to tales of the asheratis, the deepest recesses of Menechtarun are the abode of scorpionfolk (also from *Monster Manual II*). Ophidians, sarkriths, and crucians are all found in Xen'drik, as are many of the monstrous races also found in Khorvaire: ogres, minotaurs, harpies, gargoyles, and so on. (Ophidians and sarkriths are described in *Fiend Folio;* crucians appear in *Miniatures Handbook*.)

Seemingly, every explorer who delves into the jungle or crosses a mountain range returns with a report of some never-before-encountered race building its insular civilization in some lost valley or sequestered plain. The most recent tall tales to spread through Stormreach involve a race of constructs much like warforged, supposedly born from creation forges built before humans ever set foot on Khorvaire. Popular imagination links these "dark warforged" to the drow, and imagines a relationship between them and the Cannith-built warforged somehow parallel to the relationship between the drow and the elves of Aerenal. In all likelihood, these tales—like so many explorers' reports—are pure fancy, either having no basis in reality or so distorting the truth as to make it unrecognizable.



KNOWN RUINS OF XEN'DRIK

Huge expanses of Xen'drik remain completely unexplored, and even the Skyfall Peninsula outside the relatively civilized Stormreach is still untamed wilderness. The majority of the ruins and important sites that have been located in Xen'drik are in that northern region; the location of most sites beyond the peninsula is little more than speculation. Of course, Stormreach itself is built in the midst of a ruined giant city, so these are among the best-known ruins in Xen'drik.

For many years, **Mel-Aqat** was thought to be mere legend. Mentioned in a variety of ancient texts, this site was supposedly the prison for a mighty rakshasa rajah. Until only a few years ago, most scholars had abandoned hope of ever finding it, but then it was unearthed by a group of adventurers led by the scholar Janik Martell. Good and evil are both strong in Mel-Aqat. (This site is featured in the novel *Legacy of Ruin.*)

The Temple of Sondar Thaj lies in the heart of the **Marsh of Desolation**. In fact, some corrupted artifact or cursed entity within the temple is said to be responsible for the lingering malaise that seems to hang over that swamp. Legends say that it is the resting place of the Crown of Sondar Thaj, one of the draconic artifacts used in the ancient war against the fiend-spawn of Khyber.

The **Obsidian City** is another ruined giant city, now inhabited by a tribe of drow called the Sulatar ("firebinders"). It lies at least 800 miles upriver from Stormreach. (This site is featured in the novel *The Shattered Land.*)

Pra'xirek and **Tharkgun Dhak** are giant ruins. Pra'xirek lies near one of the heads (sources) of the Hydra—the great sound that divides the Skyfall Peninsula from the rest of the continent. Two tribes of giants still inhabit the ruins, as well as a group of drow and a locathah clan.

Tharkgun Dhak is a cliffside fortress located in the northern Fangs of Argarak. Ogres now control the ruins, but it is a gateway to the depths of Khyber and infested with creatures of madness. (Both of these sites are fully detailed in *Explorer's Handbook.*)

The **Ring of Storms** is considered to be an idle myth, and its location has never been conclusively identified. According to legend, it was the mountain refuge of a sect of magically powerful drow during the Age of Giants, but this sect was destroyed by the fall of an enormous dragonshard from the Ring of Siberys. (This site is the setting for the electronic game *Dragonshard.*)

Aside from the ruins on which the city is built, the **Throne Gate Ruins** are probably the closest ruins to Stormreach, lying about 400 miles up the Rachi River. This site served as a temple and arcane laboratory at the height of the giant empire. (It is featured in the EBERRON adventure *Grasp of the Emerald Claw.*)

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