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# Wayfarer s guide to eberron 5e pdf free

Eberron is a creation of Magic, not extraordinary magic, it is a bit of a world of ordinary normal magic used for routine purposes. Eberron evolved through improving magic differently from the growth of science. D&D Eberron Rising from the Last War is over – maybe. The Eberron shadows of the last war occupied the entire Khorvaire zone during a civil war that continued for more than an era. What is Eberron? Eberron is a drive setting for Dungeons & Dragons (D&D) Role-Playing Game. The game was established mainly in the Khorvaire region by the next major damaging war. Eberron is planned to adapt traditional D&D bases and races within a differently toned environment. Eberron joins the unreal tone with pulp and murky substances to exploit, and some nontraditional fantasy equipment is skyships, trains and mechanical beings all driven by magic. The world of Eberron consists of different specifications for the Eberron Campaign Setting for the Dungeons & Dragons imaginary role-playing game. History of Eberron: Over the next four years, nearly 20 additions were broadcast for Eberron.Author of Designers & Dragons (Shannon Appelcline) wrote Meanwhile, he also converted the setting for Dungeons & Dragons Online (2006), Atati's main combined growth D&D EberronBy 2009, Eberron was very large and that's why he won as the second backdrop 4e. In June 2009, the Eberron Player Guide and the permissible adventure of Khyber's Harvest (2009) brought the background to the new 4th edition of D&D.. Followed the Eberron Player's Guide (2009) and the Implosive Journey Of Ashen Crown Hunters (2009). D&D 5e Eberron Rising from the Last War, hardcover drive book, was published in August 2019 and circulated on 19 November 2019. Eberron Release Date: Eberron was formed by author and game stylish Keith Baker as the winning entry for Wizards of the Coast's Fantasy Location Search, a rivalry running in 2002 to create a new setting for D&D role-playing games. Dungeons & Dragons v3.5 2004 campaign settings book was written by Keith Baker, Bill Slavicsek and James Wyatt.In June 2005. Eberron 5e: Dungeons & Dragons beloved Eberron setting fully acquires the 5th Edition journey. Wizards Of The Coast has published a new source book, Eberron: Rising from the Last War, which is due to be published this decline. Eberron D&D was also available at 3.5 and 4th Editions, and is now creating its own mode on the 5th Edition.Magicians of the Coast out example PDF last year is known as Wayfinder's guide to Eberron, but lifting from the End War symbol is the first certified 5e adventure set in a war-torn creation. In addition to adventure set in the murky, spiritual Mournland, Rising from the The war is leading Eberron's artificer class in the D&D 5th Edition Eberron.Leading new D&D Eberron Classes added to 5e, the artificer uses mysterious science to make magical creations and fill objects with magical controls. Eberron Adventures: The New D&D Adventure Club is the best way for game players and Dungeon Masters to look for new individuals to play with as they interact with ongoing stories available in the adventurous D&D Eberron Book in the D&D group release. If you're new to Adventurers Team and want to know more about 3, 4 and Eberron 5e Adventures, take a look!!! DDAL-ELW00: What's past is PrologueDDAL-ELW01: The Murder in Skyway by Greg Marks (Tier 1; Optimized for Level 1 characters)DDAL-ELW02: Bill Benham's Boromar Ball (Level 1; Optimized for Level 2 characters)DDAL-ELW03: Canith code by Cindy Moore (Level 1; Optimized for Level 3 Characters)DDAL-ELW04: Jack of Daggers by Ginny Loveday (Level 1; Optimized for Level 4 characters)DDAL-ELW05: Against the Lightning by Will Doyle (Level 2; Optimized for Level 5 characters)DDAL-ELW06: A Sacred Visit by Ashley Warren (Level 2; Optimized for Level 6 characters)DDAL-ELW07: Lyse Chen Terror Blades (Level 2; Optimized for Level 7 characters)DDAL-ELW08: Shawn Merwin's Kundarak Job (Level 2; Optimized for level 8 characters) Eberron Campaign and Ebberon Setting: The Fourth and Eberron Campaign Setting 5eis separated to Siberys (The Astral Sea), Khyber (The Elemental Chaos) and Eberron (The Mortal World). Siberys consists of 7 aircraft: Mabar (Endless Night), Lamannia (Twilight Forest), Irian (Eternal Day), David (Perfect Order), Syria (Côte d'Azur), Baator (Nine Hells) and Shavarath (Battleground). In the physical world there are three aircraft called Coil, including Thalanis (Field), Dolarh (The Shadowfell) and Dal Quor (Field of Dreams). Khyber consists of Risia (Plain of Ice), Fernie (Sea of Fire), Kythri (Churning Chaos), and Abyss.Xoriat (Kingdom of Madness) is the fourth erratic plane to present itself beyond identified mazmology. Eberron 5e Gods: Beliefs in Eberron are not normally definitive for race, while both Elven Undying Court and Path of Light are generally not loved by other races. Yet unlike other locations, gods neither walk the earth nor can dwell via a planar flap. If they survive at all, a discussion inquiry is open. Divinely enthralled, but, obviously survive and most people believe it creates from the gods. The foreshadowing that good people can do evil is a vital concept in Eberron.As consequences of this, priests do not have any limitations on the arrangements. One well-acknowledged distance of such a cleric is the de facto leader of Thrane, the high-ranking Cardinal Frozen, who is a legal evil. In D&D 4, palladiums are needed only to have the same arrangement as their deity, so a wicked or non-aligned Paladin is allowed. Eberron on the rise Last installment pdf: Users can download Eberron: Rising from the Last War PDFfrom below the predicted link. Hit this link (www.scribd.com/document/436137540/Eberron-Rising-From-the-Last-War) to get Dnd 5e Eberron Rising from last war PDF. Users can also buy D&D 5e Eberron Rising from The Last Installment from other social networks such as Amazon, etc. Next D&D book: Dungeons & Dragons' next original will memorialize the team from a critical part, enormously known real-play role-playing sequences. Called Explorer's Guide to Wildemount, the book is now available for pre-order on Amazon and in your kind native game or market shop. The $49.95 book Eberron 5e Hardcover will be published on March 17, 2020. Eberron The Last War: The last important episode in the Eberron Campaign Setting is an episode called The Last War, so-called because the user of Khorvaire assumed that after the end of the war everyone would be adverse to war (as much as The First World War was recognized as a war to end all wars). Unexpectedly, the Last War ended on September 11th, 1945. It mentions the sequence of battles in Khorvaire over 102 years that began with a row over the seat of the Kingdom of Galifar and the governance of the Five Nations. The last war formally ended two years before the start of the ride, the throne treaty, as each of the 05 states and most states that broke off through the war formally became autonomous. December 27, 2019 April 9, 2020 February 20, 2020 May 2, 2020 March 16, 2020 January 25, 2020 Edit Share Keith Baker, Ruty Rutenberg Eberron was born in 2002 when the Wizards of the Coast launched a worldwide search for new campaign settings. Wayfinder's guide to Eberron brings the campaign setting of the same name to the fifth edition of Dungeons & Dragons. This 175-page book gives you everything you need to create an Eberron story or character, exploring the underlying themes of the setting and rules for implementing them in the fifth edition. It includes a review of Khorvaire and the fantastic town of Sharn, complete with a host of background ideas and story hooks. Playtest material includes unique Eberron races, mystical dragon marks (including larger dragon marks and clunky dragon marks) and new magical objects; it is a live document, and this content will be developed and updated in response to feedback. Table of Contents[edit | Source] 1) What is Eberron? 2) Welcome to Khorvaire 3) Racing Eberron 4) Dragonmarks 5) Magic Items 6) Sharn, City Towers Appendix A: Further Reading Appendix B: Glossary Appendix C: Dragonmarked House Crests Community Content is available under CC-BY-SA unless otherwise stated. INTRODUCTION)ZK[WNMTMK\ZQKQ\a[XIZSIVL#EIZMKIZZAQVO\PM \MTTQVO\PM\Z\P\PM\ZIQVPWTL[INWZ\]VMQV+AZIV OWTL°INWZ\]VM\PI\ZQOP\N]TTAJMTWVO[\W\PM ZMN]OMM[[KI\\MZMLIKZW[[*ZMTIVL)VLQN;] VLZAQ[ \MTTQVO\PM\Z]\P\PI\OWTLQ[O]IZLMLJaIKILZMWN ]VLMIL[WTLQMZ[\PMMTQ\M_IZZQWZ[WN3IZZVI\P E 2002 WHEN the Wizards of the Coast launched a worldwide search for a new campaign setting. I imagined a world of swashbuckling adventures and dark fantasies, a place where magic forms the foundation of civilization. Over the next year I worked with the amazing IZ\Q[\[IVLOIUMLM[QOVMZ[\WZMÅVMIVLLM^MTWX team of this core idea, and the end result was -JMZZWV +IUXIQOV; M\\QVO In the years that followed, a multitude of authors, designers, and dungeons around the world continued to expand and explore this setting. 4 BERRON WAS BORN IN WAYFARER GUIDE TO EBERRON HOOKS FOR COMPELLING ADVENTURES, AS WELL AS AN APPENDIX with a list of sources you can use to learn more about the setting. Keep in mind: this book presents the Uavision of Eberron. This is a world I lead at my own table, and the way I converted his ideas \W\PMÅN\PMLQ\QWVZ]TM[)TTWN\PMUI\MZQITPMZM is presented for gaming and for provoking imagination. Game mechanics are in draft NWZU][IJTMQVaW]ZKIUXIQOVJ]\VW\ZMÅVML JaÅVITOIUMLM[QOVIVLMLQ\QVO CHAPTER ONE: WHAT IS EBERRON? I[\M[I JIVLWNPMZWM[ZIKM\WKTIQU\PM:MIXMZ1/4[0MIZ\ 1N\PMIOMV\[WN\PM-UMZITL+TI_ZMIKPQ\2 <7 >\0ÅZ[\ \PMa1/4TT]VTMI[PIVIZUAWN\PMLMILIOIQV[\\PM XMWXTMWN3PWZ^IQZM 1V\PMKQ\aWN; WRITEZQTTQIV\\MIUWN[XQM[ X]TTW ت IVQUXW[[QJTM[KPMUM 3ZMISQVOQV\W \PMQUXMVM\IZIJTM^I]T \[WN0W[M3]VLIZIS*]\ QV[\MILWNOWTL\PMAÅVLI[MKZM\\PI\KW]TL[PI\\MZ \PMNZIOQTMXMIKMJM_MMV\PM. Q^M6I\QWV[° 7V\PMLMKSWNIVIQZ[PQXI_QbIZLLMJI\M[\PM QV\MZXZM\I\QWVWNIVKQMV\XZWXPMKa_Q\PIJTWWL ZMLLZIOWV1N\PM[IOMTW[M[\PMLMJI\M\PMLZIOWV _QTTLM \ZWA\PMI[PQXIVLM^MZaWVMWVQ*]\QN [PM_QV[\PMIZO]UMV\\PMLZIOWV_QTT\ISM\PMU \WLQ[\IV\)ZOWVVM[[MV^IVLVWP]UIVPI[M^MZ [MMV\PMTIVLWNLZIOWV[IVL ZM\]ZVML W EBERRON? It's a world bound by a gold ring and surrounded by 12 months. It's the intersection of thirteen planes of existence, moving in and out of alignment. It is a place where magic is harnessed as tools – it is used to build cities, to sail ships through the sky, to create miracles and weapons. Eberron embraces swashbuckling action and pulp adventure and adds a layer of neo-noir intrigue. Stories don't always end well and there's no perfect answer to every problem. The last war turned old allies into bitter enemies and destroyed an entire nation, leaving behind terrible scars. Crime and corruption lurk in the great cities of Khorvaira. Hidden Dragons \PMKW]Z[MWNPQ[\WZa; QVQ[\MZÅMVL[QV/Æ]MVKM dreams of the insatiable. Human greed and ambition can prove more dangerous than any devil or demon. But through this darkness, there are opportunities for a group of daring adventurers –WUISMILQ ت MZMVKM^NWZJM\\MZWZNWZ_WZ[M HAT IS This chapter explores these core IVL\PM_Ia[\PI\\PMaKIVI ت MK\\PM[\WZQM[WZ characters you create in Eberron. Here's a quick look at what lies ahead. • Magical world. From war-forgotten and airships to dragon-marked powerhouses, magic is part of the world and its stories. • Pulp Adventure. Whether you're jumping off an airship or fighting demons in forgotten ruins, Eberron encourages film action and the adventure of swashbuckling. • Neo-Noir intrigue. Eberron is the world of WNLQ پ K]T\KPWQKM [ chapter 1 | WHAT IS EBERRON? 5 MAGICAL WORLD Creation myths say that magic is JTWWLWN\PMLZIOWV; QJMFor[Æ W_QVOLW_V from a gold ring in the sky. Whether it's true or a mere myth, magic pervades the world. Magic as a tool. In Eberron, Arcane magic is a form of science. Spells and ZQ\]IT[WN_QbIZL[IVLIZ\QÅKMZ[PI^MJMMV have evolved and honed over the centuries, and these principles are embedded in everyday life. Magic is used for fun, transportation, communication, warfare and more. While magic is widespread, there are limits to power. You can book a paragraph on an airship or get a disease cured by a smaller restoration, but resurrection, teleportation and [QUQTIZM ت MK\[IZMPIZL\WKWUMJa 6 Chapter 1 | A MAGICAL WORLD ò›Ùù — ƒùDƒ ¦ ®' Here are some examples of how magic is integrated into everyday life in Khorvaire. Lightning rail uses tied elementarys to drive train wagons along the conductor's stones track. The railway connects most major cities and is an easy way to travel long distances. Elemental airshipXVHVDÅUHRDLU elemental, tied into a ring that holds the ship in the air and provides a motif force. Airship is a recent innovation that transforms the transport business. Everbright lanterns use FRQWLQXDOÁDPH WROLJKWWKHVWUHHWVRI. KRUYDLUH7KHÁDDPH never shuts down, but metal shutters allow you to mute or turn off the lamp. Speech stones allow communication between remote communities. A short message can be sent from one stone to another, functionally similar to a telegraph. Warforged are sentient humanoid golems. Developed during the Last War, warforged were created as weapons. The Treaty of Thrones forbids the creation of new belliers, while giving freedom to the vast who survived the war. Rules for making warforged characters can be found in chapter 3. PULP ADVENTURE Eberron is a world of swashbuckling adventures IVL_WÅ[\MLIK\QWV? PM\PMZaW]1/4ZMI.5 develops an adventure in the world or preparing for research, here are a few things to consider. Exotic locations. Lightning tracks, airships and other forms of transport can make it easier to travel to exotic locations. Adventures could take you to the colossal ruins left behind by the giants of Xen'drik, the distorted landscape of Mournland or the dark demiplanes within the Khyber underworld. Even if you want to remain QVI\W_VaW]KW]TLÅVLaw]Z[MTNQV\PMUQTM PQOP\W_MZ[WN; PIZV°WZ\PMIVKQMV\OWJTQV tunnels lying beneath it. What are the stakes? What's better than a battle on the deck of an airship? Battle on the deck of the airship \PI\1/4[IJW]\\WKZI[P Look for ways to raise the stakes of the scene, so players feel every decision counts. This could be triggered by the consequences of failure: with your actions, you protect your friends, your house, or your nation. It could also be time: Chapter 1 | PULP ADVENTURE 7 has no one else to deal with the problem: the fate of the city is in your hands. This is something that should be taken into account in the development of your character and the selection of wallpapers. If you take a military background, you can be more than grumbling. What were you doing during the Last War? What was your greatest triumph or most tragic defeat? If you're a spy, are you a valued agent or did you get rid of the organization after being pushed too far? Don't just think of your character as a set of numbers: even at 1. Hero Points. Pulp adventure heroes are often able to overcome the seemingly impossible WLL[7VM_Ia\WZMÆMK\PQ[Q[W][M\PM optional rule of heroes from Chapter 9 .] VOMWV5I[\MZ1/4[/]QLM This is optional; hero points change the balance of the game and give player characters the opportunity to reverse a certain failure into success. It's a way for heroes to feel mostly from life, but it's not a good match for every story. Extraordinary villains. One of the reasons the world needs heroes is because it already has villains. It can be a long time before you're ready to face archlich erandis vol in battle. But part of the \PMÆI^WZWNX]TXIL^MV\]ZMQ[\WPI^MZMK]ZZQVO villains that closely match the heroes — rivals who thrive in power as you do. One way to create a convincing villain is for DM and players to develop villain backstory together. As a DM, you can ask the player: ? PMV aW]NW]OP\QV\PM4I[\? IZITI[5IZ\IQV[MZ^MLQVaW]Z ]VQI°]\VQTPMJM\ZIaMLaW]? PI\LQLPMLWM'IK\Ta' Likewise, even when the pull villain appears to have died, they can have their extraordinary escapes from death. Maybe Halas had a ring that cast the illusion of his death when he actually stabilized him, or he threw NMI\PMZNIT When he jumped off a tower in Sharno. Here, as well as DM, you can engage players: 1\1/4[0ITI[5IZ\IQVITTZQOP\ It's not something every group will enjoy, and you never want the players to feel like they can't make it. But for some groups, this kind of collaboration can produce a compelling story and a sense of investment in the world. 8 Chapter 1 | PULP ADVENTURE KÖã®ÊÅƒ1/2Zç1/2› Ào®ûêãà›Ããƒ1/21/2›Ã›ãÃÿ )ÅOP\JZMIS[W]\QV NEO-NOIR INTRIGA While Eberron accepts swashbuckling action pulp adventures, it also draws inspiration from NZWUVMWVWQZIVLPIZLJWQTMLÅK\QWV1\1/4[And a world where stories don't always end well, where there is no perfect solution to every problem. In developing characters or stories in Eberron, consider the following concepts. Shades of gray. In Eberron, it's not always easy to separate heroes from villains. Good people can do terrible things, while cruel or insensitive people may serve the greater good. The Inquisitor may torture the innocent in their quest to eradicate the cult of the Dragon below; but if stopped, the cult will also survive the ÆW]ZQ[P)OZW]XWNWZK[IZMZIQLQVO human settlement; but the settlers have built their village on earth sacred orcas and may be interfering with the wards that hold M^QTI\JIa in Eberron are at work ancient and primordial forces. But there are also misguided patriots, religious extremists and dragon-tagmed cottages who want to squeeze a few more pieces of gold out of Khorvaire. There are spies who will do anything to protect their nations and petty criminals trying to build empires. There's IXTIKMQV-JMZZWVNWZ[MTÆM[[PMZWM[IVL\Z]These fairy villains, but there's a lot of middle ground between. Chapter 1 | NEO-NOIR INTRIGA 9 Z› ¦Ù›ãÿƒ1/2› 1d10 1 2 3 4 5 6 7 8 9 10 ZÖØãĞI While serving in the Last War, you were forced to abandon an injured comrade. You don't know if they survived. You put your faith and your wealth in the hands of the lover who betrayed you. You don't know if you can ever trust anyone again. zŽźwźdĚĞdĞĚÃđsIÅůźŽźdÃĐØŽŸč ŵÃLJŚÃIĞdĞĞŸůźčØJĞĚdźILJŽźd đsIÅůčÍÃĐĞčØůůŚÃźŸIčLJŽź someone gave their trust in you and you betrayed them for personal gain. You may regret it now, but you can never repair the damage you've done. You squa spent your family's fortune and brought shame and ruin to your household. zŽźĞŸÖÃÖĞĚšŸĐŽIĞdIŽĐĞdÃĐŽŸč ÍŽdÃŸÃØŽŸ;ĞšIŚĞdÃĐÃčĚĐLJŽd soldier). When you were serving your country, you did unforgivable things. You left your family to make an adventurous life come true. Your village was destroyed in the war and you don't know if they survived. You bargained with ĞdźIđÃĐůÃŸÃdĞŸØILJIŚÃILJŽźŸŽll regret. You promised a child or lover you didn't keep. ĞdźĐĞđšŵĞŸIčdŚĞčĞŵÃLJdĞ đĞčĐŽŸčšdůčĞÍŽđLJŽźđůÃččÃdšůšØĞč;čŽđĐĞđĞđčĐĞůůĐÃčØŸÖdÃđdÃđšÃŸ anger), but you don't know if llšůůdĞčščĞĞĞIĞĐIč Chapter 1 | NEO-NOIR INTRIGUE Everyone regrets. Player characters are extraordinary people, but that doesn't mean they're perfect. 5E already encourages you to XQKSIÆ I_NWZaW]ZKPIZIK\MZ[WUM\PQVO\PI\ PMTX[LMÅVMAW]ZUW\Q^I\QWV[*]\Q At _IV\\W ILLITQ\\TMPIZLJWQTMLÆI^WZ\WaW]ZKPIZIK\MZ, you can consider several additional aspects: Do you have a debt to repay and, if so, Do you need to sort it out in a week or a year? Have you made a tragic mistake, and if so, is that something you can ever undo? The Regret table provides several examples of missteps that could haunt you. Balance of pulp and noir. As a setting, Eberron works with pulp and noir themes. Here's the spectrum: at one end you have the ultimate swashbuckling adventure – battling the incarnations of evil on the deck of a burning airship! At the other end you have a bold hardboiled action in the alleys of Sharn, a brutally human scenario where there are no easy choices. The most interesting path often lies between the two extremes, but don't be afraid to focus on one end of the spectrum if that's what fits your story. WHY DO YOU NEED 200 GOLD PIECES? )Æ I_WZZMOZM\Q[WUM\PQVO\PI\[PIXM[aW]Z personality, something that plays a constant role in your story. But you may have a problem that needs to be solvedZQOP\VW_ It's completely optional: As a player, you can choose to roll or select an option from the Debts table. Why would you even want to get in the way? It's a way to add depth to your character and provide a compelling, immediate motive for adventure - you don't just want to get rich, but you need IOWTL\WOM\PI\JW]V\aW ت aW]ZPMIL It's also an opportunity to identify something that can be part of your character moving forward. If you're trying to recover a magical item from a pawnshop, it allows you to determine that your character PI [ that magical object - which could be a legacy, something you created, a gift from a mentor - you just temporarily lost it. If you're trying to raise money to join a secret society, it determines that your membership in this organization can be part of the story later. Establishing a debt requires cooperation and approval from both the player and the DM. Work together to develop details: who is blackmailing you? What kind of secret society is that? What's the story behind the magical object you put together and what kind of object is that? As a player, you present ideas J]\\PM,5PI[ÅVITIXXZW^IT ›ãŸƒ1/2› 1d10 1 2 3 4 5 6 7 8 9 10 Long zŽźĐŽŵŵšźĞĚÃĐđšŵĞźđšŸÖIŚĞ Last War, and now You're being blackmailed by someone ĐđŽŽŸźŽźđÃĐĐŽŸĞŵÃLJŚÃIĞdĞĞŸ ůźčØJĞĚdźIIŚĞůÃIIIźŸŸIĐÃđĞ and you have a gambling problem. If you can't repay Daask (see Chapter 6), you'll be playing the tag with cockatrice. You own an unusually magical object, but you had to sell it to a pawnshop. If you can't get it back in ŵŽŸIŚIŚĞLJůůčĞůůšIŽźŸ you were delivering on behalf of the Boromar clan (see Chapter 6) and you lost your goods. Someone knows the whereabouts of a sibling or a loved one you thought šŸIŚĞDŽźđŸšŸÖdźIIŚÃIšŸIŽđŵÃØźŸ would cost you. zŽźŚÃIĞÃĚĞÖĞŸĞđÃØIĞĚščĞÃčĞIŚÃI can't be cured by worldly means. If you can't get ůčččĞđđĞčIŽđÃØźŸ soon, you'll start showing symptoms. Your family lost everything in the Last War. 200 gp will give them a stake in the new (farm/inn/stagecoach). You have a price on your head. hŸůůLJŽźčĞźůĞIŚšŸÖčIIšIŚ,ŽźčĞ dŚÃđÃčĚŚĞLJŽźĚđĞźĞđUĞĞđÃŸĞLJĞ for bounty hunters. You have the opportunity to join šŸÑźĞŸØÃůčĞĐđĞIčŽĐšĞILJźILJŽźIĞ a month to raise your membership fee. Roll again. It's not your debt: it's your lover's problem. Can you solve the problem before they have to face the consequences? Chapter 1 | NEO-NOIR INTRIGA 11 LAST WAR Hundreds of years the continent of Khorvaire was a united kingdom of Galifar. This has come to an end with the death of King Jarot in! A3R][\W^MZIKMV\]ZaIOW+WVÆQK\W^MZ consistency spiralled into a direct war between the Five Nations. The last war was a bitter struggle that changed the shape of Khorvaire forever. It was a century marked by the shifting of alliances, with years of stalemate interspersed with periods of intense KWVÆQK\ 122 CHAPTER C HAPT HA APT TE ER R1| T THE HE H EL LAST AST W AS WA WAR AR negotiating table, and the Last War came to an end in 996 YK with the Treaty of Thrones. While many celebrated the end of the war, W\PMZ[ZMUIQV]V[I\Q[ÅML_Q\PQ\[W]\KWUM No one won the war, and the deep scars remain. War-torn villages and towns are still being rebuilt. After fertile farmland was burned and destroyed. There are refugees in every major city. And even though people optimistically call it \PM4I[\? Iz, most believe it's only a matter of time before it starts again. The mystery of Beading is the only thing keeping hot-keepers at bay. If the secret of Mourning can be revealed —if it can be proven that mourning cannot be repeated, or if its power can be used as a weapon—the Last War could begin again. As such, nations remain in the Cold War like any of them. and search for IL^I\VIOM[QV\PMKWVÆQK\\PI\KW]TLTQMIPMIL ¥›ãŸê¥ã›tƒÙ +HUH· VDIHZRIWKHPDMRUHIIHFWVRIWKH/DVW Rat. Dragon power. Dragonmarked houses sold their services all over the place and PDGHFRQVLGHUDEOHSURÀWVIURPWHZDU7KH Five nations are divided and dependent RQWKVHUYLFHVRIWHKRXVHVDQGLW· V questionable if any nation can impose their will on them. Karrnathi Undead. When a series of famines and slearns crippled the nation of Karrnath, he embraced the blood of the Ox and introduced the undead into his armies. Religion was largely abandoned towards the end of the ZDUDQGPDQ\RIWKHXQGHDGZHUHFRQÀQHGWR crypts, but some are still in use. Magical innovation. During centuries of war, dragon-marked nations and houses developed new spells and tools for use in war. Airships and warforged are recent events, and the tradition of sticks stemmed from the war. Grieving. This magical cataclysm destroyed Cyre and brought the war to an end. Cyre is a vast, unrecognizable wasteland and those Cyrans who survived the disaster are scattered throughing Khorvaire. New peoples. Before the Last War, Galifar laid claim to all of Khorvaire. During the war, a multitude of new states emerged. These include the Goblin nation of Darguun, the elf kingdom of Valenar, the druide Eldeen Reaches, the Droaam monsters and more. MILITARY BACKGROUNDS The current year is 998 YK. The last war lasted more than a century and only came to an end two years ago. As a player character in Eberron, you possess outstanding skills. Did you participate in the Last War, and if so, in what capacity? If you fought, which nation did you serve? Have you been honorably discharged, or have you abandoned your cause? If you participated in the war, why is LQLV1/4\aW]ÅOP\IVL_PI\LQLaW]LWQV[\MIL' The following table provides ideas on how IJIKSOZW]VLKW]TLZMÆMK\IKWVVMK\QWV\W\PM Last War. While charlatan is an obvious backdrop for a spy, you could easily adapt a criminal or a jegger to the same role. D®1/2®ãƒÙùƒ'¦ ÙêçÄ – Ý 1d10 DšůšIÅĞLJÃĐÙŐđŽźŸĚ 1 You were a joint soldier, facing the enemy on the front lines of the intertwined war. (Soldier) 2 You served on the high seas, whether ÄčÃŵÃđšŸĞźŸÃIÃůŽkĐĞđÃĐđšIÅIĞĞđ or smuggler. (Sailor) 3 You commanded soldiers and led šŸIŽdÃźůĞtĞđĞLJźźÃÖŽźĚůĞÃĚĞđ or are you haunted by your failures? (Soldier or noble) 4 You were a spy, gathering intelligence ÍŽđLJźźđŸÃeźŸĞđĞLJźźźIźŸIŚĞ dźčšŸĞččźđĐźźůĚLJźźčĐůůđĞĐÃůůĞĚ back in? (Charlatan) 5 You were tasked with maintaining morale and lifting the spirits of your soldiers. 6 You have provided spiritual support to your troops. Have you always been devout or have you lost your faith? Chapter 1 | A military think tank... or you may have provided outdated support on đÃźůĞ]ĞůĚ;^ÃÖĞJ 8 źźIIĞđĞÃčwźÖÖůĞđźđÃĐđŽ]IĞĞđ using the war to print your pockets. (Criminal or charlatan) 9 zŽźŽĐĐŽčĞĚIŚĞIIĂđdŚĞÃĐØŽŸčLJźź they took to protect the innocent made you a local legend. (Folk Hero) 10 zŽźźčĞĚIŚĞĐŽŸŸĞĐØŽŸčźŽĺLJźźđ šŸÑźĞŸØÃůĺÃŵšůLJIŽÃIŽšĚŵšůšIÃđLJ service. Whether it haunts you or not LJŽźđĞŵÃšŸšŸĚšIĞđĞŸ]; EŽdůĞJ Chapter 1 | THE LAST WAR of the 13 SORROWS The Nation of Cyra was once the heart of the United Kingdom of Galifar. The last war took a heavy toll on Cyre and his citizens, serving as a battlefield where all of the Five Nations crossed swords. But no one was prepared for the disaster that hit 994 YK. Beading reports vary. Some say IJTQVLQVOTQOP \MVO]TNML\PMJI\\TMÅMTLVMIZ\PM Saerun Road. Others say dead-gray fog began in the capital Metrol and spread from there. What is known for sure is that within a day the nation of Cyre was engulfed in a wall of fog, and that all that was caught inside the fog was PWZZQÅKITTa\ZIV[NWZUML7^MZIUQTTQWV+aZIV[ killed on a day of mourning. Those who []Z^Q^ML_MZM\PM[WTLQMZ[ÅOP\QVOQVMVMUa territory, those who lived at the borders who were IJTM\WÆMMNZWU\PMIL^IVKQVOUQ[\\PW[MNM_ who managed to escape from the interior by magic means. At Olarune 20, 994 YK, the cyre nation ceased to exist. Grief has thrown Khorvaire into a state of shock. Who could unleash such power? Is that a weapon, and if so, when will those responsible issue their claims? Were its borders stable or could it have expanded at any moment? What was to be done with cyran refugees groaning in every neighboring nation? Fear of beleading brought the Five Nations to the negotiating table, and in 996, The New York Times But all these questions remain unanswered. No one knows the cause of the grieving or it could suddenly spread over and over again. Breland has opened his borders to refugees, and Prince Oargev serves as the de facto ruler in a territory now called New Ćir. Despite its big name, New Cyre is little more than a huge refugee camp. Other refugees are scattered throughing Khorvaire; some are treated with pity, others with suspicion or anger. And the fear of beading hangs like a shadow over Khorvaire. +W]TLQ\PIXXMVIOIQV'1[\PQ[PW_\PM _WZTLMVL[' CHAPTER 1 | MOURNING FOR MOURNER Wall of dead-grey fog the remains of Cyre. Behind the fog lies a earth twisted by magic, a wound that will not heal. The earth is cursed and strangely transformed. In some places, the ground has merged into jagged glass. In others, it's cracked and burned. Broken bodies of soldiers from different sides litter the landscape – soldiers whose dead bodies refuse to decomgrade. Mournland is a huge open grave. In Mournland, war wounds never pmit^QTMUIOQKITM ت MK\[TQVOMZIVLUWV[\MZ[ mutating into an even dirtier and scarier KZMI\]ZM[]ZKIVMM ت MK\[KWV\QV]M\WZIQV]XWV country, magical storms that never dissilate. Stories tell of living spells — war magic that has \ISMVXPa[QKITNWZU[MV\QMV\ÅZMJITT[IVL^QTM cloudkills endlessly searching for new victims. ) VOZAOPW[\[KWV\QV]M\WÅOP\\PMQZÅVITJI\\TM[ The only thing predictable about Mournland is that nothing is predictable; any kind of monster or horror can be found within its limits. And yet it also holds the wealth and treasures of the entire nation, along with the secrets of the Cannith House and everything else left behind. It's dangerous. It's mysterious. But it is also a dungeon the size of a nation, with opportunities for those brave enough to enter the fog. GRIEVING AND YOU Grieving transformed Khorvaire. Shock and fear brought to an end the Last War. In creating an Eberron character, consider the impact it has had on you. If you're from Cyre, what have you lost in grief? Family? Friends? Are there inheritances or treasures lost in the fog you are determined to reclaim, or loved ones you hope to see again one day? Do you feel loyalty to your nation and hope to rebuild it, or have you burned Cyre from the heart? Even if you're not from Cyre, grieving may have had a profound effect on you. Are you afraid that the bead might spread, or do you not want to dwell on such things? If you are religious, has the shocking tragedy of grief caused you to question your faith, WZLQL\ZMQVNWZKMQ\'1Naw]1/4ZMIVIZ\QÅKMZWZI _QbIZLIZMaW]QV\MZM[\MLQV[\]LAQVOQ\[M ت MK\[ UWZMKTW[MTa°UQOP\aW]M^M\PWXM\W]VZI^. Do you see it solely as a tragedy, or do you hope that this awesome power could somehow be harnessed and controlled? In addition, the characters of the players are extraordinary people. You may have been caught in 5W]ZVQVOIVL[]Z^Q^ML\PMM'XMZQMVKM°J]\Q\[ M ت MK\[ZMUIQV_Q\Paw]+WV[QLMZ\PM[MQLMI] • As a barbarian, you could have been an ordinary peasant caught in mourning. Everyone else in your community was killed, but their spirit was attached to you. Your barbaric rage is to channel these vengeful spirits. Is there any way to deposit \PM[M[XQZQ\[\WZM[\',W\PMaPI^M]VÅVQ[PML job they want you to solve? • As a wizard your arcane It may be the result of your exposure to grief. Have you physically transformed yourself, or are your powers the only manifestation • • Sorrows? Are you comfortable using your abilities or are you afraid that you might increase the power of beading with every spell you cast? As a wart your patron might be interested in grief and get you to learn more about it. Your protector could even be part of Mourning—whether it was a collective of spirits killed on The Day of Mourning, or even a dark and enigmatic force that may have been responsible for this tragedy. If you take the latter approach, do you feel that by using your warlock powers you are serving Mourning? Or is it possible that you can siphon your powers from it and believe that you're actually weakening it with your actions? As a member of an unusual race, you could say that you are actually a creation of Mourning. Your cake may have been IVIK\]IT \]Z\TMtransformed on the day of mourning. 7ZUIaJMaW]Z\QMÆQVOQ[\W]KPMLJa\PM dark force of grief instead of hellish power. Chapter 1 | REGRETTING 15 WHAT CAUSED THE BELEADING? 16 Cannith House marked with a dragon made a fortune selling magic weapons everywhere during the Last War. The beading was the result of research that went wrong. Secrets can be found at the Cannith Research Facility in Mournland. If this knowledge could JMZMKW^MZMLIVLZMÅVMLQ\KW]TL produce a formidable weapon. Chapter 1 | MOURNING • Grief is prompted by the release of the ancient demon master captured [QVKM\PMLI_VWN\QUM As DM, the question you need _IV to ask is whether this is something of sorrow to solve and what the consequences will be. Right now, fear of mourning is holding war \JIa1NQ\1/4[KWVÅZUML\PI\\PM5W]ZVQVOQ[VW longer threat - or if one nation manages to harness its power - the war could start anew. ANCIENT MYSTERIES 7]Z_WZTL_I[JWZVQV[\ZQNM KWVÆQK_Q\P\PM^QTMLIMTSAZ 17 Modern civilization is built on the bones of the past, and these ancient mysteries can have a terrible impact on the future. Many modern cities of Khorvaire are built on the foundations of ancient cities and fortifications of goblins, and they can still have unseen threats from the war that destroyed their civilization. The elderly are still ruins that once inhabited rakshasa IVLW\PMZÅMVL[IVL\PM[MUIaPWTLIZ\QNIK\[ and other treasures far beyond the possibility of WNIVaUWLMZVIZ\QÅKMZ*]\\PMZMQ[UWZM\W\PM past of treasures waiting to be found. Stories [Ia\PI\LMUWV[IVLLZIOWV[IZMÅOP\QVOITWVO shadow cold war. These stories tell of the draconian prophecy of °PQLLMVZM^MTI\QWV[ that give the power to shape the future. Hidden LZIOWV[]VLMILMT^M[QUUWZ\ITÅMVL[#ITT UIaJMÅOP\QVO\WLM\MZUQVM\PMXI\PWN\PM Prophecy, Player characters can be pawns in this great game. As one of the heroes of that era, you certainly have a role to play in the draconian prophecy. Will you be the tool of one of these ancient powers, or will you master the game and determine your own destiny? DARK FORCES Dragons and demons are just some of the dangerous forces at work in the world. Daelkyr came to Eberron from Plane of Madness. They came with armies IJMZZI\QWV[ NWZKM[KWUUIVLMLJaUQVLÆIAMZ[ and reinforced by observers. They shattered civilizations and spread horrors around Khorvaire. Daelkyr was eventually bound in Khyber by druidic magic. They linger in the darkness—The Lord of The Eyes, the Prince of Slime, Dyrrn the Corrupt—creating new astray and waiting for the day when they will be able to unleash their full power on the world above. Until the daelkyr themselves can return to the surface, their subjects can. This leads to the cults of the Dragon Below, mad mortals that _WZS_Q\PUQVLÆIAMZ[IVLTM[[MZIJMZZI\QWV[ 18 Cult of the Dragon below can rise anywhere, as a seed of madness rooted in KWUU]VQ\aWZKW]Z\°IVL[XZMIL[ It is as if dragons and demons are not the problem of MVW]OP[\WZQM[[Ia\PMZMIZMÅMVL[T]ZSQVOQV mortal dreams. According to these stories, Dreaming Dark is a nightmare alliance [XQZQ\[NZWU\PMXTIVMWN,IT9]WZÅMVL[\PI\ feed on mortal fear and manipulate through dreams. Some stories say that Dreaming Dark can haunt people through their dreams, while others claim to have psychic agents hidden throughout Khorv

Late in the war, a brilliant hobgoblin named Haruuc recognized that goblines had become the dominant force in the region. Uniting Ghaal'dar under his banner, Haruuc seized the territory he was supposed to protect. The Five Nations were unprepared, and Breland quickly negotiated an alliance with Haruuc to secure the border. Cyre fought the goblins until Mourning Day, but when the throne treaty was minted, most delegates decided to recognize the new nation of Darguun to ensure peace. Darguun is a young and unstable nation. It is ruled by hobgoblin Lhesh Haruuc Sharaat'kor. Haruuc remains a brilliant strategist and tactician, but many wonder if he can keep the network of alliances that hold Ghaal'dar together and whether he or his people will be satisfied to abide by the terms of the agreement. And there are stories of other goblons still hidden in the mountains — the enigmatic Heirs of Dhakaan, who could pose a threat to both the goblons and Khorvaire himself. 26 Chapter 2 | DARGUUN Traditionally, Ghaal'dar adored the shape of the Dark Six. Deneith House introduced a Sovereign Host to the region, and some gobllins embraced that faith, especially Dol Dorn, Dol Arrah and Balinor. INTERESTING THINGS ABOUT DARGUUN • Rhukaan Draal is the largest city in Darguun. Since goblies have little interest in The Five Nations laws, Rhukaan Draal is a haven for fugitives and smugglers. • Deneith House has a strong presence in Darguun. While no one will hire armies of goblins after Haruuc's betrayal, smaller units of Goblin mercenaries are valued for their feroce and skills. DARGUUL CHARACTERS Darguun is the logical point of origin for goblin, hobgoblin or bugbear characters. When creating a Ghaal'dar character from Darguun, consider the following. It's a constant struggle. Among the Ghaal'daro, you are constantly forced to prove your strength and skill or cede dominance Other. Ghaal'dar rarely kills in the occasional battle; you can ÅOP\\WXZW^MIXWQV\J]\SQTTWVTa_PMVaW]U][\ Loyal to your clan. Although you can challenge your peers in times of peace, when the blades are drawn, you stand with your clan—or those allies with whom you have connected—to the death. Keep for example that ghaal'dar are an alliance of clans: this allegiance does not extend to the warriors of W\PMZ clans. Muut and Atcha. Your ancestors once forged an empire bigger than Galifar. Perhaps you believe your people can regain this lost glory. Dhakaans were known for their martial arts and discipline. 5]]\ roughly translated into duty—your duty to your empire, your clan, your commander. Muut expected; If you don't have a muut, you have no place in the fight. )\KPIis closer to honor; it is your personal honor, acquired by doing virtuous deeds that exceed the expectations of muut. DEMON WASTE Capital: No one known for devils, sage, river of lava violence cuts through plains of black sand and volcanic glass. The only vegetation you can see is blood red moss and a thick layer of mucus, and it seems to be moving. Serrated rock NWZUI\QWVUQOP\JMIXQMKMWNIVKQMV_ITT° or maybe it's just your imagination. This is Demon Wastes. Tens of thousandS OF WNAMIZ[IOWÅMVL[Z]TML3PWZ^IQZM WASTE CURIOSITIES • Stories tell of the lost city of Ashtakala, KQ\ILMTWNÅMVL[[\QTTXWX]TI\MLJaZIS[PI[I[ Ashtakala Libraries contain arcane secrets and details about draconian prophecy and its vaults hold unspeakable treasures. • Demon waste contains portals for 3PaJMZ [XMKQÅKITTa\WLMUQXTIVM[ Khybera. They are similar to layers of the abyss in the nucleus of emology, uneasy regions inhabited by demons. Ghaash'kala attacks these demiplanes to get the supplies they need to survive. WASTE CHARACTERS If you're from Demon Waste, you probably fall into one of two categories. Mr. Ghaash'kala. You were raised in one of the toughest countries in Eberron and you spent your MV\QZMTQNMJI\\TQVOÅMVL[? PaPI^Maw]TMN\aW]Z post? Did you have a vision of Kaloko Shash? Are you chasing a rogue demon? Did the leader of your tribe give you a search? Most Ghaash'kal are orcas or half-orci. They are deeply dedicated to their faith and can be paladins (Vengeance or Godliness), clerics (Life, Light, or War) or Zelot barbarians. Hermit and outlander are logical backgrounds: you know little about the ways of civilization, but you have the insights and skills to survive in the most difficult environments. The Carrion tribes. Why did you leave The Waste? Have you turned your back on the mean traditions of your demon-worshipping clan? 7ZIZMaw]\PMKPIUXQWVWNWVMWN\PMÅMVLQ[P Overlords – but vowed to hunt and destroy the servants imminent threat to Khorvaire? Either way, you are a foreigner in a foreign country: a savage accustomed to the constant battle for survival in a world shaped by demons. Chapter 2 | DEMON WASTES 27 DROAAM Capital: The Great Crag Noted for Monstrous Mercenaries, byeshk Droaam is a nation of monsters. He's ruled by Sora Kell's daughters. Each of these three witches is a legend in itself, the subjects of stories that frightened children. 11 years ago, they laid claim to lands west of the Graywall Mountains and founded the Nation of Droaam. While these barren lands were taken over by Breland, Galifar never tamed this wild region. It has long been a haven for a multitude of creatures. Gnolls, orcas and goblin are the most common, but ogres, trolls, harpies, minotaurs, UML]I[\QMÆQVO[KPIVOMTQVO[TaKIV\PZWXM[ and much more reside in this region. In the past, these creatures fought each other more often than they attacked human settlements. Led by Daughter Sora Kell, \PMaPI^MJMMVOQ^MVVM_X]ZXW[M°IVL\PM Daughters use an army of educeous and war trolls to maintain order. To date, other nations of Khorvaire have refused to recognize Droaam, and it was not part of the Treaty of Thrones. Most people believe that this cannot last — that even the Daughters cannot sustain this uneven alliance together — but it is currently stronger than ever. Droaam works closely with Tharashk House, selling the services of monstrous soldiers and workers and bysehk ore, a form of metal with magical properties. Besides, it's a border nation that's still expanding. As Droaam is not bound by the Treaty of Thrones, it has become a haven for war criminals and deserters, along with other criminals and mages who follow forbidden ways of magic. Many of the monsters that make up Droaam have their own unique subcultures. Most worship the Dark Six, but there are other religious traditions. Chapter 28 Chapter 2 | DROAAM INTERESTING THINGS ABOUT DROAAM • The city of Graywall lies on the border between Droaam and Breland. Droaam's second largest city, it is a trade center, a haven for Brelish criminals, and a place where monsters and humans can meet on mostly neutral terrain. • MVWUW][,MUM[VMQ[KQ\aWN\QMÆQVO] on the west coast of Droaam. This is TIZOM[\\QMÆQVOKWU]VQ\aQV3PWZ^IQZM with Arcaan traditions developed over thousands of years. • Droaam uses the supernatural abilities of its citizens as tools, just as the Five Nations use Arcane magic. Sor Kell's daughters keep their men fed troll sausages and use a Harpian song to shish fights. Think about how the natural powers of monsters can practically be harnessed. DROAAMITE CHARACTERS 5QVW\I]Z[WZK[OVWTT[\QMÆQVO[KPIVOMTQVO[ and other monstrous species have their place in Droaam. Consider them when creating Character. ? PI\5ISM[AW],Q ت MZMV\'Droam people are not just people with horns or green skin. Consider the benefits of IVL_PI\UISM[aW]LQ ت MZMV\NZWUP]UIVQ\a both physically and culturally. Are you proud? Many Droaam citizens are proud of their nation. You know the rest of Khorvaire thinks you're a monster. In Droaam, you will prove to them that you and your species are capable of things that mankind cannot even imagine. Or you can ignore this big picture and be guided solely by your personal wishes or the goals of your family or warlord. Background. The creatures of Droaam are very diverse. Droaamite cobold could be an outlaw urologist. The Minotaur could be an overhead barbarian with little knowledge of the _WZTL_PQTMI\QMÆ QVO_IZTWKSKW]TLJMI[IOM well versed in history and arcana. ELDEEN REACHES THE CAPITAL: Green heart listed for agriculture, animal breeding, Druid magic Stretch fertile farmland bordering on huge, ]V\IUMLNWZM[\. IZUMZ[\MVL\W\PMÅMTL[_PQTM tribes of gearboxes and circles of druids and rangers roam the forest. This is Eldeen Reaches. Druids and gearboxes dwelled in Towering Woods for thousands of years, but reaches' eastern farmlands were part of Aundair until the Last War. The Lords of Aundair NWK][ML\PMQZZM[W]ZKM[WV\PM_IZM ت WZ\ ignoring banditry and other problems faced by farmers in the east. 50 years ago, the people of east Aundair seceded and formed Eldeen Reaches. The scopes are recognised as a nation by the treaty of thrones, but many fear Aundair will try to reclaim the region. Druid magic is the centerpiece of life in Eldeen Reaches. Most of his people strive to live in harmony with the natural world, and communities have a Druid consultant who helps with planning and planting. Towering Woods are also home to tribesmen of gearboxes, which maintain a nomadic existence. The guardians of the forest maintain order and resolve disputes, and the Great Druid Oalian — I_ISMVML great man — is the spiritual leader of Reach. INTERESTING THINGS ABOUT SCOPES • Fey has a strong presence in Towering Woods. The region with the strongest ties to Faerie Court is called Twilight Demesne. • Gloaming is a region with strong ties to Mabar. It is charged with negative IVLÅTTML_Q\P[QVQ[\MZ\PQVO[ • Varna is reaches' largest city and the headquarters of dragonmarked House Vadalis. ELDEEN characters of the Druid tradition are important to the people of Eldeen Reaches. Even if you're not a druid, aW]UIaNWTTW_WVMWN\PM[MÅ^MXI\P[P[I variant humane, you can take the Magic Initiate feat to learn a little Druid magic. Most of these traditions with druid circles of earth, moon and shepherd; Beast Totem barbarians; cleric with the domain of nature; or rangers with Hunter or Beast Master archetypes. Other classes or archetypes especially suitable for the trip are invited below. Forest keepers strive to maintain a balance between nature and civilization, protecting against each other. Greensingers see the magic of fey as part of nature. They respect arhfey da PI^MQVÆ]MVKMQV\PMQZZMOQWV[IVL\Za\WTQ^MQV harmony with other fey creatures. Bards and archfey warlocks are often found among Greensingers, and Dream Circles works well for Greensinger druids. Gatekeepers protect the natural world from unnatural threats, such as aberrations and ÅMVL[ 29 KARRNATH Capital: Korth Noted for Ale, dairy, glass, cattle, wood, paper, textiles; undead, martial disciplines The Karrnaths are stoic and dark. Karrnath is a nation of storms and long winters, and Karrns is used to enduring hardship without complaint. First of all, Karnath is known for its military tradition. Strength, strategy and discipline are core values of Karrnath. ? PQTM3IZZVI\P1/4[WTLQMZ[UIaJM\PMÅVM[\QV Five nations, lacking the magical support of Aundair or Thrane, which made the prospect of the Last War at home. Nevertheless, the Karrns are proud of their martial history, ت and most are convinced that they would eventually win the Last War. This caused the king to embrace Vol's blood as a national religion. Priests of this faith have strengthened Karrnath's forces with urns. The current king, Kaius ir'Wynarn III, cut ties with Blood Vol and stopped creating VM_]VLMILJ]\3IZZVI\P[\QTTPI[I[QOVQÅKIV\ number of skeletons and zombies in service. Many Karrns still follow the faith of Blood Vol and approve of the use of the undead, but just as many feel it shames Karrnath's proud UQTQ\IZaPQ[\WZa^IVL\PI\\PMVMKZWUIVKMZ they themselves may be responsible for hunger and slag. INTERESTING THINGS ABOUT KARRNATH 30 • Rekkenmark Academy is the premier military institute in Khorvaire; before 4I[\? IZITTWN/ITQNIZ1/4[W ب KMZ[\ZIQVML\ Rekkenmark. • The sovereign host regained his place as karrnatha's dominant religion, but chapter 2 | KARRNATH still has a strong line-up for Blood Vol. Atura, the so-called • Nightwood is a massive forest with a close connection to the Mabara plane. Monsters and the undead sometimes slip out of Nightwood to threaten surrounding areas. • The laws of Karrnath are harsher than those of the other Five Nations, closer to the state of emergency. • King Kaius III advocate of peace, but many of the local warlords are sure Karrnath could and should unite Galifar, and there are whispers of a coup d'etat. KARRNATHI CHARACTERS Karrns are gloomy folksy, and generally disapprove of extravagance or over-display of emotion. As you develop a Karrnathi character or NPC, consider the following. Military service. Karrns have a strong tradition of military service, and a soldier or sailor are suitable backgrounds for any character. The laws of Karrnath are harsh, and criminals IVLKPIZTI\IV[PI^MILQ ب K]T\\QUMPMZM Capital of LHAZAAR PRINCIPALITY: Regalport Noted for ; PQX[Ã[PUMZKMVIZQM[UMZKPI\V[ Pirates This loose confederation of pirate masters, merchant princes and sea barons holds the northeastern coast of Khorvaire and many islands scattered across it. Although recognized as an Allied nation under the Treaty of Thrones, the Principality is a loose alliance. Each island domain has its own traditions, values and goals - and each has a long list of vendettas and quarrels with other princes. In addition, anyone who can get the support of enough ships and people can claim the principality; If you want to establish your little kingdom, this is the place to do it. INTERESTING THINGS ABOUT LHAZAAR • Lhazaar Principality have the biggest population change in Khorvaire. Many of them are concentrated in the Grey Tide, a domain founded by changelings. However, changes are found throughout the Principality and Lhazaar is generally used for them. • The principality of The Wind Whisperer includes a series of semi-elves marked Storm – exhibitions and founders without connection with the house Lyrandar. Wind whisperers want to get airships by any means necessary. • Dreadhold is a notorious island prison maintained by Kundarak House. Kundarak said he was inevitable, home to both notorious criminals and mystical threats. LHAZAAR CHARACTERS As you develop an Lhazaar character or NPC, consider the following. Seafarers and Swashbucklers. Most Lhazaars spend more time at sea than on land. A sailor is a suitable backdrop for any Lhazaar, but you can also ask your DM QNaW]KIV[_Q\KPI\WWTXZWÅKQMVKaNWZ^MPQKTM[ _I\MZXZWÅQMVKa4PIbIIZMÆIUJWaIV\ people with little concern for the law, so that the charlatan, criminal, entertainer and folk hero are all strong backgrounds. Local customs. Each principality is unique. Each of them has its own martial traditions, fashion, IVL[TIVO CHAPTER 2 | LHAZAAR PRINCIPALITY 31 MROR HOLDS • Ironroot Mountains have long been home to Jhorash'tar, clan of orcas. Jhorash'tar are slowly driven into the least hospitable parts of the mountains. Some of the clans want to include Jhorash'tar in The Dark Society, while others want to emanate them once and for all. • There used to be the royal clan. 400 years ago, the waves of Noldrunhold were wiped out; No one knows if it's the work of Jhorash'tar, the rival clan, or some force under the mountains. Other clans have tried to reach noldrun land, but it has always been met with disaster. Capital: Krona Peak Known for Dwarves, banking, mining (precious and imprecise metals), metal long ago, the Mror Lords were forced to swear in fealty Karrnatha and Galifar. In the early days of the Last War, they declared their independence and sovereignty to Mror Drži. That declaration was less than a century ago and that makes it fresh in the minds of many on-call people. Mror prides himself on his nation's wealth and the talents of his smiths, the skills of his warriors and the power of their impregnable fortifications. The Dark Star rises. ? PMVP]UIVQ\aÅZ[\KIUM\W3PWZ^IQZM\PM dwarves were locked in endless quarrels. Over the centuries, they have turned their energies to harnessing the astonishing natural resources of their mountain home. They were reborn as merchant princes. And along the way, they made an extraordinary discovery: the ruins of an ancient unblemished empire. This forgotten empire has been destroyed by daelkyr, and its vast halls are held by astray and other dark things. Yet these ruins are another source of pride for Mror. They are heirs to a powerful empire that may one day rise again. Mror Holds are a loose confederation. Twelve noble clans each manage the wait and have a representative on the Iron Council, who ZM[WT^M[LQ[X]\M[IVLQ[[]M[I ت MK\QVO\PMMV\QZM nation. Each posture involves a number of smaller clans, which owe fealty to the noble line. The sovereign host is the dominant faith of Mror Drži. Kol Korran is the most loved of the sovereignists, but Onatar, Olladra, Boldrei and Dol Dorn are also valued. INTERESTING THINGS ABOUT HOLDING • 32 Mror Holds have deep reserves of gold, silver, and other rare and precious metals, along with iron and other ores. Chapter 2 | MROR HAS MROR CHARACTERS While developing an mror figure or NPC, consider the following. Clan Focus. Is your clan known for mercantile power or martial art? Are you noble—even if you are a few steps away from true power? Or are you a simple guild master or soldier? Most of the Mrors have embraced modern martial arts, but there are a few smaller clans that still adhere to the barbaric traditions of the past. Stick to the past. Do you appreciate the legends of the ancient dwarf empire? Like Mror IZ\QÅKMZaW]KW]TLJMI[IOMLM\MZUQVML\W recovers lost techniques from the past. And what do you think of the Five Nations? Do you still PWTLIOZ]LOMNWZ\PMQVLQOVQ\QM[[] ت MZMLJaaW]Z ancestors, or do you feel pity for this broken kingdom? Pride in possession. From richest clan lord to simplest miner, Mror is very proud of their stuff. Quality is more important than appearance, and you are also interested in the history of the things you carry; QNaW]ÅVLIUIOQK_MIXWVaW]_IV\\WSVW_ the battles he saw and the warriors who held him before you. Q'BARRA Capital: Newthrone Known for Eberron Dragonshards, rare herbs Q'barra is a young nation on the verge of 3PWZ^IQZMIV]V\IUMLNZWV\QMZÅTTML_Q\P danger and opportunity. During the golden age of Galifar, no man bothered to cross the Mountains of Endworld to explore the vast jungle of JMaWVL? PMV\PM4I[\? IZJZWSMW]\I#EMM\WN settlers came to Q'barra in search of a new home away from war. As this settlement expanded, the settlers discovered huge deposits of Eberron dragonshards. Over the last decade, a wave of trackers, sticks, refugees and fortune seekers has descended on Q'barra, along with hajdukovci, deserters from the war and all sorts of criminals and opportunists. There is one small complication: Q'barra is home to a number of ancient civilizations about which people know nothing: the lizardfolk of the Cold Sun Alliance, the dragon born of the Ka'rhashan and the confederacy of toxic twilight. Most settlers know very little about these cultures and collectively call them scales. King Sebastes ir'Kesslan of Newthrone established an agreement with the Cold Sun Federation, but communication has always been LQ ب K]T\ INTERESTING THINGS ABOUT Q'BARRA • There are ruins in Q'barra related to the Demon Age. So far, the settlers know little about the history of this region, but Venom,][SPI[\QM[\WÅMVLQ[PXW_MZ[ • Tharashk House has a strong presence in both Hope and New Galifar. Tharashk is the primary buyer of Eberron Dragonshards and also runs its own major mining operations. Q'BARRAN characters Q'barra is home to settlers and prospectuses from the west - mostly people, but including members of all races found in the Five Nations. It is also possible origin for dragonborn and lizardfolk characters. Settlers. Q'barra is a great place to explore some of the traditional archetypes of a classic Western. As a paladin, you can be A TWVM [PMZQ [ت MMSQVO\WXZW\MK\aW] ZVM_TaNWZUML a mining village. Your priest could be a city preacher. As a wizard or bard with a criminal background, he could be a dashing wand looking for trouble and gold. Q'barra may be a country of opportunity for newly freed war refugees and Cyran refugees in search of a new home. Lizardfolk. Lizardfolk has a primitive culture that combines Druid traditions with the beliefs of the Silver Flame. You may have been sent to study soft skins—to learn about them and potentially serve as an emissary for your people. Alternatively, you may be following a personal vision. Dragonborn. Dragon's birth child amid the remnants of ancient glory. They have a proud martial tradition, and a number of dragons have ventured west in search of worthy challenges. If you follow this path, you may have served as a mercenary in | Q'BARRA 33 SHADOW MARCHES Capital: BIZI[P1/4IS]VW ب KQIT Known for Eberron dragonshards, herbs When most people think of Shadow Marches, they imagine a fetid backwater where illiterate people mix with orcas and other filthy creatures, practicing strange rites of light \PMUWWV[? PQTMÆ I_ML\PQ[^Q[QWVQ[V1/4\MV\QZMTa incorrect. Shadow marches are a desolate land of swamps and swamps. Homeland WZK[Q_I[[KIZZMLQV\PMIVKQMV\KWVÆQK_Q\P \PMLIMTSaZ 34 CHAPTER 2 | SHADOW MARCHES INTERESTING THINGS ABOUT MARCHES • Goalkeepers are a Druid tradition that began in Marches of shadows. Defeated daelkyr in the past, and they have sworn to protect Eberron from unnatural and unplanned threats. • The cults of the Dragon below are wildly diverse and often driven by madness. Many worship daelkyr or have to do with aberrations. MARCHER CHARACTERS As a character from March's Shadows, you could choose to wear the Find Mark regardless of whether you had anything to do with House Tharashk. As a marcher, the critical question is whether you have ties to one of the Orc tribes or integrated clans. Clans combine the traditions of the human and the orcas, build cities and work with steel. They still rely on skilled hunters, and have their own unique traditions of art and music. Rangers, crooks and bards have their place in clans, and among them are the druids of the gatekeeper. Some in clans adore the limited form of a sovereign host focused on Balinor, Boldrei and Arawai; This is a good time for a nature priest. Tribes maintain the tradition that preceded humanity. They are nomadic hunters, and they do not make metals; they make their tools out of stone, hide, wood, and bones. Tribal marchers are mostly orcas, but among them there are several men and half-orcas. TALENT PLAINS Homeland. Dragon bloodlines are spread across tribes, and you KIVXTIAILZIOWVUIZSMLPITÆQVONZWU\PM Plains who does not work for houses. Capital: Gatherhold Noted for 0ITÆQVO[TQ^M[\WKSLQVW[I]Z[ • INTERESTING THINGS ABOUT THE PLAINS • Gatherhold is one of the only cities in the Talent Plains. All tribes come to Gatherhold to trade, hold councils and settle disputes. The Ghalland House is maintained by Gatherhold, but it is understood gatherhold belongs to the people, not the houses. • Ghalland House and Jorasco House began in the Plains of Talent and still maintain connections with their ancestors Stories tell of ancient ruins dating back to \W\PMÅZ[\IOMWN\PM_WZTLIVLWNI^I[\ a graveyard holding dragon bones. CHARACTERS :M^QM_\PMPITÆQVO[MK\QWVQVKPIX\MZNWZ quirks and other things relevant to characters from the Plains. Also consider the following. Savage warriors and fraudsters. You were born in the wild, and brains and weapons helped you survive. Talent warriors are often barbarians or rangers, relying on speed and skill. However, cunning and charisma are equally important, and bards and thugs certainly have a place on the plains. Outlander is a logical backdrop, but you can easily be a brave folk hero, dashing entertainer or clever charlatan. It could even be a uhisa that at a young age was stranded in a big city and adapted to hunting in this rock jungle. Surrounded by ghosts. MaÅMVL[\PM ant spirits; they are all part of the spirit world, and they are all around you. Do you believe that ghosts lead your actions? Do you show respect for the ghosts of the location? Talented shamans tend to be shepherd or moon druids, often assuming the shape of dinosaurs. 0W_M^MZaW]KW]TLZMÆMK\I[ZWVOJWVL\W ghosts playing Archfey warlock, Nature cleric, Oath of the Ancients paladin, or Beast Totem or Ancestral Guardian barbarian. Hermit and Outlander are sound backgrounds, but you can be an adhyte or sage that consults ghosts instead of reading books. Warriors and shamans often wear masks to present a specific face to the spirit world. Dinosaur. Chapter 2 | THE TALENT PLAINS 35 THRANE • Faith is part of everyday life in Thrane, and divine abilities provide many important services. However, arcade magic is still part of life in Thrane. The streets are lit by everbright lanterns, and there are magewrights and even wizards, just not as much as in other nations. • Feudal nobility system remains in place; It is simply that the ultimate authority rests in the hands of the church. Queen Diana ir'Wynarn is a blood remnant, serving as a symbolic adviser to the Flame Keeper. There is a small part of the population who would like to see the traditional monarchy restored to power. Equity: Flamekeep Known for ,Q^QVMUIOQK\PM; QT^MZ. TIUM#ÅVM crafts, wool, textiles, fruit, cattle The modern Silver Flame Church was founded in Thrane, and most of the nation's people are devout followers of that faith. During the Last War, the people of Thrane decided to put aside the reign of the monarch and accept the leadership of the Church. For the last seventy years Thrane has been a theocracy. The head of state is 11-year-old Jaela Daeran, the divinely chosen Flame Keeper; However, Jaela looks back at the Cardinal Council to do the practical job of leading the nation. The primary purpose of the Silver Flame is to defend the innocent from supernatural evil. Faith has always had a militant aspect, with Battalions of the Templars and militias ready to face umtvates, lycanthropes or other monstrous threats. But compassion and mercy are core values of the church, and the Templars are tasked with defending all the innocent. Even during \PM4I[\? IZQNIÅMVLQ[P\PZMI_MZM\WIZQ[MQV a Brelish village, Thrane Templars would team up with locals to end the threat. That's the question, this is the ideal. There are zealous Potrani who believe that the Church is destined to reunite Galifar under the Silver Flame, and corrupt priests interested only in power and wealth. Not all priests are divine spellcasters, and the typical Templar is a secular warrior; However, because of his people's deep faith, Thrane has more clerics, paladins and divine spellings than any other nation in Khorvaire. INTERESTING THINGS ABOUT THRANE • 36 Flamekeep is the capital of Thrana and the seat of Silver Flame. The flame keeper resides in the great cathedral ; QT^MZ. TIUM_PQKPPWTL[IXQTTIZWNÅZM JWZV_PMV Chapter 2 | THRANE THRANE CHARACTERS While developing a thrane character or NPC, consider the following. The influence of faith. Are you a follower of the Silver Flame? Faith does not require divine UIOQKJ]\QNaW]_IV\\WZMÆMK\IKTW[MJWVL to the Flame, you can acquire several divine spells by taking the Magic Initiate feat. Archery is a committed practice of the Silver Flame, so as a martial Thrane you can focus on archery fighting styles and spells or take the Sharpshooter feat. Any Thrane can take IKWTa\MJIKSOZW]VL\WZMÆMK\I[\ZWVOKWVVMK\QWV to church, or a soldier's background based on service with the Templars. Church or crown? Do you fully support theocracy? Or do you want to see Queen Diana restored to the throne? There are many people of faith who believe that the church's seducing in politics deters its true mission and invokes corruption. Dealing with The Man. A shadow in flames can tempt even the most breathy soul. How do you react when you encounter corruption and greed? Are you a compassionate person who wants to lead people into the light, or a fanatic determined to destroy all darkness? How will you react when you encounter monsters — minotaur, ogure, gnolls — in a civilized environment? Capital Valenar: Taer Valaestas Famous for elves, mercenaries, horses In the midst of the Last War, an army of warrior elves seized this region from Cyre, invoking the right to land long before humanity arrived on the continent. The elves of Valenar are completely dedicated to the art of war. Their cavalry have no equals in Khorvaire, and they combine their talent for magic with stealth and fencing. Cyre hired Valenar as mercenaries and was completely unprepared for treason. When Cyre was destroyed in grief, no one wanted to challenge Valenar; in the interest of peace, this elf kingdom is recognised by the Treaty The elves are already moving the boundaries of the treaty. Valenar is constantly looking for worthy challenges. While some indulge in Mournland or the untamed jungles of Q'barre, Valer's war tapes have launched attacks on Darguun and even Karrnath. While High King Shaeras Vadallia has vowed to rein in his warriors, some believe the elves will continue \PQ[XZW^WKI\QWV°\PI\\PMQZUIQVVV\MZM[\Q[ KWVÆQK_Q\PI_WZ\PaNWMIVL\PI\\PMa_IV\ Darguun or Karrnath. Valenar is a feudal kingdom. Elves are prince's warriors, but they spend little time at rest. They operate in small units that _IZJIVL[, and those who do not patrol the kingdom abroad are looking for adventure. Most civic administrations are handled by half-elves. Some of them are children of Valenar elves, but most are immigrants who came from the Five Nations in search of opportunities. Below that are the natives. Once the vassals of Cyre, now they're vassals of Valenar. Some hated cyrans and welcoming elves. Others despise their new leaders and conspire against them. But life hasn't changed much for commoners, and most people don't really care who wears the crown. INTERESTING THINGS ABOUT VALENAR • The dragon-marked Lyrandar House has helped elves build their kingdom's infrastructure. Half-elves have no homeland, and some believe the poles of Lyrandar hope to make Valenar a haven for their people. • The ancestors of elves fought ancient goblins for control of this area thousands of years ago. Relics of this struggle can still be found scattered across Valenar and the Blade Desert: Ruins, PI]V\MLNWZ\ZM[M[JI\\TMÅMTL[\PI\PI^M has slipped out of alignment with time. VALENAR CHARACTERS Section of the elves from Chapter 3 provides additional information on the creation of Valenar elves. Whatever character you create, consider the next one. Martial arts. Valenar was always on war grounds. As an elf, consider your role in the war lane. Are you a simple soldier? Scout? An adhesive dedicated to elven ancestors, or sage known to Valenar's history and the surrender of potential enemies? As a half-elf, you can be an entertainer, sailor, or IO]QTLIZ\Q[IV_WZSQVO\W[]XXWZ\\PMMTNIZUa° or a charlatan looking for intrigue and possibilities. As one of the vassals, you can be a guild master who works for elves, a jeg born in Taer Valaestas, or even a folk hero ÅOP\QVO\WXZW\MK\\PMKWUWVNWTS Dreams. What do you hope to achieve as an adventurer? Have you left Valenar or are your aspirations connected to the kingdom? As a half-elf with Valenar's blood, do you want to be recognized as a true Valenar – an approved connection with your patron ancestor, a place in the war lane and a chance for immortality? Or are you more interested in building a homeland for your own people? As a native, do you want to work with elves or do you want to emanate them – and if you want, who do you want to replace? Chapter 2 | VALENAR 37 ZILARGO Capital: Korranberg Known for dwarfs, alchemy, education, elementary bonding, entertainment, precious stones Zilargo is the homeland of dwarfs, and I\ÅZ[\OTIVKMQ\IXXMIZ[\WJMIXIZILQ[M 38 Chapter 2 | ZILARGO UM[[IOM – that's what it's going to do. But the Foundation will not hesitate to eliminate the threat, whether by poison, magic or blade. Typically, a target will never even see an agent kill them. CURIOSITIES ABOUT ZILARGO • Korranberg's library is considered JM\PMÅVM[\ZMXW[Q\WZaWNSVW_TMLOMQVITT of Khorvaire. • The Korranberg Chronicle is the leading source of news in the Five Nations, and chroniclers of dwarfs travel across Khorvaire in search of stories. • The great cities of Zilargo have temples and shrines dedicated to every religion. Most Zil explore a few faiths before settling on one; others practice multiple religions. ZIL CHARACTERS As you develop the Zil sign, consider the following things, along with the suggestions in the Gnome section of Chapter 3. Family ties. In an intrigued nation, aW]PI^M\WPI^M[WUMWVMaW]KIVZMTaWV° and for Zil, it's family. Unless you're an orphan, talk about your family with your DM. What's their business? Who's your favorite cousin? Are you currently involved in any family scheme? Family members can call you for help during your adventurer, but they can also be a resource for you. Knowledge and power. Zil prize knowledge above all else. Sage is a suitable wallpaper for any Zil; Charlatan and Spy are IT[WIXXZWXZQI\MZMÆMK\QVO\PMQZTW^MWNQV\ZQO]M classes that specialize in fighting crowds are rare among Zil. Lupeži, bards, wizards and IZ\QÅKMZ[IZM\PM[WTLQMZ[WNBQTIZOW One unusual option is to play warlock whose pact is with the Trust itself. You take orders telepathically. Your class abilities can ZMÆMK\[XMKQITQbML\ZIQVVOWZOZIV\MLIJQTQ\QM[ magic equivalent of super-spy devices! EVERYDAY Life There are details you don't need to know, but which _IV know. When something costs 1 CP, you can only say one copper piece, but do people have a Khorvaire name for their coins? Is there a convention for naming characters? This? IaÅVLMZ1/4[/]QLMis review. For more information about a specific topic, see the sources in add-in. But for now, here are some useful facts about everyday life in Khorvaire. GALIFAR CALENDAR The Galifar calendar traces the years since the founding of the Kingdom of Galifar, using the abbreviation YK. The week is divided into seven days, from four weeks to one month and twelve months to a year. Despite the fall of Galifar, the nations continue to use this calendar. Seven days a week, in a row, are Sul, Mol, Zol, Wir, Zor, Far, Sar. Twelve months are named after twelve months circling the world: 1. Zarantyr (mid-winter) 2. Olarune (late winter) CURRENCY GALIFAR Traders and royalty often use credit letters to process large transactions, relying on the reserves of Dwarvish banks Mror Holds. But most everyday transactions use precious metal coins. With the dissolution of the Kingdom of Galifar, each of the Five Nations began slaughtering its own currency, along with Mror bankers. However, although the designs easiling on these coins differ depending on the source, each of these forces continued to use the same metals, weights and denominations listed in the days of Galifar, maintaining a simple standard for trade throughout Khorvaire. • The crown (CP) is made of copper and traditionally displays the Crown of Galifar on one face. The crown is the lowest denomination of coins forged under the rule of Galifar, which spawned the saying in Galifar even beggars have crowns. • Sovereign (SP) is made of silver and bears the face of a living or recent ruler. An unskilled worker can expect to earn a sovereign for one day's work. • Galifar (GP) is made of gold. He carries a picture of Galifar I, the founder of the old kingdom. • Platinum Dragon (PP) carries a picture of one of the dragon legends. With a value of 100 rulers, these coins are used only by the wealthiest citizens of Khorvaire, and the average peasant may never see such a coin. 3. Therendor (early spring) 4. Eyre (mid-spring) 5. Dravago (late spring) 6. Nymm (early summer) 7. Lharvion (midsummer) 8. Barrakas (late summer) 9. Rhaan (early autumn) 10. Siferos (mid-autumn) 11. Aryth (late fall) 12. Vult (early winter) King Jarot ir'Wyrnarn died at Therendor 12, 894 YK. The day of mourning occurred almost exactly a century later, on Olarune 20 994 YK. By default, the new Eberron campaign starts on Zarantyr 1, 998 YK. There are a number of other coins in circulation, such as the Breland double crown or [QT^MZ\PZWVMWN+aZM_PQKPPI[I^I\T]MWNÅ^M sovereignists. Nevertheless, all major nations use the four basic coins described above. Chapter 2 | EVERYDAY 39 LANGUAGES IN EBERRON In Eberron are languages related to culture and geography as opposed to biology. A dwarf raised in Breland may not actually know Dwarvesh, while the language of giants is closely related to the far earth of Xen'drik. The following optional rules are a way to explore this aspect of the setting. This optional rule allows you to exchange TIVO]IOMOZIV\MLJaaW]KICKMNWZILQ ت MZMV\ standard language. Your DM must approve TIVO]IOMaW][MTMK\ OPTIONAL RULE: COMMON LANGUAGE NAMES IN FIVE NATIONS The common language is Pet Mror dwarves speak Dwarvish and Aereni elves speak Elvish, but they know Common as the language of commerce. There are a number of other TIVO]IOM[\PI\[MZ^M\PQ[ZWTMQVLQ ت MZMV\ZMOQWV[ or cultures in Eberron. DM can change languages I[QOVML\WIUWV[\MWZ68+\WZMÆMK\PQ[ The giant is the common language of Xen'drik. He rarely meets at Khorvaire. The monsters in Khorvaire usually speak Goblin. Goblin is the common language of Darguun, Droaam and Marshall's Shadows, along with most monstrous creatures in Khorvaire. It was the language of the goblin empire that dominated the continent before humanity arrived. Orcish is a dead language; it can be encountered in ancient inscriptions, but modern orcas speak Goblin. Hellishly spoken spirits who embody M^QT 40 ELECTION RULE: REPLACING RACIAL LANGUAGES CHAPTER 2 | MAGIC IN KHORVAIRE Convention designation varies by nation. Zil dwarfs always use three names – a specific name, family name and clan name. Warforged often uses one name. Within the Five Nations, most citizens have a specific name, followed by a surname. This surname is either a family name or associated with occupation or region of origin. So, what do you think? WZV, WZV. MTTPWZV, 3IZIWN? QVL[PQZM and Tellan 5IOM_ZQOP\IZMITTVIUM[aW]UQOP\ÅVLIUWVO ordinary People of the Five Nations. Noble Families of Galifara – together with those to whom one of [W^MZMQOV[WN\PM) awarded land and titles. Q^M6I\QWV[ TLL\PMXZMÅ'ir' to your last name. So the name,IZZWQZ1/44IQV tells you that this individual landed noble. The Wynarns were the royal line of Galifar, and the current rulers of Aundair, Breland and Karrnath are all heirs to the Wynarn bloodline. Thus, Queen Aurala of Aundair is )]ZITI QZ1/4?aVIZV )VW\PMZKWUWUWVXZMÅ'Q[d', used by any heir to the dragonmarked house that manifested dragonmark. Thus, 5MZZ'L1/4+IVVQ\P is a member of the Cannith House that manifested the Creation Mark. MAGIC IN KHORVAIRE Your airship rises through the sky, approaching the miles-high Towers of Sharn. Disembark, walking down the street illuminated by M^MZJZQOP\ lanterns and make your way to your favorites /PITTIVL\I^MZV1V[QLM\PMPITÆQVOJIZ\MVLMZ uses XZM[\QLQOQ\I\QWV\WKPQTTIVLÆI^WZIVIZZIA exotic beverages. The Phiarlan bard entertains the audience with a song and a dazzling display of illusions. The feud between the two veterans escalates into violence: Brelish's tough produces a knife, but the aundair duelist already has a wand in his hand. Magic is part of life in Khorvaire. Arcan magic is a form of science, and the Five Nations is built on these foundations. Magewrights are professional spellcasters who use rituals and cantrips to provide a range of services. Dragon-tagmed cottages provide magical services that are beyond the power of a common magewright. And manifest zones of IZM[XMKQÅK locations where Planes bleed QV\W-JMZZWV#\PM[MITTW_LZIU\QKM ت MK\[\PI\ cannot be replicated elsewhere, such as colossal Sharna towers. WIDE MAGIC, NOT HIGH M

worship dragons and protect the shores from invaders. To date, no one from the Five Nations has ever entered the interior of the continent and returned to talk about it. Chapter 2 | FARAWAY LANDS 53 No one knows how many dragons there are in Argonnessen, but people tell stories about ^I[\KI^MZVKWUXTM'M[ÂTTML_Q\P\PM\ZMI[]ZM[ about fallen civilizations, about prisons holding bound demons, about cities made of diamonds and unyieaning. Is there any truth to these stories or is it all myth? Stay: the mighty Riedra Empire and the Adar Mountain Sanctuary. Riedr is ruled by the Inspired, people bound to extraplanar spirits and imbued with psychic powers. Adar is the homeland of the Kalashtra. Riedra maintains the endless siege of Adar, and both nations have little contact with Khorvaire. EVERICE AND THE FROSTFELL XEN'DRIK In Everice or the Frostfell, might... • Discover an ancient civilization hidden under the ice. In Xen'drik, you could... • Seek to destroy an ancient mystical weapon before they fall into the hands of villains. • Search for survivors of the lost expedition. • Find the source of the mysterious mystical signal. Battle savage giants in the ruins of their ancient cities. • Match wit with tricky sleepy in the depths primordial jungle. The poles of Eberron are almost as mysterious as Argonnessen. Some warriors believe their ancestors originally came to Khorvaire from Frostfell, but there was no contact with Frostfell in modern times. Legends [XMISWN]VLMILPWZLM[NZMMZWIUQVOÅMVL[IVL terrifying monsters in these Arctic countries. SARLONA In Sarlona, you can... • 1VÂT\ZI\MIVMUXQZMZ]TMLIs psychic masters. • Defend an ancient mountain monastery. • Disable the monolith used to control the city's dreams. Tens of thousands of years ago, the vast continent of Sarlon was the cradle of human civilization. Three \PW][IVLaMIZ[IOW\PMÅZ[\P]UIV colonists set off from Sarlona, driving events that would shape contemporary Khorvaire. Once Sarlona was home to more than a dozen different kingdoms, but today only two established nations are Chapter 54 Chapter 2 | DISTANT LANDS In the distant past Xen'drik was home to the civilizations of giants. Now it's a place of mystery and ruin. The giants were destroyed by the dragons of Argonnessen, and the epic magic unleashed in that battle has urmined the earth. Space and time are unreliable in Xen'drik. But it is a country that holds the untold treasure and the richest source of rare Siberys dragonshards. In addition to the wild giants, Xen'drik is home to enigmatic sleepiness and many other races and creatures never seen in Khorvaire. The port city of Stormreach serves as OI\M_Ia\W@MV1/4LZQS1\1/4[XZW^MVLQ ب K]T\\W maintains colonies within Xen'drik, although the end of the Last War has created a new interest in exploration. øêã®'Dƒ¦ ®¸ One idea proposed in this chapter is that researchers can discover mystical secrets in distant lands. But what this PHDQ How to give Aerena elves or giants RI; HQ· GULNVSHOOVQRRQQKDVVHHQEHIRUH Magic and magical objects are constantly introduced into new original books and online content. One option is for DM to restrict access to some or all of this new material. If a player wants to use magic from ;D QDWKDU· V *XLGHWR(YHU\WKLQJ, they must ÀQGit. When a character has the opportunity to learn new magic – either by studying with a member of Undying Court or reading FUXPEOLQJSDJHVRIDJLDQW· VVSHOOERRN³WKH DM can allow them to exchange existing magic for a new spell. This refers to Arcaan magic as well as divine magic. The silver flame is revered in many different ways around the world, and the giants had their own form as a sovereign host; While exploring the ancient temple, the cleric was able to learn new ways of industriating the power of the divine. EBERRON: ABOVE AND BEYOND Although planar travel is uncommon, it can help understand Eberron's emology IVLPW_\PMQVÆ]MVKMWN\PMXTIVM[KIWI ت MK\ your story. The material plane of Eberron is the heart of the material plane. Hear, hear from the Ring of Siberys, a group of golden dragons. In addition, for 12 months it has been circling the world. To date, no creatures from Eberron have explored the moons. No one can tell if they are lifeless rocks or thriving worlds in their own right. Some sages believe that the moons are actually connected to planes, or that they could even be physical extensions of planes, but that remains a mystery. To date, no other planet has been discovered within Eberron's material plane. However, the Khyber underworld contains a multitude of demiplanes: tiny pockets of reality that exist within the underworld. As such, venturing below the surface of Eberron can lead you to the WNKI^MZV[IVLXI[[IOM[°J]\QNaW]ÅVL\PM right aisle, this can lead you to a fantastic and LMILTa_WZTL[QVPIJQ\MLJAÅMVL[IJMZZI\QWV[ and other Khyber children. This is one way to customize 7]\WN\PM)I[[i 5WZLMVSIQVMV1/4[<WUMWN. WM[ at Eberron. There may be demon and devil areas deep within 3PaJMZTWVOPMTLI\JlaJa\PMQVÆ]MVKMWN Siberys and Silver Flame. EBERRON PLANES The material plane envelops thirteen planes of existence. Many of them have aspects of both external and internal planes. All aircraft in some way overlap with Eberron, and they QVÆ]MVKMIVLIZMQVÆ]MVKMLJa\PMUI\MZQIT XTIVM CHAPTER 2 | EBERRON: ABOVE AND ABOVE 55 QVÆ]MVKM? PMV\PMQVÆ]MVKMWNIXTIVMQ[ particularly strong said it was coterminous. ? PMVQ\ [QVÆ]MVKMQ[_MISIXTIVMQ[ZMUW\M These states can be important for epic rituals, creating eldritch machines, or interacting with out-of-plan entities. There are also manifest zones: places in the material plane where the barriers are thin and where some aspects of the plane can be shed. Ghosts can linger in the manifested zone to Dolurrh, while a manifesto zone tied to Lamannia can have wild vegetation and improve Druid magic. Daanvi: Perfect order. Daanvi embodies ideas of law and order, civilization IVLLQ[KQXTQVM1\Q[ÂTTML_Q\PXMZNMK\KQ\QM[IVL KIZMN]TTaWZLMZMLÅMTL[_Q\PQUUWZ\ITKW]Z\[IVL endless archives held by every law ever | conceived. EBERRON: ABOVE AND BEYOND Dal Quor: Region of Dreams. With a few exceptions (such as elves, Kalashtar and Warforged), mortal creatures touch Dal Quor when they dream. The outer edges of the plane are morphine and shaped by the memories and experiences of dreamers. There is a dark core at the heart of the plane, shaped by a nightmare force known as Dreaming Dark. For reasons unknown to the general population, Dal Quor is always distant and only touches in dreams. Dolurrh: Right of the Dead. When a mortal soul dies, it is attracted to Dolurrh. It's XTIKMLMÅVMLJaLM[XIQZIVLIXI\Pa#W^MZ\QUM memories are weeged out of trapped spirits until only the shell remains. Although this seems to be most religions argue that Dolurrh is not the end; It's a gateway to everything that's in the back. Such faiths argue that what appears to be dissolution is a natural process of the soul moving to a higher plane of existence that mortals can never touch: teaming up with sovereignists, merging with the Silver Flame, or simply rejoicing the cycle of life in a new form. Nevertheless, Dolurrh is a XTIVMÅTTML_Q\P\PMTQVOMZQVO\ZIKM[WN\PMLMIL When Dolurrh is remote it is impossible to resurrect the dead. When coterminous spirits become more common. The spells of resurrection are easier to perform, but they carry the risk of restoring unwanted spirits. Fernia: The Sea of Fire. This plane

combat rage and are usually barbarians, serving as shock troops. Goblin are mostly craftsmen and workers, but exceptional goblies join the SPM[P1/4LIZ(silent people), learning the skills of outlaws, monks or rangers. Khesh'dar spreads agents to the Five Nations, and you never know when the city's goblin might turn out to be a deadly killer. As an adventurer from the Dhakaani clan, why do you work with other player characters? Are you a scout gathering information? Are you looking for allies to defeat a rival clan or support your own unlikely bid for 1UXMZQIT\PZWVM')ZMaW]IVM'QTM°IVLQN[W do you hope to regain your position or have you abandoned your ties to Dhakaani? KOBOLDS Many kobolds live in simple tribes scattered through all over Eberron. Iredar kobolds claim to originate from Progenitor Dragon Eberron and generally live in mountain caves. Irvhir claims to be related to Khyber and lives in deep caves. Although these claims are unlikely, many kobolds do not develop some degree of wizarding ability. In addition to these tribal cobolds, there is a large population of cobold in the Droaam nation. Traditionally, these corobolds were enslaved by more powerful creatures; Now Sor Kell's daughters have assigned them their domain under their warlord Kethelrax the Cunning. In addition, a handful of Kobolds can be found scattered throughout Khorvaire, sometimes mingling with city goblies in large cities. Chapter 3 | OTHER RASE 85 LIZARDFOLK ORCS Lizardfolk from Khorvaire resides in a region known as Q'barra. Most are part of a tribal alliance known as the Cold Sun Federation. Their civilization is ancient, but they are quite primitive by the standards of the Five Nations and have never sought to expand beyond Q'barra. In the last 30 years, people have started settling Q'barra. Contracts were established with the Cold Sun Federation, but KWUU]VQKI\QWVQ[LQ پ K]T\IVL\PMZMPI^MJMMV clashes began with forces on both sides. As a lizard, you may have been sent to the wider world by Scout to learn more about these mysterious soft-skinned creatures. Maybe you're driven by a mysterious dream. You could have been emanated from your tribe for crimes; What was it and are you really guilty? Orcas are an ancient race. Their ancestors were scattered by Dhakaani goblans, and they live mainly in difficult and unwanted lands: the marshes of the Marches of Shadows, demon waste, the depths of the Ironroot Mountains. Eberron's orcas were not formed by Gruumsh, and they are not inherently driven by evil. However, they are an extremely passionate and primal race, given with strong emotions and deep faith. Ghaash'kala orci demon waste are servants of the Silver Flame that LM^W\M\PMQZTQ^M[\WJI\\TQVO\PMÅMVL[WN\PM Wastes. The Gatekeeper druids of the Shadow 5IZKPM[_MZM\PMÅZ[\LZ]QL[WV3PWZ^\QZM Gatekeepers played a key role in defeating the alien daelkyr and binding this evil in Khyber, and their descendants continue to uIQV\IQV\PMIVKQMV\[MIT[IVLÅOP\IJMZZI\QWV[ However, many orcs were corrupted by daelkyr and embraced the madness of the dragon cults below. These cultists also live in the Shadows of Marches, and the battles between the gatekeeper and the servants of the Dragon below have diminished both sides. Behind gatekeepers and cultists, the Shadow Marches are home to orcas teaming up with humans to create mixed clans. Tharashk House with a dragon tag originated from this syndicate. While full orcas cannot bear the mark of finding they are an important part of the house and can be found throughout Khorvaire as part of Tharashk operations. As an orc, it could be Paladin seeks to protect the innocent from harm. You can be a goalkeeper druid or ranger hunting aberrations working to prevent the return of daelkyr. He could be a barbarian or a warlock driven by the mad dreams of the dragon cults below. Or you could be an unmarked member of Tharashk House, looking for your wealth in the wider world! MINOTAURS In Eberron, minotaurs are found in the monstrous droaam people. Most minotaurs revere an entity commonly referred to as Horned Prince, but each clan has its own personal interpretation and name for the prince. Some present the Horned Prince as a wild demon who must be fed up with the blood of the enemy. Other clans see the prince as a noble war god — analogous to Dol Dorna and Dol Arrah — who demands that his children show both the courages of IVLPWVWZWV\PMJI\\TMÅMTL? PQTM\PMKZ]MT minotaurs meet primarily as robbers on the borders of Droaam, venerable minotaurs often work with the Tharashk house and serve as mercenaries in the Five Nations. As a minotaur character, opt for your version of WN\PM0WZVML8ZQVKMIVLPW_\PQ[I ت MK\[aW])ZM to you a former mercenary looking for adventure? Do you follow a divine mission? Do you work for the house of Tharashk, the warlord of the minotaur, or the daughter of Sora Kell? 86 Chapter 3 | OTHER RACES TIEFLINGS \QMÆQVO[UIAJMJWZVQVUIVQNM[\bWVM[_PMV XTIVM[IZMKW\MZUQVW][8TIVIZ\QMÆQVO[IZM isolated oddities, are often seen as exotic and strange, but not necessarily evil. Chapter 3 | OTHER RACES 87 OTHERS What about kenku in Eberron? How about \ZQ\WV[WZ\IJ'0W_LWOMVI[QÅ\QV\W\PQVO[' There is a place for everyone in Eberron, but it is IT_Ia[]X\W\PM, 5\WLMKQLMPW_[QOVQÅKIV\ that location is. If you want to play a race member who isn't addressed here, talk to your DM and come up with an option. What role do you want the race to play in the world? Widespread. It is always possible to change the default assumptions of the setting. If you and your DM like the idea that Dhakaani is an empire of goliaths, not gobloids, you can make that change. So there's nothing wrong with adding a new race to the common population of the Five Nations, as long as everyone likes the idea of it. Exotic. There are many places in Eberron where a small population of strange creatures could exist. Maybe there's a lost town called Tabaxi in the Xen'drik jungles, or the Kenku clan that lives on top of Sharn's highest tower. Bee could have turned a city of people into bees. As with dragonborn or \QMÆQVO[\PQ[ITTW_[\PM[MZIKM[\WPI^M[WUM[WZ\ culture for interaction, but keeps them from I ت MK\QVO\PM_WZTLQVI[QOVQÅKIV_Ia Unique. When introducing a character of an unusual race, one option is to say that you are the only member of that race. Maybe you. Created by the mysterious daelkyr or brilliant transmuter Mordain The Fleshweaver. You may be the result of magebreeding experiments conducted by House Vadalis and House Jorasco. Perhaps you began your life as a member of another race and were transformed by Grief. ? PQTM\PM,5IT_Ia[PI[\PMÅVIT[IaI[ on whether to allow an unusual race in a campaign, it is important to determine the story you are looking for! 88 CHAPTER 3 | OTHER RACES CHAPTER 4: DRAGONMARKS )PITNTQVOPMITMZ\WJ\KPM[ILAQVOUIV#\PM UIZSWVPMZNWZMPMILJTIBM[_Q\PJT]M NQZM\ [PQ[_W]VL[KTW[MIVL^IVQ[P) PITNWZKJW]V\aP]V\MZZMIKPM[W]\ _Q\P\PMXW_MZWNPQ[P\PMXW_MZWNPQ UIZ WNQVL PQ[XZMA)P]UIVIZ\QNQKMZ\W]KPM[ IKZM\QWVNWZOMIVL\PM[aUJWTWV PMZPIVLNTIZM[I[\PMMTLZQ\KPUIKPQVM Z]UJTM[\WTQNM E ACH OF THESE PEOPLE possesses dragonmark, a symbol etched on the skin in colors more vivid than any tattoo. This sigil is a source of mystical power. Dragonmark improves the user's ability to perform specific tasks. The creation mark guides the hands of smith, while the Shadow Sign helps the wearer avoid enemies. The power of the dragon's mark can also manifest itself in more dramatic ways. A successor with the Storm Mark can disperse enemies with a gust of wind, while someone with the Shadow Mark can weave illusions. While \PM[MM ث MK\[UIaN]VK\QWVQV\PM[IUM mode as spells, power is drawn and directed through dragonmark. You can not buy a dragon tag, or simply choose to develop it. Each label is tied to [XMKQÅKJTWWLTQVM[]LZIOWVUIZSIXXMIZ[ around adolescence, but not every successor manifests the label. Long ago, families bearing the markings teamed up to form dragon-tagmed cottages. Over the centuries, houses have used their gifts to establish powerful economic monopolies. The Jorasco House holds the healing mark, and Jorasco maintains the vast majority of healing houses and clinics. Only house Lyrandar heirs with a storm mark can pilot airships. Control over vital services – medicine, transport, communication, manufacturing – gives houses tremendous power. In the past, dragon-tagmed houses were controlled by the United Kingdom of Galifar. But in the aftermath of the Last War, people wonder if any nation has the power to carry out their desires on houses. Some say dragon-tagged barons have more power than kings and queens. Chapter 4 | DRAGONMARKS 89 CREATION DRAGONMARKED CHARACTER DRAGONMARKS AND WALLPAPER Dragonmarks are associated with race, shown by a combination of race variants and subdiates. • For humans and semi-orcas, dragonmark is a variant of race that replaces the normal traits associated with these races. Dragonmarks are attached to certain bloodlines, and by selecting a label you determine that your character has a blood connection to one of the families in dragonmarked houses. However, it is up to you to decide on your relationship to the house. Did you grow up in a house? Or are you completely independent of it? This is best represented by your background. Consider the following options. Agent. You have a close, constant relationship with your house. The background of the home agent is a good option if you actively work for the house. Alternatively, you can take the noble JIKSOZW]VL\WZMÆMK\IJTWWL\QM\W\PMTMILMZ[WN house. Independent Scion. You were raised or dressed by the house, but you maintained your independence. This means you don't have many special privileges, but you also have no responsibilities. Guild artisan is a good choice for ZMÆMK\JI[QKPW][M\ZIQVQVOJ]\aW]KW]TLKPWW[M entertainer for Mark of Shadow, sailor for Mark of Storms, soldier for Mark of Sentinel, sage for the Scribing label, and so on. • For half-elves, dragonmark is a variant race. Keep some of the standard features of the half and replace others with features associated with your label. • . WZL_IZ^M[MT^M[OVWUM[IVLPITÆQVO[ The dragon tag replaces your co-marital. So, if you are making the figure of an elf, you can choose to be a wooden elf or a tall elf instead of being a wooden elf. There are two additional options related to dragon marks. As your dragonmarked character grows in a level, you can take a larger ,ZIOWVUIZSNMI\\WZMÆMK\PMOZW_QVOXW_MZ your dragonmark. Alternatively, the Aberrant Dragonmark feat gives limited but dangerous magical abilities. Aberrant dragon marks are not tied to dragon-marked cottages and can be taken by any character. Ùƒ ¦ÊÃÃƒÙ »Ýƒä –êçý›Ýdƒ1/2› ðÃÕŽŸŵÃðÙ ĞłĞÐØŽŸ Finding a handshake of healing hospitality making the pass scribing ^ĞŸØŸĞů Shadow Storm Warding 90.ŽŽ£Ğ Medani Tharashk Vadalis Jorasco Ghallanda Cannith Orien Sivis Deneith Phiarlan Thuranni Lyrandar Kundarak ZÃÐĞ Half-elf man, half orca man, ÃůÑšŸÕ,ÃůÑšŸÕ Human human dwarf elf dwarf ´ź§ůÊ^ÐĞÐ$Åů0ØĞ£ ŽÊLJÕŽÃdÊç/ŸIĞ£0ØÕÃØŽŸZ§£ÙDÃŸÃÕĞŵĞŸł ŽźŸłLJ,ź¶ØŸÕ/ŸIĞ£0ØÕÃØŽŸŵŽ£ÐĞÐØŽŸÕ Animal training and breeding healing &ŽŽÊ>ŽÊÕ§ŸÕ|hğdÃŸ/ŸÍŽdŵÃØŽŸ Production >ÃŸÉdğÃŸ£ÐŽdÍÃØŽŸ ŽźŵźŸ§ÐÃØŽŸdğÃŸ£ůÃØŽŸ§ĞdğÃŸ£ůÃØŽŸ §ğÃŸÊ^ĞÃdğÃŸ£ÐŽdÍÃØŽŸ Bodyguards, Mercenaries Entertainment, Espionage ŸIĞdIÃ§ŸŵĞŸ|££Ãč£§ŸÃØŽŸ Banking, Warehousing, Close CHAPTER 4 | CREATING DRAGONMARKED CHARACTER Excoriate. ? PMVILZIOWVUIZSMLPMQZLMÅM[ \PMQZPW][M\PMAUIAJMK]\W ت NZWUQ\1\/\PM XI[\aW]ZUIZS_W]TLJMÆIaMLNZWUAW]ZJWLa Although this mutilation is no longer practiced, such mutilation is no longer practiced, such cult leaders are still called excoriates. If you're an exhibition, consider what you've done to deserve this punishment. Were you a criminal? Charlatan? Or maybe sage that's been doing banned research? The embodiment. Your ancestors left the house a long time ago. You have nothing to do with the house and you may not have known you were connected by blood before you manifested your dragonmark. Like an outlander or a uhisa maybe you don't know anything about houses. As an adhesive or hermit, you could put your faith before the worldly thing, choosing not to continue the connection with the houses. Whatever you decide, this is an opportunity to talk to your DM about the role you'd like the house to play in the campaign. Do you want to avoid them completely? Or do you want to work your way into a position of power in the house, despite being an outsider? TAG POWER Each dragonmark provides a set of capabilities that ZMÆMK\\PMQVPMZMV\XW_MZ[WN\PMUIZS. WZUW[\ tags this includes intuition to die. This can give ZMÆMK\[]XMZVI\]ZITQV[\QVK\[WZO]QLIVKMNZWU \PMUIZSWZW\PMZUQVWZUIOQKITM ت MK\[5IVa dragonmarks limited magical capabilities. Over the centuries, houses have developed tools that improve and channel the powers of the label, and it is these dragonmark focus items that give houses much of their power. )LZIOWVUIZSMLZIKMOQ^M[aW]I^MZa[XMKQÅK Quality Set. However, you can also explain your class abilities as a result of your exceptional association with the dragon tag: • If you play a bard with the Shadow Mark, you could say that your illusion spells are drawn from your sign. If you are an IPITÆ QVOJIZL_Q\P\PM5IZSWN0MITQVO you can describe your sign as a source of your healing magic. • As a life cleric with a Healing Mark, you can use your sign to channel positive energy and perform extraordinary healing feats. You can combine it with religious faith or you could say that the sign itself is the source of your divine magic. • If you are a warlock with an aberrant dragonmark, you might say that the Q\[MTNQ[aW]ZÅMVLQ[PXI\ZWVIVL\PM[W]ZKM label is of your arcane powers. You don't fully understand the nature of your sign, but you know it's getting stronger and you're afraid you might lose control of it. These descriptions in no way change your character's abilities. This is simply the \WILLÆI^WZIVL[\WZa\WaW]ZKPIZIK\MZ INTUITION DICE Dragonmark mode improves your ability to run I[XMKQÅK\aXMWN\\[S CHAPTER 4 | POWER MARK 91 DRAGONMARK APPEARANCE Dragonmark is a recognizable symbol that appears on the skin. There are twelve famous dragon marks, each unique in design and strength. The mark of the dragon can appear on any part of the body. One half-elf could have a detection mark over his eye, while the other has the palm of their hand. Dragonmarks are painted in vivid shades of blue and purple and seem to shimmer or even move lightly. When used, they grow warm to the touch and can glow (although this does not produce useful lighting). The mark of the dragon can not be removed - even if the limb bearing the dragon mark is cut off, the mark is eventually manifested on another part of the wearer's body. All dragonmarks share the same initial look, but dragonmark can grow in size and complexity if the character takes /ZMI\MZ,ZIOWVUIZS feat or if the tag is tied to class abilities. While dragon marks share the same general look, your dragonmark can have a unique quality. If you want to explore this, roll into the Dragonmark Quirks table. Ùƒ ÊÃÃƒÙ»Ýç®Ù»Ý 1d6 1 2 3 4 5 6 92 Yźšůů Ù your dragonmark is unusually small or incredibly large. Your dragonmark is slowly moving around your body. zŽźđĚđÃÕŽŸŵÃđŬÕůŽłłĚđÃŵÃÐÐÃůůLJ when you use it. zŽźđĚđÃÕŽŸŵÃđŬØŸÕůĞ£łłŚĞŸLJŽźđĞ near someone with the same sign. zŽźđĚđÃÕŽŸŵÃđŬØÐŬůĞ£łłŚĞŸLJŽźđĞ t use it. Your dragonmark is an unusual color, but a normal shape. Chapter 4 | DRAGONMARK LAYOUT 1/21/2ê¢ä›,ê¢ý›Ý Every house has tradition, cabals and VHFUHWV+HUH· VDIHZIDFWVWKDWDSSO\WRPRVW house. • Most Dragonmarked homes maintain HQFODYHV in major cities. They serve as hubs for home businesses and footholds for home families. The city may also have any number of house-related businesses – Ghalland Inn, Cannith Smith, Sivis Message Station – but these are simply SURYLGLQJVHUYLFHVDQGGRQ· WKDYHDQ\ direct link to the house leadership. • Any heir to the house who develops a dragon tag is allowed to add g· SUHÅ[WRWKHKRXVHQDPH0HUUL[ G·&DQQLWKRegional leaders inside houses are called barons. Most houses are run by a matriarch or patriarch, although some are run by councils. • Twelve is an organization that facilitates communication and cooperation between dragonmarked houses. Excoriates are dragonmarked heirs who are cut off from their houses. The founders are people who develop a label outside the home and have nothing to do with it. • Dragonmarks manifest around adolescence. Each house puts its heirs through a trial called Test Siberys7KHVSHVSHVSHFLÀFWULDOVYDU\ around the house, but they put a successor in circumstances where they are likely to manifest the label, if they have one. About half of the members of the bloodline manifest the label. • Korth Edicts prevent houses from owning land, holding noble titles or maintaining military forces (with the exception of Deneith). Edict was established long ago when the Five Nations were united. Today, many in the houses feel korth Edicts are obsolete in after the Last War. Chapter 4 | BACKGROUND 93 WALLPAPER Here is an important background for Eberron. HOUSE AGENT You swore a fealty to a house marked dragon, one of the mighty mercantile guilds that shapes Khorvaire. If you own a dragon tag, you are A TQSMTaIUMUJMZWNWVMWN\PMQVÆ]MV\QITNIUQTQM[ inside the house, otherwise you are an outsider hoping to make a fortune by teaming up with this great power. Your primary task is to observe, collect useful information and serve as the eyes of your house. But you can be called at any time to act as an arm of the house. Such missions can be dangerous – but they will certainly be lucrative. ; SQTT8ZWÅKQMVKQM[Investigation, Persuasion <WWT8ZWÅKQMVDuch tools by house: • +IVVQ\Palkemician accessories and tinker's tools • ,MVMQ\Pjedan gaming set and vehicles (land) • /PITTIVLIpivar accessories and cookware • 2WZI[KWalkemic supplies and herbal kitism • 3]VLIZIStinker's tools and thieves' tools • 4aZIVLIZvozila (sea/air) and navigator tools • 5MLIVQlopovski tools and mask kit • 7ZQMVvozila (earth) and one gaming set • 8PQIZTIVmaska kit and one musical instrument • ; Q^Q[calligrapher's tools and forgery kit • • Vadalis: vehicles (earth) and grass kit Equipment: )[M\WNÅVKTW\PM[PW][M[QOVM\ ring, ID papers and purse containing 20 gp. 94 Chapter 4 | BACKGROUND ROLE You always collect information for your house. But when the barons come to you with [XMKQÅKUQ[[QWV_PI\[WZ\WN_WZSLWaW]][]ITTa do? Choose your role or roll to the reached table. ,ê¢ý› ¦ ›ÃäZê1 / 2› d8 1 2 3 4 5 6 7 8 ZŽźĞ Đźź§£§ŽŸ / ŸIĞ£0ØÕÃØŽŸ Research & Development Security / ŸØŵŝÊÃØŽŸ dźĐůŽźđÃØŽŸ EĞÕŽØÃØŽŸ ŽłĞđIKĐĞđÃØŽŸ£ FEATURE: HOUSE CONNECTIONS As an agent of your house, you can always get food and accommodation for your friends in the home enclave. When your house assigns you a mission, it will usually provide you with the necessary suppliēs and transportation. In addition, you have many old friends, mentors and rivals in your house and you may come across one of them when communicating with your home business. As an agent of the Lyrandars, you may know the captain of the airship; As Agent Ghallande, you know a lot of inns and bartenders. For the estate, you have many old friends, mentors and rivals in your house and you may come across one of them when communicating with your home business. As an agent of the Lyrandars, you may know the captain of the airship; As Agent Ghallande, you know a lot of inns and bartenders. For the estate, you will depend on your current standing in your house. d6 1 2 3 4 5 6 SUGGESTED CHARACTERISTICS d6 1 Home agents are diverse. Think about the house you serve and the type of work you do in developing or choosing characteristics. 2 3 d8 1 2 3 4 5 6 7 8 WĞđčŽŸÅůšłLJdđÃš| /ŸĞłĞđůĞłĞŵŽźŸÐźŵÐůšÐÃłĞłłŽđŬ´ŵÃůłLJ£ůŽŽÙšŸÓłŽšŵÐđŽłĞĞkÐšĞŸÐLJ´share a trivia about my work (medicine, ships, warforged). I hold myself and everyone I work with ĞđźłđčŵĞůLJśšÕŠźłÃŸĚÃđĚź never forget the insult against myself or my house. ŽŵĞłLJĞdźÐšłĞĚÃŸĚĞŸłŚźźšÃ£ÐÐÃđŽźł everything my house does. ŽŵđĞđčĞŸØŸÕŵLJśŽźź£ĞÃŸĚłÃÜĞÕđĞÃł proud of my personal appearance. ŽŵÐđšÐÐůŽłŵŽŸÃđÐŚšĞ£ŸĚŽÐÐŽźĞĚłŽ ÃŸLJđĞ£łđšÐØŽŸĞźŽŸłŚŠĞŠŽźź£Ğź´4 5 6 d6 1 2 3 4 5 6/ĚĞÃo ŽŵŽŸ´ŽŽĚ. My house serves vital ŽźŸÐØŽŸÃŸĚšłĚ£ÐđŽźÐĞđšłLJłłšůůŚĞůÐ everyone. (Good) đđÃĚšØŽŸ/źÐšŽůĚłđÃĚšØŽŸźŽŽŵLJśŽźźĞ and bring honor to my family. (Lawful) /ŸŸŽłÃØŽŸđÃŸĚŽŽůĚłđÃĚšØŽŸźĞłłÃĚšØŽŸźĞÃŸĚ ĵŸĚđźźĞđłłÃLJ£łŽĚŽłŚšŸÓź;ŚÃŽØÐJ WŽłłĞđ. I want to ensure the prosperity of my house and manage its power on my own. (Evil) $£ÐŽłĞđLJ. I want to learn everything I can, both for my house and for my own curiosity. (Any) ŽŵŽŽđł. I want to make sure mine and I enjoy the best things in life. (Any) ŽŸĚ my house is my family, and I would do anything for my family. I love someone from another house, £źÐŠđĞůÃØŽŸ£Šš$Đ£ÃđĞŽŽźđš$ĚĚĞŸ´someone I love killed a rival ŽÃÐØŽŸłłš$ŚšŸŵLJśŽźź£ĞÃŸĚ/łłšůůŚÃłĞ revenge. I don't care about the house as a whole, but I'd do anything for my old mentor. I believe my house needs to evolve to survive, and I need to lead that change. I am determined to impress the leaders of my house, and to become leader myself. &ÙÃłl I am overly concerned following established procedures and protocols. I'm obsessed with conspiracy theories and łŽđđš$ĚÃdŽźłĚĞÐđĞłĚŽÐš$ĞØĞźÃŸĚŚšš$ĚĚĞŸ demons. I believe my house and ŵÃŬĞ£ŵĞđĞźĞđłŚÃŸĞłĞđLJŽŸĞĞůźĞ hiding a secret that could get me out of the house. I have strong religious beliefs that are not shared by others in my house. ŽŵłłŽđŬš$ŸÓłŽđÃŚšš$ĚĚĞŸłÃÐØŽŸŸš$ŸŵLJ house that gives me secret assignments. Chapter 4 | BACKGROUND 95 DETECTION MARK 1NaW]_IV\I_ITTWNU][KTM\WOM\JM_MMVAW] IVLIJTILMOW\W0W][M,MVMQ\P1NaW]_IV\ [WUMWVM\WIV\QKQXI\M\PM\PZMI\IVL ISMV1/4\M^MVQV\PMZWWU_Q\P_PWM^MZ1/4[PWTLQVO \PI\JTILM^\PI\1/4[_PI_MLW — Baron Trelib d'Medani The detection sign is an inquisitive dream. It sharpens the powers of observation and intuition, allowing the wearer to draw connections and interpret clues that others might miss. By actively relying on their powers, the wearer can detect toxins and study energy HOUSE MEDANI Warning Guild houses Medani mediates in the services of bodyguards and inquisitions. Honey consultants specialize in risk assessment and management, protecting clients from physical and social threats. While Medani overlaps with the inquisitives of Tharashk House and the bodyguards of Deneith House, the Warnings Guild specializes in subtle threats and complex mysteries. Members of the Medani house are half-elves with deep roots in Breland. Medani has little interest in power struggles that sometimes doom between other dragon-tag houses. Many Medani heirs are more interested in QVPMTXQVO\PMQZKWUU]VQ\QM[\PIVQVZI_XZWÅ\ and Medani heirs often work with local law MVNWZKMUMV\WZPMTX\PW[M_PWKIV1/4\I ت WZL\PMQZ services. DRAGONMARKED CHARACTERS Here are some examples of characters with a detection mark. House Agent Bard. In addition to the types of threats your house deals with, words are often more M ت MK\Q^M\PIV_MIXWV[AW][MZ^MI[WVMWN 96 CHAPTER 4 | A SIGN OF DETECTION The eyes of the house, hearing rumors and observing dangerous cabals and conspiracies. Along the way, you do your best to mediate disputes and defuse dangerous situations. Rogue Folk Hero. You're curiously dressed for your house. You grew up in a bad neighborhood, and while you could make more gold solving the problems of royalty, you're more interested in helping your community. You've had a few good cases and you've helped a lot of people, and word has spread. Sage wizard. You're a brilliant deity and inquisi than ever, and your talents got you in trouble. You have a knust to uncover conspiracies, and you found one in The Medani House. This may include demons or shape-shifting dragons—or both. You don't know how deep it goes, but you're sure other dragon-tagged houses and noble families have JMMVQVÅT\ZI\ML8MWXTM\PQVSaW]1/4ZMITQ\\TM intensive. Some say paranoid. But you will show \PMUITT_PMVaW]ÅVITTaOM\\W\PMJW\\WUWN this draconian conspiracy! DETECTION TRAIT THE detection mark is manifested exclusively on semi-elves. If your character has a disclosure label, these traits replace the increase in half-elf ability scores, skills versatility, and languages given in 8TIAMZ1/4[0IVLJWWS. Increasing ability results. Your intelligence and charisma results and increase by 1. In addition, one result of the ability of your choice increases by 1. Deductible intuition. When you check intelligence (investigation) or Wisdom (Insight), you can roll one intuition to die, d4, and add a number valid in the aptitude check. Feel the threats. You can throw LM\MK\UIOQK and detect poison and disease spells, but only as rituals. Intelligence is your ability to spell for these spells. Language. You can talk, read and write Common and Elvish. FIND MARK [_IUX[1][MUQVM\WÅVLN]OQ\Q^M[QV\PM[T]U[WN; PIZV11/4U[\QTTIP]V\MZ1IT_Ia[ÃVLUaUIZS — Hondar'Aashta, Tharashk Bounty Hunter The designation of finding sharpens the senses, leading the prey hunter. Alone among dragon marks, the Find Mark is carried by a _WZIKM[P]UIV[IVLPITNWZK[1ÅZ[\IXXMIZML in shadow marches, where clan hunters][MLQ\\WÅVL\PMQZXZMA HOUSE THARASHK House Tharashk traditionally licenses inquisitive and bounty hunters. Recently, Finder's Guild expanded into dragonshard prospecting. Dragonshards are the lifeblood of the magical MKWVWU)\ITMV\NWZÅVLQVO\PQ[ZM[W]ZKMPI[ OQ^M\\PMPW][MVM__MIT\PIVLQV/Æ]MVKM Tharashk is the youngest of the dragon-tagged cottages and has not accepted all the customs of the Twelve. Heirs often use family names instead of their home surname, and many cling to the beliefs and traditions worn from the Shadow Marches —such as the Druid concierge faith or the secretive cults of the Dragon below. DRAGONMARKED CHARACTERS Here's an example of characters with this label. Druid House's agent. Tharashk House is home to an ancient order of druids that protect the world from aberrant threats. Although you are from پ KQITTaIVWXMZI\Q^MWN\PMPW][MaW]IZM is indeed a concierge agent and explore the activities of crazy cultists and Daelkyr. Criminal Rogue. You're an inquisitor working on the evil streets of Sharn. You have friends on both sides of the law. Sometimes you walk the wrong line to expose a difficult case. MARK TRAITS A lookup mark may appear on humans or half-orcas. If your character has a find mark, these traits replace all racial traits given in 8TIaMZ1/4[0IVLJWWSaside of age, size, and speed. Increasing ability results depends on your race, while all other traits are shared by both humans and half-orcas. Increasing the results of ability (human). As a man, your dexterity and wisdom increase by 1. In addition, one result of the ability of your choice increases by 1. Increase in ability results (half-orc). As a half-orc, your strength and wisdom results and increase by 1. In addition, one result of the ability of your choice increases by 1. Darkvision. You can see in dim light within 200 feet of you as if it were bright light, and in the darkness it's like a dim light. You can not discern the color in the darkness, only shades of gray. Hunter's intuition. Your sign sharpens your [MV[M[IVLPMTX[aW]ÅVLaW]ZXZMa? PMVaW] make Wisdom (Perception) or Wisdom (Survival) check, you can roll one intuition to die, d4, and add a number valid to your fitness check. Loot print. As a bonus action, select one creature that you can see within 30 feet of you. The target is imprinted on your mind until he dies or you use this trait again. Alternatively, you can eash the creature as your quarry whenever on wisdom (survival) check to monitor it. When monitoring the quarry, double the results of death intuition. When your quarry is within 20 meters of you, you have a sense of its location: KIV1/4 \ JMPQLLMVNZWUaW]OIQV [VWJMVMÅ \NZWU invisibility, and your attacks on it ignore half the cover. After you use this feature, you cannot use IOIQV]\VQTaW]ÅVQ[PI[PWZ\WZTWVOZM[\ Voice of Nature. When you reach level 3, you acquire the cast TWK\MIVQUITWZXTIV\ capability, but only as a ritual. Language. You can talk, read and write Common and Goblin. Chapter 4 | FIND MARK 97 WV1/4\OM\[MV\QUMV\IT)JMI[\Q[I\WWT7]ZZWTM Q[\WÅVL\PMZQOP\\WWTNWZ\PM\[SIVL\WUISM []ZM\PMA1/4ZMWN\PMÅVM[\Y]ITQ\a6I\]ZMQ[W]Z SQVOLWU#VM^MZNWZOM\\PI_M_MZMJWZV\WZ]TMQ\ — Baron Hella d'Vadalis The handshake label gives its wearer a primal connection to beasts and the natural world, giving power to calm and eamp. This extends beyond purely natural animals; The label enables its JMIZMZ\WO]QLMIPQXXWOZQ ث I[MI[QTaI[IPWZ[M HOUSE VADALIS House Vadalis plays an important role in everyday life. Vadalis ranchers produce meat, carriers and more. Vadalis is not one of the most powerful houses, but its barons are generally satisfied; They are more interested in discovering new monstrosities than in dealing with the politics of dragon-tagged houses. House Vadalis breeds and trains horses and dogs, the Handshake Label allows Vadalis to operate _Q\PUWZMM'W\QKKZMI\]ZM[I[_MTT/ZQ ت WV[ PQXXWOZQ [ث IVLM^MVJ]TTM\\M[KIVJMJZMLIVL trained. Vadalis also works with more intelligent beasts, such as giant owls, displaced beasts and pegasus. Even with the Handshake Label, this is dangerous work; There's a lot of traffic on the bullet ranch. But these exotic creatures are not enough to please the most innovative members of the house, and this has led to the practice of magebreeding. Using mark of Handling and dragonshard focus items, Vadalis has found ways to create magical creatures. This usually results in a superior version of a secular creature – an animal that is stronger, faster and smarter. But rumor has it that Vadalis created his own monsters. Some rumors even insist that Vadalis is trying to magebreed better P]UIV[... 98 Chapter 4 | DRAGONMARKED CHARACTERS HANDSHAKE TAG Some characters with a handshake label: Noble Druid. Your family is one of the most powerful in the house, and they have learned to use their power to do amazing things: shape-shifting, animal manipulation and the world. Although you are a mechanical druid, do not share any Druid beliefs; instead, you believe that your sign gives you real dominion over natural Ranger House agent. You're trained to follow and deal with the craziest monstrosities. You still master your skills, but you want to go out into the world and discover new beasts that have never been harnessed—new creatures that you can return to your house. Outlander Druid. Your dragonmark gives you a strong connection to the natural world. You hate what your house does with that power—turning this gift into J]QVM[[, taking advantage of the creatures you are connected to. You left the house and you despise them all. MARKING OF HANDLING TRAITS The handshake mark is only manifested on humans. If your character has a handing mark, these traits replace the human ability increase trait in 8TIAMZ1/4[0IVLJWWS. Increasing ability results. Your dexterity and wisdom scores and increase by 1. In addition, one result of the ability of your choice increases by 1. Wild intuition. When you do a check on Wisdom (animal handling) or intelligence (nature), you can roll one intuition to die, d4, and add a number valid in the aptitude check. Expert handshake. You can use the Help action to help an ally animal companion or mount within 30 feet of you, not 5 feet away from you. Primal bond. You can throw an IVQUIT NZQMVL[PQXonce with this feature and regain the \WLW[W_PMVaW]ÅVQ[PI[PWZ\WZTWVOZM[\ Wisdom is your spelling ability for this spell. When you cast the spell \PI\I ث MK\[WV\TaJMI[\[Q\IT[WI ث MK\[UWV\[ZW[Q\QM[ with an intelligence rating of 3 or lower. A SIGN OF HEALING? PI\1/4[\PMXZQKMWNITQNM'? MTT11/4^MOW\IZI\M [PMM\ZQOP\W^MZPMZM11/4LJMPIXXa\WLQ[K][K][Q\ — Bessi d'Jorasco, Fairhaven Healer )PITÆ QVO_Q\P\PM5IZSWN0MITQVOKIV[I^MI life with touch, restoring vitality and for life. When it comes to secular medicine, the label helps the carrier feel the nature of IVLI ث QK\QWV[IVLÅVL\PMJM[\[WT]\QWV? PMV equipped with dragonshard focus items, the tag can even pull the dead back from the depths of Dolurrh. THE HOUSE OF JORASCO Healer's Guild provides a vital service to Khorvaire, and The Last War provided a great need for healers. The Guild runs schools that teach medicine and healing houses that provide both worldly and magical services. If this could save a life, it is probably bound \W2WZI[KW° IVLQ_QTTKWUM_Q\PIKW]\1N you have gold, Jorasco healers can immediately eliminate the disease with minor restoration. If KIV1/4\I ث WZL[]KP

ITEMS These items use and expand dragonmark powers, allowing dragon-tagged homes to provide a wide range of useful services. You must have a specific dragon tag to use or focus on the dragonmark focus item. Many dragonmark focus items have a unique M ت MK\[ZMTI\ML\W\PMQZUIZS[I[LM[KZQJMLQV\PQ[ section. Alternatively, a dragonmark focus item can duplicate the power of an existing magic object with a power closely related to the label. For example: • KIXMWN\PMUW]V\MJIVSor JWW\[WN[XMML bound for pass mark, or PWZ[M[PWM[WN[XMML that only works if the driver has a pass mark. • KTWISWNMT^MVSQVLor a brand of shadows. • QUMV[QWVIT[PIKSTM[which can only be activated by someone labeled Warding. • OMUWN[MMQVOthat requires a detection mark. 1\1/4[M[QMZ\WXZWL]KMIVQ\MU\PI\PI\IUXTQÅM[IV an existing power from one that generates it itself, and generally a focus item costs half the standard version of that item. However, the shards of Siberys needed to focus items are rare, and it is always up to DM to decide which focus items are available worldwide. A BAG OF PRIZES? WVLZW][1\MU]VKWUUWV This is a solid leather bag with tiny shards of Siberys embedded in the lining. If you have a Hospitality Label, you can use the action to cast KZMI\MNWWLIVL_I\MZdrawing feast from the bag. You're shaping this meal with your thoughts. You can create a standard slushy price without having to check it, but you can try \WKZMI\MÅVMZNWWLJaUISQVOI+PIZQ[UIKPMKS# QNaW]1/4ZMXZWÅKQM_Q\PKWWS1/4[]MV[QT[ILLaW]Z bonus for this check. A failed check results in a sour and miserable meal. 116 Chapter 5 | MAGIC ITEMS &ŽŽĚŸzÃůŠłLJ Poor Modest Comfortable Wealthy ðšŠIŽÐðÃÖÐ šKÐZůłLJ No roll required 10 13 15 18 A JIOWNJW]V\can use up to three times during the day. After that, the bag can not be used until the next dawn. INQUISITIVE GLASSES? WVLZW][1\MU]VKWUUWVZMY]QZM[I\\]VMUM\\ The lenses of these glasses are carved by Siberys dragonshards. While garish in appearance, these glasses are a boon to any Tharashk inquisiome. To have mercy on glasses, you must have a Find Mark. As long as this state is fulfilled, you acquire the following JMVMÅ\[ • You can add that your intuition dies from 0]V\MZ1/4[1V\]Q\QWVtrait tags when checking Wisdom (Insight). • When you examine an object, you can check Wisdom (Perception) to identify the aura of the last living being touching the object. DC is 13+ the number of days since the last contact. If the check is successful, learn the type of creature and you can immediately use your 1UXZQV\8ZMaability to target this creature. KEYCHARM? WVLZW][1\MUKWUUWV This simple object plays a vital role in the operation of the Kundarak House. If you have a Warding Tag, when you discard ITIZUIZKIVMTWKSOTaXP WN_IZLQVOWZ[QUQTIZIJR]ZI\QWVM ت MK\[aW]KIV \QM\PMM ت MK\\W\PMSMaKPIZU. Whoever holds the keycharm is considered to be the owner of this MVKPIV\UMV\#PMaZMKMQ^M\PMVW\QÅKI\QWVNZWU ITIZU, they can safely avoid OTaXP, and can LMIK\Q^I\MIVaI[[WKQI\MLM ت MK\ SHARED SUFFERING RINGS :QVO]VKWUUWVZMY]QZM[I\\]VMUMV\ These rings come in connected pairs. You have a Sentinel tag, you can use the bonus action to create a connection with a creature aligned with another ring; since then, whenever KZMI\]ZM[] ت MZ[LIUIOM\PMaWVTa[] ت MZPITNWN \PI\LIUIOMIVLAW]I\ISM\PMZM[\ WIND AND WATER WHEEL ? WVLZW][1\MU]VKWUUWV When mounted on the forehead of an elementary gale or airship, this allows the character possessing the Storm Mark to telepathically control the elementary bound to the vessel. If _PMMTWN_QVLIVL_I MZis is mounted on a secular sailing vessel, a character marked Storm can create an area of ideal conditions around the vessel, increasing its speed by 8 km/h. PISAROV PEN? WVLZW][1\MUKWUUWV If you have a scribing tag, you can use this pen to write on any surface. This can be seen — traced in glowing mystical lines — or invisible to any creature without a scribing mark. Invisible writing will reveal ,M\MK\5IQK, ; MM1V^Q[QJQTQ\a, or Chapter 5 | MAGIC ITEMS 117 ELDRITCH MACHINES 1VI+IVVQ\PMVKTI^MI\MIUWNIZ\QÅKMZ[ maintain KZMI\QWVNWZOMthat products warforged. In The Marches of the Shadows, druids guard the seals that keep Daelkyr at bay. In [M_MZ[JMTW_; PIZVIUILOMVQ][X]\[\PMÅVIT touches a device that will turn the people of the city into undead monsters. These are all MTLZQ\KPUIKPQVM[. These are marvellous locations: magical objects of immense power, but so great that they cannot be moved. -TLZQ\KPUIKPQVM [always require rare components, but creating MTLZQ\KPUIKPQVMcould requires one or more planes to be cosherimancious or build only in the manifest zone. Ultimately, MTLZQ\KPUIKPQVM[s plot devices. Their privileges are far above the standard level of what is possible in Eberron, but such a device KIVZMÆMK\\PMK]TUQVI\QWVWNI^QTTIQV1/4[UI[\MZ plan or last defense against evil that must be protected at all costs. DIMENSIONAL SEAL -TLZQ\KPUIKPQVMMOMVLIZA A LQUMV[QWVIT[MITis massive stone slab covered with a complex pattern of fleeces and sigils. Stamp XZWRMK\[IVQV^Q[QJTMÅMTL_Q\PIZILQ][ WN_WUQTM[ MABARAN RESONATOR -TLZQ\KPUIKPQVMTMOMVLIZAZMY]QZM[I\\]VMUM\\ 118 CHAPTER 5 | MAGIC ITEMS MASTER'S CALL -TLZQ\KPUIKPQVMTMOMVLIZa While this looks like a pile of waste made up of broken constructs and wrecks from Mournland, this MTLZQ\KPUIKPQVMpossesseses tremendous power. You get the following JMVMÅ\[_PQTMaW]ISMI\\]VML\W\PMUI[MZ1/4[KITT and within a mile of the device. ULIIZ\QÅKMZ_W]TLKZMI\MIUI[[Q^M^M[MTWN dragonshards and exotic metals. Perhaps the only purpose of the device is to negate magic. or it may be that it absorbs all the magical energies in the area and stores that power for KI\IKTa[UQKM ت MK\ STORM SPIRE -TLZQ\KPUIKPQVM^MZaZIZMZMY]QZM[I\\]VMUM\\ • You can feel the presence and position of all warfors within a ten-mile circle. • You have the advantage of any charisma check made against • While in contact with UI[MZ1/4[ call, you can use the action to target warforged within ten miles of the device. You can send a telepathic message to a meth of up to 25 words. They have to do that? Q[LWU[I^QVO\PZW__Q\PILQ پ K]T]AWN]Z1V\MTTQOMVKMUWLQÅMZ7VINIQTML [I^M\PM\IZOM\Q[I ت MK\MLJaI[]OOM[\QWV prompted them to follow your order. This MTLZQ\KPUIKPQVMis format dragonmark focus item; You have to have a big storm sign to adapt to this device. ;\WZU[XQZM[allow house 4aZIVLIZ\WQVÆ]MVKM\PM_M\PMZ_PQKPKIV to be a boon for locals or a curse if Baron Lyrandar decides to request payment for the desired conditions. You will receive the following JMVMÅ\[_PQTMaW]IZMI\\]VML\WI\]WZU[XQZM. • You can feel weather patterns within a 100-mile radius of the tower and accurately predict the time up to 24 hours. • While you are within 20 meters of the tower, you can use the action to cast any of the following spells: KITTTQOP\\VQVOO][\WN_QVL You cast them as level five spells, and mediums. • While you are within 5 meters of the tower, you can throw KWV \ZWT_MI\PMFor a ten-minute ritual. This allows you to select point _Q\PQVUQTM[WN\PM[XQZMIVLQVÆ]MVKM time within a 10-mile radius of \PI\XWQV\5IQV\IQVQVO\PQ[M ت MK\ZMY]QZM[ concentration. • AW]KIVIT[W][MIVIK\QWV\WQVÆ]MVKM\PM time within a ten-mile radius of the tower itself; you do not need to use the \WUIQV\IQV\PQ[M ت MK\IVLaW]KIV concentration at the same time as you are manipulating distant time. SPELL SINK -TLZQ\KPUIKPQVMTMOMVLIZa This device creates an IV\QUIOQKÅMTLthat covers a three-mile radius around the sink. The shape that is needed will depend on the nature of its creator. Ashbound druids despise unnatural magic, and if they create an abyss of magic it will be a living artifact – a twisted tree that consumes mystical energies around it. Conversely, Chapter 5 | MAGICAL OBJECTS 119 WARFORGED COMPONENTS Warforged are living constructs. House Cannith is designed a series of magical items that can directly face the body warforged. Once attached, the component cannot be removed if warforged does not allow it. IZUJTILMis example of an item created by House Cannith. ,WKMV\[are mysterious wonder objects discovered in Xen'drik. These are just some of the components that can be encountered in the world. ARMBLADE? MIXWVIVaWVMPIVLMLUMTMM_MIXWVKWUUWV ZMY]QZM[I\\]VMUMV\ An IZUJTILM is a weapon designed to integrate with the forearm of warforged. If you're a war war, you can attach izujtilm by customizing it. Attached IZUJTILM cannot be Chapter 120 Chapter 5 | MAGICAL OBJECTS disarmed or removed from you against your will, but while the weapon is attached cannot use this hand for other actions. You can spend one minute to finish stun and remove IZUJTILM. IZUJTILM is not considered a magic weapon for the purpose of overcoming resistance to harm. However, any type of magic melee weapon can be created as IZUJTILM, so you can obtain ^QKQW][IZUJTILM or ^WZXIT IZUJTILM. ASSISTANT PROFESSOR? WVLZW][Q\MUZIZMZMY]QZM[I\\]VMUMV\ The docent is a small metal ball, about 2 inches wide, studded with dragon debris. Despite the powerful magical aura, there are no obvious abilities. If you are a belliers, you can adapt to the docent, at which point the sphere becomes embedded in your chest and comes alive – literally. Docent is an intelligent magical item designed to advise and assist the warforged to which it is attached. A typical assistant professor has an intelligence score of 16, and Wisdom and Charisma 14. Once you are aligned with the docent, he can communicate with you telepathically and can perceive the world through your senses. One of the simple functions of assistant professors is to serve as a translator. All docents understand Common and Giant, but the assistant professor knows up to four additional languages. Elven and Draconian are common options. If the assistant professor knows less than six languages in total, he can add new languages to his repertoire after he encounters them. So the docent found in Xen'driku may have VM^MZMVKW]V\MZMLIL_IZNJMNWZM°J]\IN\MZ spending some time in Khorvaire studying dwarves, could pick up the Dwarven language. In addition, the assistant professor possesses up to three of the following qualities. • Can cast ,M\MK\UIOQKat will • Can cast ,M\MK\M^QTIVLOWWLat will • Can detect any form of divination or scrying targeting of warforged hosts. • Intelligence (Arcana) +7 • Intelligence (History) +7 • Intelligence (Investigation) +7 • Intelligence (Nature) +7 • Wisdom (Insight) +6 • Wisdom (Perception) +6 • Docent can make Wisdom (Medicine) checks by targeting its warforged host, with +7 bonus. If the host is knocked unconscious, the docent will automatically try to stabilize them after each turn. You can use the bonus action on your turn to request that the docent use one of its features on your behalf. In case of skills, it uses assistant professor JWV][#aW]ZIJQTQ\QM[IVLXZWÅKQMVKQM[PI^MVW M ت MK\WV\PMW]\KWUM CHAPTER 5 | MAGIC ITEMS 121 WAND • You can pull the wand into your forearm or extend it from your forearm as a bonus action. While indented, it cannot be damaged or removed. • While the wand is extended, you can use it as if you were holding it, but your hand remains free for other actions. • If the smug wand requires compliance, you must adjust to the wand before you can use it. However, _IVL [PMI\P and the attached wand are counted as only one item for the maximum number of items that you can be To. If you remove the wand from this hand, immediately lose the attunement on the stick. ? WVLZW][1\MUKWUUWVZMY]QZM[I\\]VMUMV\ An _IVL[PMI\P is designed to integrate with the forearm of warforged. If you're a belliers, you _IVL attach a _IVL[PMI\P] by adapting to it. Although the _IVL[PMI\P is plugged in, it cannot be removed from you against your will. You can spend one minute to finish updating and remove _IVL[PMI\P. You can insert a wand into an ovuk as an action. While the wand is smud, NWTTW_QVOJMVMÅ chapter 122 chapter 5 | MAGICAL OBJECTS CHAPTER 6: SHARN, TOWER CITY 11/4^MJMMVPMZMI_MMSIVLQ\1/4[[\QTTPIZLVW\\WJM W^MZ_PMTUMLJa\PMKQ\A LL OF THE SETTING are manifested in the great city of Sharno. It's a place of magic, with sky trainers circling miles of towering towers and mystical forging endlessly tormented in consumption. It's a place of adventure and intrigue. A fallen angel gathers a subject in the ruins beneath the city. There's a gang war going on in Callestan. The corpse of a murdered nobleman has just been discovered in his floating villa. The Cannith artificer is experimenting with a planning gateway – and something will go wrong. All these adventures and another hundred are waiting in the City of Towers. This chapter provides an overview of Sharn, with a host of stories to help you get started. For more information about the city and its residents, see the sources in the Appendix. Chapter 6 | SHARN, CITY TOWERS 123 SHARN WALLPAPER City Tower attracts people from all over the world. What brought your character to Sharn? If you have deep roots in the city, or do you have R][\\\MXXMLW \ت PMTQOP\VQVOZIQT' Backgrounds provide a strong foundation for building a story. If you are a nobleman, are you attached to one of sharna's founding families, or are you descended from another visiting nation \PM+Q\aWN<W_MZ[NWZ\PMÅZ[\\QUM'1NaW]1/4ZM entertainer, loved in higher departments or favored in Sharn's lowest dives? Tables provide a range of ideas that can be used for computers or bad computers with strong connections to Sharna; details with your DM. ACOLYTE shrines and temples can be found throughout Sharn. The Host Pavilion is Breland's largest temple to a sovereign host, and the Cathedral of Flame is cleaning up a bastion of silver flame in Breland. Of course, Sharn's churches are notorious for harboring corruption. Are you part of the local establishment or have you come a long way to Sharn? 1d4 1 2 3 4 124 CHAPTER 6 | SHARN BACKGROUNDS ÐŽůLJIĞ zŽžĬĞÐŽźĞĬŽ^ŠÄđŸIŽšŸIĞ£ÐÖÄIĞ ÐŽđđžÐÐŽŸšŸLJŽžđÐŠžđÐŠ:ÄIĞLJŽz đĞŠŸčĞŸđLJÄZIŚŽđšÐčšŸLJŽžđĬÄšIŠ$ or are you guided by divine vision? The lower wards of Sharn. It's poor and ĚšůÄÐšĚÄIĞĚđzIšIčÄIđžZđĞđÄčÐŽŸŽĬ your faith and doing a good job for the people on the struggling ward. Here you are on a pilgrimage, looking for an audience with the head of your faith in Sharn... but the mediators demanded a small fortune to IŚščźŵĞĞÐŸÖ´you were a minor adhyte in one of the main temples. It's a maze of intrigue, ÖđÄÖÄŸĚÐŽůšÐĐčzŽžđĞÐůÄLJšŸÖIŚĞ of the game, working with a patron inside the church. Do you hope you can make things better after you get up in the hierarchy? Or you're only interested in power and šŸÑźĞŸÐĞ CHARLATAN CRIMINAL Whether you're a grifter or a spy, there are plenty of opportunities in Sharn. Sharn is home to a number of powerful criminal organizations, and your background gives a tie to one of them. Work with your DM to decide which group you're associated with, and use this table to determine the nature of that link. 1d4 ŚÄđůÄIÄŸ 1 zŽžđĞÄÐŽŸÄđÐčÉĬđŽźŵIŚĞůŽźllĞđllÄđĚę đzILJŽžĬĞčźIđůščŚĞĚÄĬÄůčźĞšĚĞŸĚĞŸILJÄĚ upper division noble. 2 zŽžĬĞÐđÄÖĞĚIŚĞšĚĞŸĚILJŽĬÄÐđŽÐŚĞI guided by sacred visions. If you are a divine spellcaster, your true faith can đĞĞŸÐđĞůLJĚšIčĞđĞŸÍđŽźŵIŚĞŽŸĞLJŽz confession. Three years zŽžĬĞÄĚŽÐIĞĚIŚĞšĚĞŸĚILJŽĬÄđĞĬŽźÖĞĞ war, but you're actually running away from an inglorious past. Are you a war criminal? The agitator? An ex-spy hiding from your employers? 4 zŽžđĞÄÐŽIĞđIŽÐĞđÄÐIĞIIŽđIŚŽŸÖ ĬŽđÄŸŽIŚĞđŸÄÐŽŸĞđĬŽđÄÐŽIIĞđĬŽů agency (dragon-tagged house, šLJtÄIÐŚĞÄÐđšŵšŸÄůŽđÖÄŸšnjÄÐŽŸJđĞ which you perform missions or are you a sleeper agent who builds šLJtÄIÐŚĞÄÐđšŵšŸÄůŽđÖÄŸšnjÄÐŽŸJđĞ deep cover? 1d4 1 2 3 4 đšŵšŸÄů You have family or friends in ŽđÖÄŸšnjÄÐŽŸđzLJŽžIĞčÐůůÖŽIIŽ to prove yourself zŽžđĞđĞĚĬđŽźŵIŚĞĞđšŵšŸÄůůšĬĞůŽŸÖ ÄÖŽźLJŽžčÐůůŚÄIĞčĞĞđđŽŽIčIIšIŚ IŚĞŽŽđÖÄŸšnjÄÐŽŸÄŸĚ gangs. ŸŽIIŚĞLJđĞ you are being dragged back in. Sharn's underworld. You're an independent agent working with more than one of Sharn's gangs. While you value your freedom, if you're not careful you could make enemies from all sides. Chapter 6 | SHARN WALLPAPERS 125 ENTERTAINER FOLK HERO)[IVMV\MZ\IQVMZaW]KIVÅVLIXTIKM\W perform anywhere in Sharn. But where are you recognized? Another thing to consider: Phiarlan House and Thuranni House train and license Do you have a permit for one of the houses or are you fully independent? As a folk hero, you have your roots among ordinary people. Where you are from and who you are LWaW]ÅOP\NWZ' 1d4 1 2 3 4 126 Entertainer You are a favourite in the most difficult taverns of the lower departments. The darker IŚĞĚšIĞIŚĞđĞŽĞđ You're a under-judgement in one of the great theaters in Upper Menthis. You specialize in religious music and performance. You will usually be welcome in any temple of your faith. zŽžđĞđĞčĞđIšŸÖÄŸźŸźčźZÄůÄđčźđĐ IđÄĚščźŽŸIŚđŽźčŚLJŽźđIŽđŽźźŚÄIĞ eccentric patron who drives you IŽĞđůŽđĞIŚĞđŽŽIčŽIŽIŚščIđÄĚščźŽŸ CHAPTER HAPTER 6 | SHARN WALLPAPERS 14d 1 2 3 4 &ŽůÜ.ĞđŽ You grew up in the lower departments. You'JÓšIIŽđđŽIĞđILJŽźđĞŽđůĞđŽIŚĬđŽŵ IŚĞĚĞđđĞĚźÖŽźŸÖźÄŸĚźĞÄI in the hands of the rich. Work to improve the image of a marginalised minority group (goblin, reshuffle, belliers) in Sharno. You're a refugee driven out of the house by the war. You want to protect other refugees, but you are also an adversary of the monarchies that are IŚĞŸÄđŽŸźšŸIźllÄđ You are celebrated for the incredible feat of heroism, which may have taken place in Sharn or during the war. The problem is, you didn't do it. Can you live by everyone's ĞđźĐĞđIÄĐŽŸźÄŸĚđĞĐŽŵĞIŚĞŚĞđŽ they believe you are? GUILD ARTISAN HERMIT There is always work for a talented individual in Sharn. The Masons are working on the towers. Smiths hammer away in the wheels. Bakers and brewers tend to endless appetites of ordinary people. The largest guilds are tied to houses marked with a dragon. Fabricator's Guild of House Cannith handles production crafts, while Hosterler's Guild of House Ghallanda covers inns, taverns and restaurants. Are you part of one of these international guilds or tied to a smaller local organization? As a hermit, you spent a lot of time in secluse before you made the discovery that brought you back to the world. Were you isolated in Sharno, or did you discover something that drew you to the City of Towers? 1d4 1 2 3 4 'źšůĚđĐčÄŸ You're a young prodigy. You've just joined the guild, but your comrades are amazed at your early talent and have been pushing LJŽźIŽĞđźĐůů tŚšůĞLJŽźIĞčĐůůÖŽILJŽźđÖźšůĚĐčź LJŽźđĞđđĚĬđŽŵIŚĞđźčšŸĞčźčźŽŵĞ years. You hate the new techniques kids use today. You're a valued member of one of the dragon-stamped guilds, but you're concerned about ŽĬIŚĞŚŽźčĞÄŸĚIŚĞĚšđĞĐđŽŸŽĬŚIč policy. It's you. a small alliance of šŸĚĞĐĞŸĚĞŸIÄđĐčÄŸčźŽźđĞjÓŚĐŸÖ IŽůŽĞĞĐLJŽźđĐŽůůĞĐđIĞĬđŽŵđĞŚŸÖ crushed by dragon-marked houses. 1d4 1 2 3 4.Ğđŵšł zŽźĐĞŸIłŚĞůůÄčIłĞŸLJĞÄđčŵĞĚšIÄĐŸÖ on a pole at one of the highest points šŸ^ŚÄđŸđĞĐĞŸIđĞIĞůÄĐŽŸŚÄč knocked you off your perch; What's your quest? During that LJŽźđščźůÄĐŽŸLJŽźđĞĐÄŵĞčźŵĞIŚŚŸÖ ŽIÄIŽźđščIÄźđÄĐđŽŽŸÄÖŸŽŵĞ sold plaster statues on your pole. You spent your life in a hidden monastery in Sharno. Did the master of your command send you on a mission? Or were you the only survivor of ÄźÄĐůŚÄIĚĞčIđŽLJĞĚLJŽźđŵŽŸÄčIĞđLJ were the only survivor of a plane crash and spent years in đĞŵŽIĞůźĐÄĐźŸźŸĐůLJźIIĞđĞĬŽźŸĚ/ŸIŚÄIĐŵĞLJŽźĞđźĐĞđšĞŸĐĞĚÄ đĞŵÄđÜÄđůĞđĞIĞůÄĐźŸšĚLJźźŚÄIĞÄ đĞůšÓšŽźčĞđźĐĞđšĞŸĐĞŽđĚšĚLJźźŚÄIĞ insight into the operation of the universe? You're a librarian. You spent your ĞŸĐđĞůšĬĞšŸIŚĞůÄđLJđšŸIŚŽĬđŽŽÜč under Morgrave University. A few weeks ago, you came across a secret buried in vaults — something so big that it drove you out of your beloved books and into a life of adventure. Is that a piece of draconian prophecy? ĐŽŵĐůĞđźĐźnjnjůĞůĞÄĚšŸÖIŽĂŸÄŸĐšĞŸI treasure? Chapter 6 | SHARN WALLPAPERS 127 NOBLE OUTLANDER Are you part of one of the noble Sharn families, or are you descended from a distant line? If you have roots in Sharn, you probably have a family estate in the upper ward. However, being so close to your family means you'll have to wear _Q\P\PMQZLMUIVL[IVLM'XMK\\\QWV[°IVLaW]Z actions can damage your family's reputation. You're not familiar with the ways of civilization. What drew you to the largest city in Khorvaire? Are you blinded by miracles ; PIZVWZLWaW]ÅVL\PMKQ\a\WJMLQ[\]ZJQVO and unnatural? 1d4 1 2 3 4 128 EŽoèĞ Shame on your family. Are IŚĞLJllÄđĐđŽ]IĞĞđĞđĞIŚĞLJIÄÜšŸÖ advantage of refugees? Whatever the cause, despite being the heir to wealth and power, you are currently withering your imagination. You live in a local celebrity. You enjoy slumming in the lower wards, but wherever you go in Sharna, gossip will surely follow. Your family is engaged in a long-term conspiracy to overthrow the monarch of ŚŽŵĞůÄŸĚźŽźđůŽđ$čIŽ]ŸĚĐđÄđůĞ other comrades to help you in your quest and gain the support of other powerful people. Noble, your country was lost in the war ÄŸĚLJŽźđĐIůĞščÄůůđźŵĞÄŸšŸÖůĞčč´ÄŸLJŽźIŸĚÄILJIŽđĞÖÄšŸLJŽźđ birth? Chapter 6 | SHARN WALLPAPERS 1d4 1 2 3 4 KźIůÄŸĚĞđ You were born in the ruins of the Fallen and ÖđĞIIźĐĬĞđÄůšŸ^ŚÄđŸšźŸĐŸÖšŸIŚĞ ĐŽÖčÄŸĚčĞIIĞđčtŚÄI]ŸÄůůLJĚđĞIILJŽź ŽźIšŸIŽĐšIšůšnjÄĐŽŸ You served as a mercenary scout in the Last War and followed your comrades to Sharn in the middle of the war. You were brought to Sharn ĐźđšŽčšILJźŽźIIĞđĞĞdźŚšđŚIĞĚšŸIŚĞ źĐĐĞđIIÄđĚčĬŽđÄĐŵĞźŸĐůĐĞŽđůĞ ÖđĞIIĐđĞĚŽĬLJźź·źŽźĂđĞÄŸĞdźšůĞĬđźŽŵLJźźđŚŽŵĞůůÄŸĚ did you commit a terrible crime? Was your tribe wiped out in the quarrel? Do you follow a divine vision? SAGE SAILOR You are well versed in history and arcade surrender, and you have a gift for discovering the necessary information. What is it that drives your search for knowledge? Sharn is one of the most important ports in Eberron. It's the gates of the Thunder Sea, and the ships are coming through Eberron. Are you a local, or did you come to Sharn on an Lhazaar boat or an Aereni galleon? 1d4 1 2 3 4 Sage You are an uninformed researcher at Morgrave University. You're fascinated by history, and you're desperate to plunge into real ruins. People think you're crazy. Yes, ŚÄIĞÄůŽĬźĬźŸźđIŚŽĚźđźIŚĞźđšĞźźŸ you're sure hidden dragons ÄŸĚĚšźÓźšźĞĚ|ĞŸĚźÄđĞůźŵŸšĐźůÄĐŸÖ government and bereavement was an inside job. And of course, LJŽźđůšđđÄđLJ$źÄĐŽůůĞĐđŽŸźĬđźĬŸÖ books and old questions Sharn / Ÿđźšźš$IĞĐÄźIĞĚźŸIŚĞIIÄůůźźĬÄ burned bookstore. But what if you're right? Hmm? You're with the press. You're a freelance chronicler of sharn/Ÿđźšźš$IĞĐÄźIĞĚźŸIŚĞIIÄůůźźĬÄ news. You know your history and you know how to explore a story. But if you want to make headlines, you have to be on stage for something big. zŽźđĞŽŸIŚĞĐźŢŸÖĞĚÓĞźĬÄđĐÄŸĞ IŚĞźđLJ.ŽźźĞÄŸŸšIŚđĐÄŸšđźIJ ŽźźĞÄŸŸšIŚđĐÄŸšđźIJ Ğđźš$IĞŸĐĞJđźIIŚĞĐšĞĐĞźLJŽźŸĞĞĚ exist in the world. 1d4 1 2 3 4 ^ÄšůŽđ zŽźIĞÖŽIĚĞĞĐđĞĞźšŸ^ŚÄđŸźŽźđ family owns a boat, and you are the źĐĞŸIÄźŵźĐŚŚŵĞźŸIŚĞIIÄIĞđÄźđ have on land. Are your people Your family works on the docks in Sharno. You know everything there is to know about ships, and you know half the captains who pass through the harbor, but you've never had a chance to lead to the open sea. When you were a child, you served ÄĚĞĐÜŚÄŸĚźŸźźŚšĐIŚÄIĞđźĐůźđĞĚ Xen'drik coast. You've seen a lot of amazing things... including the secret ůźĐÄźĐźŸLJźźIĞŸĞźĬđźĬźđÖźźĞŸĚźIĬ you're a capable adventurer. One day you'll be running đÄĐÜźIŚÄIźĬźđÖźźĞŸĐźĬĞ you're a notorious pirate. You never hurt a Brelish ship, but you were the terror of the Thunder Sea, robbing merchants and smugglers alike. In ůĞÄźILJźźIIĞđĞźŸĐůLJźźđđĞIl ŵźĐŸšĞĚůĞÄIšŸÖLJźźŚźŵšůšÄIĞĚÄŸĚ stranded in Sharno. But you're sure ŸĞIIĬźđIźŸĞůšĞźůźźIÄŚšĞÄĚ Chapter 6 | SHARN WALLPAPERS 129 SOLDIER JEW Echoes of the Last War can still be heard throughout Khorvaire. Many player characters may have served in the Last War, but your military rank feature means you still have influence from aW]Z[MZ^QKM,QLaW]ÅOP\NWZ*ZMTIVLWZLQL serving in a foreign army? The lower sharna departments are riddled with XW^MZ\aAW]PIL\WÅVLaW]ZW_VXI\PQV harsh city. Are you an orphan, or have you vulturened to help needy parents or needy siblings? Are you still young or is your time like a ejah thing of the past? 1d4 hđĐŚšŸ 1 You grew up on the streets of Lower źđÄźźŽźŚÄĚźĬ|ŸĚźđčIĞÄůIŚĞ the things you needed to survive. You don't trust anyone or anything... ĞđźĐĞĐłŚĞĞĬĞIĬĬđšĞŸĚčLJźźIĞŵÄĚĞ over the years. He would do anything for his friends –he would even become an adventurer. 2 As an orphan, you were recruited by a gang of thieves. The rest of your crew was wiped out in a brutal gang war, and now you're looking for a new team. 3 You grew up crawling on walls, ÄŸĚLJźźŽŸźĬIIŚĞĐšILJđĞźĞđIŚÄŸ no one. The world is an ugly place, but there are a lot of wonders in these towers... And you're happy to share those secrets with your friends. 4 You are a refugee. You've been to a camp in the High Walls, but no wall can hold you. Sharn is an adventure, and you deal with the horrors ŽĬLJźźđÄĚIđĬLJĞđźůŽźšŸÖLJźźđŸĞll how. 1d4 1 2 3 4 130 ^źůĚšĞđ The war is never over. You LJźźđĞŸĞŵšĞźĚđĞčźůůđźŽŸÖÄŸĚ you'll do whatever it takes to łźĐđźĬĞđILJźźđŸÄĚźŸźĬLJźźđŸĞŸźĬ from Breland, it means serving šŸIĞđĞčIčźĬLJźźđŸÄĚźŸšŸ^ŚÄđŸII whatever it is. You're an old soldier: you served with Decades. You have an endless sliuth of stories about your heroic deeds. Ílčđ'ĞŸŸÄůźŸÖĚŵĞčšŸĐĞLJźźIĞ'm in combat and your skills are ůšźůĞđźčILJźILJźźđĞčźđĞIŚÄIšĬLJźź to pick up the sword, it'll all come back to you soon. zŽźđĞÄŸŽźĐĞđźĬIŚĞLJđÄŸÄđŵLJ`you once had a pretty high rank, LJźźđŸÄĚźŸščĚĞčIđźLJĞĚÄŸĚLJźźđ čźůĚšĞđččĐźźĞđĚźLJźźčůůĬĞůů you have to protect your people, are you just looking for yourself? zŽźđĞčĚźđĞŸĬźIŚĞIđĚšĞźŸźůů army; They're in Sharn Sat. You were forced out of the guard ÖđźźĐźĬĬĐźđđźĐIźĐĞđčźźčĞůůŚÄIĞ the guards, but there are a lot of bad apples in the barrel. Do you want to clean the Clock, or ÄđĞLJźźĐźŸIĞŸIźźŸĞŸĬźĞŸĬźĐĞůźčĞĐĞźŸ your own? Chapter 6 | SHARN SHAPE SHARN? PMVaW]TQ^MWV\PMQV[QLMTW_aW]VM^MZ[MM\PM []V8MWXTPMIZ»\W_MZ[1/4\PMa\PQVSWNOZIKMN]TQ\\TM[XQZM[\PM[WZ\WN\PQVOAW][MMXWSQVO]XQV \PMKWZVMZWNaW]ZTWZL1/4[SMMX? M1/4^MOW\\PW[MIVL TW\ [WN»MU*]\PMNW]VL\QWVWN\PMKQ\aQ[\PM KWZM\W_MZ[ Sharn stands over the Dagger River. It's an important port for anyone dealing with Aerenal, Xen's or Sarlon. The mountains surround the shores of WN\PM,IOOMZIVL; PIZVKIV1/4\[XZMILW]\°[W instead everything has grown. ; ; PIZVQ[JZWSMVQV\WÅ^M¹Y]IZ\MZ[º+MV\ZIT Plateau, Dura, Menthis Plateau, Northedge, and Tavick's Landing. Each of these odes is the center of massive foundation towers. A network of bridges and platforms connects these huge towers, and a series of smaller domes rise from the edges of the foundation towers. Skyway County ÆW\\[IJW^M tallest towers, while the Cogs tunnels run under the lower city. Sharn is a vertical city, and height is a simple indicator of status and wealth. Each quarter is roughly divided into three levels, and KWUJQV\\QWVWNY]IZ\MZIVLTM^MTLMÅVM[I department. So the departments include Lower Dura, Upper Central and MIDDLE MENTHIS. This difference gives a general sense of the tone of the department. • The upper departments are home to IVLXW_MZN]T0MZMaW]1/4TTÅVL\PMÅVM[\ goods and the most expensive services. Typical meal quality and inns are rich or aristocratic, and rough adventurers can be treated with suspicion. Violence is rare; City Watch is active in these areas, and if they're corrupt, they're at least taking bribes from people richer than you. • The middle departments are home to the middle KTI[[M[0MZMaW]1/4TTÅVLJ]\TQVOUIZSM\[ and tavern, along with a wide range of entertainment and housing. Services range from modest to comfortable, with a few rich options. The city guard has a presence, but not as strong as in the upper districts. • The lower departments house hard workers, but they are also home to LM[\Q\]\MIVL\PMLM[XMZI\M°ZMN]OMM[ who lost everything in the war, orphans and urlings who never had anything to start with. Modest services can be found, but overall lower districts are wretched IVLXWWZ#I^Q[Q\WZQVVVMKTW\PM[UQOP\ attract unwanted attention. City Chapter 6 | A FORM of SHARN 131 Watch pays little attention to lower neighborhoods, making them a haven for criminals and gangs. It's a broad stereotype that doesn't apply to all departments. Dura is a particularly poor quarter, IVL =XXMZ,]ZIQ[M ت MK\Q^MTaIUQLLTM_IZL# Meanwhile, Central is the center of wealth and XW_MZIVL4W_MZ + MV \ZITQ [IT [WM ت MK \Q^MTaI intermediate division. Each department is further divided into districts, VMQOPJWZPWWL[LMÅVMLJaIVMKWVWUQKZWTMI [XMKQÅKKWUU]VQ\aWZJW\P4W_MZ6WZ\PMLOM includes Stonegard, Longstairs and North Market districts. Lower Dura includes seven different districts. This book does not go deep into the unique features of each district; Broad ÆI^WZWNI_IZLQ[MVW]OP\WLZQ^MIVIL^MV\]ZM If you want to know more about Sharna Districts — along with more information about its many fractions, parcels, and locations — see the sources presented in the Appendix. GETTING AROUND Sharn is a huge city and travelling from side to side can be quite an ordeal. As ZW]OPO]QLMTQVM° • It takes up to 30 minutes to move within a specific department. • If you are travelling between departments, add 30 minutes for each department you go through. • Dura and Tavick's Landing are particularly large; double the time to move through one of these quarters. So the journey from Lower Menthis to the Upper Centre involves passing through three departments (Lower Menthis to Lower Central, then a two-level climb) and can take up to 90 minutes. If you want to add a little color to your travels, you can roll around street encounters tables when you pass through the district. Central Is connected only to Northedge and Menthis, and there are no bridges between Dura and Northedge. 132 Chapter 6 | SHARN ^»ù'Ef'›Ý 6N\FRDFKHVDUHVPDOOÄ\LQJYHVVHOV7KH\ come in a wide range of shapes and sizes. A typical air taxi can resemble a rowing boat, while a tour boat could be the size of a long boat and have a guest cabin closed. 8QOLNHDLUVKLSVVN\FRDFKHVGRG· WPDNH use of bound elements. Sharn is located in a manifest zone that improves magic-bound WRÄLJKWDQGOHYLWDWLRQQGWLVLVZKDWPDNHV and skycoaches and the towers themselves possible. If skycoach is taken more than a mile from Sharn, his spells will fail and he will collapse. House Lyrandar and licenses most celestial trainers in Sharn, but you GRQ· WKDYHWRKDYHWKH0DUNRI6WRUPV pilot skycoach. This does not require VSHFLDOL]HGWUDLQQJ³DWRROSURÄFLHQF \ZLWK DLUYHKLFOHV³VRLI\RX· UHSODQLQQJWRVWHDODQG DLUVKLS\RX· OOQHHGWRPDNHVXUH\RX· YHJRW someone who can pilot. The journey from district to district includes many bridges and ramps, along with the magical TQN\[ ^I[\ÆW\\QVOLQ[S[\PI\[TW_TaI[KMVLIVL descend along strands of mystical energy. Elevators are designed to move cargo and can be up to 10 feet in diameter. Most elevators have rails but are not N]TTaMVKTW[ML#_PMVÅOP\QVOWVITQN\X][PQVO [WUMWVMW \ت PMMLOMQ[IT_Ia[IXW[[QJQTQ\a If this happens to you, the crash section later in this chapter may prove useful! There are many ways to speed up travel to Sharn. House of Orien operates the coaches' system; Taking Orien's trainer reduces travel time in half and costs 2 CP per department traveled. Flight is the most common way to get through Shar

residents more than make something unsavory in the environment. 1V+ TQ \ت WXIZQVOWN[QUXTMIXIZ\UMV\[IVL PW[\MT[KQZKTM\PMXQVVIKTMIPQOPXMISÅTTML with adventurer shops and services. The workers and craftsmen who maintain the district are usually willing to give up their daily tasks and serve as hires. +TQ \ت WX)L^MV\]ZMZ1/4[/]QTLis physical and social heart of the district. You don't have to be a cag member to get a job QV + TQ \ت WXJ]\Q\KMZ\IQVTaPMTX [ INTERESTING LOCATIONS Augury is home to a circle of magewrights that specialize in divination magic, including I]O]Za (50 gp), LQ^QVI\QWV (200 gp), identify (150 gp) and [XMIS_Q\PLMIL(200 gp). The Lord of Augury is an elf named Kestia. It has to do with a number of Syrania angels, and if she chooses she can perform KWUU]VM. However, as it requires her to call for heavenly benefit, it is not [WUM\PQVO[PMW ت MZ[I[I[\IVLIZL[MZ^QKM The Drunken Dragon is a legendary watering hole. Although the service is slow and the food is modest at best, it has the widest choice of WNJM^MZIOM[IVL[XQZQ\[QV; PIZV°IVLUIaJM Khorvaire. From Lhazaar mead to fermented favorite by Eldeen :MIKPM[QNQ\1/4[[\ZWVOIVL[\ZIVOMaW]KIVÅVL to Drunken Dragon. The owner, Hascal d'Ghallanda, has a higher hospitality label and can give its favorite customers access to their UIOVQÅKMV\UIV[QWV. Greys House maintains a small enclave in Clifttop. In addition to speech stone, this outpost specializes in translating exotic texts and providing legal services to adventurers in trouble with the law. Josilian Tarli d'Sivis is one of the best lawyers in Sharn, although certainly one of the most expensive. Caucasus sister than the Drunken Dragon, but the food is much better. Saza and Taji Kavy are immigrants from stormreach in Xen'drik, and they use many exotic ingredients and spices that Khorvaire residents have never tasted. The Kavvs have many friends at Stormreach, and their insights and contacts could be useful to adventurers going to Xen'drik. Mystic Market stores deal with magical items, whether locally produced or purchased from researchers. Mithral Blade manufactures ÅVMIVL]VKWUUWV_MIXWV[IVLIZUWZWise Wood buys and sells arcane focuses and other sticks. Moonlit Loom sports magical clothes; Dragon crowd sells marvellous objects; And Boldrei's tears and good spirits are a source of reliable potions. Chapter 6 | STARTING POINT: CLIFFTOP 151 STARTING POINT: MORGRAVE University morgrave university is the largest learning institute in Breland. Although not as prestigious as Arcanix or the Korranberg Library, Morgrave is known for its unorthodox methods and practical teaching style. If you want to know more about sharn's history, what better way than to explore the ancient ruins beneath the city? Critics say Morgrave is a college of tomb robbers, and much of its foundation comes from the sale of artifacts found on expeditions. Morgrave University can be a useful resource in any campaign style. This is an advantage for sages conducting research and the source of potential sponsors. But it can also be the basis of a campaign: a heroic fantasy seen through the eyes of students at the university. SETTING UP A TON Morgrave's campaign is a coming-of-age story in the fantasy world. Between digging through rubble and discovering demonic schemes, player characters must decide what to do with their TQ^M[P]UQTQI\M\PMQZZQ^IT[IVLÅO]ZMW]_P!\ to wear them to the Crystalfall dance. You can play humor in this scenario, but it can be just as dark as Callestan, if you choose. Morgrave's campaign is not driven by material wealth. Even when you go on expeditions, the University will lay claim to most treasures aW]ÅVL1V[\MIL\PMZM_IZL[WN5WZOZI^M adventures are measured in relationships and learning. Can you earn the professor's trust? Can you get unlimited access to the library stacks? Can you impress that? Alien? At the discretion of DM, achieving these [WZ\[WN[QLMOWIT[KIVXZW^QLMKWVKZM\MJMVMÅ\[ A wizard that has access to the library can replace one of its known spells at the beginning of each session. As a simple reward, a character who achieves a meaningful personal goal of 152 KW]TLZMKMQ^MWVM\WÅ^MPMZWXWQV\[I[LM[KZQJML on page 264 of ,]VOMWV5I[MZ1/4[/]QLM. Another twist that works well with the Morgrave campaign is using story-based progress instead of standard XP. Level progress can be time-based: player characters receive WVMTM^MTMIKP[MUM[\MZTM^MTQVO]XIN\MZÅVIT[ Alternately, progression can be tied to IKPQM^QVO[XMKQÅKOWIT[AW]1/4TTITTOIQVITM^MTI[ as long as your professor survives the expedition! See page 261 of ,]VOMWV5I[MZ1/4[/]QLM for more information. WHY ARE YOU HERE? As a Morgrave student, you're not adventurous yet. You have talent, but you're learning. Think about how your background connects to this. As a nobleman, are you a rich kid who thinks you're better than everyone else? As a jeg, have you somehow earned a scholarship, or are you literally sneaking into your classes? As a criminal, he could be the daughter of a boromar crime boss, or he could be a businessman daydreaming to royalty of sales. Charlatan could be a brilliant drama student or an undercover spy trying to root out enemy agents in college. If you're an entertainer, maybe you're a prodigy whose talent is just emerging. Morgrave's story is about aging and unlocking your potential. So think of your background as a way to set up the person you're becoming, as opposed to presenting adventures you've already had. what do you want? Figuring out what you want in life is one of the main goals of Morgra's campaign. As a wizard, you have extraordinary arcade talents. But what are you going to do with them? You can establish a great goal from the beginning. Perhaps your wizard needs to master the magic to summon and destroy the demon that killed your parents. The Bard is determined to play on the Big Stage. Paladin guarding PI^QVOILQ^QVM^Q[QWV°J]_PI\LWM[Q\UMIV? Chapter 6 | HALF STARTING POINT: MORGRAVE UNIVERSITY But such goals should be something that guides you through knowledge – things that can develop and change with your character. connects the Commons with Dalannan Proper. One side of this bridge holds small shops and vendors serving students, while the opposite side is a standard place to display student interest notices. THE SHAPE OF THE DISTRICT OF INTERESTING LOCATION Morgrave University is located in the upper plateau of Menthis, where it occupies the aptly named university district. The university itese occupies the massive Dalannan Tower; this includes a number of layers. • The tower was crowned lareth hall, a beautiful dome but holds ILUQVQ[\Z\Q^MIVLNIK]T\aW ب KM[ • Classrooms and auditoriums occupy Dalannan Proper, levels directly below the dome. • The Dezina Museum of Antiquities occupies a number of levels below Dalannan Proper. It shows many miracles recovered from Xen'drik and other expeditions, although nothing truly worthwhile tends to be sold by the university. • Morgrave University Library stretches below, with levels and pile levels below public reading rooms. While the library has its limits - including the level of disorganization that results in random stiuthing texts in piles for decades - it is breland's most comprehensive collection. • Under the library lie the Vaults. They hold crates of relics waiting to be catalogued, shelves of oddities deemed to have little monetary or academic value, and several heavily secured chambers that hold artifacts deemed too valuable or dangerous to be exposed to. Breland Spire is located in the immediate vicinity of the Dalannan Tower and contains standard student dormitories. The Commons is a large open-air square located on the Breland spire. This massive rooftop garden [MZ^M[I[I[XIKMNWZZMÆMK\QWVX]JTQKM^MV\[IVL UMIT[#^MVLWZ[I\\PMMLOMWN\PM+WUUWV[W ت MZ a wide range of culinary options. Wide Bridge Upper Menthis is entertainment center, IVLIV]UJMZWN; PIZV1/4[ÅVM[\PMI\MZ[IZM located in the University District, including edgy Art Temple, the more traditional Grand Stage and the legendary Kavarrah Concert Hall7NKW]Z[MNM_[\]LMV\[KIVI ت WZL\W go to Kavarrah, and they can go to 5QLLTM5MV\PQ[NWZ\PMUWZMI ت WZLIJTM[PW_[ and a dinner theater. Students who feel bold can descend all the way to Lower Menthis, home of the wide ^IZQM\aWNQTTQKQ\MV\MZ\IQVUMV\[°QVKT]LQVO\PM XZQbMÅOP\[WN\PMBurning Ring. But for those who stay close to home, here's what =VQ^MZ[Q\aLQ[\ZQK\PI[\WW ت MZ custody. This tavern celebrates its reputation as a watering hole for morgrave's worst students. There is always an exotic drinking game or lively discussion about the current state of the eight-wind race. Detention is Z]VJaIPITÆ QVO_PWKITT[PMZ[MTNBrandy. She claims to be an exhibitionist, expelled from the Ghalland house after refusing to water the beer, but some say she is the heir to the Ghalland patriarch. Warforged bouncer Bumper keeps rowing students in check. Golden horn. These rich inns include a library, several large meeting rooms and a small concert hall. Rumor has it that this is an outpost of the secret Circle of Song, a society of bards and entertainers spread through through of Khorvaire; others swear that Thuranni House and Phiarlan House regularly send talent scouts to Golden Horn. Many aspiring musicians perform in the Horn in the hope that one of these organizations will notice them. Great Hall In the Aureon. Dedicated to the ruler of rights and traditions, this great temple is an architectural marvel as well as a sacred place. Many Scholars and Sage Pilgrimage Chapter 6 | STARTING POINT: MORGRAVE UNIVERSITY 153 and spend one night in the Great Hall, hoping that inspiration will hit them while they sleep; [\WZQM[[Ia\PI\5MZZQ^L1/4+IVVQ\PÅZ[\KWVKMQ^ML from warforged after spending the night in \MUXTM classes in MORGRAVE Morgrave physical education classes covers everything from stunts and athletics to archery, duels and various other forms of combat. Arcane's study program covers Arcana's skill as well as honing the abilities of arcane casters. Divine magic cannot simply be taught, but Morgrave has lectures in theology and religious history – essentially, religious skills. While these classes may not be interesting adventures, Morgrave is known for his practical teaching style. This often involves competitions against other students. This may also include the professor's personal projects: ? PaLWV1/4\ aW]KWUMPMTX_Q\P\PQ[KWVR]ZI\QWV' CHAPTER 154 CHAPTER 6 | STARTING POINT: MORGRAVE UNIVERSITY FAST SHARN STORY Use these tables as inspiration to a tired DM who needs to put together a story in a hurry. Don't feel obliged to use any of these details exactly as presented – this is solely the source of ideas. The villains' table suggests the archetype along with the organization; both as options. A local crimeist could be linked to the Tarkanan house or the Tiranas instead of Daash. A sinister cultist could be a priest of 5WKSMFor WZIUQVLÆIAMZ[MZ^QVO\PM,IMTSAZ Make Every Story Your Own! d›,êê» 1d8 1 2 3 4 5 6 7 8 WůŻł.ŽŽÙ One of the computers is almost broken when a man falls off a high bridge, hits the ground near them and dies instantly. He's carrying a sealed holding bag and agent Argentum's badge, an Agency Thrane dedicated to extracting dangerous ÄđĐÎÄĐłĐ˙Computers were caught in the middle of ĐšłĐŠĞĔđÄžůĞĄĔłŠĞLJĚŽŸłÜŸŽÎł of people on both sides. dŠĞWcŸŽĐĞÄĐŽđĐcĞšŸÄŸÅůůĞLJÄ ĐŽđĐcĞłŠÅłůŽŽÙcĞđžĂĐłůLJůšÙĞŽŸĞŽÎłŠĞ characters of the players. There was an ex-comrade in arms. She's badly injured, and her enemies are right behind her. The Gargoyle courier delivers the mystery package. Delirious street preacher has a ĂĐŽĐÅůLJĐĐłŠcšŽŸĐŽŸĐĞđŸšŸÓŽŸĞŽÎ characters of the players. Computers detect a bound elementary ĞdžĐůŽcšłĞĔĞÎłšĐĞšŸłŠĞšđđžÄđłĞđcđŠĞLJ šÄłĞłŠđĞĞđŽžŸĔcłŽŃĞŽĞžđÄžĞwĐłłŽ disarm the device. Skycoach crashes through the wall. /ŁłŠšĔÄŸÄžĂĐŲŽđłŠĞĞđĞcžůłŽÎ sabotage? d›s@1/21/2ƒ® 1 2 3 4 5 6 7 8 9 10 11 12 sšůůÄšŸ Dragon-tagged Baron Eccentric Noble (Aurum) Local Villainate (Boromarian Clan) Wicked Nechromater (Emerald Claw) ĔšŸšcłĞđĐžůĐcł;đÄÓŽŸĞůŽłłJ Missed Paladin (Silver Flame) Smart Double (T Emerald Claw) ĔšŸšcłĞđĐžůĐcł;đÄÓŽŸĞůŽłłJ Missed Paladin (Silver Flame) Smart Double (T Vengeful Warforged (Blade Lord) Possessed innocent (Dreaming Dark) They mastermind (Daask) ŸĞŸšÓwÄĐĐđÄÜĔcŠÄcÄ;>ŽđĔcŽÎŽłcłJ Disguised Dragon (Chamber) d›W1/2Êã 1d10 1 2 3 4 5 6 7 8 9 10 WůŽł Arrange a dangerous alliance. ĐđžšđĞÄĐŽłłĞđÎŽůÄđđłÎłcłJ assemble and use a magic weapon. Defeating a rival. Open the planer portal. ^ŽwwŽŸ|ĞŸĔcŽđžŸĔĞÄĔ overthrow a peer or superior. Cause of the riot in Cogs. Start a war between the two allies. Skyway collapse or one of the towers. Chapter 6 | FAST SHARN STORY 155 d›dó®Ÿã 1d8 1 2 3 4 5 6 7 8 156 dłłšcł Friend or former ally works with the villain. The villain is not what they seem to be. A third party shows up with their plan. There's a hostage, or a computer ally is directly in danger. wÄŸšłĞcłnjŽŸĞŽđÞůÄŸÄđĐŽŸüzŸĐđĐŽŸ ŠÄcÄŸzŸĞđdžĐĞđłĞcłĞĐł˙ dŠĞłšůÄšŸŠÄcÄĐđĞđcŽŸÄůĐŽŸŸĞĐđĐŽŸ to one of the dŠĞšŸšđÄůĐůŽłłÄcüzcłÄĔšcłđÄĐđŽŸ computers. dŠĞłšůÄšŸšcłJÓŠđŸÓÄÓđĞÄłĞđĞłšů and their conspiracy is an important part of that. Chapter 6 | STREETS SHARN d›&®Äƒ1/2^›Ä›/Ÿ/Ä˙1d8 1 2 3 4 5 6 7 8 9 10&šŸÄůĞ>ŽÞÄđŽŸ ŸšŸłšcšđůĞÑŽÄđŸÓłŽłđłđĞcšcÄđŽłĞ Sharn. The heart of Khyber's Gate in Cogs. The bridge at Callestan in Lower Dura. Cannith's forging confiscated by the villains. The heart of high walls refugee camp in Lower Tavick's Landing. ŽĞcđłÄůÄłłŠĞWÄłšůšŽŸŽłłŠĞ.ŽcłšŸ upper central plateau. A noble mansion in the confined districts of Upper Tavick's Landing Vaults of Morgrave University in the Upper Menthis Plateau. An abandoned troop in Cogs. ĔĞwšÞůÄŸĞłłšłŠŽŸźcŽÄůÞđŽÞĞđđĞc˙STREETS OF SHARN The characters of the players are on a journey from Lower Dura to Upper Menthis. What's going to happen along the way? Tables on the following IZMÅTTML_Q\PQLMI[NWZZIVLWU\PQVO[IVLXMWXTM that you might come across while wandering through Sharna. They could be used as pure paint, or you could expand any of these ideas to spark a full scene if the initial situation attracts player interest. Not every score from the table has to be the beginning of something in your story. Simply showing that Sharn lives and thrives around the players' characters – that he is full stories that happen all the time – it helps in the life of the city for everyone. Use these tables as sources of inspiration. They SEMÆMK\\PMOMVMZITIK\Q^Q\QM[IVLÆI^WZWN\PM LQ ت MZMV\TM^MT[WN; PIZVJ]\aW]KIV\IQTWZ\PM results are better for any department. BEHIND THE RESULTS The entries in the following tables show things that adventurers in Sharno might encounter accidentally or accidentally. Each of them is an immediate, visible part of someone's life in Sharn. Each entry also has room to imply or imagine backstory or history - and encourage players to ask What happens next? What has led to this moment is fuel NWZ\PMM^MZJ]ZVQVOÅZMWN; PIZV1/4[W_VPQ[\WZa and character. Consider answering one or more of the following questions to add a different dimension to each table entry: • Where did the participants start W at this point?' ت PMZMLQL\PMa_ISM]X\WLIa' • Why aren't other locals participating? What complicates things here? • What are the participants hoping to do at the moment? What are they afraid might happen? Why now? Chapter 6 | STREETS SHARN 157 >ëó›ù^ƒÜÄ^ãù›ãý 2d20 ^łđĞĞłĞłĞŽĭ>ŽłłĞđ^ŚÄđŸ 2 zŽz|ŸĚÄŸĞłłůLJ™ĐÄšŸłĞĚwžđÄůŽĬŽÄ ŚÄůÑšŸÓcłÄŸĚšŸĞÄłŽĐłŠĞdůŽŽĚLJĐŽđđĚcĞ of the ogre. 3 Dwarf sells beeps from carts. đšĚĐLJcĐšĐĞĚđÄĬ,ĞĐđšĞđđŠĞđĞcł šŸłŠĞłŽłłĞđ 4 Changing street performer adopts your face and begins to match your ÄĐĐŽŸ:5 Old Goblin has goods set to sell, prospects and ends rescued from sewers. 6 Pack of children cluster around you, begging for copper or food. Are you helping them ŸÄžđÄĐđłĞLJŽŽŸÓŠžwÄŸĐđĞcĞcĞcĞcĞcÄ? Come łŽŠÄŸĐđŠŸđÄÓŽŸĞLJĞĚůůđĞłĚłłšůů đĞĐŽłĞđĞĞĞĚ 8 Sudden, horrible stench makes you shut up. 9 You come across a minotaur with a broken horn and a pointed club in one ŠÄŸĚ;ĞcžđšŸÄđŸÓÄÓÄšŸłÄłłÄłłÄůůÄŸĚ ĚŸÄđůłłłŠĞŸŠĞŸŽđĐĞłLJŽŽłłÄłĐŠšŸÓ´10 Half a dozen rats gathered around a bloody bundle of cloth. They scurry away as it approaches. 11 A young half-elf with scarlet ĞLJĞĐÄłĐŠŽłĞđcÄ|ŸĞcĞłŽĬĐĞŸłĐcŸłÄŸĚ for sale, priced at 3 ŽŽłĞđĞšŠÓŸĚ;†cĐĐđŽĐŸŽłĐŠŸĚŸŽł or anything. 12 Step into a shallow puddle... and then realize it's a puddle of fresh blood. 13 You almost enter a well-dressed ŚÄůÑšŸÓ^ŚĞłłzĚšŠĞcłLJŽzđĬÄĐĞĐđÄđĞĬŽůůLJ and scowls. Other observers turn carefully. 14 A large black-and-white cat watches you from the alley. caught surprisingly skalily rats. 158 Chapter 6 | SHARN STREETS 15 16 17 18 19 20 21 22 23 24 25 Hungry people stand in line in front of ĔŚđšŸĞłŽźůĚđĞşłłÄšŸÓŸĬŽđĐŽŸüzđĞĚ bread. You run into a jelly, which is why she dropped the package she's carrying. You freeze to death for a moment, and then you realize she has a leather band covering her eyes. Her snake fungus hisses as she takes her belongings. &đĞcŠÓđÄ×ĐcŠŽłłcÄLJđÄŸĐđŽłłŸłłšłŠ ÄcłłŽđĚłŠđŽŽźÓŠšłđŠłĞđžłđĞĞÄĚŠĚLJđĞ is dead, no room for mourners. 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