

DUNGEONS & DRAGONS®

EBERRON® CAMPAIGN GUIDE



ROLEPLAYING GAME SUPPLEMENT

James Wyatt • Keith Baker

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INTRODUCTION

In the darkest night of Mabar, they enter its walls. Five is their number, and their arrival completes the circle in the Hall of Stars ...

IN THE wake of a long and terrible war, a world struggles to find its destiny. Will it descend once more into brutal conflict and end in spectacular annihilation, or will the world emerge at last into a new era of peace and prosperity?

At this moment, a handful of heroes—the player characters of your campaign—might hold the fate of the world in their hands.

This is a world whose destiny is hidden in the mysterious prophecies of dragons, tempered by powerful magic, and forged in bloody warfare.

TEN IMPORTANT FACTS

What makes the world of Eberron unique? Here are ten key pieces of information about the world to bear in mind.

1. *If it exists in the D&D® world, then it has a place in Eberron.* Eberron is all about using the core elements of the D&D world in new ways and interesting combinations, with some unique elements thrown in. It's still a D&D setting, so anything that appears in another D&D book—from the classes and races in the *Player's Handbook* to the monsters that will appear in *Monster Manual 5*—should fit right in to your EBERRON campaign.

2. *Tone and attitude.* Eberron takes all the cinematic action and swashbuckling adventure of traditional D&D games and adds in a strong dose of mystery and scheming. In this campaign, stories don't always end well, and there isn't always a right answer to every problem. The Last War turned old allies into bitter enemies and destroyed an entire nation, leaving terrible scars behind. Crime and corruption lurk in the largest cities. The characters' allies might become their enemies in the blink of an eye, and well-known agents of evil might provide assistance when it's least expected. Hidden dragons shape the course of history. Sinister fiends influence the dreams of the unwary. An army of horrors lingers just beyond the edge of reality, struggling to break through. Nothing is exactly what it seems.

3. *A world of magic.* The setting supposes a world that developed not through the advancement of science, but by the mastery of magic. Magic allows for

—The Draconic Prophecy

conveniences and services undreamed of in traditional medieval fantasy. Bound elemental creatures power elemental airships, rail transport, and high-speed ocean vessels. A working class of minor mages uses ritual magic to provide energy and other necessities in towns and cities. Advances in magic item creation have led to everything from self-propelled farming implements to sentient, free-willed constructs.

4. *A world of adventure.* From the steaming jungles of Aerenal to the colossal ruins of Xen'drik, from the towering keeps of Sharn to the blasted hills and valleys of the Demon Wastes, Eberron is a world of action and adventure. Adventures can and should draw heroes from one exotic location to another across nations, continents, and the entire world. The quest for the Mirror of the Seventh Moon might take the heroes from a hidden desert shrine to a ruined castle in the Shadow Marches and finally to a dungeon below the Library of Korranberg. Through the use of magical transportation, heroes can reach a wider range of environments during an adventure, and thus deal with a diverse assortment of monsters and challenges.

5. *The Last War has ended—sort of.* The Last War, which plunged the continent of Khorvaire into civil war more than a century ago, ended with the signing of the Treaty of Thronehold and the establishment of twelve recognized nations occupying what was once the kingdom of Galifar. At least overtly, the peace has held for just over a year as the campaign begins. The conflicts, the anger, and the bitter pain of the long war remain, however, and the new nations seek every advantage as they prepare for the next war that they believe will inevitably eventually break out on the continent.

6. *The Draconic Prophecy.* The dragons, long-lived and patient in all things, seek meaning in the patterns found in the world and the heavens. These patterns play out in the Prophecy, a record of things to come that has been emerging since the creation of the world. The Draconic Prophecy is as complex and unfathomable as the dragons themselves. It hints at events of doom and dread as often as it helps push the world toward exalted events. It seems to point toward transformation rather than destruction, but

to most people, the Prophecy remains as alien as the dragons themselves.

7. The Five Nations. The human-dominated civilizations on the continent of Khorvaire trace a lineage to the ancient kingdom of Galifar, which was made up of five distinct regions, or nations. These were Aundair, Breland, Cyre, Karrnath, and Thrane. Four of these nations survive to the present day as independent countries; Cyre was destroyed before the start of the campaign. The devastated territory it once occupied is now known as the Mournland. A common oath or exclamation among the people of Khorvaire is “By the Five Nations,” or some version thereof. The Five Nations refers to the ancient kingdom of Galifar and evokes a legendary time of peace and prosperity.

8. A world of intrigue. The war is over, and the nations of Khorvaire now try to build a new age of peace and prosperity. Ancient threats linger, however, and the world desperately needs heroes to take up the cause. Nations compete on many levels—economic might, political influence, territory, magical power—each looking to maintain or improve its current status by any means short of all-out war. Espionage and sabotage services create big business in certain circles. The dragonmarked houses, temples both pure and corrupt, crime lords, monster gangs, psionic spies, arcane universities, royal orders of knights and wizards, secret societies, sinister masterminds, dragons, and a multitude of organizations and factions jockey for position in the afterglow of the Last War. Eberron teems with conflict and intrigue.

LOOT THIS BOOK!

The information in these pages can enhance and enrich your campaign even if you don’t use Eberron as the setting for your game. All of the concepts and details in this book can work just as well in a setting of your own creation, or a setting you assemble from pieces drawn from this and other published worlds. Feel free to pick and choose, using the parts of Eberron that you find most interesting or most compatible with your own campaign. If you want a pact of gnoll mercenaries to stand in contrast to the savage, demon-worshiping gnolls that are more common in the world, or a kingdom of ancestor-worshiping elves, or seven eladrin cities transposed into the world from the Feywild, or a wasteland blasted by some magical catastrophe and inhabited by constructs and living spells—you’ll find all these and plenty more ideas to enliven your campaign in these pages, dozens of ways to make your game a little less ordinary.

In other words, as the header says, loot this book! Treat it as a treasure trove of inspiration and resources whose sole purpose is to make your campaign better. Whether you adopt the world of Eberron in every detail or just choose the elements that most appeal to you, it’s your game. Have fun with it!

9. Dragonmarked dynasties. The great dragonmarked families are the barons of industry and commerce throughout Khorvaire and beyond. Their influence transcends political boundaries, and they remained mostly neutral during the Last War. The heads of each house, not technically citizens of any nation, live in splendor within their enclaves and emporiums located throughout Khorvaire. These dynastic houses of commerce derive their power from the dragonmarks—unique, hereditary arcane sigils—that manifest on certain individuals within the family, granting them limited but very useful magical abilities associated with the trade guilds the family controls. Dragonmarks are said to be the Prophecy written on mortal flesh—a supposition that incenses the dragons.

10. Dragonshards. Ancient legends and creation myths describe Eberron as a world in three parts: the ring above, the subterranean realm below, and the land between. Each of these world sections is tied to a great dragon of legend—Siberys, Khyber, and Eberron, respectively. Each section of the world produces dragonshards, stones and crystals imbued with arcane power. With the aid of dragonshards, dragonmarks become more powerful, elementals are controlled and harnessed, and magic items of all sorts are crafted and shaped. These shards, however, are rare and difficult to come by, making them expensive and often the goals of great quests and adventures.

WHAT ELSE DO YOU NEED?

You’ll need a copy of the D&D Player’s Handbook® (PH), Dungeon Master’s Guide® (DMG), and Monster Manual® (MM). You and your players should also refer to the EBERRON Player’s Guide, which provides new races, the artificer class, an abundance of feats, rules for dragonmarks, and other material useful for creating and running characters in the world of Eberron. Of course, you can also draw from any other D&D core rulebooks and supplements to enrich your world.

If you have EBERRON books from the previous edition of the game (published between 2004 and 2007), you’ll still find much of the material in those books useful for your campaign. The rules elements in *Five Nations* (2004) or *Dragons of Eberron* (2007) are designed for 3rd Edition D&D, but the wealth of information about the world contained in these and other Eberron books can be a valuable addition to your gaming library. However, if you run across places where earlier books contradict this book or the EBERRON Player’s Guide, these more recent books take precedence.

ADVENTURES

WHAT MAKES an adventure or a campaign set in the world of Eberron different from other DUNGEONS & DRAGONS game experiences?

How different it is depends largely on you. You can use Eberron as the backdrop for a traditional DUNGEONS & DRAGONS game if you like. Everything that exists in D&D fits just fine in Eberron, and the world can enrich your game with its own distinctive monsters, magic, races, nations, and cultures. Any adventure you create or purchase should work for characters in Eberron.

What the EBERRON setting offers is an opportunity to enhance your game with a different flavor from the traditional high fantasy of most D&D campaigns. It features a blend of swashbuckling, over-the-top action and dark urban mystery. In the aftermath of the terrible Last War, cabals and conspiracies fight in the shadows to gain power and influence. In this environment, even a simple dungeon crawl—the most basic and traditional of D&D experiences—becomes the center of a web of intrigue and betrayal.

This chapter explores the various elements of plot, background, flavor, and magical technology you can use to imbue your EBERRON campaign with the rich atmosphere appropriate to the setting.

- ◆ **The World of Eberron:** These pages briefly describe and illustrate the realms that make up the world and their place in the cosmos.
- ◆ **Campaign Themes and Global Threats:** These sections outline the major themes of the Eberron setting and how you might use them to build and shape your campaign, then introduce two global organizations that might play a part in your game.
- ◆ **History:** An overview of the world's history and its impact on campaigns in the present.
- ◆ **Everyday Magic:** A discussion of the various kinds of magical technology that shape adventure in Eberron.
- ◆ **Travel:** Getting from place to place—by lightning rail, elemental airship, or Orien coach.
- ◆ **Wondrous Locations:** Places of magic, both naturally occurring and artificially constructed.





THE WORLD OF EBERRON

Spinning through the endless void is a magnificent world, a sphere of great beauty and sinister darkness. Girdled by a golden band of sparkling dust and ornamented by twelve moons, the brilliant orb is infused with great magic, peopled by a vast array of creatures, and teeming with life. The world is divided into three parts, one for each of the progenitor dragons whose bodies form the universe.

SIBERYS: THE DRAGON ABOVE

The Dragon Above encompasses the heavens and all they contain. Flashes of color, streaks of light, and strange blossoms in the dark of night excite the imagination of the world's inhabitants. Crossing the dome of the world is the Ring of Siberys, a wide swath of golden dust stretching from one horizon to the next. During the day, the Ring is faint; at night, it is a brilliant belt of scintillating specks weaving through the heavens.

Twelve moons hang like jewels in the night sky, some huge, others small and distant, and a few mere pinpricks of light, scarcely able to be seen with the naked eye. Each moon moves through its phases, waxing and waning in its own time. Farther out lie the stars, silent guardians of the greatest mysteries. Dragons and mortals alike gather these distant lights into constellations, making of them gods, omens, and portents of events to come. Finally, beyond even the stars, lie the farthest reaches of the Dragon Above: the endless expanse of the Astral Sea (see page 261).

KHYBER: THE DRAGON BELOW

Khyber, the Dragon Below, embodies the Underdark, an endless labyrinth spreading below the world. Narrow passages worm through earth and stone, opening onto echoing chambers and bottomless pits. In the silence lie sunken cities, reclaimed by the earth and undisturbed for millennia. In the depths, seas of molten rock crash against melting walls, spewing poisonous gas and deadly eruptions. But although Khyber is dangerous and unforgiving, it too has life. The depths are home to strange beings—undead thralls sacrificed to unspeakable entities, hordes of monstrous beasts hungry for flesh. Nightmares are given form here, remnants from times and wars long past. Still, for those who brave its depths, great rewards await.

Certain caverns in Khyber contain pathways into the ultimate depths of the Dragon Below, the infinite vastness of the Elemental Chaos (see page 263).

EBERRON: THE DRAGON BETWEEN

Poised between the splendor of the Dragon Above and the horrors of the Dragon Below is Eberron, the Dragon Between. Eberron is a land of contrasts— incomparable beauty is matched by hideous evil.

Churning seas divide the continents, broken only by minor archipelagos and isolated rocks that stab up from the frothing waves. Five major continents rise from the seas of Eberron.

Khorvaire has assumed the mantle of the world's center and the heart of civilization. It is a crucible in which all peoples and races mix and mingle. Human kingdoms stand shoulder to shoulder with those of elves, gnomes, and dwarves. Monstrous lands thrive in the shadows of the civilized lands, while new communities of changelings, eladrin, and dragonborn search for homelands in this diverse and burgeoning land.

This book assumes that Khorvaire is the primary setting for your campaign. Although player characters might venture to other continents and might even hail from distant lands, it's assumed that they call Khorvaire home.

The humans of Khorvaire came from Sarlona, a continent far to the east. Now, thousands of years after the human migrations from these lands, Sarlona has become a mysterious realm of strange magic.

South of Khorvaire is Xen'drik. As old as Sarlona, this untamed land has been mostly reclaimed by the wilderness. Rising from the jungles are the ruins of the once-mighty empire of the giants. Drow, sahuagin, and even more vicious creatures prowl these lands, while prospectors and adventurers scour the wilds for the precious dragonshards found here.

At the top of the world stretches the desolate waste of the Frostfell—frozen fields of haunted ice and jagged, unforgiving mountains. Far to the south is the Everice, a frozen region as mysterious as Xen'drik.

Argonnessen is the land of dragons. This continent remains a mystery to mortals. Those who venture to its shores rarely return; those who do come back are never the same, gibbering about savage barbarians, mighty dragons, and wonders to unhinge the mind.

Finally, the world has echo planes, reflections of the Dragon Between: the Feywild, the Shadowfell, and the dream plane of Dal Quor (see page 263).

Much of Eberron is terra incognita—more kingdoms and empires have been forgotten than are remembered. What treasures lie buried in the wilderness? What civilizations thrive in the shadows? What wonders linger undisturbed?

EBERRON

House Sivis presents
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Map of its Seas and
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CAMPAIGN THEMES

This book is full of resources you can use to make your EBERRON campaign come alive, infusing it with the gritty, action-packed, and mysterious tone that sets the world of Eberron apart from other D&D worlds. It includes a tremendous variety of events and elements you can add to your game, but you don't have to use them all—indeed, you shouldn't even try. Instead, focus on one or two major themes and develop them in depth.

Do you want your player characters drawn into the conflicts between nations and the rivalries of the dragonmarked houses? Will they devote their time to exploring the ancient ruins of Xen'drik's mysterious civilizations? Or would you rather have them solving mysteries on the streets and bridges of Sharn, the City of Towers? These decisions are yours to make as you take the information provided in this book and create a campaign that is truly your own.

This section is your guide to the major stories and themes of the EBERRON setting and how to weave them into a compelling campaign. Whether you want a campaign focusing on the repercussions of the terrible Last War or one that focuses on unraveling the twining mysteries of the Draconic Prophecy, these campaign themes will help you make a campaign that feels different than a typical D&D campaign—one that feels like an Eberron game.

The themes discussed in this section are:

- ◆ **The Last War:** Khorvaire has just emerged from a century of warfare that transformed the social and political landscape of the continent. You can incorporate this war in your campaign in many different ways, from historical or time-travel adventures to a campaign focusing on the “shadow war” of intrigue or the repercussions of the terrible Mourning that brought the war to a close.
- ◆ **The Draconic Prophecy:** The dragons of Eberron study a comprehensive prophecy they see written in signs across the world—and on the skin of certain people in Khorvaire. The Prophecy can be a key part of any campaign, especially as characters grow into their epic destinies, and the dragons and demons who seek to influence its fulfillment can be important patrons or antagonists in your game.
- ◆ **The Dragonmarked:** Thirteen dragonmarked houses—mercantile families marked with signs of the Prophecy that enhance their magical capabilities—dominate the economic landscape of Khorvaire. The part they play in your campaign is up to you and your players, especially if any of the characters in your campaign are dragonmarked.
- ◆ **Urban Intrigue:** Eberron boasts a number of large cities where criminals, spies, and agents of

greater powers work in the shadows. If you want a campaign focusing on mystery, intrigue, and politics, inspired by classic film noir with a fantasy twist, Eberron's cities are the place to do it.

- ◆ **Dungeon Delving:** Classic D&D adventures, in which characters delve into ancient ruins in search of lost treasures, can take on a whole new dimension when you frame them in the context of the political scheming of Eberron. The player characters might find themselves in competition with other organizations seeking the same treasures as they are, and discover that possession isn't always nine-tenths of the law.

THE LAST WAR

From thick forests and vast plains across Khorvaire, fortresses rise up toward the sky, their parapets bristling with weapons. In the middle of wastelands blasted by magic and quenched in blood, the ruins of castles, camps, and entire cities protrude from the earth. In the halls of power, every promise masks a deception, every treaty disguises an ulterior motive, and every shadow hides a potential assassin.

It is impossible to overstate the impact of the Last War on the lives of every inhabitant of Khorvaire. War raged across the continent for a hundred years, turning each nation against virtually every other in a shifting series of alliances. Four years ago, a terrible cataclysm known as the Mourning left a huge swath of central Khorvaire utterly annihilated, every living thing exterminated and the ground scoured to ash. In the four years since the Day of Mourning, the nations have only just begun to rebuild. Royalty and commoners alike pray that the century-long conflict wasn't merely the precursor of a greater horror.

THE LINGERING SHADOW

Less than two years have passed since the signing of the Treaty of Thronehold. All living residents of Khorvaire were molded by their experiences during the war. Even those who never experienced direct combat were shaped by the actions they undertook in support, or in defiance, of the raging war.

Across Khorvaire, trust is as rare as a soldier without scars. Citizens of border towns see Cyran refugees and turn away, afraid that these displaced wanderers bring with them the doom of their dead nation. When they see adventurers, warforged, and goblin or dragonborn mercenaries walking the streets, they remember afresh the horrors of war.

When people hear rumors of incursion at their borders, they believe the worst, certain that the war has finally erupted again, the fragile peace broken at last.

National leaders hide in their palaces, feeding their own fears with secondhand reports and whispered intelligence, building up their military forces, sabotaging and spying on the nations with which they are supposedly at peace. Forges continue to churn out weapons, and both standing armies and roving mercenaries remain ready to use them. Every day, another war edges ever nearer, for the people have forgotten how to work toward anything else.

LAST WAR CAMPAIGNS

Any EBERRON campaign should at least touch on the theme of the Last War and its impact on the lives of the player characters in the past, if not the present. When you start your campaign, discuss with your players what their characters did during the war, and when you create major nonplayer characters for your game, consider the same question. Did they fight? If so, on what side, and what were their duties? Were they soldiers or spies, couriers or saboteurs? If they avoided direct action, how did they manage it? What were they doing, and where? These details make for richer character backgrounds, and they also help you steer campaign events to come. They influence not only the mindsets of the player characters, but also

the attitudes of others toward them. Best of all, they provide you with an abundance of adventure seeds.

The Last War made Eberron what it is. Every character, every community, and every nation is still recovering from the war, still suffering, and still rebuilding. Many monsters of the wild are legacies of the war—either living weapons or otherworldly beasts drawn by the constant bloodshed. What were once safe routes between communities are now broken and dangerous; what were thriving fortresses and temples are now monster-haunted ruins.

Some military units still lurk at the edge of civilization, unaware or refusing to acknowledge that the war is over. They raid and ambush real or imagined foes. These activities threaten to ignite wider border skirmishes. Communities that once stood on major trade routes are now isolated, while others find themselves bereft of income now that the demand for weapons is diminished. All of these settlements require brave souls to risk the wilderness and return with news and supplies. Numerous wonders and powerful weapons of war have been lost, and only a rare few individuals have the wherewithal to hunt them down.

If you want to make the Last War a more significant theme in your campaign, you might make extensive use of flashbacks, scale the timeline of your campaign back a few years, and run a historical



game set during the Last War—or even incorporate elements of time travel into your game. Whichever approach you use to put characters in the action of the war, you might pit them against Emerald Claw saboteurs (page 86), soldiers or agents of any nation of Khorvaire, spies or assassins from House Phiarlan (page 226) or House Thuranni (page 232), or any of a variety of other foes. You might want to make significant use of warforged (MM 261) or Karrnathi undead (page 85) as opponents or perhaps allies or subordinates of the player characters.

FLASHBACKS

Using flashbacks, you can run both a wartime campaign and a modern campaign. The simplest option is to begin the campaign with a single flashback to the war, as the short adventure presented in the Appendix does. Let the characters play through the flashback, including the gathering of the party, and then—after a few encounters or an adventure or two—jump ahead to the current time.

It can also be fun to insert multiple flashbacks throughout the campaign. These flashbacks need not even involve the same group of characters. Perhaps the party in the modern era is on a quest that involves regular research into events during the war. You might allow the group to play through the events in question with a different set of characters, rather than simply telling them what they learn. The players can play through both plot lines, each influencing the direction of the other as the older group makes decisions that the modern one must deal with.

Of course, alternating between entirely different characters might seem too involved for your taste. The players could instead create the same group of characters at two different times and levels, and play the flashbacks as their characters' own memories of events that occurred years in the past.

HISTORICAL

A campaign set during the Last War, rather than after it, offers a wide variety of options. You can set the characters down in the middle of a major historical battle, allowing them to experience the carnage firsthand. You could just as easily cast them as spies and saboteurs, working to infiltrate the borders of a rival nation or the inner levels of an enemy stronghold. Perhaps the characters are trying to discover what a general's plans are, or they're working to free prisoners of war, or they're attempting to destroy a creation forge, an eldritch machine, or a lightning rail route.

The characters might be state-employed adventurers, seeking to discover and retrieve ancient lore or powerful magic items or rituals before the enemy does. They might be guards, accompanying an ambassador or military leader through hostile territory, or standing sentinel on a hidden pass through

their nation's borders. You could even set a campaign during the Last War that doesn't directly involve the war. The characters could be smugglers, for instance, making every effort to avoid the notice of soldiers on all sides.

TIME TRAVEL

A powerful artifact, a lost ritual, or a wondrous location might open a doorway in time. You'll need to decide in advance to what extent the characters can change history. Are such efforts doomed to failure, or can they alter the face of Eberron today? All manner of plot lines open up as the characters attempt either to fix the historical damage someone else has caused, or to rewrite Eberron's history for a more favorable (to them, at least) result.

You can even use a time-travel campaign to explain certain mysterious elements of Eberron's past. If the characters learn that their actions tipped the balance of a battle during the Last War, or prevented the quori from taking advantage of the war, or even somehow caused the Day of Mourning, the result would be a memorable campaign indeed.

THE MOURNING

Just four years ago, a terrible cataclysm ripped across central Khorvaire, destroying the nation of Cyre. Millions of people died as beautiful Cyre was ravaged and transformed into the Mournland. Hundreds of thousands were driven from their homeland. This cataclysm was a clear symbol of the cost of the war—the utter annihilation of the nation that had once been the heart of Galifar. It brought the fighting of the Last War to an abrupt halt as the remaining nations tried to determine what had happened... and whether it might happen again. Though it would be two more years before the Treaty of Thronehold brought the war to a formal conclusion, the Mourning is marked and remembered as the beginning of the Last War's end.

The Mourning had a widespread and profound impact on the people of Khorvaire. Although the Cyrans were most directly affected by the loss of their home, all of Khorvaire has witnessed the obliteration of a nation and been changed by it. Some observers believe that the Mourning was caused by a weapon, and they fear the consequences of such a tool being recovered and used again. The druid purists of the Ashbound (see page 135) say that the Mourning is proof of the danger of tampering with unnatural forces, while the doomsayers of the Children of Winter cult (page 136) welcome it as the first sign of a coming cataclysm.

The Mourning can serve as the foundation for many adventures. Player characters might venture into the Mournland to recover treasures lost at the end of the war, seek to unravel the cause of the



disaster, or work to prevent it from happening again. They might form a “trading company” to rival Ikar’s Salvage (page 95) or swear to hunt down those looters and return the goods they have stolen to Cyran descendants or a museum dedicated to the glory of Cyre. Or they might find themselves in opposition to the Lord of Blades (page 99), who plans to conquer Khorvaire with an army of fanatical warforged. They might discover the questionable activities of House Vadalis in Cyre before the Mourning and come into conflict with Empress Donata and the other mage-bred humans (page 96) who still live within the Mournland.

Even when an adventure doesn’t directly involve the Mourning, consider the broader impact of such a cataclysmic event. Cynicism and amorality have spread in the wake of the Mourning, carried on a wave of lingering dread. The fear remains potent that tomorrow the dead-gray mist that forms the borders of the Mournland could sweep through another land. The influx of Cyran refugees into the surrounding nations has brought poverty and unemployment, exacerbated by the bitter feelings many soldiers have for their former enemies. Cyran nobles driven from their homes might be desperate to reclaim their lost wealth, whether by sponsoring trips to the Mournland or turning to crime in the world beyond. The Mourning is a palpable force in Eberron, and it could have an influence on any adventure.

THE SHADOW WAR

The Mourning and the subsequent Treaty of Thronehold brought a cessation of direct hostilities, but no nation or people can claim to have won the war. The Treaty of Thronehold was based on mutual fear; it settled few of the issues that drove the century of conflict. For instance, the former Aundairian city of Thaliost remains in the hands of Thrane. The White Arch Bridge, spanning Scions Sound between Rekkenmark in Karrnath and Thaliost in Thrane, is still broken. Bitter Cyran refugees live in Brelish ghettos. Across Khorvaire, many citizens still believe in their nation’s right to the throne of Galifar.

Despite the end of open warfare, few people truly believe that peace will last. Each nation is strengthening its military machinery—not to the same extent as during the war, but clearly with an eye toward the possibility of resuming a war footing as soon as possible. Each nation, at least in part, relies on mercenaries to fill holes in its military’s ranks, and on explorers to acquire lost weapons and powerful magic. In today’s Eberron, an enterprising party can make a good living delivering such discoveries to the highest-bidding nation.

The central nations—Aundair, Breland, Karrnath, and Thrane—are roughly at parity in the arms race, each with its own particular strengths. Aundair

currently has the greatest arcane mastery, measured in trained wizards and enchanted items. Breland’s intelligence services (such as the Dark Lanterns, pages 78–79) are second to none, and the nation is more self-sufficient than the others in terms of grains and other staple goods. Karrnath’s military remains the dominant force in total personnel (including undead forces), while Thrane maintains an advantage in both divine magic and long-distance archery.

In light of the Mourning, however, each nation knows that the next war won’t be won with mundane weapons or even the magical power that it brings to the field. If the Mourning was caused by a weapon of war, then whoever holds that weapon could potentially control Khorvaire. On the other hand, if it can be conclusively proven that the Mourning is no longer a threat, conventional war could easily begin anew. With that prospect in mind, every nation is developing new weapons and war magic.

Rulers and generals also seek out the power of the past in the form of ancient magic. All of Khorvaire’s nations and no small number of wealthy and powerful individuals regularly hire teams of bold adventurers to go to Xen’drik and other remote locations in search of ancient artifacts. Meanwhile, armies continue training, spies and saboteurs keep working behind enemy lines, and crafters go on churning out arms and armor.

Perhaps as important as armaments and magic, though, is information. The rulers of the nations work strenuously to ensure that they know what the other nations are doing and what threats they’ll face when the next war erupts. Intelligence, even questionable intelligence, is more valuable than gold, and nations regularly pay more than they can realistically afford to acquire it.

Although the majority of a nation’s spies are concerned exclusively with acquiring information, some undercover agents take a more active role. Sabotage of military installations or arcane laboratories, political assassinations, and agitation through the spreading of rumors, vandalism, or the destruction of goods and supplies—all of these are potent weapons in the shadow war.

A party of adventurers could easily be drawn into this silent war, either as knowing agents of their homeland or as unwitting dupes whose actions can’t be traced to the crown. Alternatively, independent adventurers could stumble into the shadow war—whether they are competing with a group of soldiers in a race for a powerful artifact (as in *Raiders of the Lost Ark*), or they stumble into a web of murder and intrigue that can ultimately be traced back to foreign spies.

Significant players in a campaign focused on the shadow war might include the Royal Eyes of Aundair (page 70), the King’s Citadel of Breland (page 77), the Order of the Emerald Claw (page 86), the Trust of

Zilargo (page 170), House Phiarlan (page 226), and House Thuranni (page 232).

THE NEWBORN NATIONS

Before the Last War, Khorvaire was united under the Kingdom of Galifar, which was actually a close alliance of the Five Nations that predated the kingdom—nations whose modern descendants are Aundair, Breland, Cyre, Karrnath, and Thrane. The Last War severed that thousand-year-old alliance, sending the Five Nations into a hundred years of conflict. But by the time the Last War was over and the ink dried on the Treaty of Thronehold, the map of Khorvaire had completely changed. Cyre is gone. Even before the Mourning, Cyre had lost considerable swaths of its territory to the elves of Valenar and the goblins of Darguun. The people of western Aundair seceded to form the Eldeen Reaches. The dwarves of the Mror Holds broke away from Karrnath. Idealists and opportunists from the Five Nations fled the war and founded the nation of Q’barra far to the east. In the west, the Daughters of Sora Kell hewed a nation from a land of monsters—for all that Droaam remains unrecognized by the Treaty of Thronehold, it is a force to be reckoned with.

Khorvaire has entered a new age—a time of turmoil and change. Even with the war settled (for now), many of the nations of Khorvaire are only decades old. The continent is rife with contested lands. The displaced Cyrans want a new homeland to replace the Mournland, and many of them think that Darguun and Valenar rightfully belong to them. Aundair wants to reclaim Thaliost and the Eldeen Reaches, and Breland has enemies in both Droaam and Darguun. Thrane wants the return of its western lands from Aundair.

The surviving four nations of central Khorvaire have found an uneasy equilibrium, but the relatively new nations of Khorvaire are a totally unpredictable factor throwing the balance of power into chaos. They might be allies of the Five Nations, or pawns in the intricate machinations of the shadow war. But the thought that keeps the generals and spy masters of the Five Nations from sleeping soundly at night is that these new nations might be an independent force to be reckoned with, capable of sweeping plans that extend far beyond their borders. What if the future of Khorvaire lies in the hands not of one of the descendants of Galifar’s kings, but of the Mror dwarves, the Valenar elves, the druids of the Eldeen Reaches, or—Sovereigns forbid it—the hags that rule Droaam?

Monstrous raiders from Droaam threaten Breland’s western border. Are they just monsters seeking pillage and plunder? Are they part of a plan concocted by the Daughters of Sora Kell who rule Droaam? Or are they mercenaries employed by

Aundair or Thrane to distract Breland from a greater threat to the north?

The newborn nations of Khorvaire are, for the most part, less densely populated than the central Five Nations, and many of them are littered with the ancient ruins of civilizations that preceded the rise of Galifar. In addition to a campaign focusing on the political impact of these new nations, you can use these regions for a campaign that focuses on delving into those ruins, prospecting for dragonshards, hunting monsters and bandits, and the range of other activities that are common in every D&D campaign. Each nation has its own local threats that can add life and unique flavor to adventures there, from the Jhorash’tar orcs of the Mror Holds (page 148) to the Chaos Fleet of the Lhazaar Principalities (page 141).

THE NEXT WAR

It’s coming. Few admit it, except in whispers or behind locked doors, but everyone expects it.

The next great conflagration might be ignited by the tiniest spark, and it could be anything. Hatreds and old grievances sometimes drive soldiers into border skirmishes. Spies and saboteurs get caught, and each time their guilt is proven and their connection with another nation is established, relations between those nations grow more tense. Loud voices cry out for justice for wrongs committed during the years of war. Each nation sees its rivals growing strong, and considers acting before someone else throws the first punch.

Fear ended the Last War—fear of loss, as each nation crept ever closer to complete collapse, and fear of the unknown, as Cyre vanished beneath the dead-gray mist of the Mourning. With each passing day, the militaries of the surviving nations rebuild, gathering their strength. The Mourning was four years ago. Its horror has diminished with the passing of years, and there’s no sign that such a cataclysm might happen again. New grudges build on old bitterness, and ambitious rulers and generals carefully examine every sign of an enemy’s weakness, anything that might spell opportunity for a new conquest.

The next war will no doubt start small—not with massed armies, but with one skirmish that grows too large, one incursion or assassination too many. One nation will retaliate for the actions of another. A third will view that retaliation as the start of something greater and act preemptively. At first, it might look just like yet another surge in violence similar to the others that punctuate the years of the shadow war.

Except this one won’t diminish. Assassination following sabotage, invasion following skirmish—the cycle will continue and expand. Finally, armies will march across Khorvaire once more. This time, even the deaths of nations might not be enough to rein them in.

DRACONIC PROPHECY

The dragons of Argonnessen scrutinize the world for signs and portents. They study the sky above, the pits and caverns below, and the land between, watching for hidden significance. The dragons, long-lived and patient, seek meaning in the patterns they discover. These patterns play out in the Draconic Prophecy, a record of events past, present, and future that has been emerging since the creation of the world.

Passages of the Prophecy appear throughout the world—above, below, and between. Signs are revealed in the changing shape of the Ring of Siberys. Dragons spend a great deal of time and effort charting the movement of the moons and stars, studying the patterns of the Dragon Above, and interpreting omens. Symbols appear on the sides of mountains, on the walls of caves, or in the deepest recesses of Khyber, although some of these signs can be read only when the moons and stars are in certain alignments or in the proximity of certain dragonshards. Around 3,000 years ago (recently, by draconic reckoning), a new canvas for the Prophecy appeared: The races of Khorvaire began to manifest dragonmarks. The appearance of dragonmarks on these “lesser” races has led to much debate among the dragons.

The destiny of the world, some would claim, is spelled out in the Draconic Prophecy. On some level, this assertion is true, but most people who are aware of the Prophecy take an overly simplistic view of it. The truth of the Prophecy is far more complex, rich with possibility, and fraught with danger.

There are those who make a casual hobby of collecting snippets of the Prophecy. The small pieces and fragmentary verses that are readily available give a misleading view of the Prophecy’s nature and purpose. Such verses are among the most well-known parts of the Prophecy, and they suggest that history unfolds according to a script, preordained and unalterable. Particularly in the wake of the Mourning, a popular view of the Prophecy is that it charts the pathway to the end of the world. Those who hold this view find their lives instilled with a sense of urgency, their existence overshadowed by impending catastrophe.

Others among the mortal races of Khorvaire study the Prophecy more intently and have a better sense of its scope. Upon learning that pieces of the Prophecy were fulfilled before humans or elves ever walked the earth, and that others can’t possibly be fulfilled for another thousand years, these scholars tend to lose any sense of immediacy. The world will not end this year, or the next, or during any human life span. Still, the Prophecy adds enormous weight to individual events on a smaller scale. The Mourning might not herald the destruction of Eberron, but the event is

invested with the weight of the Prophecy and is a portentous moment in history.

Dragons, demons, the Undying Court, and others able to study the Prophecy for multiple human lifetimes gain a deeper understanding of its proper context. The destiny contained in the Prophecy is not a foreordained sequence of events, but an infinity of possibilities, an intricate network of conditions and dependencies. The language of the Prophecy expresses cause and effect, declaring the consequences of certain events, not the probability of any given event. Its verbs are slippery, allowing multiple interpretations. Although some people use their limited understanding of the Prophecy to justify their actions or their inaction, the more sophisticated come to understand the Prophecy as a context for action. Its field of possibilities gives a reason to act, to watch for opportunities, and to seize those opportunities as they come. For those who take the right action at the right time, the Prophecy can be used as a road map and the consequences it describes can be brought to pass. For those who take a different action or the same action at a different time, the same verse of the Prophecy might be fulfilled in a different way, with different consequences.

The fluidity of the Prophecy, as it is correctly understood, is what makes it possible for groups such as the Chamber and the Lords of Dust (on behalf of their demonic overlords) to contend in order to influence its interpretation and fulfillment. It is also, not coincidentally, what makes the Prophecy useful in a D&D campaign, where the characters remain in control of their destinies at least to some extent. The Prophecy can lead them into adventures and outline the consequences of their actions, but it cannot dictate their actions—or the results of their die rolls.

Even among dragons, few make any claim to have truly mastered even the smallest aspect of the Prophecy. To these enlightened minds, a greater wisdom exists among the layers upon layers of meaning in the words of the Prophecy. They see the Prophecy as the language of creation, the words that called the world into being—the tongue in which all things were first named. Those verses continue to speak the world through its course. These dragons seek not to fulfill what has been predicted, but to continue the course of creation that was established at the beginning of time. Through their contact with the Prophecy they become creators in their own right—alongside all the beings in the history of the world, mortal and divine, who have heard and understood and spoken that mystic language.

THE PROPHECY IN YOUR CAMPAIGN

In your Eberron campaign, the Prophecy is completely under your control. Use it to give context to

the characters and their adventures as they progress through your campaign.

Epic Destinies: The Draconic Prophecy is one way to establish special destinies for the player characters in your campaign. A character's link to the Prophecy might be apparent early in his or her adventuring career, perhaps reflected in a dragonmark. The significance becomes more pronounced by the time the character selects an epic destiny. In Eberron, no epic hero is exempt from the unfolding verses of the Prophecy.

Even before characters reach epic levels, you can use the Prophecy to emphasize that they are special—they are meant to accomplish certain tasks that no one else in the world can do, at least not at this particular moment in history. Don't shy away from crafting verses of the Prophecy that point directly to the player characters, even if they do so obliquely. Such mention helps even low-level adventurers stand out in the world.

Campaign Arc: Just as the Prophecy can establish the characters as figures of legend in Eberron, it can also put their deeds in a greater context. You can use verses of the Prophecy to foreshadow the most important villains of your campaign and to hint at the means by which they might be destroyed. You can use the Prophecy to describe a terrible, world-shaking event that the characters must try to prevent. If your campaign is driven more by the actions of the characters than by villainous or disastrous threats, the Prophecy in your game can focus on the accomplishments and destinies of the heroes.

Your campaign arc and the characters' epic destinies can intersect when you introduce verses of the Prophecy that describe the heroes' confrontation with a mighty villain or their actions relevant to a cataclysmic event. The characters might already have a sense of their own place in the Prophecy, and gradually learn about the enormous threat posed by the villain of your campaign. When they find the verses that describe how they must fight and overcome the villain, the Prophecy gets personal.

Manipulating the Prophecy: You might create a campaign in which the major events revolve around the interpretation of the Prophecy's verses. A campaign might center on the terrible shadow war, far more terrible than the cold war among the Five Nations that lingers in the wake of the Last War. This war has endured for tens of thousands of years—the conflict between the strongest demons and the mighty dragons of Argonnessen. This conflict occurs on the battlefield of the Draconic Prophecy. At various moments in history, the dragons of the Chamber (page 26) have shaped the course of the Prophecy. At the present time, however, the Lords of Dust—and in particular, the fiendish overlord known as the Shadow in the Flame (page 29)—have pushed the Prophecy

down a dark path by manipulating critical moments over the last half-dozen centuries.

In this age, dark powers are rising to ascendancy. Greed and corruption have tainted even the noblest institutions. People turn to violence who might once have embraced peace. These tendencies seem perfectly natural to those involved—but those who study the greater picture can see the malevolent influence of the Lords of Dust at work.

Such a campaign emphasizes that evil is thriving in the current age. People find it all too easy to give into their darker impulses, to hate instead of love. Far too few heroes challenge all too many scoundrels; fortune favors the villain. On the other hand, the player characters in the campaign are touched by the Prophecy. They have the potential to be the greatest heroes of this age, ultimately shifting the path of the future.

Aside from the Chamber and the Lords of Dust, the undead elves of the Undying Court (page 257) steer fulfillment of the Prophecy for their own purposes, and the Order of the Emerald Claw (page 86) pursues an agenda related to Lady Vol (page 249) and her interest in the Prophecy, even if the leaders and soldiers of the order are completely oblivious to that fact. The dragonmarked houses (see Chapter 6) share some interest in the Prophecy because it is written on the skin of their dragonmarked members. Your campaign could feature the characters being continually caught up in struggles with one or more of these organizations, or serving as agents (knowing or unwitting) of one of them.

FORMS OF THE PROPHECY

Typically, adventurers encounter the Prophecy in one of three ways.

Signs and Portents: A convergence of moons and planes, a cavern revealed by an earthquake, three dragonmarked heirs slain by fire—these events are some of the ways in which the Prophecy is made manifest. Taken alone, none of these manifestations have meaning. It's like glancing at tea leaves or seeing two crows on a dead oak tree—without proper training, such an omen cannot be interpreted. Worse, the Draconic Prophecy is far more complex than wet leaves or black birds. In the examples given above, all three events could be linked. Moon, cave, and death are all pieces of the puzzle, but knowledge of past events might be just as crucial to interpreting them. Dragons take decades to construe the simplest signs of the Prophecy, and centuries to comprehend extended passages. Even among the long-lived dragons, few have the patience and intelligence required to become true prophets. Thus, adventurers rarely find a piece of the Prophecy that they can interpret on their own; instead, they need to find someone who can help them understand its meaning.



Prophecy Marks: The Draconic Prophecy is written across the world, in symbols scrawled across the landscape, written by no mortal hand. These signs are known as Prophecy Marks. The smallest, mere inches across, might be found eroded into a stone at the base of a hill, formed by the patterns of a cave's stalactites, or wound through the veins in the leaves of a tree. Others grow so large that they are visible only from above the clouds, written in the shapes of mountain ranges or the patterns of desert sands. Even the configuration of country roads and city streets in some Eberron locations form Prophecy Marks, without any deliberate effort on the part of their builders.

Interpreting a Prophecy Mark isn't a simple matter of deciphering Iokharic script or reading written words. It requires time spent contemplating the twisting lines of the mark with a clear mind, and these marks often reward multiple attempts to plumb their meaning with increasingly deep understanding. Depending on the size of the mark, five minutes of quiet study can convey the gist of a mark's meaning, but a large or complex mark might require hours or even days of contemplation. For example, the Prophecy Mark that appears in the introductory adventure in the Appendix (page 264) is a small manifestation on exposed earth, requiring only five minutes for a character to understand its meaning. At the other extreme, the Sky Caves of Thieren Kor—said to appear above the land of desolation in the dark of the great moon—consist of twisting tunnels whose walls bear words in their striated walls, while the tunnels themselves form the shapes of additional words. With a few hours' study, a character might gain some important knowledge of the Prophecy from the Sky Caves, but one could walk those twisting tunnels for weeks or even years and not fathom all the nuances of meaning conveyed by the juxtaposition of words and symbols.

Translations: A sigil on a cavern wall doesn't provide much insight into the Prophecy. The personal notes of a dragon scholar who has spent centuries collecting pieces of the Prophecy, though, are another matter. The challenge for humans is that dragons typically use Eberron dragonshards to record their collected knowledge, and a shard cut for a dragon's use is the size of a small boulder. Some dragons prefer to carve their thoughts in stone; many lairs have a chamber where words are inscribed on the walls, and adventurers could find insights about the Prophecy written in such a place. Although few mortal nondragons have truly mastered any aspect of the Draconic Prophecy, a number of sages have studied it and collected the writings of dragon prophets. The precise form of these writings varies based on the author. A translation of the Prophecy could take the form of poetry, a formal treatise, or a few cryptic words.

Prophets: The simplest way to read meaning into the Prophecy is to know someone who can interpret its signs. In addition to dragon prophets, a deathless elf or a disguised rakshasa could offer insight into a path of the Prophecy. A scholar might piece together a translation—imperfect, but something to work with. A lunatic exposed to a huge Prophecy Mark might dream nightly of snippets of the Prophecy he can't hope to understand, or a dragonmarked player character could have a sudden and vivid prophetic dream. It's often up to the characters in these cases to figure out what to make of the Prophecy they learn, but that can be part of the adventure's fun.

THE DRAGONMARKED

Even if you don't want to make the Prophecy a central feature of your campaign, the dragonmarked houses can play a very important part in a campaign that focuses on political intrigue as these houses struggle for power and influence in a world where the central authority that held them in check for a thousand years no longer exists.

The appearance of dragonmarks among the races of Khorvaire was almost certainly the single most significant event in the history of those races. A dragonmark is something like an intricate birthmark, forming a pattern of raised bluish lines similar to the appearance of Prophecy Marks on the earth. There are twelve recognized dragonmarks, each one associated with a specific bloodline that appears in a single humanoid race. One of those bloodlines, the elven line that carries the Mark of Shadow, split during the Last War into two competing dragonmarked houses. Dragonmarks that appear outside these bloodlines are called aberrant marks, whether they're recognized marks appearing on people not connected to the mark's normal bloodline, or unusual marks beyond the recognized twelve.

As the names of the marks suggest, each one is connected to certain kinds of magical power. A halfling who has the Mark of Healing is a superior healer: As a player character, she might use cleric or bard healing powers more effectively than other characters of her class do, or as an NPC she might have access to unique healing powers. Obviously, there are other healers in the world, but House Jorasco (the house that carries that mark) has a virtual monopoly on the business of healing in Khorvaire.

The twelve recognized dragonmarks and their associated houses are summarized on the following table and described in more detail in Chapter 6.

DRAGONMARKS AND HOUSES

Dragonmark	Race	House(s)
Mark of Detection	Half-elf	House Medani
Mark of Finding	Human or half-orc	House Tharashk
Mark of Handling	Human	House Vadalis
Mark of Healing	Halfling	House Jorasco
Mark of Hospitality	Halfling	House Ghallanda
Mark of Making	Human	House Cannith
Mark of Passage	Human	House Orien
Mark of Scribing	Gnome	House Sivis
Mark of Sentinel	Human	House Deneith
Mark of Shadow	Elf	House Phiarlan and House Thuranni
Mark of Storm	Half-elf	House Lyrandar
Mark of Warding	Dwarf	House Kundarak

The influence of the dragonmarked houses has grown over the last few years. When he forged his kingdom, Galifar I recognized the merchant princes as potential threats, even though at the time they lacked the power to challenge his rule. He issued the Korth Edicts to limit their power, preventing them from owning land, holding noble titles, or massing armies to challenge his own forces. Over the centuries, a united Galifar was strong enough to enforce these limitations. That authority changed with the Last War. The war vastly increased the demand for the goods and services of the houses, from the war machines of House Cannith to the healers of House Jorasco. Wartime profits swelled the coffers of the dragonmarked dynasties, and the struggle fueled new innovation—warforged, elemental airships, and other dragonmarked house developments have become cogs in daily life in the Five Nations.

In the wake of the war, many nations still want to contain the power of the dragonmarked houses. The clearest example of this attitude is the provision of the Treaty of Thronehold that called for the destruction of the creation forges that House Cannith used to create the warforged. At the time the treaty was signed, House Cannith was divided, reeling from the loss of its baron and its Cyran holdings in the Mourning. Now, realizing that weakness and concession led to Cannith's losses, the houses refuse to be so easily cowed, and no united Galifar remains to rein them in. The houses are not bound by national borders. With the threat of renewed war looming on the horizon, the possibility of losing the services of a house is one that few nations can afford. Indeed, some leaders are working to build close ties with the houses. Aundair granted Stormhold to House Lyrandar in a clear violation of the Korth Edicts, and that house's activities in Valenar also overstep the law. House Deneith's military forces at its headquarters in Korth (a city in Karrnath) have grown beyond even the more generous provisions granted to it in the edicts, but Karrnath has yet to challenge this state of affairs.

All this creates a situation ripe with intrigue and ready for adventure, as player characters—especially those who bear dragonmarks themselves—negotiate the ever-changing alliances and plots among the houses and the nations. Dragonmarked characters are sure to be a part of their house's complex agendas, whether they know it or not. Either the party's artificer who bears the Mark of Making is a willing agent of one of the branches of House Cannith, or the three factions of the house are trying to bring him under their control—or perhaps use him to discredit another branch.

Aside from the individual intrigues of each dragonmarked house, you might also consider the growing influence of the houses as a whole. A century ago, the balance of power clearly lay in the hands of

DRAGONMARKED PCS

A player character who has a dragonmark falls into one of four different categories, as outlined in the *EBERRON Player's Guide*:

- ◆ The character might be a member of the dragonmarked house and its bloodline. The character's race must match the bloodline of the house exactly—a half-elf who has the Mark of Shadow (an elf mark) can't be part of the bloodline. Such a character has the most in common with NPC dragonmarked characters, and seems normal to members of the house. It's up to you and the player of the character to determine the extent of the character's ties to the house.
- ◆ The character might be an offshoot of the bloodline, sharing a race with other members of the house but not having any direct family ties to the house. Such a character is rare and something of an anomaly, but the NPC leaders of the house would be likely to try to bring the character into the fold—and under control.
- ◆ The character might be a member of a race unconnected to the dragonmarked houses, even a race such as warforged or kalashtar (races that don't normally manifest dragonmarks). Such a mark has nothing to do with bloodline and everything to do with the touch of the Prophecy. These characters are extremely rare—it's not recommended that you create NPCs who fall into this category unless the story of your campaign demands it. The houses might not be sure what to do with a character like this—the character is probably the first such case they've ever seen, so there's no precedent to fall back on. Some people would probably try to recruit the character into the house, while others would argue for the character's extermination to keep the house's bloodline—and its economic monopoly—secure.
- ◆ The character might have an aberrant dragonmark that's different from the twelve recognized marks, regardless of the character's race. The houses view aberrant marks and those who carry them as disturbing and somewhat frightening, thanks to the legacy of the War of the Mark (see page 209).

the monarchy. Today, the divided leaders of Khorvaire's many nations squabble and work intrigues, weakening their influence over their economies. Meanwhile, the reach of the merchant houses grows stronger with each day. There are many who whisper that if the nations of Khorvaire are ever to be united again, it will not be a descendant of Galifar who sits on the throne, but a dragonmarked heir of one of the houses.

URBAN INTRIGUE

The nations of Khorvaire boast a handful of teeming metropolitan areas to rival the greatest cities of most D&D worlds. From the soaring, magically buttressed towers of Sharn to the gleaming city of Flamekeep, built around the grand cathedral of the Silver Flame, each of these cities holds wonders and dangers enough to fuel a campaign's worth of adventures. Although characters might at times delve into the sewers or crypts beneath these cities on missions that seem much like traditional dungeon adventures, Eberron's urban centers offer a wholly different kind of adventure experience, springing from the setting's roots in the noir tradition of film and literature (see "Fantasy Noir," below).

A campaign focused on urban intrigue might feature player characters working as a team of private inquisitives, solving mysteries and tracking down criminals in the streets of Sharn or some other city. They might hunt a changeling assassin one week and track down the burglars who infiltrated an ostensibly impregnable Kundarak vault the next. They're bound to make enemies of local crime lords, who will send brutish thugs to teach them a lesson for their meddling. They might also get involved in the schemes of more significant criminal elements, from the Aurum (see page 24) to the mysterious agents of the Dreaming Dark (page 191)—infiltrators and masterminds from distant Riedra. They could track down sinister Cults of the Dragon Below (page 251) or hidden shrines to the evil gods of the Dark Six (page 244), or discover devils masquerading as deities and gathering worshipers in secret temples.

Rather than working as private inquisitives, the characters might be associated with the local officers of the law. Their interactions with their superiors can add some spice and drama to the campaign, especially when their unorthodox techniques get them in trouble—or when local officials in command of the characters turn out to be in league with the villains. The characters might also get caught up in plots and schemes among different factions within the government, as members of the city council use the characters to gain prestige and power or to discredit their rivals on the council. What happens when the

characters discover that the council member who has served as a kind and generous patron is also a vampire high priest of the Blood of Vol (see page 248)?

A theme of urban intrigue also works well in combination with almost any other campaign theme. If the characters are embroiled in the intrigue among the dragonmarked houses, they might spend most of their adventuring time in the cities that house the greatest enclaves and headquarters of the houses. They might at first believe that they're investigating common criminals or a gang war, and only slowly stumble on the realization that the criminal masterminds they're fighting are actually the barons of warring dragonmarked houses, or factions within those houses. Similarly, international plots and espionage are often focused in great cities and might masquerade as purely local criminal activity. A campaign built around the Draconic Prophecy might also sweep the characters up in urban mysteries as they deal with agents of the Chamber or the Lords of Dust. Even if most of your campaign is focused on dungeon exploration, you can spice it up with interludes of urban intrigue when the characters return, treasure-laden, from their expedition to Xen'drik and find that their kindly university patron is actually working for the Order of the Emerald Claw.

FANTASY NOIR

The EBERRON campaign setting is sometimes described as "fantasy noir," and an urban intrigue campaign highlights those noir elements. But what exactly does that mean?

The answer lies not in the details but in the broader view. The tone and attitude of Eberron make it unique—a combination of traditional medieval fantasy, pulp action, and dark adventure. The world unquestionably contains utter evil; pure good exists, but it can be tough to find. Primarily, an EBERRON campaign is about shades of gray—everything and everyone has more than one motivation and tends to obscure true goals with both attitude and action.

Things Are Seldom What They Seem: You can't judge individuals by their appearance. Heroes and villains come in all shapes and sizes, all classes and races. A villain might help the heroes if it suits her purpose, and an ally might betray his friends if given the right motivation. Everyone you meet has a personal agenda, and until you understand what that is, you can't say with any certainty where that person fits in the greater scheme of things.

Surprises, deceptions, and misdirection are the norm. This atmosphere makes it even more unexpected when the heroes discover creatures that have pure motives or ancient sites dedicated to a single, good purpose.

Sympathetic Villains: All heroes are measured by the opponents they face and eventually defeat.

In an EBERRON campaign, though, those villains often reveal as much about the heroic characters as about themselves. A good noir villain is sympathetic because he or she is very much like the heroes, and shows what they might well become if something were to push them to an extreme.

The classic example of this kind of villain is the crusading paladin who so zealously pursues evil lurking behind every corner that he grows blind to the evil in himself—the evil that drives him to persecute innocents. The Church of the Silver Flame (page 245) seems prone to that sort of extremism, but the church is not alone in harboring such fanatics. A better mirror for many player characters would be another group of adventurers—greedy, money-hungry treasure-seekers who don't care whom they work for, as long as they get paid. The player characters might actually cooperate with a group like that on one adventure, when their employers happen to share a common goal. When the characters find themselves at odds with their former allies, however, they quickly discover that these opponents have no qualms about resorting to the dirtiest tricks in order to get ahead. Will the characters abandon any principles they might hold to keep up with their rivals? Or will they lose the battle but win the moral war, keeping their principles intact?

Unhappy Endings: In a noir setting, victory is rarely complete. This does not mean that the heroes cannot overcome their foes or reach their goals. However, it does mean that it is perfectly fitting to work unexpected twists and details into the resolution of an adventure.

A villain, once defeated, might be revealed to have a truly noble motivation, such as protecting a family member or stealing money to pay for a child's treatment by a House Jorasco healer. Or the miscreant's defeat could pave the way for a new, more terrible villain to come to power. The characters' actions might also have unforeseen consequences for their NPC allies, ranging from a change in social position to threats to life and limb.

Gaining a desired item or boon might come at an unexpected price. Perhaps the heroes must give up another prized possession to secure the one they desire. Or it might be that while the heroes were out achieving this goal, a rival was stealing something even more precious from them back at home. Every success has its cost, and every goal reached reveals itself as merely a step on a longer path.

DUNGEON DELVING

Naturally, if a good, old-fashioned dungeon adventure is still your favorite kind of D&D game, Eberron has plenty to offer your campaign. The world's history has left it littered with ruins that hold treasures beyond imagining for the brave adventurers willing to risk life and limb to find them. Just as important, the world is full of individuals and organizations that have a strong interest in acquiring those treasures for themselves. In Eberron, any booty the characters acquire might be something that plenty of other people want, making even treasure-hunting an activity fraught with intrigue and betrayal.

WHERE TO DELVE

Forgotten sites are scattered all over Eberron. They range widely in size, shape, age, and content. See "History," beginning on page 32, for more information about the historical eras discussed here.

DEMON CITADELS

The oldest dungeons on Khorvaire are ruins from the Age of Demons—fallen citadels of the rakshasas and the demons, of their fiendish overlords, or perhaps of the dragons who fought them at the dawn of time. Those strongholds that still stand are charged with fearsome magic that allows them to resist the passage of time. These places could be prisons, where demons are held in bondage by potent wards, waiting for foolish adventurers to break the seals. They might also be vaults holding relics of formidable power, guarded by deadly traps and undying sentinels. Fiendish strongholds are likely to be found at the edges of civilization, in places such as the Demon Wastes and Q'barra, but a subterranean ruin could lie hidden anywhere in Khorvaire. These citadels are among the most dangerous dungeons an adventurer could find, an appropriate challenge for heroes in the epic tier.

Haka'torvhak in Q'barra (see page 151) is one example of a fiendish citadel still guarded by a dragon sentinel.

GIANT RUINS

Throughout the mysterious continent of Xen'drik, remnants of the great giant civilization endure. Some buildings have stood for millennia; others are only cornerstones and broken columns. A few are complexes of tremendous passageways, extensive dungeons stretching for miles beneath the surface.

Giant dungeons are likely to hold items and secrets similar to those found in other ruins—artifacts, books of lore and arcane teachings, and items not seen or used in thousands of years. The ancient giants favored extensive ornamentation on even the

most mundane utensils, using a rich language of artistic symbology to communicate an item's origin or ownership. They prized gems greatly, using them as currency and adorning all valuable items with at least one precious stone. The giants' empire was rich in magic, so magic items are common in their treasures. Modern explorers have been shocked to discover warforged components among the treasures of the giants, suggesting that House Cannith created the warforged based on a design from the ancient giants.

Whether above ground or below, getting to and removing the treasures of the giants is especially tricky given that the sites were built for creatures standing between 10 and 20 feet tall. The dungeons of Xen'drik are likely to be occupied by drow and associated creatures. (See page 196 for more information about the drow of Xen'drik.) On the other hand, the bustling city of Stormreach (page 194) is built among the ruins of a giant settlement at the northern tip of Xen'drik.

WONDERS OF DHAKAAN

The Age of Monsters saw the height of goblin civilization on Khorvaire, and remnants of its structures can be found across the continent. Palaces, temples, and strongholds were built for races that, then and now, prefer the cool dark of the earth to the bright light of the sun. Those ruins that lie close to civilized areas have already been explored, but many more remain hidden deep in the wilds or in savage realms such as Droaam, unexplored and not yet plundered.

Dhakaani culture was focused on war, and the empire's smiths produced fine weapons and armor, including some powerful magic items. The art found in the empire's ruins is either intentionally austere or baroque in its detail, with a particular wealth of calligraphic ornamentation inscribed on jewelry and magic items.

The Dhakaani Empire fell after a long war against the aberrant monstrosities called daelkyr (page 204), invaders from the Far Realm of madness. Aberrant monsters of all types are commonly found in and around ruins from the empire, including the descendants of goblins corrupted by the daelkyr's flesh-warping techniques—dolgrims, dolgaunts, and dolgarrs (see pages 203–204).

The city of Sharn in Breland (see Chapter 2) is built atop goblin ruins from the Dhakaani Empire, and occasional expeditions still delve into the depths beneath the city's Cogs in search of more treasures for the museums of Morgrave University or the antiquities dealers of the Seventh Tower district.

DRAGONBORN SETTLEMENTS

Few details are known about the dragonborn civilization that flourished on Khorvaire during the Age of Monsters. Even modern dragonborn have little

concept of the lives their ancestors led. Explorers regularly search the jungles of Q'barra for the ruined, overgrown remains of dragonborn settlements.

Because so little is known about the ancient empire of the dragonborn, the relics and treasures from a dragonborn site are particularly valuable to scholars and universities—and to the black marketers who trade in such things. The mere rumor of the discovery of a dragonborn site can draw scholars from four different universities and treasure-seekers from across Khorvaire like flies to carrion, resulting in a sometimes deadly race to be the first to claim whatever treasures the site might hold.

EXCAVATING THE ORCS

Although the orcs' civilization was never as successful as that of the goblins, orc culture also flourished during the Age of Monsters. Being nomads, the orcs did not build many cities. Their aboveground structures were built of wood and other easily gathered materials that have not survived the centuries. Orcs did, however, have a tradition of building underground chambers to store and protect items that were too large or bulky for a tribe to carry wherever it went.

Since orc tribes have inhabited practically all of Khorvaire at various times in the past, any land might hide an underground storage complex. These chambers are not laid out in an artful or even utilitarian manner, but consist of several interconnected rooms. The builders often entombed recently deceased warriors in the structures to protect them from robbers.

ECHOES OF THE FIVE NATIONS

Before the Galifar unification, the original countries that became the Five Nations explored, settled, and civilized large portions of the continent. In doing so, explorers built castles, forts, outposts, and towers from the Sea of Rage to the Barren Sea.

Many of these structures became the foundations of today's towns and cities—but not all. Some sites were razed during wars. Others were abandoned due to politics or unfortunate geographic placement. Still others disappeared without a trace—mysteries that haunt history books and scholarly discussions. After so many years, all that is left of such places are the strongest towers and the sturdiest underground structures.

Naturally, the Last War left a number of settlements across Khorvaire razed and abandoned, particularly but not exclusively in the Mournland, the desolate remains of the nation of Cyre. The Mournland holds many secrets—hundreds of thousands of people disappeared, along with dozens of cities, towns, and hamlets. Few structures remain intact above ground, but scavengers—including the soldiers of the Lord of Blades (page 99) and the agents of

Ikar's Salvage (page 95)—are working to scour those ruins of any valuables they can. The ruined city of Shadukar, in Thrane (page 105), is an example of the price of war beyond the Mournlnd.

DRAGONSHARD DEPOSITS

House Lyrandar and House Orien can't operate the vessels that make transportation across Khorvaire so efficient—the lightning rail, airships, and elemental galleons (see pages 43–44)—without Khyber dragonshards. Prospecting for dragonshards is a specialty of House Tharashk—a dangerous business, well suited to the tough and hardy humans, half-orcs, and orcs that make up the house. However, there's always room for independent prospectors to make good money digging up dragonshards and selling them to the

DRAGONSHARDS

Three kinds of dragonshards, named according to their origin, play an important role in the magical economy of Khorvaire—and in the Draconic Prophecy. All dragonshards appear as translucent rock or crystal with swirling veins of color suspended inside. The veins are reminiscent of dragonmarks, and their pulsating makes the stones look almost alive.

Siberys dragonshards fall from the Ring of Siberys that forms a broken path across the night sky. A swirl of pulsing golden veins glows in a Siberys shard's core, causing them to be referred to as sunstones or starmotes. Siberys shards are most often found in equatorial regions, including Xen'drik and Aerenal.

Eberron dragonshards are buried in the shallow soil of the world, and usually appear encased inside stone geodes. The swirls inside an Eberron shard are blood red, which is why these shards are commonly known as bloodstones. Eberron shards appear only in Khorvaire and Aerenal, and they're particularly common in the Shadow Marches.

Khyber dragonshards are found growing on cavern walls deep in the earth, usually near regions of molten rock. Veins of midnight blue to oily black coil in their centers, and they're commonly called nightshards or demonstones. Khyber shards are found across Eberron, but they're most prevalent in areas that see significant demon or elemental activity, such as the Demon Wastes.

Dragonshards are essential components for creating certain kinds of magic items and devices. Vessels that rely on elementals, including the galleons and airships used by House Lyrandar as well as House Orien's lightning rail, use Khyber shards to bind the elementals. Items that focus or enhance the power of dragonmarks incorporate Siberys shards. Eberron shards have an affinity for magic that makes them useful in crafting many different kinds of items, and some wizards even use them as spellbooks.

The *EBERRON Player's Guide* includes rules for dragonshard augments that enhance magic weapons.

houses, and House Tharashk itself has been known to hire adventurers to assist in a particularly difficult excavation.

Khyber dragonshards typically appear on cavern walls deep beneath the surface of the earth, particularly in volcanic regions and areas rich in demonic or elemental influence. In other words, they're found in the kind of deadly places where adventurers thrive. Characters looking for shards might find themselves competing with agents of House Tharashk (if the characters aren't working for the house), fighting demons, contending with other denizens of Khyber (such as aberrant monsters or other dungeon dwellers), or even coming into conflict with Cults of the Dragon Below (see page 251) that use Khyber shards as the focus of their worship.

Prospecting for Siberys or Eberron shards can make for exciting adventures as well, but it's less likely to involve dungeon delving. For a change of pace, though, characters might seek to retrieve a particularly large Siberys shard when it falls outside the City of the Dead in Aerenal, as foretold in the Prophecy.

PATRONS AND RIVALS

It's one thing for a group of characters to delve into an ancient goblin ruin and bring up treasure they can use and spend freely. It's quite another thing when they're racing a team of Emerald Claw agents to retrieve a particular treasure, and they emerge victorious only to find that the local constable has declared all treasure finds in the area to be the property of the Brelish government. If the characters try to conceal their finds, they end up dealing with the King's Dark Lanterns as well as the Order of the Emerald Claw, as they seek to hold on to the treasure that's rightfully theirs!

A significant part of what makes dungeon delving particularly exciting in Eberron is the number of organizations that can serve as patrons for such expeditions—or as rivals to the characters, seeking the same treasures. Many of these organizations are related to other campaign themes. For example, national intelligence services seek out ancient artifacts in order to bolster their kingdom's power in the event of the next great war (see "The Shadow War," page 13). An agent of the Chamber might send characters delving into a dungeon to find a record of the Draconic Prophecy, or an item that's supposed to play a significant role in the unfolding Prophecy—an item that the Lords of Dust also want to get their hands on.

Organizations detailed elsewhere in this book that can serve as excellent patrons or rivals for characters in a dungeon delving campaign include the Aurum (page 24), the Chamber (page 26), the Lords of Dust (page 28), the Royal Eyes of Aundair (page 70), the King's Citadel (page 77), the Order of the Emerald



Claw (page 86), the Library of Korranberg (page 169), and the dragonmarked houses, especially the Twelve (see Chapter 6). In addition, the following organizations are focused on missions of exploration and archeology.

The Wayfinder Foundation: Founded by renowned explorer Lord Boroman ir'Dayne, the Wayfinder Foundation is a guild for like-minded adventurers. Using the fortune that ir'Dayne amassed during his long career, the foundation sponsors dangerous expeditions to exotic locales and gives its members a place to display their trophies and tell their tales. It makes a perfect patron for player characters who have secured a reputation for themselves.

Morgrave University: “A beacon of knowledge shining from the tallest towers of the city, illuminating the forgotten secrets of the past.” That’s how Lord Lareth ir’Morgrave envisioned his university when it opened its doors in Sharn over 250 years ago. From its earliest days, however, the university has been plagued by suspicions and accusations that it’s more of a front for unscrupulous treasure-hunters than a serious institution of academic study. Although the vast majority of the university’s faculty and students are serious scholars, enough items disappear from the university’s holdings, only to reappear on the black market, to keep the accusations alive.

HORRORS OF KHYBER

Nine thousand years ago, the daelkyr—horrible creatures from the Realm of Madness called Xoriat (Eberron’s Far Realm)—burst through the barrier between the worlds and spread across Khorvaire. The resulting war brought about the downfall of the Dhakaani Empire before the druids known as the Gatekeepers sealed their portals and imprisoned them within Khyber’s depths.

Gatekeeper seals grow weak at times, and the energies of Xoriat spill through into the world. Aberrant monsters thrive around such breaches, and nature grows corrupted—an effect that the druids of the Eldeen Reaches call the Depravation. Madness spreads like a disease as Xoriat’s influence grows stronger, and Cults of the Dragon Below (page 251) take root among the local population.

A campaign focusing on dungeon exploration might incorporate this theme of madness and corruption as the characters discover areas where Xoriat’s influence is leaking through ancient Gatekeeper seals. The Gatekeepers themselves might act as patrons to the adventurers, or a player character who uses the primal power source could be a member of the Gatekeepers or another druid sect intent on containing the Depravation.

GLOBAL THREATS

Significant threats that player characters might face in the course of their adventures in Eberron appear throughout this book, generally associated with specific regions. Extensive information about the Order of the Emerald Claw, for example, appears in the Karrnath section of Chapter 3, because Karrnath is the order’s homeland and primary base of operations. That doesn’t mean that characters will never encounter Emerald Claw agents outside of Karrnath, simply that the Order is most strongly connected to Karrnath of all the nations of Eberron.

The following pages detail three threats that are more or less global by nature and thus impossible to pin down to specific geographical regions. Roughly corresponding to the three tiers of play, these threats are:

- ◆ **The Aurum:** A secret society of wealthy criminal masterminds seeking to take over Khorvaire. (Heroic tier)
- ◆ **The Chamber:** A group of young dragons intent on studying and manipulating the Draconic Prophecy. (Paragon tier)
- ◆ **The Lords of Dust:** The ancient demons of Eberron, striving to free the imprisoned Overlords of the Age of Demons and restore the world to their control. (Epic tier)

Threats in this section and throughout the book include lore, information about the organization of the group, statistics for representative members, and, often, sample encounter groups.

LORE IN THIS BOOK

Lore information throughout this book sometimes includes entries headed “Common Knowledge” or “Secret Knowledge.”

Common knowledge is information that player characters just know, without any need to make a check using the relevant skill. Everyone knows that Aundair is ruled by Queen Auralia—at least everyone who’s spent any time in Khorvaire. You can require characters to make checks to learn common knowledge if they’re outsiders—perhaps kalashtar or Seren immigrants newly arrived in Khorvaire. Even in these cases, use a DC of 5 or 10.

Secret knowledge is the opposite: It’s information that characters have no chance of just knowing, no matter how accomplished they are in a relevant skill. The fact that King Kaius of Karrnath is a vampire is a secret—a character isn’t going to stumble across that information in a history book or know it with a natural 20 on a Religion check. Secret information is best learned through adventuring—which is a good reason to encourage your players to keep their noses out of this book.

THE AURUM

Great treasures wait for an enterprising adventurer to brave traps, hazards, and monsters to pluck the prize from history. Many institutions fund such expeditions, but few outdo the Aurum: Its members are willing to pay nearly any price to regain lost relics.

In fact, the Aurum's preoccupation with historical artifacts is a front for a large and powerful criminal operation whose members are committed to toppling the governments of the Five Nations and capturing the reins of power. Their interest in archeology comes not from idealism but from unabashed greed and ambition, traits that Aurum Concordians have in spades.

LORE OF THE AURUM

History DC 15: The Aurum started as a mercantile coalition interested in the Mror Holds. The Aurum blossomed in the Ironroot Mountains, but did not experience its ascent to power until Galifar collapsed into bloody civil war. In the instability that followed, the Aurum seized the opportunity to recruit likeminded individuals to join its ranks and expand the network across the continent.

Streetwise DC 15: Although Aurum Concordians purport to be reclaiming the relics of history for posterity, they rarely donate these treasures to museums. The relics vanish into Aurum vaults, never to be seen again.

Streetwise DC 20: One doesn't have to strain to hear whispers of a shadow council, secret agendas, and arcane practices within the Aurum. People who look too closely have a tendency to vanish.

ORGANIZATION

The Aurum makes no effort to conceal its presence from the public. By remaining in the open, the Aurum deflects attention from its true agenda.

Leaders: Leadership comes from wealth, contacts, and power—traits that all members have in some quantity. The greatest of them attain leadership positions in the Concords. Multiple regional councils give the Aurum a decentralized appearance, but behind this facade operates a shadow cabinet that has complete oversight of the group. This ultimate council is called the Platinum Concord, and each member covets a place in it.

The premier member within the Platinum Concord is the chancellor, a position currently held by Antus ir'Soldorak, an aging dwarf who has a reputation for ruthlessness. Under Chancellor Antus's leadership, the Aurum subtly works to manipulate political developments in the Five Nations, placing loyal servants in powerful positions to serve the Aurum's ends.

Headquarters: The Aurum maintains public offices in every capital of the Five Nations, and in most other large cities as well. These structures are plain and windowless, with only the Aurum's sigil—a golden coin surrounded by a matching chain—to mark the building's purpose. To the public eye these are private clubs where Concordians enjoy membership's benefits.

Rising from the side of Krona Peak in the Mror Holds is the Golden Vault, the Aurum's headquarters and the site where the organization was first founded. Unlike the Aurum's other strongholds, the Golden Vault is ostentatious—a sprawling structure spacious enough to accommodate hundreds of members and luxurious enough to satisfy their every need. Gardens filled with priceless statuary, a museum with treasures from nearly every age, and libraries containing the collected works of the greatest thinkers make it a veritable palace of culture and refinement. For these reasons, the Vault has countless traps, sentries, and magical wards—the best security money can buy.

Hierarchy: Members find placement in one of four Concords, according to their personal holdings and political power. The least and largest group,

Aurum Concordian		Level 7 Elite Controller (Leader)
Medium natural humanoid, dwarf		XP 600
Initiative +3	Senses Perception +6; low-light vision	
HP 158; Bloodied 79		
AC 23; Fortitude 20, Reflex 21, Will 22		
Saving Throws +2, +7 against poison effects		
Speed 5		
Action Points 1		
① Warhammer (standard; at-will) ♦ Weapon +12 vs. AC; 1d10 + 5 damage.		
+ Dazing Hammerstrike (standard; requires a warhammer; at-will) ♦ Weapon +12 vs. AC; 1d10 + 5 damage, and the target is dazed until the end of the Aurum Concordian's next turn.		
② Silver-Tongued Devil (minor 1/round; at-will) ♦ Charm Ranged 5; +10 vs. Will; the target is dominated until the end of the Aurum Concordian's next turn. The Concordian can have only one target dominated at a time.		
④ Superior Tactics (minor 1/round; at-will) Close burst 5; targets one ally; the Concordian slides the target 1 square.		
Price of Loyalty (immediate interrupt, when the Concordian is targeted with a melee attack; at-will) The Aurum Concordian can change the triggering attack's target to an adjacent ally, or to an enemy dominated by its silver-tongued devil power.		
Stand Your Ground When an effect pulls, pushes, or slides an Aurum Concordian, the Concordian moves 1 square less than the effect specifies. Also, a Concordian can make a saving throw to avoid being knocked prone.		
Alignment Evil	Languages Common, Dwarven	
Skills Bluff +13, Diplomacy +13, History +11, Insight +11		
Str 12 (+4)	Dex 11 (+3)	Wis 17 (+6)
Con 15 (+5)	Int 16 (+6)	Cha 20 (+8)
Equipment chainmail, bejeweled warhammer, eight silver rings (1 gp each)		

though its members are still drawn from society's elite, is the Copper Concord, an assembly of minor guildmasters, influential bureaucrats, and wealthy crime lords. The Silver Concord stands above the Copper Concord and includes middle-tier members such as merchant princes, famed personages, and low-ranking members of dragonmarked houses. The Gold Concord and the Platinum Concord above it are for members such as scions of noble houses, leaders in dragonmarked houses, and crime lords whose reach extends throughout the continent. The Concords are porous—a member can climb higher (or fall lower), though only the most aggressive members ever achieve places in the Platinum Concord.



DAVID BURCHAM

Members: New members come from the ranks of the privileged and powerful, drawn mostly from those who have shown strong business acumen, tenacity, and a willingness to do whatever they must to increase their personal power. The Aurum accepts only those who advance its influence.

Upon becoming a member, a new Concordian is allowed to show allegiance by wearing eight rings, one on each finger, of a metal corresponding to his or her Concord. Each ring is worth approximately ten coins of the metal from which it is forged. The rings allow members to identify each other and to assess rank.

AURUM CONCORDIANS

An Aurum Concordian embodies greed and corruption. Each one is a powerful individual commanding a large network of minions and servants. Each has far-reaching business interests and a considerable fortune with which to command respect and fear from his or her lessers. A Concordian sees others as resources to be used and discarded when no longer useful. A Concordian might be a character's sponsor, mentor, and ally one day, and his or her bitter enemy the next. Although service to a Concordian is risky, it is often worthwhile since the pay is always good.

AURUM CONCORDIAN LORE

Streetwise DC 15: A Concordian is a member of the Aurum, a fraternity of wealthy elites. Most are aficionados of history and culture, and they employ adventurers to track down lost relics and artifacts.

AURUM CONCORDIAN TACTICS

Concordians see to their own protection first, positioning their servants between themselves and their enemies using *superior tactics*. These master manipulators delight in the glibness of silver-tongued devil and in the willing pawn it provides.

ENCOUNTER GROUPS

Concordians are never without extensive security. They enjoy the support of several soldiers and brutes to keep potential enemies busy while they direct actions—both allied and enemy—or make their escape. Given their great wealth, Concordians employ a wide range of servants, from dim but powerful enforcers to subtle spies, assassins, and other specialists valued for their distinctive talents.

Level 7 Encounter (XP 1,550)

- ◆ 1 Aurum Concordian (level 7 elite controller)
- ◆ 4 hobgoblin soldiers (level 3 soldier, MM 139)
- ◆ 2 human berserkers (level 4 brute, MM 163)

THE CHAMBER

The dragons of the Chamber—the youngest major faction of Argonnessen’s dragons—secretly observe and influence the actions of the younger races in pursuit of specific outcomes indicated by the Draconic Prophecy. The factions of Argonnessen allow the Chamber to operate without interference, as long as its members remain undetected.

The Chamber’s members rarely act openly. They use humanoid agents or disguise themselves. Some members simply observe the workings of governments or the slow discovery of new magic. Others seek the renewal of hostilities between rival powers, the destruction or recovery of ancient artifacts, or the promotion or assassination of individuals who play roles in the Prophecy.

The Chamber is not an organized body. Its members are united only by their belief that the dragons of Argonnessen must influence the course of the Prophecy, lest other beings do so. Each Chamber dragon wants to influence the Prophecy, but not all seek the same ends. Although many members hope for specific outcomes that benefit dragonkind, Argonnessen, or Eberron as a whole, others believe that they have discovered paths of great value to themselves. In recent years, Chamber dragons have even worked at cross-purposes, seeking to steer Eberron toward different fates. As the dragons of the Chamber infiltrate the lesser races more thoroughly, shaping their destinies ever more completely, it becomes less clear whether the dragons’ motives can be trusted.

LORE OF THE CHAMBER

The dragons of Argonnessen have a vested interest in keeping the Chamber secret, and those who threaten to reveal its existence are dealt with swiftly and harshly. Even so, a character could learn the following.

History or Streetwise DC 25: Occasional rumors and whispers hint at the existence of a conspiracy called the Chamber. Spread across multiple governments and societies, the Chamber seeks to influence the destiny of Eberron.

History or Streetwise DC 30: Some ranking members of the Chamber might be dragon worshipers.

USING THE CHAMBER

The Chamber makes an excellent secret patron for the player characters. Chamber agents might hire them to retrieve a treasure, gather intelligence, or escort an important individual through great danger.

A dragon of the Chamber can also serve as a foil or villain. The characters might struggle to avert a war that someone is deliberately instigating, or investigate the murder of a prominent aristocrat, only to find

that their enemy is far more potent and well connected than they anticipated.

VELN, CHAMBER SPY

An Aundair-born doppelganger, Veln has long been fascinated by magic and the arcane. As a spy working for competing wizards and artificers, he found himself appearing again and again before the same patron. Having finally proven his worth, Veln began to learn more of his true master—a Chamber dragon observing and influencing the development of arcane magic among the “lesser races.”

Veln		Level 13 Lurker
Medium natural humanoid (shapechanger)		XP 800
Initiative	+16	Senses Perception +14; low-light vision
HP	102; Bloodied 51	
AC	27; Fortitude 24, Reflex 27, Will 25	
Speed	6	
① Short Sword (standard; at-will) ♦ Weapon		
+18 vs. AC; 2d6 + 6 damage.		
② Shuriken (standard; at-will) ♦ Weapon		
Range 5/10; +18 vs. AC; 2d6 + 7 damage.		
④ Diverting Barrage (standard; requires a shuriken; recharge ②) ♦ Weapon		
Close blast 4; targets enemies; +16 vs. Reflex; 2d6 + 6 damage, and the target takes a -5 penalty to Perception checks until the end of Veln’s next turn. <i>Effect:</i> Veln is invisible to the target until the end of his next turn.		
Hit and Run (standard; requires a short sword or shuriken; recharge ②) ♦ Weapon		
Veln shifts 2 squares, makes a basic melee or basic ranged attack, then shifts 2 squares.		
Change Shape (minor 1/round; at-will) ♦ Polymorph		
Veln alters his physical form to take on the appearance of any Medium humanoid, including a unique individual (see MM 280).		
Stealthy at Speed		
When making Stealth checks, Veln takes no penalty when moving his normal speed, and a -5 penalty when running.		
Combat Advantage		
Veln deals 2d8 extra damage against any creature granting combat advantage to him, and the target is slowed until the end of Veln’s next turn.		
Alignment	Unaligned	Languages Common, Draconic
Skills	Bluff +15, Diplomacy +15, Stealth +17	
Str	13 (+7)	Dex 22 (+12)
Con	18 (+10)	Wis 16 (+9)
Int	13 (+7)	Cha 19 (+10)
Equipment		leather armor, short sword, 20 shuriken

VELN'S TACTICS

Veln’s objective is to function as a spy or agent provocateur; he avoids combat. His goal in battle is to escape with whatever intelligence he has gathered, rather than fight to victory.

YLOSAVAX, CHAMBER OBSERVER

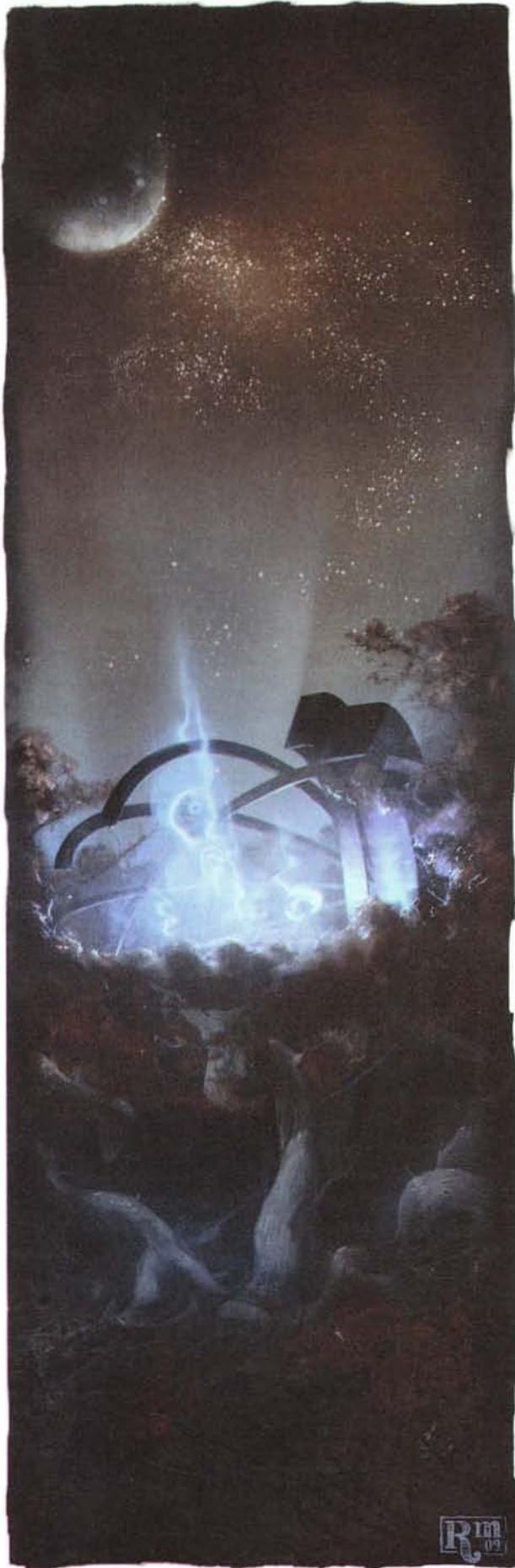
An adult silver dragon of arcane skill, Yllosavax is interested in those paths of the Prophecy whose branches fork at various arcane discoveries among the lesser

races. Initially content to observe, she has begun to nudge wizards and researchers in specific directions. Although she believes that she pursues the best interests of Eberron, she is increasingly tempted to push events in directions most beneficial to her own ambitions. To date, she has managed to reconcile these two conflicting goals—or at least, she believes that she has.

Yllosavax	Level 19 Solo Brute	XP 12,000
Large natural magical beast (dragon)		
Initiative +12	Senses Perception +17; darkvision	
HP 732; Bloodied 366; see also <i>bloodied breath</i>		
AC 31; Fortitude 32, Reflex 31, Will 28		
Resist 20 cold, 10 radiant		
Saving Throws +5		
Speed 8, fly 8 (hover), overland flight 12		
Action Points 2		
① Bite (standard; at-will)	Reach 2; +22 vs. AC; 4d6 + 7 damage.	
① Claw (standard; at-will)	Reach 2; +22 vs. AC; 2d6 + 7 damage.	
↙ Dragon Onslaught (standard; at-will)	Yllosavax makes a claw attack against each enemy within reach. She also attacks one creature with a bite.	
↙ Breath Weapon (standard; recharge 2; 11) ♦ Cold	Close blast 5; +18 vs. Reflex; 2d8 + 7 cold damage, and the target gains vulnerable 5 to all damage (save ends). Miss: Half damage.	
↙ Bloodied Breath (free, when first bloodied; encounter)	Breath weapon recharges, and Yllosavax uses it.	
↙ Mesmerizing Reflections (standard; at-will) ♦ Charm	Close burst 3; targets enemies; +20 vs. Will; the target makes a basic attack with a +2 bonus to the attack roll and the damage roll against a creature of Yllosavax's choice.	
↙ Silver Backlash (immediate reaction, when Yllosavax is hit by a melee attack while bloodied; at-will) ♦ Radiant	Close blast 3; area of blast must include the triggering creature; +18 vs. Reflex; 1d6 + 5 radiant damage.	
Door of Fog (move; encounter) ♦ Teleportation, Zone	Close burst 3; the burst creates a zone of heavily obscured squares that lasts until the end of the encounter. Effect: Yllosavax teleports 20 squares and does not need line of sight to her destination.	
Threatening Reach	Yllosavax can make opportunity attacks against all enemies within her reach (2 squares).	
Change Shape (minor; encounter) ♦ Polymorph	Yllosavax alters her physical form to take on the appearance of a young, white-haired female eladrin (see MM 280).	
Alignment Unaligned	Languages Common, Draconic	
Skills Arcana +20, Insight +17, Religion +20		
Str 25 (+16)	Dex 16 (+12)	Wis 17 (+12)
Con 23 (+15)	Int 22 (+15)	Cha 17 (+12)

YLLOSAVAX'S TACTICS

Yllosavax prefers to avoid conflict—her purpose is to observe and subtly influence. If combat is inevitable, she dives into the fray. She has no reason to conserve her action points, so she uses them early in combat to minimize her risk. Her magic is effective at causing her enemies to fight each other, and if she must escape, she uses *door of fog* to get out of sight and then flies to safety.



THE LORDS OF DUST

Many cabals and conspiracies scheme in the shadows of Eberron, but one force stands above them all—the remnants of a power that ruled the world before humanity existed. Their fortresses and cities have been swept away by the passage of time, and the greatest of them have been bound in the farthest depths of Khyber. Still, some remain, and they have devoted their immortal lives to the pursuit of vengeance. The Prophecy is their battleground—nations and cults are simply pawns in this greatest of games. These villains are the Lords of Dust, the ancient demons of Eberron.

LORE OF THE LORDS OF DUST

History DC 20: The Age of Demons is the first era in Eberron's history. Khyber spawned a host of fiends that dominated the world for hundreds of thousands of years. Eventually, the mightiest demons were bound in the depths of Khyber. Most of their fiendish followers were also bound, but some scattered to the Demon Wastes, the caverns of Khyber, and other dark places.

History DC 30: Chief among the fiends who escaped imprisonment were the rakshasas; they had close ties to Eberron and could not easily be pushed into Khyber. These and other demons drawn from Khyber serve the interests of their fearsome overlords, and are known as the Lords of Dust.

Information about a specific Lord of Dust is usually obtained through an Arcana check.

The lore of the Church of the Silver Flame (see page 245) also relates to the Lords of Dust, since the faith was born from a battle against one of the fiendish overlords.

ORGANIZATION

The Lords of Dust have been operating in the shadows for hundreds of thousands of years, with agents in every nation. When asked why the Lords of Dust haven't conquered the world, a rakshasa might claim that they already have. Even so, the fiends have little interest in ruling mortals, whom they consider to be little more than insects. For one of the Lords of Dust, ruling Breland has the same appeal that lording over a pigsty has for a human. The Lords of Dust rarely have reason to flex their muscle. Even when they do, they will not sacrifice all, or even a majority, of their deep cover agents for a single scheme.

Leaders: The true powers behind the Lords of Dust are the thirty overlords of the Age of Demons. Every agent of the organization owes fealty to one

of these fiends, although some mortals don't realize the power they truly serve.

Headquarters: When the Lords of Dust meet, they gather at the ancient city of Ashtakala in the Demon Wastes. Otherwise, each lord has a host of safe houses scattered across Eberron—sanctuaries from which it can direct the work of subordinates.

Hierarchy: Although the overlords are the true powers behind the schemes of the Lords of Dust, most are trapped in mystic bonds. Each overlord has an exarch that serves as its eyes and voice, directing its followers. Each exarch can perform the Consult Oracle ritual to speak with its overlord and can move between its strongholds using magic similar to the Linked Portal ritual.

Each cell is controlled by a fiendish agent (typically a rakshasa) known as a Fang of Khyber. Each Fang oversees a network of mortal pawns. Thanks to their shapeshifting powers, rakshasas can temporarily assume the role of any Fang or pawn. So the bandit leader who is human one day could be a rakshasa the next—as long as the change in form serves the needs of the exarch and its dark master.

The Lords of Dust are not a monolithic organization. Rather, they are an alliance of cabals, with each member serving its personal overlord. The Bleak Congress (see page 119) seeks to prevent accidental conflict between the lords, but their goals don't always intersect. A few exarchs have even turned against their overlords, seeking to claim the power of the demon princes for their own.

Members: The fiendish members of the Lords of Dust trace their allegiance back to the dawn of time. For most, their loyalty is ingrained into their consciousness. Even though rakshasas and demons can be killed, they eventually reincarnate with most of their memories and personality intact. As such, most of the Lords of Dust have personal memories of the glorious days of the Age of Demons and wish to see their overlords returned to power.

The mortal pawns of the Lords of Dust serve for any number of reasons. Some have no idea of the true nature of the beings that they serve; they simply value the gold or the ancient lore promised by the demons. Others have served the Lords of Dust for generations, having been raised to worship an overlord as a deity. The rakshasas are master deceivers and have been planting seeds across the world since the Age of Demons; they have loyal pawns in places people would never expect.

USING THE LORDS OF DUST

The Lords of Dust can serve two roles. First, they are an easy way to bring fiends into a game. Any time you need a demon cult, the Lords of Dust are an option. They can also be associated with barbarians or savage gnolls from the Demon Wastes. If it suits

your purpose, their actions can appear to be quite simple. A horde of gnolls led by a demon lays siege to a village. A rakshasa assumes the place of a military commander and starts a border war. A demon shows a Cannith artificer how to create an eldritch machine that has unforeseen and devastating effects.

In developing such a story, you don't have to think long-term—perhaps you just want to have demons cause chaos. Still, every action the Lords of Dust take is part of a complex plan, one seeking to manipulate the Prophecy to create the circumstances required to free an overlord. As such, an exarch might set up an attack upon a village knowing that the PCs will show up and defeat his minions. Far from being angry at the PCs, he is pleased—the party's victory is the first step in a chain of events that will ultimately result in the release of his master. You don't have to know all



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the details at the start. As time unfolds, see if you can find a way to link past encounters with the Lords of Dust into a more complex story.

If you intend to use the Lords of Dust, start by choosing your exarch and overlord. Make sure to select a few of your NPCs to be pawns of Ashtakala. They are the tools an exarch uses to manipulate the PCs. It might take months or years for their true allegiance to be revealed, and a rakshasa could trade places with any of them at any time.

THE SHADOW IN THE FLAME

Most of the overlords of the Age of Demons are truly bound, unable to affect the world in any meaningful way. A few have frayed their bonds, however, and have found ways to influence Eberron even while bound. In the modern age, Tiamat is stirring in the Pit of Five Sorrows, rousing dark emotions in the hearts of dragonkind. More important for Khorvaire, another overlord schemes. Seven centuries ago, he nearly escaped from his bonds. The paladin Tira Miron defeated him by becoming a vessel for the Silver Flame, but the overlord never truly returned to his slumber. For centuries he has lingered in the heart of the Silver Flame, whispering to the weak-willed and manipulating the path of the Prophecy to bring about an age of darkness. He draws strength from every feud and every act of betrayal, and the discord of the Last War increased his might significantly. If he breaks free, chaos and despair will surely follow. He is Bel Shalor, the Shadow in the Flame. Some scholars claim that he is one and the same as the deity known as the Shadow, and that he taught the dragon Ouralonastrix the arts of magic at the dawn of time.

While he is bound, Bel Shalor has little ability to directly influence the world. His power is one of insidious inspiration, of whispers in the dark. He has turned his prison against his captors, reaching through the bars of the Silver Flame to touch the minds of the faithful. Some followers of the Flame have been corrupted to actively worship Bel Shalor. His strength is his ability to trick good people into performing evil deeds, something he has accomplished all too often over the millennia.

These statistics reflect Bel Shalor's physical power if he is released. These combat abilities are just a fraction of his power, however. If the Shadow in the Flame is freed, his influence will begin to extend out over the land around him, first covering a few miles, and ultimately spreading out across an entire nation. People who fall under his sway become selfish and cruel, turning on one another instead of standing against him. PCs are immune to this passive effect, but it might affect their ability to find allies. Within this sphere of influence, people grow pale and their shadows become clearer and more vivid even in poor lighting, often seeming to move of their own accord.

It is said that the shadows conspire against their owners, telling Bel Shalor of their secret plans; you must decide if this claim is true.

Bel Shalor, the Shadow in the Flame		Level 34 Solo Controller
Huge elemental humanoid (demon)		XP 195,000
Initiative see shadow movement	Senses Perception +31; darkvision, all-around vision, truesight 10	
Smothering Shadows (Necrotic) aura 20; bright light within the aura is reduced to dim light; attacks that have the radiant keyword made by or against creatures within the aura take a -2 penalty to attack rolls; each enemy that enters the aura or starts its turn there takes 10 necrotic damage, or 20 necrotic damage while Bel Shalor is bloodied.		
HP 868; Bloodied 434; see <i>gathering shadow</i>		
AC 48; Fortitude 46, Reflex 46, Will 48		
Immune necrotic; Resist 20/variable (3/encounter; see MM 282), insubstantial; Vulnerable 15 radiant		
Saving Throws +5; Bel Shalor makes a saving throw against one effect at the start of his turn, and a save ends that effect even if the effect is not normally one that a save can end.		
Speed 8, fly 8 (hover), teleport 4; phasing		
Action Points 2		
① Reaper's Touch (standard; at-will) ♦ Cold, Necrotic Reach 4; +38 vs. Reflex; 3d12 + 7 cold and necrotic damage, and the target is slowed (save ends).		
† Consume Soul (standard; recharge [H]) ♦ Necrotic Reach 4; +38 vs. Fortitude; the target loses two healing surges. If it has only one surge to lose, it also loses its healing surge value in hit points. If it has no surges to lose, it loses its bloodied value in hit points.		
‡ Action Lash (immediate interrupt, when an enemy in range spends an action point; at-will) ♦ Charm Ranged 20; +38 vs. Will; the target loses a healing surge, and Bel Shalor regains a spent action point.		
‡ Seductive Whispers (minor 1/round; at-will) ♦ Charm Ranged 20; +38 vs. Will; Bel Shalor slides the target 4 squares.		
‡ Shadow Lashes (standard; at-will) ♦ Necrotic Ranged 20; targets up to five creatures; +36 vs. Reflex; 2d6 + 7 necrotic damage, and Bel Shalor slides the target 2 squares.		
‡ Clinging Darkness (standard; recharge [H]) ♦ Necrotic Area burst 3 within 20; +36 vs. Reflex; 3d12 + 3 necrotic damage, and the target is immobilized and takes ongoing 15 necrotic damage (save ends both).		
‡ Void Zone (standard; recharge [H]) ♦ Necrotic, Zone Area burst 3 within 20; +36 vs. Reflex; 2d12 + 3 necrotic damage. Effect: The burst creates a zone that lasts until there are no enemies inside it. Any enemy that ends its turn within the zone takes 20 necrotic damage.		
Gathering Shadow (when reduced to 0 hit points; encounter) ♦ Healing Bel Shalor regains 200 hit points.		
Shadow Movement		
Bel Shalor does not roll initiative. He has three turns each round on initiative counts 45, 35, and 25.		
Shadows Rise		
At the start of Bel Shalor's turn, any dead creature within his aura rises as a dread wraith under his command.		
Alignment Chaotic evil	Languages Abyssal, Common, Draconic	
Skills Arcana +32, Bluff +34, Diplomacy +34, History +32, Intimidate +34, Insight +31, Religion +32		
Str 25 (+24)	Dex 24 (+24)	Wis 28 (+26)
Con 30 (+27)	Int 30 (+27)	Cha 35 (+29)

BEL SHALOR'S TACTICS

Bel Shalor begins battle by hanging above like a dark shroud, relying on his aura to weaken his foes. He uses clinging darkness to freeze his enemies in their tracks and follows that with void zone. He also enjoys eliminating enemies personally—after using seductive whispers to isolate an enemy, he dives down to engage.

THE WYRMBREAKER

The exarch of Bel Shalor is a mighty rakshasa named Durastoran, known to legend as the Wyrmbreaker. This fiend despises the dragons of Argonnessen and has shattered many schemes of the Chamber. He claims to have provoked the first war between Aerenal and Argonnessen. Over the last few centuries, he has served Bel Shalor in Khorvaire, using his vast knowledge of the Prophecy to draw the world into this dark age.

Durastoran is a master prophet and skilled mage. In addition to the powers described below, he is a ritual caster who has had a hundred thousand years to gather rituals. Beyond this, his knowledge of the Prophecy often lets him predict PCs' actions. Ultimately, he seeks Bel Shalor's release, but in the meantime, he likes to play deadly games with the Chamber and its agents.

WYRMBREAKER TACTICS

Durastoran is a master of deception who prefers to let others fight his battles. If he deigns to fight directly, it's because it serves some greater scheme. He might fight while disguised with deceptive veil, choosing to lose in order to foster enmity between the characters and the being they believe they have fought. In this way, he could engage even paragon tier characters, because he doesn't want to actually kill them.

OTHER OVERLORDS

Approximately thirty fiendish overlords are bound in Khyber, including Bel Shalor. A few of the most infamous are briefly described below.

The Daughter of Khyber: Tiamat embodies the evil that lurks in the heart of every dragon, and she has the power to corrupt dragons. Chromatic dragons are especially vulnerable to her wiles, but any dragon can fall prey to her manipulation. Bound below Argonnessen, Tiamat has no exarch on the Council of Ashtakala; her cult—known as the Talons of Tiamat—works independently of the Lords of Dust.

Katashka the Gatekeeper: Lord of death and undeath, Katashka is the master of the most ancient undead creatures. In addition to rakshasas, he is served by vampires, immolths, and a number of dracoliches—corrupted champions of the first great war. His chief agent is the runescribed dracolich Mazyralyx, said to be the first dragon to fall to this



fate and possibly the inspiration for some myths of the god known as the Keeper, one of the Dark Six (see page 244).

The Rage of War: Rak Tulkhesh embodies the hatred and blood lust that drives mortals to war. If he is ever released, riots and battles would immediately spread across the land around his prison. His exarch is Mordakhesh the Shadowsword, a powerful rakshasa dread knight who has agents hidden among the armies of every nation in Khorvaire, in addition to an army of barbarians in the Demon Wastes. If you use Rak Tulkhesh, decide if the commanders of any of the Five Nations are his pawns.

The Keeper of Secrets: Aundair is a land of wisdom and magic, but terrible things are hidden

Durastoran		Level 29 Elite Controller
the Wyrmbreaker		Medium natural humanoid, rakshasa
		XP 30,000
Initiative +21	Senses Perception +26; darkvision, truesight 10	
HP 466; Bloodied 233		
Regeneration 15		
AC 44; Fortitude 41, Reflex 43, Will 44; see also <i>deadly phantom</i>		
Immune disease; Resist 30 necrotic; 20/variable (3/encounter; see <i>MM</i> 282)		
Saving Throws +2		
Speed 8, teleport 6		
Action Points 1		
① Claw (standard; at-will)		
+33 vs. AC; 2d6 + 7 damage, and the target is stunned until the end of Durastoran's next turn.		
↗ Deceiving Lure (standard; at-will) ♦ Charm		
Ranged 10; +33 vs. Will; Durastoran slides the target 5 squares and the target makes a basic attack as a free action against a target of Durastoran's choice at the end of the move (if possible).		
↗ Frightful Phantom (standard; recharge 2; 11) ♦ Fear		
Ranged 5; +33 vs. Will; 5d10 + 7 psychic damage, Durastoran pushes the target 5 squares, and the target is stunned (save ends). Miss: Half damage, and the target is dazed (save ends).		
↗ Terrifying Visions (standard; at-will) ♦ Psychic		
Ranged 20; +33 vs. Will; 4d6 + 9 psychic damage, and the target is dazed (save ends). First Failed Saving Throw: The target is stunned (save ends).		
Deadly Phantom (minor; recharge 2; 11) ♦ Illusion		
Until the end of Durastoran's next turn, an enemy that attacks his AC or Reflex must make two attack rolls and use the lower result. If the attack misses, the attacker hits itself with the attack.		
Deceptive Veil (minor; at-will) ♦ Illusion		
Durastoran disguises himself to appear as any Medium humanoid. A successful Insight check (opposed by Durastoran's Bluff check) pierces the disguise.		
Prophetic Foreknowledge (immediate interrupt, when an enemy hits Durastoran; encounter)		
The triggering enemy's successful attack against Durastoran instead fails.		
Alignment Evil	Languages Common, Abyssal, Draconic, Elven, Giant	
Skills Arcana +27, Bluff +28, Diplomacy +28, History +27, Insight +26, Intimidate +28, Religion +27, Stealth 26, Streetwise +28		
Str 21 (+19)	Dex 25 (+21)	Wis 25 (+21)
Con 23 (+20)	Int 27 (+22)	Cha 29 (+23)

beneath its soil. An overlord is buried deep below the earth near the floating towers of Arcanix, hidden under tons of rock and held in bondage by the Silver Flame. Her name is Sul Khatesh, but she is more commonly known as the Keeper of Secrets, for she knows more about dark and arcane matters than any mortal could comprehend. For now, she slumbers—but she can prove a threat even while she is sleeping. Occasionally, she touches mortal minds in her dreams, and some of the greatest mystical innovations of the Arcane Congress might have been inspired by her whispering words. Few of those inspired by this ancient muse understand what they are dealing with, and her gifts might bring madness or unforeseen disaster. Her exarch is Hektula, called the Shadow Scribe, the librarian of Ashtakala.

Others: Like Tiamat, demon princes or evil gods from other settings can be used as fiendish overlords in the EBERRON setting. Yeenoghu, also known as the Beast of Butchery, could have created the gnolls as soldiers in the ancient war, and the most savage gnolls still revere this demon lord. Lolth lingers in the depths of Khyber, spinning webs to ensnare the souls of the elves and the eladrin. When using evil gods in this way, remember that they are not gods in the same sense as the Sovereign Host. Their existence is unquestioned; if freed to walk the world, they would spread terror and despair.

THE BONDS OF THE OVERLORDS

An overlord of the Age of Demons can't be destroyed. If defeated, it returns in approximately 24 hours. Nor can it be bound by any simple ritual or power. It takes a force on par with the power of a deity to return a released overlord to its prison. Vanquishing an overlord could form the basis of an extended adventure arc, as characters search for artifacts, rituals from the dawn of time, or divine allies. It might even be the culmination of an epic destiny, like when Tira Miron merged with the Silver Flame to bind Bel Shalor.

Releasing an overlord is no trivial matter. The prisons of the overlords are as indestructible as the fiends themselves. The only way for an overlord to be released is for a certain path of the Prophecy to come to pass. For this reason, the actions of the Lords of Dust are enigmatic. They cannot simply release their masters—they must bring history to a particular crossroads, a point at which the planes and moons are aligned and the darkness can rise again. It is up to you to decide just what is required for a particular overlord to be released. It could be something as grim as the downfall of a nation, or something as positive as the birth of a child.

HISTORY

History is a catalog of facts and myths that tells the story of a place, a time, or a people. The history of Eberron is filled with great truths, lingering mysteries, misconceptions, and outright lies. Still, anyone who strives to influence Eberron's future would do well to understand the world's past.

THE DAWN OF TIME

Many different myths have been told about the creation of the world and the early years of Eberron. One tale, however, is widely accepted as truth by the majority of the beings of Eberron.

Common Knowledge: At the beginning of time, called the Age of Dragons, three progenitor dragons fought. Proud Siberys was slain by dark Khyber, who in turn was bound by vibrant Eberron. The scattered remains of Siberys, the Dragon Above, became the ring that encircles the world. The body of Eberron, the Dragon Between, formed the seas and continents. Under the surface, the bones and blood of Khyber, the Dragon Below, created labyrinthine passages.

History or Religion DC 10: Life sprang from the dragons' blood spilled in the great battle. The blood of Siberys became the dragons of the earth. Khyber's blood, oozing up from the depths of the world, became fiends and demons. These races quickly resumed the fight that their progenitors began. Eberron's children, though more numerous and varied, could not match the might of the other progenitors' offspring.

Just as Khyber triumphed over Siberys, the fiends drove the dragons away, trapping them on the land of Argonnessen. Although battles continued, a balance of power was struck, with the dragons unable to push beyond their one continent and the demons unable to crush them utterly. This stalemate lasted for a million years and is referred to as the Age of Demons.

History or Religion DC 15: The world changed when the dragons discovered what has come to be called the Draconic Prophecy and found allies—the couatls. According to legend, these celestial creatures were formed from the pure blood of Siberys before it struck Eberron. Like the dragons, they had hidden from and feared the fiends. Together, the dragons and the couatls launched a new war against the fiends.

After thousands of years, the war ended when the couatls discovered a way to imprison the most powerful of the demons: The couatls would sacrifice their spirits to form the prison. The dragons launched a final assault, incurring significant casualties to keep the fiends preoccupied while the couatls prepared the imprisoning ritual.

In the end, the greatest of the fiends were imprisoned deep in the earth, the couatls were all but wiped out, and the remaining dragons retreated to recuperate and to study the greater meanings of the Prophecy.

THE AGE OF GIANTS

The Age of Giants is the first era of Eberron's history for which strong archeological evidence can be found. Most of those ruins, however, are in the heart of Xen'drik and difficult to explore.

Common Knowledge: The first mortal beings to form civilizations were the giants. They built great cities in Xen'drik, using their own strength, a legion of slaves, and powerful magic. Eventually, they ruled the world. After tens of thousands of years, the giants' civilization collapsed or was destroyed.

History DC 15: The giants' civilization rose from the wreckage of the war between the dragons and the fiends. In truth, the giants "ruled" the world because more powerful entities did not oppose them. The giants moved beyond the shores of Xen'drik to set up a few outposts on Sarlona and Khorvaire. Still, most of the world never felt the tread of giant footsteps, even if the giants claimed dominion over all lands.

Where the giants did roam, however, they enslaved any lesser race they encountered. They even razed one of the fey spires of the eladrin (see page 48) and enslaved its inhabitants. These slaves were the progenitors of modern elves and drow.

The giants had intermittent contact with the dragons. The clearest evidence of this interaction is the giants' mastery of draconic magical arts. Over the years, the giants used the magic they learned from the dragons to build the greatest of their temples and monuments. They also used this magic to cement their dominance over the lesser races.

History DC 20: The giants' civilization was destroyed by a cataclysmic conflict with extraplanar beings from Dal Quor, the Region of Dreams. Although the giants used powerful magic to end the conflict, the aftereffects were disastrous. Vast expanses of land were blasted bare or sunk beneath the waves of the sea, and the giant empire was left in ruins.

History DC 25: The giants' civilization survived the battle with the creatures from Dal Quor. The real downfall of the empire was a massive slave uprising. In the aftermath of the conflict, elves, drow, and other slaves began to demand their release. When the revolutionaries proved resilient, the giants prepared to use cataclysmic magic again, against the rebels.

Before the world was exposed again to such devastation, the dragons intervened. When they were done, nothing remained of the giants' once-great civilization.

THE AGE OF MONSTERS

Some academics proclaim this era a dark time for Eberron, considering it an era not worth studying. A more detached view of the period reveals such judgments to be unwise, and probably based on deep-seated xenophobia. A few scholars even call it an age of enlightened development that fate crushed before it had a chance to truly blossom.

Common Knowledge: After the devastation of the giants' fall, lesser races—including elves, eladrin, goblins, and orcs—began to develop and thrive. On Khorvaire, a great civilization of goblins arose, known as the Dhakaani Empire. The nomadic orcs also prospered, forgoing conventional civilization in favor of primal magic and stronger ties to the land.

History DC 15: Over the course of several thousand years, goblins formed nations in the eastern half of Khorvaire. The age of the Dhakaani marked the beginning of Khorvaire's rise as the dominant continent in the world. Other races did not challenge Dhakaani supremacy on Khorvaire. The drow remained in hiding on Xen'drik, and the elves escaped the blasted continent to plant the seeds of their current culture on Aerenal.

History DC 20: The Dhakaani consolidated numerous goblin nations into the Dhakaani Empire. They made peace with the orcs and drew them into their civilization as well. At its height, the empire controlled a contiguous area stretching from the Shadow Marches in the west to the Endworld and Ironwood mountains in the east. The goblin dominance of Khorvaire lasted for tens of thousands of years.

During this time, the only serious threat to goblin supremacy came when elves from Aerenal arrived on Khorvaire to build a new society. Eventually, a localized war broke out, centered in the southeast portions of the continent. Although the elves were superior in tactics and strategy, the weight of numbers was on the goblins' side. After a protracted battle, the elves left Khorvaire, returning in force only during the Last War.

History DC 25: The cause of the goblins' downfall was an extraplanar invasion. Fleshshapers from Xoriat, the Realm of Madness, opened portals in the western extent of the Dhakaani Empire. The otherworldly horrors called the daelkyr decimated the populace and sowed chaos among goblins and orcs alike. Although the Gatekeeper druids of the orcs managed to permanently seal the portals, vast damage was done. Civil war left the Dhakaani Empire in shambles.

History DC 30: The fall of the Dhakaani Empire allowed halflings to begin building societies of their own. Until this point, halflings were firmly under the thumbs of the goblins and orcs. Around the same time, gnomes emerged from Pylas Pyrial and began settling Zilargo.

THE CURRENT AGE

With the passing of the Dhakaani Empire, the history of Eberron diverges. One branch traces the history of the world overall—the continuing stories of lands and peoples that most modern folk consider “dead and buried.” The other path follows the history of Khorvaire, where people, nations, societies, and organizations continue to rise, fall, and interact with unprecedented speed and force. Although the most spectacular events of the modern age have occurred on Khorvaire, they might not be considered the most important developments when the current age is viewed later through the lens of history.

Common Knowledge: Even though they don't influence daily life in Khorvaire, the elves of Aerenal, the humans of Sarlona, and the various humanoid and monstrous races of Xen'drik continue to pursue their own endeavors. Merchants, scholars, and warriors from these far-off continents visit the Five Nations from time to time.

DATES AND CALENDARS

Years in this book appear in one of two forms. Years in the current age typically appear as “years of the kingdom” (YK), reckoning from the founding of the Kingdom of Galifar 998 years before the campaign starts. This calendar is used across Khorvaire and in other places (such as the city of Stormreach) where the influence of Galifar is strong. Earlier years are presented simply as how many years before the present time they occurred. The first year of the kingdom (1 YK) is also -998, almost a thousand years before the present day of the setting.

Eberron's year is 336 days long, divided into twelve months of 28 days each. The months of the year are each associated with a particular dragonmark, as shown on the table below.

MONTHS OF THE YEAR

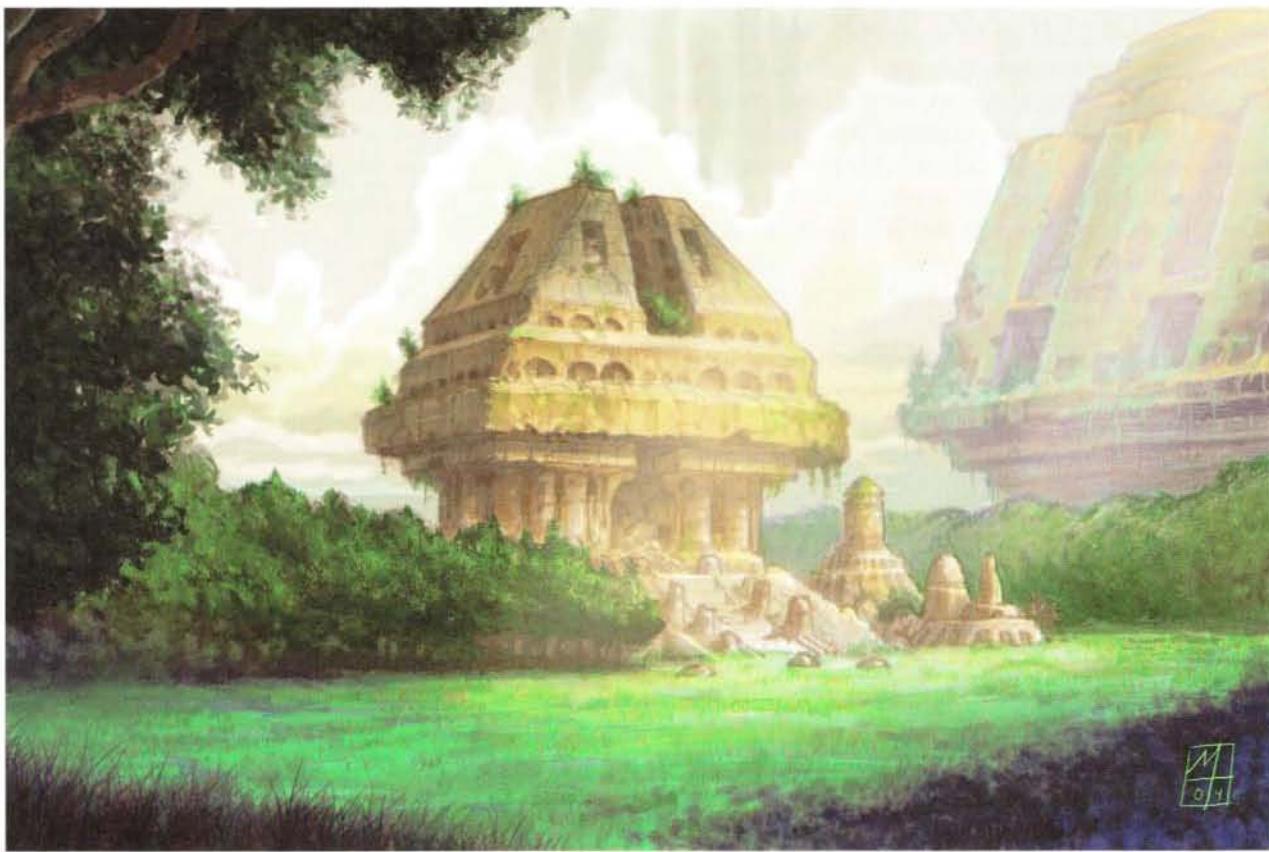
Month	Season	Dragonmark
Zarantyr	Mid-winter	Storm
Olarune	Late winter	Sentinel
Therendor	Early spring	Healing
Eyre	Mid-spring	Making
Dravago	Late spring	Handling
Nymm	Early summer	Hospitality
Lharvion	Mid-summer	Detection
Barakas	Late summer	Finding
Rhaan	Early autumn	Scribing
Sypheros	Mid-autumn	Shadow
Aryth	Late autumn	Passage
Vult	Early winter	Warding

A month is further divided into four 7-day weeks. The names of the days of the week are given below.

DAYS OF THE WEEK

Sul	Mol	Zol	Wir	Zor	Far	Sar
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History DC 15: The elves of Aerenal maintained a colony in southeastern Khorvaire during the Dhakaani Empire, in what is now Valenar. A strong possibility exists that other such outposts might still survive in the wilder places of the world.

Little direct communication occurs between the inhabitants of Sarlona and Khorvaire, but the two continents are hardly estranged. The Inspired maintain diplomatic missions and ambassadors in many nations, and small enclaves of Sarlonan and kalantha immigrants exist in most of the major cities of Khorvaire. These people bring rumors from the continent beyond the horizon and carry back with them news of life in Khorvaire.

The most common way for Khorvairians to meet and interact with travelers from Sarlona is when they visit Xen'drik. The Sarlonans have established their own outpost from which they ship home goods found on the continent of mysteries. Although outsiders are not welcome in Dar Qat, the Sarlonans often use the city of Stormreach as their port of entry to Xen'drik.

History DC 20: Even though most people consider Xen'drik to be devoid of civilization (other than the outposts built there by Khorvairian scholars and adventurers), only a small portion of the continent has been thoroughly explored. In that small swath, explorers have found minotaur maze-cities, yuan-ti settlements, and tribes of xenophobic drow. Beyond that, evidence has been found that a kingdom belonging to a "vermin lord" existed in the recent past, and

rumors persist of githyanki city-states hidden somewhere in the nearly impenetrable jungles.

THE RISE OF KHORVAIRE

The modern era of history on Khorvaire does not begin with the arrival of human refugees from Sarlona after the fall of the Dhakaani Empire, but that influx can rightly be said to be the trigger for the dominant events of the age.

Common Knowledge: For nearly a thousand years, the kingdom of Galifar maintained a steady hand on events in Khorvaire. Aside from a small war with the sea princes of Lhazaar, aggressions and energies were turned, for the most part, toward settling the wilderness in ever-widening circles around Scions Sound.

These years of the kingdom of Galifar are often referred to as a "golden age." Culture, the arts, and magic flourished, cities were built, and an unprecedented prosperity was shared by all. Continual improvements in infrastructure—including the development and construction of the first lightning rail routes—revolutionized communications and boosted trade across the continent. The situation at home was so stable that energy was even turned toward developing interests overseas. Most notably, Stormreach was founded on the northern coast of Xen'drik.

In 894 YK, the death of King Jarot, the last ruler of Galifar, sparked the beginning of the Last War. The squabbling of royal siblings turned into a hundred

years of bloodshed. The event that brought about the end of the war was the mysterious destruction of Cyre, a land now called the Mournland.

History DC 15: Over 2,000 years ago, the central mass of Khorvaire came to be divided among five separate, mostly human civilizations. These “Five Nations” were surrounded by lands settled by gnomes, dwarves, halflings, the remainder of the goblin nations, and elves. Strife was constant as, with no further land available for expansion, neighbors looked to take the resources they needed from one another. For the most part, only minor altercations arose, but the threat of war loomed constantly.

Almost 1,000 years ago, Galifar of Karrnath brought the lands of the Five Nations together to create a single kingdom. He issued the Korth edicts to limit the power of the dragonmarked houses while also enlisting their help in building an economic framework for his expanding nation. The result was a stable kingdom that had the strength to defend itself from attack and the will to impose internal accord.

With such stability at the heart of the continent, the rest of the regions of Khorvaire (with the exception of the goblin-controlled areas) began to develop peaceful ties with the kingdom of Galifar and with one another.

History DC 20: Around 3,000 years ago, two millennia after the fall of the Dhakaani Empire, humans from Sarlona arrived on the eastern coast of Khorvaire. They set up colonies and outposts, establishing a foothold on the continent, and began to spread westward. Along with the gnomes, halflings, and dwarves who were expanding their own territories, the new arrivals began to establish centers of civilization among the ruins of the shattered goblin society.

Like the other races, the humans developed dragonmarks. The longer they stayed in Khorvaire and the more extensively they explored their new land, the more prominent the dragonmarked families became.

THE LAST WAR

The defining event of the current age, as far as the people of Khorvaire are concerned, was the Last War, which engulfed the entire continent for a century.

Common Knowledge: The Last War erupted after the death of King Jarot, when his children, the rulers of the Five Nations, couldn’t agree on who should succeed him. Alliances rose and fell over the course of a hundred years, but at various points, each of the Five Nations turned against the others. The war finally came to an end after Cyre was consumed by a deadly mist and became the Mournland. The Mourning set in motion a peace process that culminated with the signing of the Treaty of Thronehold in 996 YK.

History DC 10: A character who succeeds on this check knows the names of his or her nation’s rulers throughout the war, as well as the details of the nation’s military history during the final years of the war.

History DC 15: A character who succeeds on this check knows the activities, histories, and battles of all the major nations and factions throughout the latter half of the war, or can name the rulers of the five central and the newly independent nations over the course of the war.

The character also knows the dragonmarked houses’ activities during the war.

History DC 20: Jarot, last King of Galifar, was anxious and suspicious to the point of delusion. He saw enemies everywhere and kept Galifar on a wartime footing, building up regional armies for years before his death. This constant preparation for war and sowing of distrust is as much responsible for the Last War as any actions on the part of his children. That situation bodes ill for the future, for the nations of today are surely repeating King Jarot’s mistakes as they look toward their neighbors with mistrustful eyes.

A character who succeeds on this check also has a full understanding of the military activities of a particular nation all the way back to the start of the war.

History DC 25: Galifar before the war wasn’t as stable as modern folk suppose. The nationalistic ideals and the identities of its constituent regions predated, and survived throughout, the centuries of Galifar rule. Perhaps some level of conflict—at least a civil war for regional independence, if not a true war of ascension—was inevitable.

A character who succeeds on this check also knows details of battles and activities of every nation, from the Battle of the Galifar Heirs that launched the war, all the way up to the signing of the Treaty of Thronehold.

MASTERS OF WAR

The five rulers who reigned at the start of the war, and who are arguably responsible for it, were the following:

- ◆ Kaius I of Karrnath
- ◆ Mishann of Cyre
- ◆ Thalin of Thrane
- ◆ Wroann of Breland
- ◆ Wrogar of Aundair

Each is widely considered a hero by his or her own people, and a treacherous villain by everyone else.

ABBREVIATED TIMELINE

The past shapes the present, setting the stage for the future that is to come. On Eberron, a rich and tangled history has helped craft the current era. What follows are highlights of ages past.

AGE OF DRAGONS

Date Event

??? In the mythic past, the world was one and the progenitor wyrms, the first and greatest of dragonkind, ruled all. The three most powerful—Siberys, Eberron, and Khyber—discovered (or created) the Prophecy. A world-shattering struggle followed, splitting the world into three parts and scattering the Prophecy across the width and breadth of existence. In the end, Siberys became the glowing ring that surrounds the world, Khyber was bound in the darkest depths, and Eberron healed the world between by becoming one with it. Siberys called forth the next generation of dragons. Eberron created all manner of other living things, and Khyber spat out the fiends.

AGE OF DEMONS

Date Event

-10,000,000 Khyber's fiendish offspring overrun the surface world, creating a hellish environment where rakshasas and night hags rule supreme.

-1,500,000 Dragons rediscover the Prophecy and rise from their primitive state to oppose their demonic overlords, allying with other draconic species, including the couatls. The common races, still in primitive states, hide from the godlike combatants and find a way to survive.

-100,000 Couatls sacrifice most of their number to send the most powerful of the demon lords and the majority of the fiends back to Khyber, where they are trapped for eternity. The dragons retreat to Argonnessen to contemplate the Prophecy, ignoring the "lesser races."

AGE OF GIANTS

Date Event

-80,000 The giants rise from the ruins of the dragon-fiend wars to establish vast and powerful civilizations on the continent of Xen'drik. They enslave the eladrin of Shae Tirias Tolai, and through magical experimentation produce elves and drow from this stock.

-75,000 Dragons and dragonborn come to Q'barra to guard Haka'torvhak.

-60,000 Dragons make contact with the giant kingdoms and begin to teach the giants how to use arcane magic. The elves watch and learn from their place at the giants' heels. The giants quickly master the arcane arts, creating wonders unequaled even in the modern day.

-40,000 An extraplanar host comes to Xen'drik from Dal Quor, the Region of Dreams. After years of battle, the giants call upon the magic of the dragons to defeat the quori and shatter the physical connections between Eberron and Dal Quor. This planar upheaval shakes Xen'drik to its core and plunges large chunks of the continent beneath the sea.

-39,000 The remaining giant kingdoms never quite recover from the events of the struggle with

the quori. Horrible curses and plagues sweep through the land, and the elves use the opportunity to rebel. In desperation, the giants again turn to the same magic they used to stop the quori. Before they can unleash such destruction a second time, the dragons attack. Giant civilization crumbles, the drow go into hiding in the Xen'drik wilderness, and the elves flee to the island-continent of Aerenal.

AGE OF MONSTERS

Date Event

-38,000 The giants revert to primitive monsters living in the ruins of their shattered civilization as the dragons return to their secluded continent and the elves settle Aerenal. On Khorvaire, the first of the goblin kingdoms rises in the area that will become Breland and Darguun. Orc nations arise in western Khorvaire to compete with the goblin kingdoms.

-30,000 The Undying Court appears in Aerenal. First skirmish between the elves and the dragons, which sets a pattern of long periods of peace punctuated by short, devastating battles every few hundred years.

-25,000 The Dhakaani unite the goblin nations to create the greatest empire the goblins have ever known. The Gatekeepers appear among the orcs of western Khorvaire.

-16,000 Founding of Ja'shaarat, the first settlement at the site of modern Sharn.

-15,000 Flourishing and fall of the dragonborn empire of Q'barra.

-14,000 Dwarves migrate from the Frostfell to the Ironroot Mountains.

-12,000 Tairnadal elves from northern Aerenal establish a colony in what is now present-day Valenar. Peaceful coexistence doesn't last, and the elves come into conflict with the Dhakaani. The elves abandon the colony when another clash with the dragons threatens Aerenal.

-9,000 The Daelkyr War decimates the western reaches of Khorvaire. Ja'shaarat becomes the desolate ruins of Duur'shaar.

-5,000 Weakened by the Daelkyr War, the Dhakaani Empire is shattered by infighting and civil strife, eventually leading to the collapse of the goblin civilization.

THE CURRENT AGE

Date Event

-3,200 The Mark of Hospitality appears among halflings of the Talenta Plains. The Mark of Shadow and the Mark of Death appear among the elves of Aerenal. The dragons watch in awe and horror as the Prophecy begins to unfold among the "lesser" races.

-3,000 Lhazaar leads humans from Sarlona to the eastern shores of Khorvaire. The Mark of Healing appears among halflings of the Talenta Plains. Malleon the Reaver establishes the fortress-city of Shaarat.

-2,800 The Mark of Scribing appears among the gnomes of Zilargo.

-2,600 The Mark of Sentinel appears among humans of pre-Galifar Karrnath. House Vol, which carries the Mark of Death, is wiped out in Aerenal. Vol the lich is created. House Phiarlan leaves Aerenal to relocate among the humans of Khorvaire.



-2,500	The distinct settlements that will become the Five Nations appear in central Khorvaire. The Mark of Making appears among humans of pre-Galifar Cyre. The Mark of Warding appears among the dwarves of the Mror Holds.	lasts fifty years and drives the species almost to extinction.
-2,200	Breggor the Bear conquers Shaarat and rebuilds it as Sharn.	845 YK King Jarot begins a public works project to connect all of central Khorvaire by lightning rails. Within twenty years, lines connect the Five Nations, Zilargo, the Mror Holds, and the Talenta Plains.
-2,000	Karrn the Conqueror establishes the nation of Karrnath, defeats the remaining goblin settlements, and unsuccessfully attempts to conquer the other four human nations. The Mark of Storm appears among half-elves of pre-Galifar Thrane.	878 YK House Deneith begins to provide clients with goblin mercenaries from Darguun region.
-1,900	The Mark of Passage appears among humans of pre-Galifar Aundair.	894 YK King Jarot, the last ruler of Galifar, dies. Thalin, Kaius, and Wroann reject the succession of Mishann. Wrogar backs his sister's claim, and the Last War begins.
-1,800	The Mark of Handling appears among humans in the Eldeen Reaches. Kalashtar reach Sarlona, fleeing Dal Quor and the persecution of the quori.	896 YK Order of the Emerald Claw established.
-1,500	The quori begin their subtle conquest of Sarlona, igniting wars across the continent. A second wave of humans reaches Khorvaire's western shores. The Mark of Detection appears among half-elves of pre-Galifar Breland. The dragonmarked houses launch the War of the Mark to end the threat of aberrant and mixed marks. Sharn is razed in the war. The Twelve is established.	897 YK Kaius I turned into a vampire by Vol the lich.
-1,043	Galifar I is born in Karrnath.	910 YK Kaius II ascends to the throne of Karrnath after Kaius I fakes his death and goes in search of a way to free his kingdom from the Blood of Vol.
-1,022	Galifar assumes the throne of Karrnath.	914 YK The Mror Holds declares its independence. Thalin of Thrane dies and the Church of the Silver Flame seizes control of the nation.
-1,012	Galifar begins his campaign to unite the Five Nations.	918 YK Unknown saboteurs destroy the Glass Tower of Sharn.
-1,005	Galifar makes a deal with the dragonmarked houses, offering them neutral status in exchange for support in his campaign.	928 YK Ven ir'Kesslan leads settlers from the Five Nations to forge the nation of Q'barra.
-1,000	The Mark of Finding appears among humans and half-orcs of the Shadow Marches. Sharn rebuilt.	956 YK The elf mercenaries of the Valaes Tairn annex southwestern Cyre and declare the sovereignty of the elf nation of Valenar.
1 YK (-998)	Galifar I and his five scions—Cyre, Karrn, Thrane, Aundair, and Brely—take control of the Five Nations and establish the Kingdom of Galifar.	958 YK The Eldeen Reaches declares itself an independent nation under the protection of the Wardens of the Wood and the guidance of the Great Druid Oalian.
15 YK	Galifar I establishes the Arcane Congress.	961 YK Boranel becomes king of Breland.
28 YK	Galifar-Lhazaar War, a decade-long conflict, begins.	962 YK Zilargo formally aligns with Breland.
32 YK	The Five Nations of Galifar adopt the names of King Galifar's children as their own.	965 YK House Cannith perfects the modern-era warforged, living constructs designed to fight the Last War.
40 YK	Galifar, now eighty-five years old, steps down and passes the crown of the kingdom to his oldest remaining scion, Cyre.	969 YK Haruuc leads the hobgoblin rebellion, and the nation of Darguun is born.
53 YK	Galifar I dies.	972 YK House Thuranni splits off from House Phiarlan.
106 YK	House Kundarak is recognized by the established dragonmarked houses.	976 YK Regent Moranna of Karrnath outlaws the Order of the Emerald Claw.
299 YK	The Church of the Silver Flame is born.	980 YK Queen Aurala's reign of Aundair begins.
347 YK	House Lyrandar takes possession of an island off the coast of Aundair to create Stormhome.	986 YK A trio of hags known as the Daughters of Sora Kell arrive in Droam with an army of trolls, ogres, and gnolls.
498 YK	House Sivis discovers the Mark of Finding while exploring the Shadow Marches. House Tharashki is created shortly thereafter.	987 YK King Boranel pulls settlers back and seals off the land west of the Graywall Mountains. The Daughters of Sora Kell declare the sovereignty of the nation of Droam.
512 YK	King Daroon orders the construction of the Starpeaks Observatory.	990 YK The first elemental airships go into service for House Lyrandar.
778 YK	Medusas from Khyber take possession of Cazhaak Draal.	991 YK Kaius III's rule of Karrnath begins.
789 YK	House Sivis message stations begin operations.	993 YK Jaela Daran assumes the power of the Keeper of the Silver Flame.
802 YK	The Kingdom of Galifar, in cooperation with the dragonmarked houses, funds the upgrade of the trade city of Stormreach on the northern peninsula of Xen'drik.	994 YK Cyre is destroyed; the Mournland is created. The Treaty of Thronehold officially ends the Last War. The treaty officially recognizes the nations of Aundair, Breland, Thrane, Karrnath, the Talenta Plains, Zilargo, Q'barra, the Lhazaar Principalities, the Mror Holds, the Eldeen Reaches, Darguun, and Valenar. House Cannith is ordered to destroy all creation forges; the remaining warforged are granted the rights of sentient beings.
811 YK	First lightning rail connects Flamekeep and Fairhaven.	998 YK The campaign begins....
832 YK	The inquisition to wipe out lycanthropes is launched by the Church of the Silver Flame; it	

EVERYDAY MAGIC

Throughout Khorvaire, magic has become a primary underpinning of daily life. For millennia, magic has been used in craft, construction, agriculture, war, and even fashion and entertainment. Among particularly wealthy populations, the possession of magic “trinkets” has become a status symbol.

This is not to say that magic goods can be found everywhere in Khorvaire, or that magic is so commonplace as to be considered mundane. Money and status bring access to greater luxuries, and magic is no exception. Even the poorest citizen can benefit from a city’s magic streetlights (*everbright lanterns*), but he can’t afford to magically preserve his food or to travel regularly aboard the lightning rail. A young crafter might occasionally enjoy such a journey or purchase a ritual to chant over his goods. The truly rich, however, might own a sky-carriage to carry them about Sharn’s towers and ritual protections to keep thieves out of their palatial estates.

Similarly, widespread magic doesn’t equate to high magic. Magewrights (see “Magewrights and Master Crafters,” below), mystically augmented crafters, and lesser priests who have learned a ritual or two by rote are common across Khorvaire. True wizards, clerics, and other powerful wielders of magic remain rare, however. The player characters remain exceptional, set above the mass of society by their potential as well as their ability.

THE DRAGONMARKED HOUSES

When most in Khorvaire think of magic, they think of the dragonmarked houses. For example, everyone knows that House Orien runs the lightning rail and conducts courier services, that House Cannith produces most magic goods, and that House Jorasco’s healers are second to none.

These reputations are partly due to the dragonmarks themselves, but each house has economic as well as magical dominance in its area of influence. House Cannith’s Mark of Making makes its dragonmarked heirs the best artificers and artisans in Khorvaire. But House Cannith also operates crafting guilds whose unmarked magewrights and crafters benefit from the best training possible.

Of course, many artisans and magewrights do not answer to the houses or belong to the guilds and mercantile organizations that the dragonmarked houses oversee. For many generations, this state of affairs was accepted—so great were the houses that no individual or small independent guild was any economic threat.

This attitude has begun to shift in recent years. Since the end of the Last War, most of the houses have seen their fortunes falter. The Five Nations still require weapons and military goods as they rebuild their armies, but not in wartime quantities. The countries still hire mercenaries, but for largely defensive—and thus lower-paying—positions. Travel is perhaps safer, but fewer people find the need to go places, as they focus on rebuilding their homes. There’s still plenty of business, more than enough to keep each of the houses profitable—but when one has become accustomed to a mighty torrent of wealth for a hundred years, anything less seems insufficient.

In addition, the houses are no less certain than the nations of Khorvaire that another great war looms near. If that happens, the dragonmarked houses intend to be positioned so that the warring nations must depend on their goods and services. They have no intention of allowing outside competitors to undercut them.

Between these two concerns, the dragonmarked houses have begun taking steps against magewrights, ritual performers, and others who make their living through the creation of goods and the provision of services normally associated with the houses themselves. Messenger services are targeted by House Sivis, for instance, while Cannith cracks down on magewrights providing magic goods.

So far, these efforts are entirely economic. The houses might attempt to buy out individuals who threaten their monopoly in a given community. They might undercut prices, or even refuse to do business with anyone who employs those crafters. In most instances these efforts are successful, but in a few cases they have driven a number of independent magewrights and casters to form guilds of their own. These organizations are neither large nor influential enough to oppose the houses directly, but they can stand up to economic bullying. How the houses deal with organized competitors remains to be seen.

The recent trend toward economic consolidation does not mean that the dragonmarked houses have identified, much less approached, every magic-using laborer in every town or city across Khorvaire. Far from it, in fact. The vast majority of such individuals remains utterly ignorant that the houses have turned their attention to individual competitors, or have heard only whispered rumors to that effect. This behavior on the part of the houses represents a recent change in attitude, and has to date affected only competitors in Khorvaire’s largest communities. It will be some time, if ever, before the houses reach the point of cajoling or threatening the average village magewright.



MAGEWRIGHTS AND MASTER CRAFTERS

Most magical services and goods available to the average citizen come from magewrights. In the broadest sense, a magewright is any individual who makes a living providing magic goods and services or creating magic items and effects using rituals. By this broad definition, anyone—a local elder with a smattering of knowledge, even a full-fledged artificer (see the *EBERRON Player's Guide*)—could be considered a magewright. More specifically, however, the term “magewright” refers to an individual who has spent years mastering a single ritual—or at most two or three rituals. He or she has mastered the ritual so thoroughly that it exists entirely within his or her head. However, a magewright cannot expand his or her abilities without spending additional years learning new rituals.

Crafters such as blacksmiths, potters, architects, and weavers often learn a single ritual in addition to their particular craft. This is usually a low-level ritual to increase the quality of their goods. This ritual is often combined with a prayer to whatever deity or deities the crafter worships; in fact, such a prayer might even be a necessary component of the ritual.

On rare occasion, a crafter is so good at what he or she does—or else has spent long enough working in an area of ambient magic—that he or she develops the ability to work magic into his or her creations without conscious knowledge or effort. These so-called “master crafters” are capable of creating magic items as though they had performed the *Enchant Magic Item* ritual, but without any actual knowledge of the ritual or expenditure of its component cost. Such an individual is limited to creating items that fall into his or her area of expertise, and cannot predict when a magic item might emerge from his or her workshop. It’s considered a sign of status and prestige to own an item crafted by one of these individuals, even if that item isn’t magical.

USES OF EVERYDAY MAGIC

So what is “everyday magic”? What sorts of goods, services, and options are available to the folk of the Five Nations? The descriptions that follow are an overview of what is available, not a comprehensive list. Let your creativity and your understanding of Khorvaire’s cultures guide your campaign.

The *EBERRON Player's Guide* includes suggested prices for the services described here that player characters are most likely to use.

FARMING AND LIVESTOCK

Food supplies—crops and cattle, grains and grazing lands—are far and away the most vital aspects of any society. Even though farmers, laborers, and ranchers are often among a nation's poorer citizens, a great many magewrights make their services available to so important an industry.

Although House Vadalis is most commonly associated with animal breeding, and indeed the house uses techniques both magical and mundane to ensure ever-healthier generations of food animals, it also sells rituals to prevent insects, gophers, and other pests from infesting farmland. Groups of farmers sometimes pitch in to hire House Lyrandar to adjust the weather over adjoining fields in order to prevent drought or flooding. House Jorasco sells its services to prevent plague among the cattle or blight among the crops, and House Cannith sells (or leases) magic tools to make harvesting faster and more efficient.

Although the halflings of House Ghallanda rarely provide magical services directly to farmers and ranchers, they often provide financial aid to those who require help, or negotiate deals between land-owners and dragonmarked houses. After all, the House of Hospitality would be among the first to feel the financial pain if the farmlands and stockyards of Khorvaire fell upon hard times.

COMMUNICATION AND DELIVERY

In Khorvaire's political and geographical climate—where great cities stand at the intersection of broken highways and deadly wilderness, where travel is either expensive or hazardous, but kings and citizens alike desperately need to know what has occurred beyond their borders—long-distance communication is an enormous boon, no matter the price.

And pricey it is.

House Sivis makes use of rituals and magic items (such as *sending stones*) to send messages across hundreds of miles. These communications are highly secure, almost infallible, and quite expensive. Only the richest of Khorvaire's merchants, aristocrats, nobles, and military leaders make use of this service, and even then only when need dictates.

Far more common, and somewhat less expensive, are House Sivis's document services. Again through the performance of rituals, house scribes can write documents in unbreakable codes, translate to or from any language, and notarize papers and letters of credit using marks of identification that are all but impossible to forge. (This last service makes House Sivis utterly indispensable to Khorvaire's system of banks and trade—a fact that greatly irritates House Kundarak, which otherwise manages the various banking guilds and lending houses and would prefer not to have its customers relying on another house.)

House Sivis maintains a number of message stations in scattered communities, places where messages can be sent and received. This communication method is cheaper than having a message sent directly to an individual.

House Orien specializes in courier and delivery services, particularly over long distances, making use either of its lightning rail or the Linked Portal ritual. These deliveries are not quite as immediate as spoken communication through *sending stones*, but they're the best solution for transporting documents or packages across long distances—and the cost is appropriately high.

CRAFT AND CONSTRUCTION

Although some magic-using crafters are independent magewrights, the majority are associated with a dragonmarked house or with a guild that is in turn overseen by a house. House Cannith provides tools and construction materials to those who can afford them, enabling buildings to withstand weather, age, and simple neglect. Its members construct forges that improve the skills of the smiths who use them, and spinning wheels that bestow a bit of magic into the yarn they create. Cannith and Lyrandar have both been commissioned to create buildings that could not exist without magic, some in peculiar shapes (Cannith) and others that hover in the air like the towers of Sharn (Lyrandar).

House Kundarak makes some of its income providing security systems for the rich and powerful, including portals that cannot be opened without the proper password and illusory bells that chime when an intruder nears. House Orien has been known on occasion to move entire buildings, when hired to do so.

COMFORT AND HOSPITALITY

Ghallanda is known as the House of Hospitality, and it is most well known when it comes to the magic of comfort. Its inns and hostels provide food and water guaranteed pure (or even enchanted to ensure the health and vitality of the customer), pest-free rooms, and even rooms enchanted to prevent disturbance by outside noises. Ghallanda also offers services for the balls and celebrations of the rich and famous, such as bottomless punch bowls, self-cleaning platters, and animated decorations and instruments.

But not all magic of comfort and convenience is limited to taverns or soirees, nor to House Ghallanda. Magewrights of all houses (and many independents as well) know how to create simple items of convenience, such as magic streetlights that never burn out, storage boxes that keep food from spoiling, beds that ensure a good sleep without bad dreams, even garbage receptacles that instantly turn waste into rich soil. The performance

of rituals such as Make Whole is a common (if expensive) magic service provided by House Cannith. A cobblestone city street made utterly clean of mud, scuffs, random refuse, or horse droppings; a shop that is cool and comfortable even on a blistering summer day; a party where the glasses refill each time they touch the table—these signs indicate that magic of comfort and convenience is being employed.

SCRYING, SPYING, AND INVESTIGATION

When they've been stymied by a monster they can't identify or a spell they've never seen, city guards and even Deneith Sentinel Marshals sometimes turn to other houses. The most commonly approached houses are Phiarlan and Thuranni, which have scrying magic second to none. With the exception of certain public or powerful figures, these houses are willing to scry anyone or anyplace—for a price. A very, very high price.

Some of the less scrupulous scions of House Phiarlan and House Thuranni hire out their services to others as well—politicians, criminals, private investigators, even adventurers. As for any criminal activity that might come of that scrying—well, the house made it clear that its services were not to be used for nefarious purposes. It's hardly the house's fault if that happens. The fact that these houses also sell rituals and services to counter scrying is, of course, a simple coincidence of business.

House Medani and House Tharashk are both heavily involved in the work of private investigation. House Tharashk, true to its dragonmark, is best at finding people and things, while the inquisitives of House Medani excel at unraveling mysteries of all sorts, aided by the magic of rituals.

TRANSPORTATION

Some of the most common everyday magic in Eberron involves the many methods of transportation. The most famous are the House Orien lightning rail and the House Lyrandar elemental galleons and elemental airships. These transports are frequented by the rich, but even members of the middle class can afford the occasional lightning rail journey.

The lightning rail and the elemental galleons are far from the only mystical means of transport. Flying coaches take people across the length and height of Sharn, magebred animals serve as mounts and living weapons of war, and many merchant caravans use enchanted harnesses to increase the speed and endurance of draft animals. Many governments and major institutions have their own permanent teleportation circles, ensuring that instant transport from one such location to another is, if not easy, at least no harder than it must be.

TRAVEL

In the modern era, the world of Eberron has never been smaller. Travelers no longer face months-long journeys when crossing the continent, not when the lightning rail offers an economical means to reach destinations in a fraction of that time. Even the distant continents of Xen'drik and Sarlona can be reached in short time by elemental galleon or elemental airship. When instantaneous travel is required, House Orien is happy to oblige, offering a vast portal network linking nearly every city and every land . . . for the right price.

MOUNTS

Riding horses, ponies, and other mundane steeds are as common in Eberron as they are in other worlds. Griffons, giant eagles, and other flying steeds are also available for those who can afford the price and upkeep. Khorvaire even features several creatures unique to its lands. Whether magically enhanced through guarded rituals, specially bred, or domesticated from the wild, these mounts offer useful abilities to those trained to ride them.

Carver, Clawfoot, and Fastieth: Giant reptiles roam the Talenta Plains. Long ago, the halflings who live and hunt these lands domesticated these beasts for use as steeds. Of these creatures, carvers and clawfoots are the most common. Both are bipedal drakes equipped with razor-sharp talons and terrible teeth. They are ideal mounts for war and travel. The halflings also make use of a slightly smaller beast known as the fastieth. Bred for speed, it can keep pace with a common riding horse in spite of its slight size.

Dragonhawk: The national symbol of Aundair, dragonhawks are used by the Knights Arcane and other military organizations. Although generally not for sale, they can be found on the black market.

Glidewing: Native to the Talenta Plains, the glidewing is a flying reptile with a thin head crest and tufts of brightly colored feathers. Halflings use glidewings for scouting and for monitoring the migratory patterns of animal herds throughout the region.

Magebred Destrier: House Vadalis magically enhances natural creatures to breed superior versions. A magebred destrier is a superior steed valued for its endurance, intelligence, and speed.

Valenar Riding Horse: Famed as the fastest horses in all of Khorvaire, these animals are bred by the elves of Valenar to carry warriors across the battlefield. A mounted Valenar elf is able to speed into the thick of combat, strike, and dart away.

MOUNTS

Mount	Price (gp)	Speed	Per Hour	Per Day	Normal Load (lb.)	Heavy Load (lb.)	Push/Drag (lb.)
Carver	1,800	8	4 miles	40 miles	250	500	1,250
Clawfoot	680	6	3 miles	30 miles	170	340	850
Dragonhawk	3,400	15 (fly)	7 1/2 miles	75 miles	170	340	850
Fastieth	520	10	5 miles	50 miles	160	320	800
Glidewing	2,600	15 (fly)	7 1/2 miles	75 miles	170	340	850
Magebred destrier	1,000	10	5 miles	50 miles	275	550	1,375
Valenar riding horse	360	12	6 miles	60 miles	175	350	875

Carver

Large natural beast (mount, reptile) **Level 6 Brute** XP 250

Initiative +5 Senses Perception +3

HP 85; Bloodied 42

AC 18; Fortitude 20, Reflex 18, Will 16

Speed 8

① Bite (standard; at-will)

+9 vs. AC; 1d8 + 5 damage, and ongoing 3 damage (save ends).

① Talons (standard; at-will)

+9 vs. AC; 2d4 + 7 damage.

Vicious Steed (while mounted by a friendly rider of 6th level or higher; at-will) ♦ Mount

When a carver's rider misses with an opportunity attack, the carver makes a talons attack against an enemy within reach as a free action.

Alignment Unaligned Languages –

Str 20 (+8) Dex 15 (+5) Wis 10 (+3)

Con 15 (+5) Int 2 (-1) Cha 6 (+1)

Clawfoot

Medium natural beast (mount, reptile) **Level 3 Skirmisher** XP 150

Initiative +6 Senses Perception +1

HP 46; Bloodied 23

AC 17; Fortitude 16, Reflex 16, Will 13

Speed 6

① Talons (standard; at-will)

+9 vs. AC; 1d8 + 3 damage.

Clawfoot Charge (while mounted by a friendly rider of 3rd level or higher; at-will) ♦ Mount

When a clawfoot's rider charges, both the clawfoot and the rider make melee basic attacks.

Medium Steed

A Small creature can ride a clawfoot.

Alignment Unaligned Languages –

Str 16 (+4) Dex 16 (+4) Wis 11 (+1)

Con 14 (+3) Int 2 (-3) Cha 6 (-1)

Dragonhawk

Large natural beast (mount) **Level 8 Brute** XP 350

Initiative +4 Senses Perception +11; low-light vision

HP 108; Bloodied 54

AC 20; Fortitude 22, Reflex 19, Will 20

Speed 3, fly 12, overland flight 15

① Claws (standard; at-will)

+11 vs. AC; 2d8 + 6 damage, and the dragonhawk slides the target 1 square.

Uncanny Instincts (while mounted by a friendly rider of 8th level or higher; at-will) ♦ Mount

A dragonhawk's rider rolls initiative twice and uses the higher result. In addition, the rider gains a +2 bonus to Perception checks.

Alignment Unaligned Languages –

Str 23 (+10) Dex 11 (+4) Wis 14 (+6)

Con 18 (+8) Int 2 (+0) Cha 6 (+2)

Fastieth

Medium natural beast (mount, reptile) **Level 2 Skirmisher** XP 125

Initiative +5 Senses Perception +1

HP 36; Bloodied 18

AC 16; Fortitude 15, Reflex 14, Will 12

Speed 10

① Bite (standard; at-will)

+8 vs. AC; 1d8 + 3 damage.

Fastieth Burst (move; while mounted by a friendly rider of 2nd level or higher; encounter) ♦ Mount

The fastieth shifts 4 squares.

Medium Steed

A Small creature can ride a fastieth.

Alignment Unaligned Languages –

Str 16 (+4) Dex 14 (+3) Wis 11 (+1)

Con 12 (+2) Int 2 (-3) Cha 6 (-1)

Glidewing

Large natural beast (mount, reptile) **Level 7 Skirmisher** XP 300

Initiative +9 Senses Perception +9

HP 77; Bloodied 38

AC 22; Fortitude 19, Reflex 20, Will 17

Speed 5, fly 10, overland flight 15

① Bite (standard; at-will)

+12 vs. AC; 2d6 + 4 damage.

① Diving Smash (standard; usable only while flying; at-will)

The glidewing charges and gains a +2 bonus to its attack roll instead of the normal +1 bonus. It shifts 2 squares after the charge.

Aerial Agility (while mounted by a friendly rider of 7th level or higher) ♦ Mount

While flying, a glidewing grants its rider a +1 bonus to all defenses.

Catch the Wind (free; encounter)

The glidewing gains hover until the end of its next turn.

Alignment Unaligned Languages –

Str 17 (+6) Dex 19 (+7) Wis 12 (+4)

Con 13 (+4) Int 2 (-1) Cha 6 (+1)

**Magebred Destrier**

Large natural magical beast (mount)

Level 5 Brute

XP 200

Initiative +4	Senses Perception +3; low-light vision	
HP 76; Bloodied 38		
AC 17; Fortitude 19, Reflex 16, Will 15		
Speed 8		
◆ Kick (standard; at-will)		
+8 vs. AC; 1d8 + 9 damage.		
◆ Trample (standard; at-will)		
The magebred destrier can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the destrier must end its move in an unoccupied space.		
When it enters an enemy's space, the destrier makes a trample attack: +6 vs. Reflex; 1d8 + 6 damage, and the target is knocked prone.		
Charger (while mounted by a friendly rider of 5th level or higher)		
◆ Mount		
When a destrier's rider charges, the rider gains a +6 bonus to damage rolls.		
Bonded Mount (when a friendly rider of 5th level or higher spends a healing surge; encounter) ◆ Mount		
The magebred destrier gains temporary hit points equal to the rider's healing surge value.		
Alignment Unaligned Languages –		
Skills Endurance +10		
Str 22 (+8) Dex 14 (+4) Wis 12 (+3)		
Con 16 (+5) Int 3 (-2) Cha 10 (+2)		

Valenar Riding Horse

Large fey beast (mount)

Level 2 Skirmisher

XP 125

Initiative +7	Senses Perception +3; low-light vision	
HP 37; Bloodied 18		
AC 18; Fortitude 14, Reflex 16, Will 14		
Speed 10		
◆ Kick (standard; at-will)		
+7 vs. AC; 1d6 + 6 damage.		
Nimble Beast (move; encounter)		
The Valenar riding horse shifts 2 squares.		
Swift Steed (minor; while mounted by a friendly rider of 2nd level or higher; encounter) ◆ Mount		
The Valenar riding horse gains a +4 bonus to speed until the end of its next turn.		
Alignment Unaligned Languages –		
Skills Endurance +7		
Str 14 (+3) Dex 18 (+5) Wis 14 (+3)		
Con 13 (+2) Int 2 (-3) Cha 9 (+0)		

TRAVEL DOCUMENTS

Travelers in Khorvaire are generally free to go where they choose, but certain restrictions do exist. Suspicions and old grudges have created barriers to travel between the Five Nations that weren't factors when Galifar existed. Visitors to neighboring lands are often required to show some form of identification so that foreign governments can track their passage and identify possible threats.

Travel documents come in many forms, but all give a traveler's description, distinguishing characteristics, primary residence, and other pertinent information. Government and dragonmarked houses provide Sivis-notarized travel papers for a reasonable price.

COACHES AND CARAVANS

Transportation by House Orien coach or caravan is a great way to cross vast distances without attracting attention. Most caravans consist of long trains of horse- and ox-drawn carts and wagons, burdened pack animals, and their handlers. One doesn't hire a caravan as much as one pays to accompany a caravan to its destination. Caravan masters usually waive the fee for adventurers who offer their services as guards.

Orien coaches follow scheduled routes within a city or to one of its outlying settlements. Travelers can charter a House Orien coach to other destinations, but a much more economical choice is to book passage on the mail coaches as they make their circuit among the major trade stops in the region.

A typical House Orien coach is an enclosed wagon divided into two compartments, one for the crew and the other for passengers or cargo, drawn by four sturdy horses. Cushioned benches accommodate up to twelve passengers. The coach has a crew of two—a driver and a porter who doubles as a bodyguard.

LIGHTNING RAIL

The kingdom of Galifar commissioned House Cannith and House Orien to construct a means of rapid transportation across the nation. The objective was to expedite the movement of soldiers, goods, and people while avoiding the troubles that plague slow-moving caravans. Each house contributed to the creation of the lightning rail, but it never could have existed without House Cannith's *conductor stones*.

These large, glowing orbs are inert in isolation. However, when placed in a row, they define a pathway of magical energy. *Conductor stones* are installed on the underside of specially constructed wagons, coaches, and other vehicles. When vehicles so equipped are placed over a preconstructed pathway, the *conductor stones* on the ground gently and precisely repel the stones on the coach, causing it to float. This phenomenon creates an effectively frictionless mode of travel, allowing the vehicle to move far faster than by mundane means.

Conductor stones do not, however, provide propulsion. House Orien and the Zilargo gnomes solved that problem by binding an elemental spirit to a land cart. Combining elemental-bound coaches with long lines of passenger carts, cargo boxes, and other container vehicles gave birth to the lightning rail, so named because a train's movement across the pathway of *conductor stones* generates bright displays of sparks.

The lightning rail survives still, and remains as fast as in the past, but the network does have limits. The century-long conflict prevented House Orien from expanding the lines beyond the Five Nations, and transport between the former enemy nations was heavily restricted. Thus, current lightning rail

destinations are largely limited to locations within the Five Nations, with a few stops in Zilargo, the Mror Holds, and the Talenta Plains. Now that the war is over, House Orien has begun the process of expanding the lines. It is actively recruiting labor from local nations in order to carve routes to new lands.

ACCOMMODATIONS

Lightning rail passengers choose from three levels of accommodation. Most riders travel in standard class, getting a seat, modest meals, and a bunk in a sleeper cart. The poor (or thrifty) are relegated to steerage class, where an uncomfortable bench is the extent of the amenities offered. Those who have style and coin can opt for first class, enjoying cushioned couches, full-sized beds, fine meals, and attendants to see to every need. The wealthiest travel in their own carts, which they link to the rail for a steep fee.

About a third of every lightning rail train consists of cargo carts used to ship livestock, dry goods, and other materials. Passage in a cargo cart is strictly forbidden, but it happens from time to time. A subclass of people who have no place to go find homes nestled between the sacks and crates of these carts.

ELEMENTAL VESSELS

Elemental vessels have existed for centuries, but it wasn't until the Last War that Zilargo was able to produce these vehicles in great numbers. Elemental vessels are fast growing in popularity and can be found throughout the continent and beyond.

ELEMENTAL AIRSHIP

Regarded as the most advanced vessel designs from Zilargo, elemental airships are a new addition to House Lyrandar's transportation services. With them, Lyrandar has started to break House Orien's near monopoly on shipping.

Elemental airships are similar in appearance to seafaring vessels, but instead of sails have stabilizers,

rudders, and fins. Each elemental airship has four struts, two on top and two more beneath the vessel, that contain the elemental spirit that propels the ship. When the vessel is airborne, the struts form a pathway along which the elemental rages. The creature encircling the ship might appear as a roiling disk of lightning, fire, or air, depending on its nature.

Although an elemental airship flies by means of its elemental, the creature's fantastic power is not sufficient to raise the vessel from the ground. Thus, all elemental airships are constructed of soarwood—a rare and expensive timber harvested from the forests of Aerenal. The extraordinary price of the materials that make up elemental airships has limited their numbers, restricting their use to only the very rich and very powerful.

ELEMENTAL LAND CART

This uncommon vehicle is found almost exclusively in the hands of members of Houses Orien, Cannith, and Kundarak. The elemental land cart resembles an oversized wagon. An elemental creature, usually a spirit of earth, resides in a Khyber dragonshard housed in the front of the land cart. Land carts can hold up to eight passengers or a considerable amount of cargo.

ELEMENTAL GALLEON

Elemental galleons are the most common elemental vessels in use throughout Khorvaire. As a staple in House Lyrandar's shipping fleet, elemental galleons can be found skidding over the waves of Khorvaire's seas and beyond. Similar in appearance to mundane sailing vessels, elemental galleons are superior in terms of cargo capacity and speed. An elemental galleon has about half the number of sails of a mundane ship and is distinguished by a strange ring of moving air—the bound elemental that propels the vessel.

Variety within elemental galleons is largely superficial, little more than the crafter's personality reflected in the construction, but a few variations

TRAVEL TIMES AND PRICES

Vehicle/Method	Fare	Chartered	Speed	Per Day	Per Hour
Caravan	1 sp/mi.	—	4	20 miles	2 miles
Coach	1 sp/mi.	20 gp/day	10	50 miles	5 miles
Elemental airship	1 gp/mi.	17,000 gp/day	20	420 miles	20 miles
Elemental galleon	3 sp/mi.	750 gp/day	10	120 miles	5 miles
Lightning rail			60	720 miles	30 miles
First class	5 sp/mi.	1,000 gp/day			
Standard class	2 sp/mi.	—			
Steerage class	3 cp/mi.	—			
Sailing ship, Lhazaar	5 cp/mi.	200 gp/day	8	96 miles	4 miles
Sailing ship, standard	4 cp/mi.	160 gp/day	7	84 miles	3 1/2 miles
Linked Portal	50 gp	—			
Teleportation circle access	50 gp	—			



stand out from the rest. When the Last War erupted, Zilargo artisans began production of stormships, mighty battleships with impressive armaments named for the dark and angry clouds created by the bound elemental spirits. Another design proved capable of moving beneath the waves, although only three were constructed before production was halted after the hard-won peace. Other variations might exist—rumors persist of strange prototypes developed at the height of the war—but they remain hidden away in secret Zilargo workshops and House Lyrandar enclaves.

MUNDANE VESSELS

Although fantastic voyages using magical craft are available for the right price, most people rely on far more economical options. For every elemental galleon in port, a dozen mundane sailing ships—longships, greatships, and pinnaces (all of which are described in *Adventurer's Vault*)—can be found. The dock might also hold swift ships of the Lhazaar Principalities, sleek vessels valued for their speed and maneuverability. But even mundane vessels can have magical enhancements. Lyrandar sailing craft, for example, are equipped with magic helms to let dragonmarked pilots coax more speed than the winds and seas allow.

HEN WOODLEY

PORTALS

House Orien maintains an extensive network of permanent teleportation circles in cities throughout the Five Nations. Outside the Five Nations, circles are somewhat less widespread, limited to the larger cities and national capitals. Orien invests heavily in expanding this service, however, and expeditions to remote regions are under way to allow customers to reach even the most far-flung places.

House Orien ensures its control of the portals by locating them inside sprawling stations that feature fine accommodations—rooms, restaurants, shops, and spas—to pamper customers and protect the circles from unauthorized use. For paying customers, Orien heirs perform the Linked Portal ritual, allowing rapid transportation between any two of the house's established teleportation circles. The house also allows experienced ritual casters to use its teleportation circles as the origin point for their own rituals, which reduces the component cost of the Linked Portal or True Portal rituals as described in the ritual entries in the *Player's Handbook*. Realizing that anyone who has access to the Linked Portal ritual could use them, however, the house closely guards the sigil sequence associated with each one.

WONDROUS LOCATIONS

Eberron is a world of magic. Magic flows in the ocean tides, rises up from the roots of trees, seeps like fog down the slopes of mountains. On occasion, that magic gathers, accumulates, and soaks into the land until it can contain no more. Sometimes, the living creatures of the world find ways to harness the ambient magic of the world. Whether naturally occurring or artificially constructed, the result is a wondrous location—an area, geographical feature, or construct that has its own ambient enchantment.

WONDROUS LOCATION LORE

Use the Difficulty Class and Damage by Level table (DMG 42) to set the DCs required for characters to know anything about a given wondrous location, using the characters' level. Most such checks involve Arcana, but sites infused with divine power or religious significance should rely on Religion, and particularly old and infamous sites might require History. For the most part, moderately difficult checks allow a character to know some basic details about the site or device. More specific information (including how to operate the ambient magic) should require hard checks. At your discretion, particularly obscure or powerful locations might involve checks against DCs 5 higher than the hard DC on the table, or they might be secret information, requiring research or powerful divination rituals.

TYPES OF LOCATIONS

Some wondrous locations are the result of deliberate manipulation. They are created through performance of the Enchant Magic Item ritual, although additional rare or unique components are sometimes required. Other wondrous locations occur spontaneously, the ambient magic of Eberron or other planes coalescing to form a region of "natural" enchantment.

The most common types of wondrous locations include areas where ambient magical energy or emotional trauma leave the earth transformed.

Manifest Zones: The most common wondrous locations occur where other planes or planar regions manifest on Eberron (see "Planar Influence," page 259). The sort of magic that infuses a manifest zone is related to the plane or planar region it's tied to. For instance, a manifest zone tied to Dolurrh is suited to necromantic magic, and a manifestation of Fernia likely accumulates fire-related magic. The magic that keeps the towers of Sharn aloft relies on the city's location within a manifest zone linked to Syrania.

Lingering Arcana: Areas exposed to potent magic, or frequent magic over a long period, can become wondrous locations. Such places might include a site of great mystical destruction from the Last War, or the "dumping ground" of failed experiments from an old Cannith laboratory.

Sacred Sites: Holy shrines, ancient temples, druidic groves, and similar sites sometimes acquire an innate spark of divine or primal power.

The Weight of Death: Areas where an enormous number of people have died (such as massacred towns or old prisons) or where a single potent creature has been slain (such as the resting place of an ancient dragon) sometimes retain enough of the essence of the deceased to become wondrous locations.

Eldritch Machines: Constructed by Eberron's most ambitious crafters and destructive villains, eldritch machines are devices of terrible power and singular purpose. An eldritch machine can be the stuff of grand adventures, as characters race against time to prevent its construction or to find some means of destroying it before it can be completed or used.

Creating an eldritch machine is much more difficult than making a more mundane magic item. It might require ancient secrets known only to demons or dragons, quori or daelkyr. The components might be unique in the modern age, requiring ambient magic or the proper alignment of moons or planes. The process requires a long and complex ritual that might take weeks or even years to complete.

Eldritch machines are difficult to use and prone to malfunction. Most checks required to operate an eldritch machine are of hard difficulty. If a check fails by 10 or more, or if the operator fails a skill challenge to operate it, the machine falls apart or destroys itself—perhaps violently.

USING WONDROUS LOCATIONS

Finding, identifying, and studying a wondrous location isn't enough; a character must also know how to activate it. Below are discussed the most common means of doing so.

Ambient/Constant: Some wondrous locations have effects that simply happen, regardless of what anyone does or does not do.

Ceremony: Activation can involve something as innocuous as performing a particular chant, as painful as sacrificing a magic item, or as gruesome as spilling the lifeblood of an innocent.

Environmental: The magic of some wondrous locations might awaken only at midnight on the summer solstice, when the stars are right, in the middle of a thunderstorm, or on the anniversary of King Jarot's death.



Proximity: A wondrous location might activate when a particular creature or object comes within range. A location based around a Prophecy Mark (see page 17) might function when anyone who has a dragonmark enters, a Darguun runic circle might trigger when a goblin approaches, and an ancient shrine of the Dark Six might work for anyone wearing the Dark Star (see page 244).

Ritual: Some wondrous locations are tied to a unique ritual. Characters must locate the ritual, return to the site, and then perform it to activate the location.

Skill Use: A character might access the magic through an appropriate skill check or skill challenge. Arcana is the most common skill required, but the check or challenge could use any other skill (Religion to utter the right prayer, Athletics to move heavy stones into the right configuration, and so forth).

Spells, Prayers, or Other Powers: A necromantic site might require a character to use a power that deals necrotic damage before it begins to function. One that heals might require a healing power, while a location that allows control over the weather might require a potential user to call down a lightning bolt.

SAMPLE LOCATIONS

Creation Forges: Arguably the most well-known wondrous locations throughout Khorvaire are the creation forges of House Cannith. These enormous contraptions—columns of steel containing glowing panels, fires as hot as the pits of Fernia, clattering cables and ornate moving parts—are designed to churn out mechanized soldiers. They are most well known for creating warforged, but are equally capable of formulating other constructs such as guardians (MM 149) and homunculi (MM 156). The creation forges have all been shut down under the Treaty of Thronehold (officially, at least), but House Cannith has similar devices for the creation of magic items other than constructs.

House Cannith typically built its creation forges in areas of lingering magic, at the intersection of arcane energy lines, or in manifest zones connected to Fernia or Shavarath. Cannith-built forges can be operated only by a character who has the Mark of Making.

The Chasm of Forgotten Echoes: In a deep crevice between two sheer peaks of the Shadow-craggs in the Demon Wastes, an ancient Khyber cult placed great dragonshards in positions of power and mortared them into place with the blood of innocent victims and the ichor of the damned undead. The result is a cave that echoes with the voices of the dead, carried from the depths of Dolurrh. One can stand on the edge overlooking the cavern's unfathomable depths and speak both the name of a deceased individual and a question. If a character then succeeds on a DC 30 Arcana, History, or Religion check, an echo comes back in the voice of the

deceased, carrying an answer to the question. This communication works only if the question is one for which the named spirit would know the answer, and only short replies are possible. If the check fails by 10 or more, either the reply is false or the speaker is attacked by an enraged spirit (perhaps a ghost or wraith). An individual can ask a question of the chasm only once per month.

Dimensional Seals: These relics of the ancient war between the Gatekeeper druids and the forces of the daelkyr appear scattered across the Eldeen Reaches and the Shadow Marches. Massive stone slabs covered with labyrinthine patterns of runes and sigils, these seals stave off the planar influence that would otherwise manifest in a location. A dimensional seal negates the effect of a manifest zone (often one linked to Xoriat), and legend suggests that the combined influence of all the dimensional seals in Khorvaire keeps the plane of Xoriat at bay.

Teleportation does not function within 100 yards of a dimensional seal—creatures within that area can't leave by teleportation, and no creature can teleport into the area. Summoning powers also don't function in proximity to a seal.

Every known dimensional seal is at least nine thousand years old, and the magic that powers many of them seems to be weakening with time—or perhaps because of the efforts of alien beings on the far side, and sometimes Cults of the Dragon Below on the Eberron side. A weakened dimensional seal allows the influence of Xoriat to extend back into the area it was meant to protect, typically producing an effect called the Depravation. In these areas, all life is slowly warped and corrupted, producing alien-looking plants and aberrant monsters.

Genesis Forge: One of the greatest creations of House Cannith, the genesis forge was the size of a small fortress—a mountain to a creation forge's molehill. As long as enormous amounts of raw materials are fed into it regularly, a genesis forge can create mundane equipment (weapons, armor, and the like) in one-quarter the time and for one-half the cost that a mortal crafter needs. When fed with residuum, it can create magic items in a way similar to the Enchant Magic Item ritual—again in one-quarter the time and at one-half the cost. House Cannith used its genesis forge for mass production of both mundane and magic items. It's said that a genesis forge can even produce creation forges.

A genesis forge can be built only in a region that has strong lingering arcane energy and at least a faint manifestation of any realm of the Elemental Chaos. Its operation requires enormous amounts of rare metals and dragonshards. The only genesis forge ever known to exist was located in Cyre, and thus was lost on the Day of Mourning. To this day, House Cannith struggles to gather the components and locate a viable place to construct a new one.

Siberys Observatories: The dragons of Argonnessen and the Gatekeeper druids have both built great observatories to study the Ring of Siberys. From these locations, they believe that they can read the future or interpret elements of the Draconic Prophecy. Argonnessen observatories are enormous structures of metal and stone, filled with powerful lenses and intricate orreries. Druidic observatories tend to be stone monoliths interwoven with cultivated, twisted trees. Both types of Siberys observatories allow divination rituals to be performed at half the component cost and with a +5 enhancement bonus to all relevant skill checks. They grant the same bonus to scrying rituals, but only when targeting a creature or location bearing a dragonmark or Prophecy Mark. Finally, when trying to determine direction, predict the weather, and so forth, anyone using a Siberys observatory can make an Arcana check in place of a Nature check.

Siberys observatories are found in regions that have a strong balance between Khyber and Siberys. They typically incorporate large, uncut Siberys, Khyber, and Eberron dragonshards in their construction.

Soulwaters: These crystal-clear pools refresh the body and soul of those who bathe within them. Any living being that does so—a procedure requiring a short rest—is healed of all physical maladies. This recuperation includes hit point damage, conditions, and diseases (as with the Remove Affliction and Cure Disease rituals, but without the need for any roll). A character can benefit from this effect no more than once per day.

Soulwaters are also addictive, and the potency of that addiction is relative to the strength of the user. Each time a character uses the pool, the soulwaters make an attack roll, with a bonus equal to the character's level +3, against the character's Will defense. If the attack hits, the character becomes addicted. As long as the character bathes in the same pool of soulwaters daily, he or she suffers no ill effects. If the character goes a day without the soulwaters, however, he or she contracts a disease mechanically identical to hellfever (DMG 50), except that the Endurance DCs for the disease are based on the character's level: improve DC 18 + one-half level, maintain DC 13 + one-half level, worsen DC 12 + one-half level or lower. The character can recover from this disease by returning to the soulwaters, but it starts all over again should he or she miss another day. The character can also shake off the disease through natural recovery or the Cure Disease ritual, but a character who shakes off the addiction can never again benefit from that particular soulwater pool.

Soulwaters appear in areas where a congregation of the faithful died praying, or in manifest zones connected to Irian or Thelanis.

Weaver of Flesh: A construction of the Emerald Claw, this device is a conglomerate of rusted iron

cables, bone gears, and pumping muscles of undead flesh. The device's creator is initially considered its master, but a character can transfer mastery to a new individual by making a successful DC 27 Arcana check, performed within the heart of the device.

Once per day, the device can create a zombie hulk from the corpses of one Large, two Medium, or four Small humanoids. The victims must be fed into the machine alive, which slays them and uses their escaping essences to animate the zombie. The zombie is under the command of the device's master.

The device can also be used to reshape the face of a willing creature to match that of another creature (usually not so willing). The creatures must both be humanoid, and of the same size. Both must be fed through the machine. The recipient takes on the form of the victim (see the description of the Change Shape ability, MM 280). The donor is slain and stripped of its face, which is attached to the recipient. This change lasts until the recipient goes back through the machine to resume its old form.

All humanoids that die within two miles of a weaver of flesh rise as zombie rotters under the control of the device's master. Those that die within 100 feet of the device rise instead as corruption corpse zombies. Older and more primitive versions of this device, called emerald reanimators, lack the ability to create corruption corpses.

A weaver of flesh either must be constructed within a manifest zone linked to Mabar, or else it must incorporate into its mechanisms the unbeatng heart and quasi-animate musculature of a sentient undead being of level 16 or higher.

THE FEYSPIRES

Every child in Galifar has heard tales of wandering cities—fey citadels that come and go whenever the story requires their presence. A shepherd, following his flock through the fog, stumbles upon a glorious metropolis and falls in love with a beautiful eladrin lady. When he leaves the city, he cannot find his way back and spends his life searching for his fey princess.

Any bard knows several variations of this tale. Recently, the source of these stories has been forced into the light. Wandering cities are real. They are the fey whole of Thelanis, the seven jewels of the Faerie Court. For tens of thousands of years they have passed between Eberron and Thelanis, shifting across the planar divide whenever the influence of Thelanis was at its height. Following a disastrous conflict in the Age of Giants, the fey lords employed powerful magic to cloak their cities from mortal eyes. The fey whole became places of legend, found only by chance and rarely seen twice before they shifted back to Thelanis.

Then came the Mourning.

Thelanis was close to Eberron when the disaster struck. The greatest of the fey whole, Shaelas Tiraleth,

was in the southeastern part of Cyre. Connected through their planar origin, all seven eladrin cities were rocked with tremors the moment the dead-gray mist rolled over Shaelas Tiraleth. The ancient spells that shielded the cities from the outside world were shattered, and they stood revealed for all to see.

A few of the feyspires are in remote locations. For example, the appearance of Taer Lian Doresh in the dark woods of the Lhazaar Principalities drew little attention. Others are closer to existing cities, however, and the inhabitants of those fey strongholds were met with suspicion and hostility. For their part, the people of the feyspires reacted with fear. Many questions remain unanswered. Can the magical defenses be restored? If not, how can the cities be defended? What has become of Shaelas Tiraleth? When will the feyspires return to Thelanis? The cities should have returned to the Faerie Court by now, but so far all have remained on Eberron. Some eladrin fear that their cities are stranded permanently. Others—those who have taken an interest in their new home—are afraid that the cities might snap back to Thelanis without warning.

The inhabitants of the feyspires are primarily eladrin, but the cities also include gnomes and other fey creatures. Over the last few years, quite a few eladrin have left the spires and spread across Khorvaire. Some are pursuing the interests of their home cities, while others search for romance or adventure.

The seven spires and their locations in the world are as follows.

Pylas Pyrial (page 170): The Gate of Joy, in Zilargo.

Shae Joridal (page 113): The City of Emerald Lights, in Darguun.

Shae Loralyndar (page 134): The City of Rose and Thorn, in the Twilight Demesne of the Eldeen Reaches.

Shae Tirias Tolai (page 143): The City of Silver and Bone, in Xen'drik. This spire has been a haunted ruin since it was pillaged during the Age of Giants.

Shaelas Tiraleth (page 92): The Court of the Silver Tree, in Cyre. This spire has not been seen since the Day of Mourning.

Taer Lian Doresh (page 143): The Fortress of Fading Dreams, in the wilds of the Lhazaar Principalities.

Taer Syraen (page 83): The Winter Citadel, in Karrnath.

More information about the eladrin and their role in the setting can be found in the *EBERRON Player's Guide*.



THE CITY OF TOWERS

The lightning rail slowly rounds a bend, and between high crags the city comes into view. Its towers stretch up to the sky, disappearing into a slate-gray dome of clouds. Lights gleam in a thousand windows and smoke trails up from chimneys and billows from unseen furnaces. Great bridges arch between the towers; magical lifts glide up and down along glowing strands of light; flying vessels drift from balcony to mooring tower. The fiery rings of enormous elemental airships blaze against the stormy sky, and the depths of the city glow with the ruddy light of its foundries and forges.

"Welcome to Sharn," someone mutters, but her voice holds no warmth.

SHARN IS known by many names: City of Knives, City of Lost Souls, City of a Thousand Eyes, Gateway to Xen'drik, and Gateway to Perdition. But it is best known as the City of Towers, since its position at the mouth of the Dagger River has allowed it to expand in only one direction—up.

Hundreds of adventures can unfold among the towers of Sharn. Heroes might explore the ancient ruins far beneath the Cogs, or unravel a murder mystery in the floating mansions of Skyway. A scholar at Morggrave University might hire adventurers for an expedition to distant Xen'drik, and the baron of a dragonmarked house could send them on a mission across Khorvaire. Evil cults of Khyber practice the sacrifice of innocents, criminal gangs and doppelgangers hide behind legitimate businesses, ancient monsters slumber in buried ruins, and the impossibly wealthy stop at nothing to acquire what they desire. The possibilities for adventure are limitless.

Sharn is an excellent place to begin your exploration of the world of Eberron. You might use it as a starting point for a campaign that takes characters across the world, or you might set your campaign entirely among its mile-high towers.

The first part of this chapter describes the city in detail. The concluding pages offer ready-to-play encounters to help you begin a campaign. The adventuring begins with a flashback to the Day of Mourning. The events of that day—four years before the main campaign—plant the seeds of events to come and unite the characters with a shared experience.

WILLIAM O'CONNOR





SHARN, CITY OF TOWERS

At the site where the Hilt meets the Dagger River, a major settlement has existed since before recorded history. The current metropolis, Sharn, came into being around the time of the formation of the original Five Nations, about 700 years after humans rose to prominence on the continent. For more than two millennia, the towers of Sharn have grown, rising thousands of feet into the sky. This vertical expansion has given the metropolis the title City of Towers.

The largest city on the continent of Khorvaire and one of the most important locations in the nation of Breland, Sharn looms atop an inhospitable outcrop of rock near the mouth of the Dagger River. The city is located on a plateau bounded on the west by the Dagger River and on the south by its eastern tributary, the Hilt. To the north and east, steep cliffs define the city's boundaries. Deep chasms formed by volcanic action cut the plateau into five distinct regions: Dura to the west, Tavick's Landing to the east, Northedge to the north, and the Central Plateau and Menthis Plateau in the center. Along the Dagger River at the western edge of the city, the neighborhood of Cliffside is built upon and into the steep riverside cliffs. Above the highest towers, the neighborhood of Skyway floats over the city in an ever-present display of the magic inherent in Sharn. The city also extends underground, into sewers and long-forgotten ruins, and deeper to the furnaces and foundries of the Cogs.

The city's impressive skyline is a riot of architectural styles and designs. From its deepest foundations to its highest spires, Sharn displays the history of the continent. Heavy, oppressive goblin architecture provides the base for much of the city, its stonework dating to a time when humans did not exist on this continent. Atop this ancient foundation, the periods of human civilization stack one on top of another as the city reaches for the clouds.

Sharn's poorer citizens live in the lower portions of the towers; the wealth and status of the city's residents increase the higher up the towers they live. The uppermost levels of the city's towers feature open arches, balconies, bridges, and platforms that together create a lacework of structures high in the air. Above these airy levels rises up the neighborhood known as Skyway. Here, the city's most affluent residents live and play.

Skyway exists because Sharn is situated within a manifest zone linked to the astral dominion of Syrania, the Azure Sky. This manifest zone enhances magic related to flying and levitation, which makes many of Sharn's magical wonders possible. (See "Planar Influence," page 259, for more about manifest zones.) The vast majority of the magic items used within the city work less well or not at all beyond its boundaries.

The City of Towers can delight the eye with its architectural excesses, or oppress the spirit with the immensity of its scale. With its tremendous array of cultural, culinary, and commercial delights and its position as the gateway to Xen'drik, Sharn attracts visitors and adventurers from across Khorvaire and beyond. It is a hotbed of activity, known in equal measures for its wonders, its crime rate, its amazing amount of corruption, and its exhilarating atmosphere.

Skycoaches, boats of the air, move slowly from tower to tower, transporting people and cargo throughout the city. Pedestrians can move from tower to tower by means of multiple bridges, platforms, and walkways connecting the towers at different levels. Magical lifts travel both vertically and horizontally along glowing strands, and magebred animals are used as transportation within the city's limits.

There's a popular saying in Sharn: "If it can be bought, it can be bought here." Shops and trading stalls abound, gathered in trade districts, open-air markets (called "exchanges"), or merchant halls (called "tower markets"). Some shops jut from the sides of walls and bridges, ramshackle structures of wood hastily thrown together. Others occupy prime space set aside for such purposes and leased from tower landlords. The tower markets are the most elaborate: shops selling different wares sit side by side and one atop the other inside the open cavity of a tower or multistory blockhouse.

Sharn also boasts a thriving black market where exotic fruits and animals, illegal substances, and stolen goods can be traded. Sharn's authorities do their best to curtail this activity, if for no other reason than so proper taxes can be collected, but supply and demand make it next to impossible to really control the black market. This leads to another popular saying: "If someone wants it, someone sells it in Sharn."

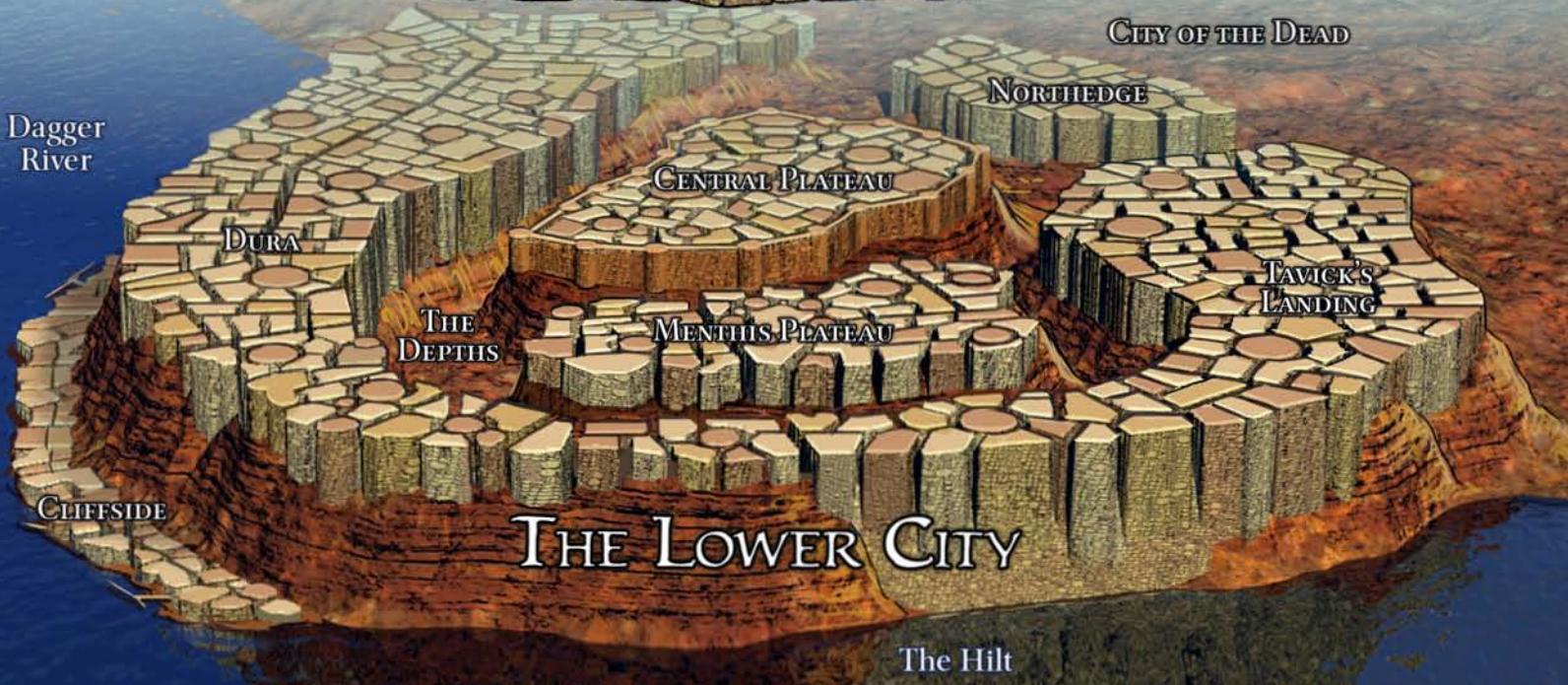
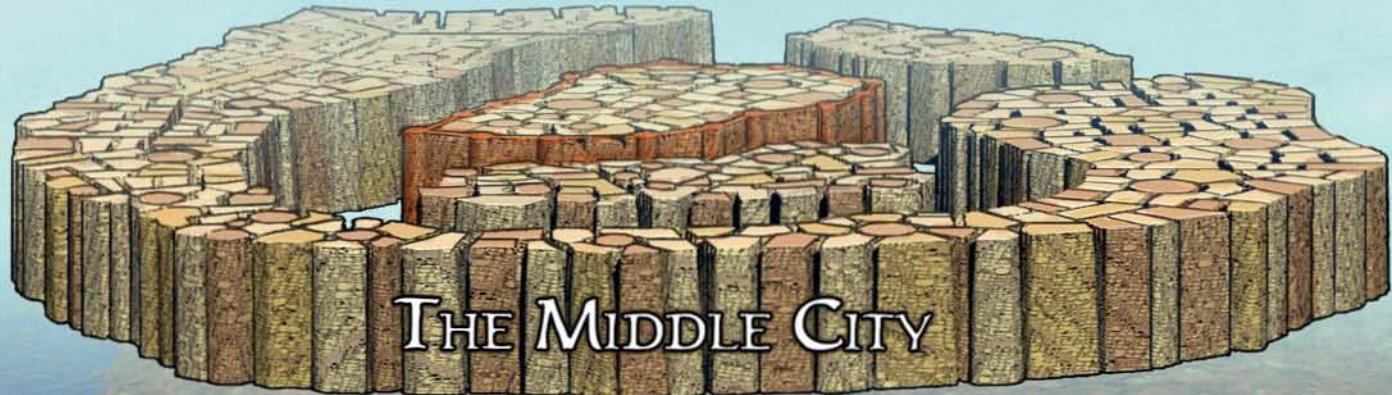
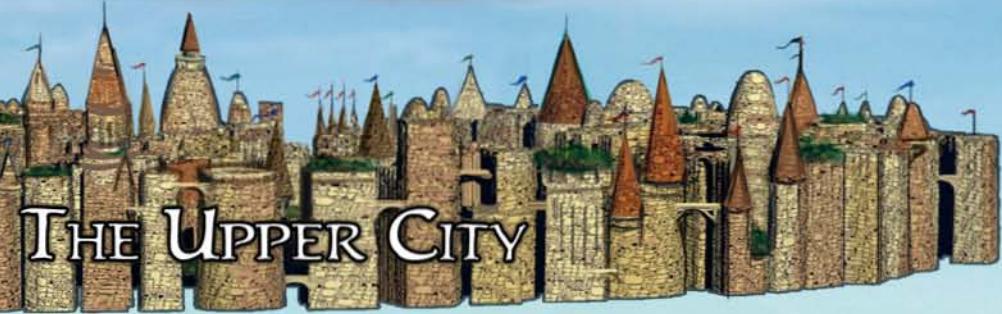
Morgrave University, with its glass walls and rough-and-tumble approach to scholarly pursuits, was founded in Sharn and maintains its main campus here. The institute of "learning, relic hunting, and grave robbing," as it is called by the administrators of the more respected University of Wynarn, provides many opportunities for adventurers new to the calling. It isn't hard to get a letter of marque from Morgrave to explore ancient sites. A particularly capable group might even receive university sponsorship.

The Sharn Watch enforces the Galifar Code of Justice (see the sidebar on page 54) throughout the city, but residents are more likely to encounter a law officer among the higher spires than in the lower levels of the city. Constables conduct regular patrols along the higher bridges, platforms, and walkways, but venture lower only when necessary. Watch towers can be found in every district, but there are not enough constables to

HOUSE SIVIS PRESENTS A CUT-AWAY MAP
REVEALING THE TRUE CONTOURS OF

SHARN

THE CITY OF TOWERS



THE COGS

LAVA POOLS

LEE
MOYER

adequately protect all of Sharn's populace. The Watch reluctantly calls on agents of Breland's military arm, the King's Citadel (which maintains a presence in the city) for incidents it can't handle alone. More often, however, the Watch hires adventurers when it needs additional deputies for a short amount of time.

The criminal element thrives in Sharn. Because of the city's location, Sharn serves as a crossroads for both legitimate and illicit trade. Indeed, some crime lords run extensive and respected legitimate businesses as cover for their illegal activities. A few of these master criminals enjoy high standing in the community and even donate a portion of their wealth to various charitable organizations. If the Sharn Watch knows about their double lives (and many believe that it must), it is content to pretend that the good these criminals do outweighs the evil.

The Last War never reached Sharn—at least not in the sense of marching armies and occupation forces. The City of Towers did, however, have to contend with spies, saboteurs, terrorists, and waves of refugees as the years of bloody conflict dragged on. Perhaps the worst event of those years occurred in 918 YK, when unknown saboteurs caused the Glass Tower to fall, killing thousands.

Sharn's weather varies from hot and humid to hot and rainy, with brief periods of warm and dry conditions. It doesn't rain constantly in the City of Towers, but it rains more often than not, and few days pass with no precipitation at all. Rain aside, Skyway and the Upper City enjoy pleasant weather, and a cool breeze blows across these levels most of the time. Those on the lower levels feel the full extent of Sharn's stifling climate.

SHARN OVERVIEW

Most of Sharn's neighborhoods are vertically stratified. For example, although Menthis Plateau is known as a center of entertainment, the type and quality of entertainment available varies among the different levels of the towers. The upper levels (referred to as "Upper Menthis") offer high art in the forms of opera, theater, and symphony, and are home to Morgrave University and a thriving community of writers and other artists. By virtue of its location, Upper Menthis

benefits from what sunlight and cooling breezes Sharn has to offer. Skybridges, platforms, and balconies extend from the uppermost towers, and some of the city's wealthiest residents make their homes here.

The middle levels ("Middle Menthis") boast a bustling theater district with more affordable shows, a large number of professional minstrels, acrobats, and similar entertainers, and a year-round circus complete with animals. The towers here are more enclosed than those above, but still have open-air balconies and platforms here and there. A wide range of middle-class citizens live and work in this area.

The lower levels ("Lower Menthis") contain a very different sort of theater district, marked by burlesque shows, a red light district, and a great number of taverns for cheap and bawdy entertainment. The poor toil and struggle in these lower districts, where few windows and only the occasional balcony or skybridge can be found. The towers' foundations are close together and give the impression of merging with each other in ways unimagined in the higher sections of the city.

CENTRAL PLATEAU

The Central Plateau is the heart of Sharn. The top levels of this section of the city include the seat of the city's government and its bustling finance districts. The middle levels host the enclaves of the dragonmarked houses (which some consider the real government of the city) and the embassies of the other nations of Khorvaire. The location of the Central Plateau makes its residential neighborhoods highly desirable and its marketplace the busiest in the city.

A wall studded with towers rings the Central Plateau at its lowest level. Inside the wall, structures rise higher and higher toward the tallest towers in the center of the plateau, creating a great artificial mountain at the heart of the city.

UPPER CENTRAL PLATEAU

- Highest Towers (civic district)
- Korranath (finance district)
- Korran-Thiven (finance district)
- Mithral Tower (wealthy residential district)
- Platinum Heights (fine shops)
- Skysedge Park (park district)

THE GALIFAR CODE OF JUSTICE

The Galifar Code of Justice was the intricate system of laws, rights, and regulations that defined the legal structure of the unified kingdom of Galifar before the Last War. The Galifar code survives intact in Breland and Aundair. Karrnath's legal code is more rigid and less forgiving than the Galifar code on which it was based, and Thrane's theocratic government has replaced the code with a more stringent set of religious laws. The other nations of Khorvaire use their own systems of laws and justice that

trace their ancestry in varying degrees back to the Code of Galifar.

The laws presume innocence, provide for judgment by peers, and establish a complex legal system. If someone winds up in trouble with the law, it is highly recommended that the subject obtain the services of a solicitor or councilor skilled in the Code of Justice. Even with laws and enforcers, the Code leaves enough loopholes and gaps in the system for experienced criminals to take advantage of.

MIDDLE CENTRAL PLATEAU

Ambassador Towers (embassy district)
 Dava Gate (professional district)
 Dragon Towers (guildhall district)
 Sovereign Towers (temple district)
 Sword Point (garrison)
 Tradefair (marketplace)

LOWER CENTRAL PLATEAU

Boldrei's Hearth (inn district)
 Granite Halls (shops)
 Myshan Gardens (average residential district)
 North Towers (shops)
 Olladra's Kitchen (tavern district)
 Vallia Towers (average residential district)

DURA

One of the oldest and largest quarters of Sharn, Dura covers the great expanse of the western plateau, from the cliffs overlooking the Dagger River to the crevasse that opens into the western part of the Cogs. Dura rises from the ruins of the ancient cities that occupied this position on the Dagger River. As the city has grown through the centuries, though, Sharn has left Dura behind. Today, many consider Dura a blight on the city, riddled as it is with poverty and crime. Dura is home to the majority of the lower classes of Sharn, and Lower Dura is little better than the Cogs. Nonetheless, Dura is the heart of the city's port trade. Cargo passes from the docks of Cliffside up through

Dura, and most of the vast warehouse districts are found in its lower ward.

Dura contains a mix of businesses and housing and includes a number of apartments, tenements, and slums. The lower levels of Dura are home to a large population of immigrants from Darguun and Droam that form a neighborhood of goblins and other monstrous residents.

UPPER DURA

Clifftop (adventurer's district)
 Daggerwatch (garrison)
 Highhold (dwarf neighborhood)
 Highwater (average residential district)
 Hope's Peak (temple district)
 Overlook (apartment townhomes)
 Redstone (shops)

MIDDLE DURA

The Bazaar (marketplace and shops)
 Broken Arch (average residential district)
 Hareth's Folly (tavern district)
 Rattlestone (apartment townhomes)
 Stormhold (average residential district)
 Tumbledown (tenement district)
 Underlook (inn district)

LOWER DURA

Callestan (inn district)
 Fallen (slum)

SHARN IN BRIEF

Sharn is the largest city in Khorvaire, and its mile-high towers are a wonder of the world—while the ruins of ancient empires stretch far beneath those towers' roots.

Population: Approximately 200,000. Humans are in the majority at about one-third of the population, but members of every race are represented among the residents of this most cosmopolitan of cities.

Government: Seventeen representatives of Sharn's wards form a City Council that appoints a Lord Mayor and administers the city's vast bureaucracy.

Defense: The Sharn Watch enforces the laws of the city and patrols the streets, but it is riddled with corruption. A branch of the Watch called the Guardians of the Gate monitors the activities of foreigners in the city, alert to the possibility of espionage and subterfuge. The Redcloak Battalion, an elite military unit, is activated in situations that require extreme force.

Inns: Five inn districts provide lodging in all areas of the city, concentrated in the lower levels. The districts of Callestan in Lower Dura, High Walls and Dancing Shadows in Lower Tavick's Landing, Boldrei's Hearth in Lower Central, and Underlook in Middle Dura together offer over six hundred inns and hostels. In addition, almost every business district in Sharn has some type of inn,

and upscale districts such as Platinum Heights and Highest Towers (in Upper Central), Seventh Tower (in Upper Menthis), and Skyway feature the best lodging in the city. See "Places to Live," page 63, for more information.

Taverns: With the exception of purely residential districts, nearly every district in Sharn includes some number of dining establishments. Almost a thousand restaurants, not counting street vendors and inns that also serve food, offer an endless variety of dining options. See "Dining," page 59, for more information.

Supplies: A wide variety of basic supplies is available in any of Sharn's marketplace districts: Tradefair in Middle Central, North Market in Lower Northedge, the Bazaar in Middle Dura, or Tavick's Market in Middle Tavick's Landing.

Temples: Temples appear in every quarter of Sharn, although not in every district, and every deity is represented. Most of these temples are small shrines dedicated to a single deity, but the four temple districts of the city—Pinnacle in Upper Tavick's Landing, Hope's Peak in Upper Dura, Sovereign Towers in Middle Central, and High Hope in Middle Northedge—all contain great houses of worship dedicated to the Sovereign Host (as a pantheon) and the Silver Flame. Shae Lias (in Upper Northedge) contains a number of shrines to the Undying Court.

Gate of Gold (tenement district)
Malleon's Gate (goblin slum)
Oldkeep (apartment townhomes)
Precarious (warehouse districts)
The Stores (warehouse districts)

CLIFFSIDE

The Cliffside ward makes up the lower edge of Dura, perched between the waterfront businesses that border the Dagger River and the cliffs that separate this area from Dura. It includes towers built up from the cliff face and a shantytown of caves dug into the sides of the southwestern cliffs overlooking the Hilt.

Full of businesses that are either directly related to shipping or that cater to boat crews, adventurers, and other transients, Cliffside can be a rough-and-tumble place. The Sharn Watch finds it hard to keep order here (or perhaps the Watch captains find it hard to care), and as a result Cliffside is one of the most crime-ridden wards in all of Sharn. Some say that the problem is exacerbated by the presence of sahuagin that come to the ward to sell their services as guides through the Straits of Shargon.

CLIFFSIDE

Grayflood (waterfront district)
Ship's Towers (waterfront district)
Mud Caves (shantytown)
Sharn's Welcome (red light district)

MENTHIS PLATEAU

The Menthis Plateau serves as the entertainment hub of the city. It is home to Morgrave University and a variegated quilt of different races. The most trendy of Sharn's quarters, Menthis is a popular tourist destination. No walls surround Menthis, but its tallest towers are located along its outer rim. The enormous dome of Morgrave University, ringed by five tall, slender towers, stands near the center of the plateau. The central location of the Menthis Plateau attracts visitors to it from all over the city, who come to sample its entertainment offerings.

UPPER MENTHIS PLATEAU

Den'iyas (gnome neighborhood)
Ivy Towers (average residential district)
Morgrave University (university district)
Platiniate (wealthy residential district)
Seventh Tower (fine shops)

MIDDLE MENTHIS PLATEAU

Cassan Bridge (shops)
Everbright (magic district)
Little Plains (halfling encampment)
Smoky Towers (theater district)
Warden Towers (garrison)

LOWER MENTHIS PLATEAU

Center Bridge (average residential district)
Downstairs (tavern district)
Firelight (red light district)
Forgelight Towers (average residential district)
Torchfire (theater district)

NORTHEDGE

Northedge, the most residential of Sharn's quarters, contains everything from towertop penthouses in the heights to tightly packed apartments on the lower levels. Aside from a marketplace district near the bottom of the towers, Northedge is a quiet neighborhood with little commerce and little crime. Most of its inhabitants are artisans and commoners, people who make an honest living.

UPPER NORTHEDGE

Shae Lias (elf neighborhood)
Crystal Bridge (wealthy residential district)
Oak Towers (wealthy residential district)

MIDDLE NORTHEDGE

Holdfast (dwarf neighborhood)
High Hope (temple district)
Oakbridge (average residential district)

LOWER NORTHEDGE

North Market (marketplace)
Stoneyard (apartment townhomes)
Longstairs (apartment townhomes)

SKYWAY

Skyway demonstrates the most dramatic manifestation of the magic made possible by Sharn's proximity to Syrania, the Azure Sky. Its towers are built on clouds given substance, hovering above the tops of the buildings below. The residents of Skyway are the incredibly wealthy and privileged, the aristocrats who might hope never to dirty their feet by setting them on a street in the city below. Skyway includes some of Sharn's finest inns and restaurants, exotic and upscale trades, and a number of mansions belonging to the very richest citizens.

SKYWAY

Azure (wealthy residential district and shops)
Brilliant (wealthy residential district and shops)

TAVICK'S LANDING

Tavick's Landing, at the eastern edge of the city, is in some ways defined by being the terminus of the Orien lightning rail line and trade road. The lower levels cater to travelers and traders entering Sharn by rail, and they include an entire district that has been converted to provide housing for refugees from the

Last War. The middle and upper levels are broader in their purposes and include a variety of trades, services, and residential districts.

For most travelers, Tavick's Landing is the gateway into Sharn. The Orien lightning rail station at Terminus brings in hundreds of people each day, and many more arrive by way of the Old Road at Wroann's Gate. In many ways, Tavick's Landing is the most eclectic quarter of Sharn, blending residential areas with commercial and entertainment districts that cater to the traders, travelers, and tourists who pass through the city.

UPPER TAVICK'S LANDING

- Copper Arch (professional district)
- Dalan's Refuge (wealthy residential district)
- Ocean View (wealthy residential district)
- Pinnacle (temple district)
- Silverage (fine shops)
- Sunrise (average residential district)
- Twelve Pillars (professional district)

MIDDLE TAVICK'S LANDING

- Cornerstone (tavern district)
- Dancing Shadows (inn district)
- Deathsgate (adventurers' quarter)
- Graywall (average residential district)
- Kenton (apartment townhomes)
- Little Barrington (average residential district)
- Tavick's Market (marketplace)

LOWER TAVICK'S LANDING

- Black Arch (garrison)
- Cogsgate (warehouse district)
- Dragoneyes (red light district)
- Foundation (apartment townhomes)
- High Walls (refugee slum)
- Terminus (caravan district)
- Wroann's Gate (caravan district)

THE DEPTHS

The Depths is the generic name for everything that lies beneath the city's main plateau, except for Cliffside and the Cogs far below.

Sewer networks fill the upper portion of the Depths before giving way to the ancient ruins and forgotten levels of earlier ages. The upper wards of Sharn use an ingeniously devised network of chutes to funnel waste down into the sewers. Garbage and filth is channeled into cavernous midden chambers, where it is left to rot or be devoured by the vermin and oozes that inhabit the sewers.

Although the sewers were never intended to support a population, over the centuries a subculture has arisen here. There is treasure to be found in the midden heaps—or if not treasure, then at least objects that will bring a few copper pieces. A few tribes—

including the goblins and dark ones called the Quiet Folk, the violent shifters and half-orcs called the Red Jackals, a band of dwarves called the Grave Diggers, and a small clan of wild halflings and gnomes called the Rats—live in the sewers, rummaging through the waste and selling their goods in impromptu “rat's markets” in the Lower City. These sewer clans battle constantly over territory, since control of the midden chambers is critical to their survival. The sewer clans can pose a threat to adventurers who travel to the Depths, but they can also be valuable allies; there are no better guides to the sewers and the Depths than the “cellar dwellers.”

When Sharn was rebuilt from earlier ruins nearly a thousand years ago, the entrances to those ruins fell into obscurity. Today, this area of the city offers a vast series of dungeons ripe for exploration and adventure. Its passages and shafts are neglected, and many have collapsed over the centuries, but wonders and horrors still roam these vaults, keeping endless watch over the treasures of earlier ages.

THE COGS

The towers of Sharn reach up to the sky, but its tunnels also stretch down into the earth. Beneath the decrepit and forgotten ruins of the Depths, these undercity warrens are known as the Cogs.

The Cogs sit at the very base of Sharn and serve as the center of its industry. Well-maintained tunnels and shafts grant access to this deepest part of the city, allowing workers to make their way between the Cogs and the surface on a daily basis. The Cogs are the churning heart of the city, full of forges and foundries powered by steaming geysers, molten rock, and bound fire elementals. Extending far below the foundations of Sharn's towers, the Cogs incorporate elements of ancient ruins and natural caverns. Farther below lies an enormous lake of magma, the heat from which rises into the bowels of the city. Most people, residents and visitors alike, never venture past the furnaces of the Cogs to seek the fiery lake itself.

Few individuals live in the Cogs as a matter of choice. Those who work in the foundries have homes in Lower Dura or Lower Tavick's Landing, and Khyber's Gate is the only place in the Cogs where actual homes can be found. In spite of this, the Cogs do support a population of a few thousand. Criminals and fugitives hide from the law here, and forbidden cults and other sinister organizations set up temporary residence in the Cogs to practice their dark rituals.

THE UPPER COGS

- Ashblack (industry district)
- Blackbones (industry district)
- Khyber's Gate (poor residential district and shops)

CITY OF THE DEAD

The dead of Sharn are cremated these days, but in the city's youth (and still today, among the wealthy) they were entombed in mausoleums in the City of the Dead, high on the cliffs north and east of the city. These districts are nearly deserted, in contrast to the bustling streets and towers of Sharn. Buildings are hundreds of yards apart, and the only residents are caretakers—priests responsible for offering prayers to the ancestors of important families—and more necromancers than anyone would care to admit.

The City of the Dead lies outside the manifest zone linked to Syrania. Magic that relies on that manifest zone doesn't function in this area.

CITY OF THE DEAD

Dragon Crypts (necropolis)
Halden's Tomb (necropolis)

SERVICES IN SHARN

The sheer size of the city, the maze of bridges between the towers, and the bewildering array of goods and services available can overwhelm even long-time residents of Sharn, let alone first-time visitors. As adventurers make their way through the city, though, they usually have a specific purpose in mind. Whether it's to sell a magic item or spend an enjoyable evening (and a good portion of the loot from their last adventure) out on the town, adventurers in a hurry need to know where to get what they need, or they could spend a lot of time wandering in the maze that is the City of Towers.

ANTIQUITIES

Whether characters are interested in viewing scholarly exhibits of the latest finds from Xen'drik or selling the items they found there, Upper Menthis is the neighborhood to visit. Morgrave University's Dezina Museum of Antiquities houses the finest collection of Xen'drik artifacts in the world. The uppermost level of Thurias Tower in the Seventh Tower district is sometimes called "Little Xen'drik," thanks to the six competing antiquities dealers that share tower space.

BANKING

Characters bringing large amounts of valuable treasure to Sharn from their latest adventure can find the banking services they need in the Upper Central ward. House Kundarak operates the largest bank in the city, the Kundarak Bank of Sharn, located at the top of Kundarak Tower in the Korranath district. The districts of Korranath and Korran Thiven feature nine other banks, as well as a number of money changers, moneylenders, and providers of other financial services.

COMMUNICATION

Sharn is a center for international trade, and communication is the lifeblood of commerce—not to mention being an important commodity in its own right. The Speakers Guild of House Sivis specializes in swift communication, and its message stations throughout the city allow individuals to send instantaneous messages to other stations in major cities and towns across Khorvaire. Citizens also use message stations to send message within Sharn.

Message stations can be found in the following districts:

Central Plateau: Ambassador Towers, Boldrei's Hearth, Dragon Towers, Highest Towers, Korranath, Korran Thiven, Sword Point

Dura: The Bazaar, Clifftop, Dagger Watch, Highhold, Precarious, Redstone

Menthis Plateau: Den'iyas, University District, Warden Towers

Northedge: Holdfast, North Market, Oak Towers
Skyway: Azure, Brilliant

Tavick's Landing: Copper Arch, Deathsgate, Terminus, Twelve Pillars, Wroann's Gate

The largest message station is located in Dragon Towers (in the Central Plateau), attached to the House Sivis enclave. Here, the gnomes of House Sivis will also perform the Sending ritual—for a fee, of course.

House Orien also provides courier services out of stations in Azure (in Skyway), Dragon Towers, and Korranath (both in the Central Plateau), and a mail service that runs through all major cities and towns connected by the lightning rail.

CRIMINAL PURPOSES

The reach of the law begins to run out as one travels down the levels of many of Sharn's towers, and in some areas of the lower levels it is almost nonexistent. It is a well-known fact that the Sharn Watch is thoroughly corrupt, and the problem is nowhere more visible than in the Cogs and in Lower Dura. Characters who come to the city to fence stolen goods, hire a burglar or an assassin, or engage in other criminal pursuits can find what they need in these wards, although criminal activity occurs everywhere.

Most illegal activities in Sharn take place under the supervision of one of four criminal gangs, which also have fingers in legal but shady activities such as gambling and prostitution.

The House Tarkanan criminal "family," a group of thieves and assassins, has structured itself in a mockery of the dragonmarked houses and in fact serves as a haven for people who have aberrant dragonmarks. Its headquarters is in Dragon Towers in Middle Central.

The Tyrants is an organization of doppelgangers concentrated in the Dragoneyes district of Lower Tavick's Landing.

The Boromar Clan, a predominantly halfling organization, is strongest in Little Plains in Middle Menthis, but it is influential in Lower Menthis and Lower Dura as well, especially in the Callestian district. Although its leadership is almost entirely made up of halflings who have connections to House Ghallanda, members of all races work for the Boromars, knowingly or unwittingly.

Finally, a gang called Daask, which includes a great number of monsters, has gained a strong foothold in the criminal underworld of the Cogs. Goblins, ogres, minotaurs, harpies, and a large number of humans work for this organization, which is rumored to have ties to Droaam.

In addition to illegal activities, characters might find themselves turning to these groups for such purposes as borrowing large sums of money to pay off a debt (particularly a gambling debt incurred in a casino that has ties to the gangs), obtaining certain kinds of information not readily accessible elsewhere (such as secrets of prominent personages), purchasing rituals that might arouse suspicion (such a ritual to remove a curse that was acquired in the commission of a crime), or finding help in lying low (see "Hiding," page 62).

DINING

In Sharn, as the saying goes, even the poor eat like kings, and good food is readily available. Among the multitude of restaurants that appear throughout all the towers of the city, Sharn offers a few unique dining experiences.

A striking view enhances a meal, and for that reason no restaurant can compete with the dozen or so establishments in Skyway. Of those, the best known is the Celestial Vista Restaurant, a tourist attraction. In-the-know locals celebrate special occasions at the Cloud Dragon or the Azure Gateway, both of which have views as stunning as the Celestial Vista's, food no less impressive, and smaller crowds.

A different, but no less striking, view can be had at the Lava Pit, an up-and-coming restaurant in—of all places—the Cogs, in the heart of one of the city's industrial districts. True to its name, the Lava Pit overlooks a gigantic forge powered by molten rock, the glow from which suffuses the place with lurid red light. The restaurant began as little more than a hole in the wall with an interesting location, serving a variety of grilled meats prepared in the spicy Shadow Marches style. Its popularity has grown tremendously, allowing the restaurant to improve its facility and expand its menu (although the Shadow Marches cuisine remains its specialty), making it by far the most upscale establishment of any kind in the Cogs.

For variety of cuisine, no other region of the city can match the Menthis Plateau, with its diverse population. Most people agree that the University district in Upper Menthis is the best place to sample the wide

variety of dishes Sharn has to offer. Halfling specialties, gnome delights, elven cuisine, Karrnathi fare, and even exotic Riedran food are all available in the University district. University students and faculty are fond of dining at the Commons, a large open-air plaza near the top of one of Morggrave University's towers, where food vendors bring carts and wagons daily to serve up a wide array of ethnic offerings.

Of course, sometimes the need for quality overshadows the appeal of spectacular views or culinary variety. A few of the generally acknowledged best restaurants in Sharn include Sannid's in the Platinum Heights district of Upper Central, known for its extensive wine collection; Galdin's Garden in the Seventh Tower district of Upper Menthis, surrounded by a towertop garden featuring roses and orchids; the Oaks in the Shae Lias district of Upper Northedge, serving elven and Brelish cuisine in an elaborate open-air pavilion surrounded by oak trees; and Olladra's Arms in the Hope's Peak district of Upper Dura, notable for its banquet-style seating and generous portions.

Dining clubs are a popular form of socializing, particularly in upper-class neighborhoods. A large number of such clubs flourish in Upper and Middle Central, Upper Menthis, Upper Tavick's Landing, Upper Dura, and Skyway. These clubs are open to members only, offering a fine dining experience among an intimate circle of one's social peers.

EMPLOYMENT

Characters seeking adventurous kinds of employment might find leads at one of the adventurers' guilds in Clifftop in Upper Dura or Deathsgate in Middle Tavick's Landing, at Morggrave University in Upper Menthis, or the Wayfinder Foundation in Upper Central. Another strong possibility is to work for the *Sharn Inquisitive*, the city's local chronicle. Haftak ir'Clarn, the *Inquisitive*'s publisher, frequently hires adventurers to bring him exciting stories. His residence and offices are in the University District of Upper Menthis.

As mentioned earlier, the Sharn Watch occasionally brings on adventurers as short-term help when its ranks are thin or in advance of a special event that

HISTORY OF SHARN

15,000 years ago: Foundation of Ja'shaarat ("Bright Blade"), jewel of the hobgoblin Dhakaani Empire.

9,000 years ago: Sharn ruined in the Daelkyr War, and renamed Duur'shaarat, the "Blade of Sorrows."

3,000 years ago: Malleon the Reaver establishes the fortress-city of Shaarat.

2,200 years ago: Shaarat destroyed and rebuilt as Sharn, part of the nation that will become Breland.

1,500 years ago: Sharn ravaged in the War of the Mark and left in ruins (thought to be cursed) for 500 years.

requires unusually high security. The Watch has no central headquarters, but most of the hiring is done by officials at the Sword Point garrison in Middle Central.

ENTERTAINMENT

Whether a character seeks nothing more than a fun evening on the town or wants to witness a great performance by a renowned artist, Sharn offers abundant entertainment on a nightly basis. The hub of the entertainment industry in Sharn is the Menthis Plateau—from the towertops down to the Cogs, this quarter is a bustle of activity from sundown to sunup.

The Torchfire district in Lower Menthis occupies the bottom of the entertainment ladder in Menthis, but is nonetheless a fine place to enjoy inexpensive entertainment. The Ten Torches Theater gives this district its name, and that establishment has become something of an institution in Lower Menthis. Its offerings focus on the bawdy, with a strong dose of music and comedy, all presented in a crowded, smoky atmosphere. The low price of admission and the raucous entertainment of the shows combine to pack its seats every night.

Gailan's, a restaurant in Torchfire, enjoys a reputation for bringing the best up-and-coming talent to its stage—musicians, actors, and other performers who often go on to play more prominent venues in the higher levels of Menthis. The food is good, but the entertainment—offered in the round—is the reason why most customers return. The proprietor has claimed for years that he is looking for new cooks and planning to build up an impressive wine cellar, but such improvements remain to be undertaken in the indeterminate future.

Across the plateau, in the tavern district of Downstairs, a new theater offers the Ten Torches its first local competition in ages. Called the Diamond Theater, it features a large stage and spacious seating—at least compared to the Ten Torches. Perhaps more important, it claims as its artist-in-residence a serious young playwright who lends an air of sophistication to the theater with her dramatic, sometimes tragic works. The plays of Luca Syara attract attention even in Upper Central, and a popular Menthis pastime is speculating on what upper-level theater will snatch her up when her contract with the Diamond expires.

As with most things, offerings in Middle Menthis are a step above those in the lower levels, figuratively as well as literally. Performers who get their first big break at Gailan's move on to any of several similar venues in Middle Menthis's theater district, called Smoky Towers—dinner theaters such as Third Tier, the Starfire Dragon, or Mizano Rupa's; recital halls such as Thovanic Hall or the Atrium; and the ornate Classic Theater.

The theater scene in Smoky Towers is the subject of some debate. The Classic Theater, the only major

theater in the district, is devoutly committed to performing only the classics of dramatic repertoire, perhaps motivated by fear of being too closely associated with the likes of the Ten Torches. Its extremely traditional productions include no plays written since the start of the Last War. Many people appreciate this stance, looking to the ancient heritage of Galifar for strength and comfort in the wake of the war. Others seek more contemporary fare, including Luca Syara's plays (several of which wrestle seriously with issues derived from the war), in other districts.

The entertainment offerings in Upper Menthis are concentrated in the University District, and are in a class by themselves. The finest musical performances in the city take place in the Kavarrah Concert Hall and in the Sharn Opera House.

Four major theaters operate in Upper Menthis: the Art Temple (known for cutting-edge, avant-garde plays), the Grand Stage (presenting a mixture of classic repertoire and modern works in classical style), the Stargazer Theater (an open-air towertop stage with an extensive summer season of classics), and the Khavish Theater (aimed at a mainstream audience, incorporating more music, more risqué elements, and more comedy). With the exception of the Khavish, located in the gnome neighborhood of Den'iyas, these establishments are all within a stone's throw of Morgrave University.

EXOTIC SERVICES

Exotic services include any service that is not commonplace in a typical Brelish city. For example, it is traditional for halfling warriors from the Talenta Plains to recline in couches while servants rub scented oil into their hair, but a Talentan warrior cannot easily find a place that caters to that particular custom in most Brelish communities. In Sharn, however, he or she need only visit the Little Plains district and find the Rider's Rest to feel right at home.

Sharn's racial and ethnic neighborhoods are the best locations to find exotic services. These neighborhoods include Little Plains in Middle Menthis (a halfling neighborhood), Den'iyas in Upper Menthis (a gnome neighborhood), Holdfast in Middle Northedge and Highhold in Upper Dura (two dwarf neighborhoods), Shae Lias in Upper Northedge (an elf neighborhood), and Overlook in Upper Dura, which includes an enclave of kalashtar as well as humans from Adar. (For details about the kalashtar race, see the *EBERRON Player's Guide* and the Sarlona section of Chapter 5 of this book.)

Significant populations of Lhazaar, Karrnathi, and Cyran immigrants make Middle Menthis a particularly diverse ward; a large contingent of Karrns live in Graywall in Middle Tavick's Landing; and a small Eldeen minority inhabits Skysedge Park in Upper Central.

FIND SOMEONE

A city as large as Sharn offers plenty of places to hide. Consequently, it also supports a sizable number of inquisitives (private detectives) who specialize in finding people who might prefer not to be found, or just people who don't know someone might be looking for them. There is no single district where inquisitives set up shop; any given district can only support so many. Middle-class districts of a certain flavor are the most likely areas to find an inquisitive—places such as Underlook in Middle Dura, Deathsgate in Middle Tavick's Landing, and Warden Towers in Middle Menthis.

The best inquisitives—particularly when it comes to finding lost items—are those associated with the Finders Guild of House Tharashk. Four Tharashk inquisitives who have the Mark of Finding are the heads of agencies in different parts of the city: Kurt Karr'Aashta's Investigations in Deathsgate, Information Acquisition in Underlook, Sharanne Velderan's Investigative Services in Warden Towers, and Globe Information Agency in Dragon Towers. The heads of these agencies work only on the most important or difficult cases, but their staffs are among the best inquisitives in the business.

GATEWAY TO XEN'DRIK

Sharn is the launching point for expeditions to the ancient ruins and trackless jungles of Xen'drik. Morgrave University and the Wayfinder Foundation both send teams to Xen'drik on a regular basis, and Sharn hosts a thriving antiquities market that provides demand for items recovered from Xen'drik by both official and amateur expeditions.

The Cliffside ward is a good place to find ship captains experienced in the passage to Xen'drik, who have contacts with the sahuagin of Shargon's Teeth and can secure safe passage through those straits. The journey from Sharn to Stormreach is about 1,500 miles long and takes a little over a month by sailing

ship. The usual cost of passage is about 30 gp per traveler. It is sometimes possible to hire an elemental galleon for the journey, which takes only three or four days but costs 300 gp per traveler. A House Lyrandar sailing ship (without elemental power) can make the trip in 11 days and costs about 150 gp per traveler. Elemental airships do not normally make the trip from Sharn to Xen'drik.

Stormreach, a frontier community where giants often trade in the marketplace, is an essential stop-over for most expeditions before they proceed farther into the wilds of Xen'drik.

GUIDES

As the gateway to Xen'drik, Sharn has a number of residents who sell their services to adventurers and prospectors planning expeditions to that mysterious continent. The members of House Tharashk dominate this field, making use of their dragon-mark abilities as well as their extensive, if more mundane, skills and experiences. The house's grand hall in Dragon Towers is its most prominent public face, but better deals and sometimes better guides can be found in the Tharashk enclave in Clifftop in Upper Dura.

Sometimes visitors to Sharn need guides for traveling within the city itself. City guides are easy to find: They cluster around arriving Orien lightning rail coaches, elemental airships, and river vessels, hoping to solicit business from newly arrived visitors. These guides are inexpensive and highlight the great tourist attractions of the city, which is sufficient for many visitors' purposes.

HEALING

House Jorasco operates houses of healing throughout the city, although such sites are concentrated in middle-class neighborhoods. The house's headquarters in Sharn is in Dragon Towers in Middle Central. Basic healing services are available at any of these

EXPEDITION ARRANGEMENTS

If a group of adventurers manages to secure employment on an expedition to Xen'drik, they can expect the following terms:

- ◆ The organizer of the expedition secures letters of marque for the characters.
- ◆ The organizer usually arranges for transportation to Xen'drik or provides travel expenses to the characters.
- ◆ The organizer provides rations and mundane equipment, usually consisting of anything in the "Adventuring Gear" section on pages 221–222 in the *Player's Handbook*.
- ◆ The organizer has the right to claim any treasures that the adventurers recover on their expedition, presumably for research purposes or for display in the Dezina Museum at Morgrave University. Adventurers can keep or sell any

items the organizer does not claim, and the organizer usually offers a guarantee of a minimum amount of gold. This amount is typically equal to the total monetary treasure for the party's level, as shown in the treasure parcels on pages 126–129 in the *Dungeon Master's Guide*, divided by the number of characters in the party. For example, a group of five 5th-level characters would receive a guarantee of 400 gp each, since the total monetary treasure value for a 5th-level party is 2,000 gp.

- ◆ Sometimes an expedition organizer accompanies the characters on the expedition; other organizers prefer to remain in the relative safety of Sharn. When an organizer accompanies an expedition, it is assumed that the adventurers give highest priority to protecting the organizer's life.

locations, but characters in need of a Remove Affliction ritual or similar magic need to find their way to the main enclave.

HIDING

One of the benefits of a large city is the anonymity it affords to those who live in it. It is much easier to lose oneself in Sharn than in a farming village in rural Aundair, and to lie low, avoid attention, or otherwise escape pursuit of any kind. Naturally, the best place to hide in the city is where searchers are least likely to look. Sometimes this means unobtrusively taking up residence in Lower Dura or the Cogs; sometimes it means pretending to be a noble and living the high life in Upper Central.

A booming business can't be carved out of hiding other people; it's mostly just something people do, or try to do. However, certain criminal elements in the city do occasionally accept payment in exchange for helping people create new identities. Naturally, the doppelgangers of the Tyrants, the criminal gang concentrated in the Dragoneyes district of Lower Tavick's Landing, excel at this practice. For a large sum of money, they employ magically enhanced surgical techniques to permanently alter a client's appearance, provide forged identification papers and other documents that might be needed to establish a new identity (a university diploma or professional certification, for example), and use their own agents to create at least a temporary cast of supporting characters, as needed. The cost for this service varies depending on the new identity to be created, but ranges from 50 gp (for a relatively simple new identity) to 500 gp or more (for an elaborate new life).

HIRED HELP

Adventurers seeking to hire help in Sharn, on either a short-term or a long-term basis, should begin in the adventurers' quarters of Clifftop in Upper Dura and Deathsgate in Middle Tavick's Landing. For about 1 sp per day (more for highly trained professionals, less for common laborers), adventurers can hire an individual to perform one of an enormous variety of services, from tending horses to representing the characters in court. Professional services are clustered in Sharn in two districts in Upper Tavick's Landing as well as in the Dava Gate district of Middle Central.

Legal Aid: Barristers (also called advocates or counselors) are among the hirelings commonly employed by adventurers, and those who specialize in adventurers' concerns keep shop in Clifftop and Deathsgate. These barristers are experienced with the variety of problems encountered by adventurers in the city, from property disputes and charges of plundering (for bringing artifacts from Xen'drik without a letter of marque, for example) to robbery charges and wrongful death suits.

Rates increase significantly for particularly difficult or high-profile cases.

The most expensive and high-powered barristers in Sharn—many of them connected to House Sivis—have offices in Dava Gate in Middle Central. They work closely with the dragonmarked families, the embassy personnel in Ambassador Towers, and the financiers of Upper Central.

MAGIC ITEMS

Sharn boasts around a dozen magic item dealers of various specialties, located in various areas throughout the city. The adventurers' quarters of Clifftop in Upper Dura and Deathsgate in Middle Tavick's Landing are fine places for lower-level adventurers to acquire and sell magic items, but dealers there rarely carry items above 10th level. The options are more limited for higher-level characters: a few dealers in the Seventh Tower district in Upper Menthis occasionally have mid-paragon tier items available. One exclusive shop in the Platinum Heights district of Upper Central, and several dealers in the magic district of Everbright in Middle Menthis, trade in all but the most expensive items. Dealers in Everbright are far more willing to buy used or salvaged items than those in Platinum Heights and Seventh Tower, which cater to wealthy but not necessarily adventurous collectors.

NEWS

The *Sharn Inquisitive*, the city's local chronicle, is the best source of local news. A new edition of the *Inquisitive* appears every Sul (the first day of the week) and is distributed through the city mail. Its publisher, Haftak ir'Clarn, is a distant cousin of Lord Ruken ir'Clarn, a member of Breland's parliament who often expresses viewpoints and opinions in opposition to King Boranel. Haftak's position on his cousin's radical politics is the subject of much debate: You can find critics who claim that the *Inquisitive* goes out of its way to support the Brelish crown, and others who maintain that the *Inquisitive* is a staunch opponent of the crown.

Readers turn to the *Inquisitive* for local news (which some say reads more like gossip) and for the opinion pages, which feature heated debates on important city issues. For news from beyond Sharn, educated citizens rely on the *Korranberg Chronicle* (see page 169).

PAYING TAXES

Characters who come to Sharn from the surrounding region to pay their annual taxes owed to the king can make those payments in any of four locations. Tariff offices can be found in Cogsgate in Lower Tavick's Landing, Grayflood in Clifftop, Precarious in Lower Dura, and Warden Towers in Middle Menthis. These offices collect tariffs and duties on trade as well as other annual taxes.

PILGRIMAGE DESTINATIONS

Sharn doesn't draw pilgrims the way that Flamekeep (see page 103) draws followers of the Silver Flame, but the city contains a few attractions for those of pious inclination. Three sites sacred to the Sovereign Host exist in the city: the Pool of Onatar's Tears in Khyber's Gate in the Upper Cogs, the Great Hall of Aureon in the University District in Upper Menthis, and the Korranath in the district of that name in Upper Central.

The Shrine of Fathen the Martyr in North Market in Lower Northedge attracts those devoted to the Silver Flame. During the church's crusade against lycanthropes in 832 YK, Fathen was torn to pieces by wererats in the middle of North Market; the shrine rests on that site.

Kalashtar and human followers of the Path of Light from across Khorvaire visit Sharn to see Enlightened Havakhad, an ascetic kalashtar who lives in a small shrine in Overlook in Upper Dura. The Enlightened One is believed to have tremendous wisdom and oracular powers, granting him deep insight that helps those seeking guidance.

PLACES TO LIVE

As would be expected of a city of more than 200,000 inhabitants, Sharn has plenty of housing. From apartments in its business districts to townhomes and estates in quieter residential neighborhoods, Sharn has places to live to match most tastes and every budget. Northedge has a reputation as the most residential of Sharn's quarters, and its topmost levels (including the districts of Oak Towers, Crystal Bridge, and the elf neighborhood of Shae Lias) include some of the finest townhomes in the city. Middle Northedge has quiet townhomes that are less expensive than those in the upper districts, and Oakbridge contains some of the nicest middle-class housing in Sharn. Even the apartment districts in Lower Northedge are more pleasant than their lower-class status would indicate.

For those who prefer to live closer to the heart of the city, Mithral Tower in Upper Central features spectacular townhomes, and the residences in Platinate in Upper Menthis rate as only slightly less grand. Housing in the Highwater district in Upper Dura is affordable, and Ocean View in Upper Tavick's Landing provides the most desirable and exclusive housing on the east side.

RESEARCH

Sharn's Morggrave University, although not the most respectable institution of higher learning in Khorvaire, has an extensive library with definitive collections in certain fields, particularly the histories of Xen'drik and the Dhakaani Empire, esoteric magical subjects (including manifest zones and eldritch machines), the subterranean environment of Khyber

and its denizens, and maps and geography. Characters seeking knowledge in any field should be able to find resources in the library to assist their search. The university is an excellent resource for hiring sages on a short-term or long-term basis. Even sages who have no connection to the university cluster around it, establishing their homes and businesses in the University, Den'iyas, or Ivy Towers districts of Upper Menthis.

Another important resource for certain kinds of research is the City Archive in the Highest Towers district of Upper Central. The Archive contains exhaustive historical records of Sharn; birth, death, and marriage records; and copies of legal documents such as identification papers and letters of marque issued in the city.

STORAGE

House Kundarak's role in the financial world takes a back seat to its role in providing security for warehouses, businesses, and other private locations whose owners can afford its services. Foremost among the secure storage facilities the house provides in the city are the Vaults that occupy the lower levels of the Kundarak Bank of Sharn in Upper Central's Korranath district. The Vaults, designed primarily to store small items of great value, feature unparalleled security. House Kundarak also guarantees the security of a number of warehouses in Lower Dura and in Lower Tavick's Landing.

TRANSPORTATION

New visitors find that getting around in Sharn provides almost as much entertainment as the many sights and wonders the city has to offer. Skycoaches—resembling small boats that range from rowboat-sized skycars to longship-scale tour coaches—glide through the air, transporting people and small cargoes from place to place. Skycoaches can be found at the Orien lightning rail station in Cogsgate in Lower Tavick's Landing, at the waterfront in Cliffside, and at the elemental airship docks in Highest Towers in Upper Central. Skycoaches can also be summoned from larger balconies on towers throughout the city.

Flying mounts, such as hippogriffs and glidewings (brought to the city by Talenta halflings living in Little Plains in Middle Menthis), are another way of navigating the city. Exotic flying mounts can be hard to stable in most areas of the city. Skyway is the only ward that has ample accommodations for large flying mounts.

Of course, not all travel in Sharn involves flying through the air. Lifts powered by magic move people both vertically, from the Cogs to the Upper City, and horizontally, from tower to tower. Mule-drawn wagons carry loads along the suspended roads and skybridges that crisscross the city. Horses also move among the towers, carrying riders or pulling carriages, and many people walk from place to place whenever possible.

THE FIVE NATIONS

FOR A thousand years, civilization was synonymous with Galifar. A great nation forged on the principles of justice and progress, it stretched across Khorvaire, shining the light of innovation into dark corners of wilderness until all lands and all peoples were subject to the crown. Powerful and far-reaching as it was, though, Galifar was not eternal—the overriding ambition that saw its birth also rang its death knell.

Divisiveness and greed shattered the kingdom's tenuous bonds. The scions of Galifar's last king each vied to emerge as heir, stopping at nothing to claim the throne. Avarice, delusion, righteousness, and naked ambition plunged the kingdom into a bloody civil war that raged for over a century. Indeed, it might have lasted longer were it not for a singular event—the catastrophic destruction of an entire people in one terrifying magical eruption.

Without warning, the cultural center of the Five Nations, Cyre, was consumed. The heavens caught fire, eerie mist boiled up from the ground, and death spread far and wide. Nothing was spared. Cyre's annihilation struck terror into the hearts of people of all nations. This fear led to an accord between the surviving nations and brought a temporary end to the bitter struggle.

The Last War looms still in the hearts and minds of the people of the Five Nations. Veterans and victims search for meaning in the uncertain peace of this new age. Old battlefields littered with the bleached bones of the dead line the borders of rival nations. Clandestine organizations fight a new war—a cold war—in which battles are waged using proxies in the shadows, all against the threat of a reignited war.

This chapter explores the heart of Eberron, bringing to life some of the most evocative and dynamic lands found in this world.

Each of the Five Nations, including the ruined Mournland, receives extensive description, including lore about the lands and its history, major settlements and features, and plot hooks and adventure seeds for building adventures of your own design.



RALPH HORSEY



AUNDAIR

The kingdom of Aundair combines pastoral straightforwardness with intellectual scholarship. Vibrant cities overflow with commerce, thinkers, and magic, while a patchwork countryside of farms and fields surrounds the castles of the land's nobility. Farmers make up the bulk of the population, but Aundair has no shortage of scholars and thinkers, mages and mystics. The clash of customs and cultures breeds a unique people, proud and self-sufficient, working together to put the last violent century behind them as they march into a new future.

LORE OF AUNDAIR

ARCANA

Common Knowledge: Aundair attracts hopeful apprentices from all over the continent. The nation embraces and celebrates its magical citizens, funding numerous schools and guilds to produce the finest mages in the Five Nations. Most would-be students travel to Arcanix first, to present themselves before the masters of the Arcane Congress. This ancient institution, founded by King Galifar I a thousand years ago, stands at the forefront of magical innovation and study.

Arcana DC 15: Soon after King Galifar secured his nation, the dragonmarked houses established the Twelve, an institution to advance and profit from

magical research. Fearing the power this development gave the merchant houses, the king authorized and endowed the Arcane Congress to study magic for the betterment of all citizens. Early successes and impartiality during the Last War allowed the Congress to eclipse its rivals, making it the greatest magical institution in the land.

Aundair courts the dragonmarked houses, giving them favorable trade agreements to encourage new industries in the nation. Queen Aurala has close ties to the baron of House Lyrandar in Stormhome. Also, she has taken Sasik, a young heir of House Vadalis, as her husband, though she goes out of her way to avoid the appearance of special advantage for her husband's family.

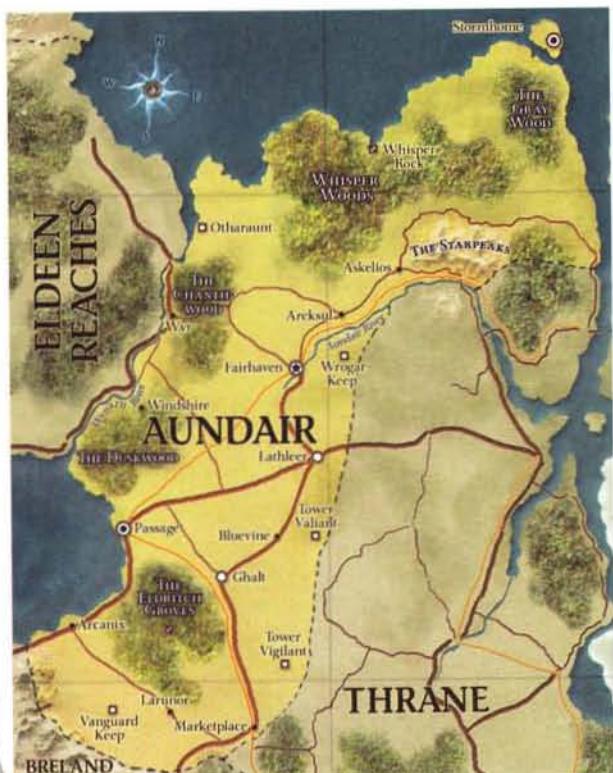
Arcana DC 20: The Arcane Congress might be the best known of the magical societies in Aundair, but other institutions exist as well. Several smaller and less prestigious Aundairian schools draw students to the cities, while master mages often take on apprentices to pass along their learning. Magic also finds a place within the military institutions. The Ministry of Magic recruits from Aundair's students; many find a place within the famous Knights Arcane, or as battle wizards. Aundair's mages also produce war machines, destructive rituals, and powerful combat spells.

HISTORY

Common Knowledge: Like all the Five Nations, Aundair takes its name from one of Galifar ir'Wynarn's children, the first king's eldest daughter. Rule passed from one scion to another until the death of King Jarot, at which point Galifar ceased to be and civil war began. Aundair's current royal line descends from King Jarot's son Wrogar. The dynasty has ruled continuously—aside from a single period of regency—through the trials of the last century. Queen Aurala ir'Wynarn, the current monarch, is known for her beauty, cunning, and diplomatic expertise.

History DC 15: A large aristocratic class supports the crown. A number of noble families are ancient, founded during the ages of the Kingdom of Galifar. Many more nobles gained titles through their deeds and achievements in the Last War. Tensions exist between the established families and the new, but duty and loyalty to the crown outweighs most private intrigues.

All nobles in Aundair are landowners. They lease plots to the peasants for growing crops and raising families in exchange for a measure of their earnings, and the right to call upon their sons and daughters to serve in times of war. From the income of their landholdings, the lords give a substantial amount to the crown. These funds are used to maintain the nation's infrastructure and its defenses.



History DC 20: Aundair's government derives from the system used by Galifar, changing little over the centuries. Aundair's commitment to what many people see as an outmoded governmental model was a critical factor in the nation's territorial losses during the Last War. The crown relies on its vassal lords to supply funds and troops, and because most lords live in the east, they withdrew their soldiers from strongholds in the west to protect their own holdings against attack. In doing so, they abandoned the sparsely populated west, allowing bandit princes and Brelish forces to sweep into those lands almost unopposed. When the Wardens of the Wood emerged from the Towering Wood at the head of an army of plants, animals, and rangers, the locals rallied to their banners. As a consequence of these events, the Eldeen Reaches declared its independence from Aundair.

A combination of ambition on the part of the regent and insufficient counterintelligence lead to Aundair's second greatest loss, one closer to the center of the nation. The ancient city of Thaliost was overrun by Thrane; Aundair's subsequent disarray prevented a swift counterattack, and the Thranes were able to entrench in depth.

Before Aundair could recover its lost territories, the war ended. The Treaty of Thronehold recognized the Eldeen Reaches as a new nation and left the issue of Thaliost to another day. Since then, intrigue and shadow war have been wholly insufficient to wrest Thaliost from Thrane or recover Aundair's western territory from the Great Druid and his supporters. Nonetheless, the nation has not abandoned its claims to these areas—far from it.

History DC 25: Aundair suffered greatly during the Last War and might have collapsed in the latter years had it not been for Queen Aurala's talent and diplomatic skill. She reforged ties between the monarchy and the nobles that had been frayed to the point of unraveling by the toll of war, deftly trading a few royal prerogatives for renewed oaths of fealty. At Thronehold, she avoided most criminal accusations directed at her generals and secured profitable trade agreements with Karrnath and Breland. Although she was unable to resecure Thaliost, the queen did negotiate a peace that allowed Aundair to keep the Thrane lands it held along its eastern border. Had the crown passed to a less competent heir, Aundair might have lost even more, and might not have survived.

Despite her skills at negotiation, Aurala showed no flexibility with regard to the Cyran problem. After the Mourning, she closed her nation's borders to the refugees, fearing they would carry the curse to her nation, or simply overwhelm the country's strained social fabric. Considering how much Aundair supported Cyre during the long years of war, this act was considered a grave betrayal. Partially

acknowledging her misstep, Aurala now supports a new Cyran homeland—as long as it does not lie within her lands.

History DC 30: The relative weakness of Aundair's monarchy with respect to both the country's nobles and its neighbors has served only to embolden its leaders' plotting. The Queen's own brother Adal, the minister of magic, craves power and plots to usurp his sister's crown and place it on his own head. Aundair's military leaders are working on plans to invade the Eldeen Reaches and take back the valuable land by force, while Aurala dreams about being queen of a unified Galifar. Despite Aundair's public commitment to peace, efforts continue to rebuild its military, forming new legions and war machines, pushing the boundaries of war magic, and raising and repairing the nation's defenses. These efforts have led many observers, both internal and external, to believe another war is inevitable.

NATURE

Common Knowledge: Aundair is a relatively small nation at present, with lands stretching from Scions Sound past the Starpeaks and narrowing to the south around territory controlled by Thrane. It extends west to the Eldeen Reaches and south nearly to the Blackcaps. Aundair's landscape features rolling countryside carved up into fields and sprinkled with hamlets connected by winding paths and caravan routes. Cultivated lands surrender to the ancient forests such as the Whisper Woods to the north, the Chanthwood and the Duskwood to the west, and the Eldritch Groves to the south near Arcanix.

With regular rain and a mild climate, noted for its short winters and warm summers, Aundair's agriculture thrives. Aundair is among the greatest food-producing nations on Khorvaire. The nation exports grains, fine wine, and vegetables.

Nature DC 15: The large majority of Aundair's vassal lords and about half its common people are human. Half-elves reside in the nation in substantial numbers. Elves and gnomes living in this nation often do so apart, dwelling in Aundair's forests. They are subjects in name only. Tieflings, dragonborn, doppelgangers, and other peoples make their home in Aundair. Few shifters exist within its borders; over 150 years ago, the Church of the Silver Flame wiped out hundreds of shifters and drove the rest into the Eldeen Reaches.

RELIGION

Religion DC 15: Aundairians are a practical people, trusting what they can see and feel over nebulous concepts of gods and faith. War with Thrane soured most Aundairians on the Church of the Silver Flame—too many lost kin and friends to Thrane soldiers. When people turn to the gods, they embrace



the Sovereign Host—Arawai and Olladra in rural communities, and Aureon in the cities.

Despite the upheaval of the last century, the Church of the Silver Flame has followers still, descendants of converts of the puritans who came to Aundair. A century of estrangement from Flamekeep has spawned unusual, clandestine, and sometimes violent beliefs; Aundair's followers of the Silver Flame are among the most fanatical.

Religion DC 20: The capital of Fairhaven has a reputation for breeding new religions. Most cults and sects form around a charismatic philosopher, theologian, or scholar, but few survive for more than a few months. After all, a new, enticing religion crops up every few weeks. The aesthetes' willingness to embrace differing views allows darker cults to gain footholds where they otherwise might not. Even the Cults of the Dragon Below and the Dark Six have small congregations throughout the land.

STREETWISE

Streetwise DC 15: Queen Aurala pledged to maintain the peace, but beyond her dealings with Breland, she has had little luck in finding common ground with her rivals. Despite recognition of the Eldeen Reaches by the Treaty of Thronehold, Aundair has yet to form any alliances with that nation. Indeed, most Aundairians see the Reachers as traitors and rebels. Further, as long as Thaliost remains under Thrane's oppressive heel, there exists little chance of repairing the damage between these two peoples. Finally, Queen Aurala keeps Karrnath at arm's length. She suspects treachery in that nation's aggressive and mysterious king, and has put off signing any long-term alliances.

Streetwise DC 25: As History DC 25.

Streetwise DC 30: As History DC 30.

SETTLEMENTS AND FEATURES

Aundair still bears the scars of the Last War. Border strongholds hold full garrisons, while sentinels watch the roads and waterways for enemy armies. Once past these defenses, though, a serene and peaceful countryside unfolds. Aundair is an agrarian nation punctuated with great cities and large towns. Caravan routes cut through the lands, while tracks and paths connect tiny villages where peasants congregate for protection. A lightning rail emerges from Thrane at Marketplace, traveling northward to Passage and Fairhaven, until it exits once more into Thrane through the Daskara Pass. Travel here is safe and easy for the most part, and few lands compare to Aundair's picturesque beauty.

ARCANIX

Magical Village; Population 900

Above Lake Galifar's shores float the three towers of Arcanix. They hover, unmoving and untroubled by wind or rain. Their labyrinthine corridors house mentors and students who explore the mysteries of magic as they have since the great institution was founded nearly 1,000 years ago.

The floating castles contain classrooms and laboratories, cells for students, and apartments for mentors. Great libraries hold the collected lore of generations, with rituals and spells bound in dusty tomes. Hidden vaults contain great treasures and dangerous items, some unearthed by adventuring wizards, others created by the mighty mages who have lived here.

The village also known as Arcanix spreads out below the towers, supplying the mages with foodstuff, clothing, and other materials they need to continue their work. Most people reach the towers by magical means; for others, the village rents hippogriffs to bear visitors to the fortresses for a modest fee.

Gate of Xabra: The Arcanix towers house strange artifacts and relics, but few compare in size and scope to the Gate of Xabra. A circle of menhirs sits atop one of the residential towers. The standing stones, and indeed the very earth they rest upon, came to Arcanix from an ancient Q'barran ruin ages ago after the mages discovered that the stones could bridge the planes. On each stone is a magic rune. When the stones are activated in a specific sequence, everything inside the ring is whisked to another plane. Concentrated research has uncovered a few sequences so far, sometimes with disastrous results, but the studies continue.

FAIRHAVEN

Capital City; Population 90,000

Founded soon after humanity spread across Khorvaire, Fairhaven is a city with a rich history. The capital features straight roads and tidy buildings, with tree-lined neighborhoods, manicured parks, and statues depicting great leaders and heroes. Grand universities fill city blocks, teeming with students and scholars. Great temples dedicated to the Sovereign Host, mage towers, museums, and more give the city a refined atmosphere.

Fairhaven is also Aundair's commercial cross-road. All the dragonmarked houses have enclaves here, and caravans from all across the Five Nations arrive regularly. Overhead, elemental airships drift through the clouds, descending to dock at the sky tower, while elemental galleons prowl the Aundair River, laden with goods being conveyed to and from distant ports. Merchants and traders wheel and deal with skeptical peasants from the surrounding farmlands in Fairhaven's numerous marketplaces. The Distant Exchange, a bustling market specializing in foreign goods, provides silks, exotic consumables,

and brilliant artwork from faraway lands, catering to the city's elite.

Above all, Fairhaven is a city of learning. Schools ranging from single classrooms to sprawling universities are home to students from all cultures and races. This crucible produces regular advances in philosophy, magic, sciences, and commerce. Fairhaven's reputation for scholarship makes education its greatest industry.

Fairhold: Visitors to Fairhaven cannot help but notice Fairhold, the ancestral seat of Aundair's rulers. Rising above the tallest buildings in the city, Fairhold is a wonder of architectural achievement, a graceful fusion of style and defense. Behind steep walls pierced by looming gates rest half a dozen towers and twice as many minarets. Here one finds the royal family's residence, the courts, the garrison of the Knights Arcane, and the stables for their dragonhawk steeds. Clustered around the citadel are embassies and governmental offices, overshadowed by the ancient fortress's majesty.

University of Wynarn: Morgrave University might be better known, but the University of Wynarn—the original institution of higher learning in the Five Nations—is better respected. The campus outgrew its initial building long ago and now encompasses six sprawling structures equipped with dormitories, apartments, libraries, restaurants, coffee houses, theaters, classrooms, laboratories, and museums.

The university remained open throughout the Last War, but fewer and fewer enrollees arrived. By the war's end, the professors outnumbered the students. To increase enrollment, the university relaxed its restrictions on attendees and invited new students from all nations. The new policy created a cosmopolitan mix of scholars including orcs, goblins, shifters, and even a few warforged. This diversity has resulted in increased tensions among the student body, and strident calls for more representation of minority races among the teaching staff. Still, the university is committed to educate as it has over the centuries and has taken steps to accommodate its diverse population.

PASSAGE

Trade City; Population 16,000

Aundair's population has always been more heavily concentrated in the east, but Passage is a notable exception. Situated on Lake Galifar's shores, it is the last major city before Aundair gives way to the Eldeen Reaches. Passage owes its booming growth and prosperity to House Orien, which has a great enclave in the city. Indeed, the dragonmarked members control the city's government. People arrive in the city from all over the continent thanks to the lightning rail repair depot, which maintains most rail carts in service throughout the Five Nations. Passage is also the door to the Eldeen Reaches—through the city flow

produce and grain from the rich farmland to the west, while finished materials are shipped out from Fairhaven and elsewhere to the east.

STORMHOME

Island Paradise; Population 14,000

Until House Lyrandar secured rights to this island at the mouth of Scions Sound, Stormhome was a rugged and desolate place, a windswept rock home only to a garrison of demoralized soldiers. Six hundred years ago, Lyrandar chose this spot to build its enclave and used weather-controlling magic to divert the worst storms away from the island. The results were astonishing: Stormhome became an island paradise, a testament to House Lyrandar's wealth and power.

Stormhome remains part of Aundair but is left to its own devices, making it an ideal retreat for foreign dignitaries and nobles. Even Queen Aurala seems enchanted with the place, spending a portion of each year in the company of Lyrandar's baron, swapping secrets and rumors to the dismay of both their advisors. As the premier destination for the wealthy and powerful, Stormhome has emerged as a hotbed of intrigue, and agents come to broker alliances and gather intelligence about their rivals.

THE TOWERS OF AUNDAIR

Border Fortresses; Population 900 each

Four great fortresses essentially define the border between Aundair and Thrane to the west and Breland to the south. Wrogar Keep, Tower Valiant, and Tower Vigilant stand along the Thrane border, while Vanguard Keep guards the plains between the Blackcaps and the Eldritch Groves, near the border with Breland. Each fortress has a high watch tower surrounded by magically fortified walls and less obvious magical defenses.

A brigade of about 700 soldiers garrisons each keep, with the equivalent of a tiny village helping to supply the soldiers with food, arms, and repairs. The soldiers include standard infantry, archers and wand-wielding specialists, and at least one unit of cavalry or dragoons (mounted infantry).

PLOTS AND ADVENTURE SITES

Lord Darro's Ambition: Political pressure from rival nations forced Aundair to recognize the Eldeen Reaches, but few Aundairians are so willing to forgive the Reachers for what they see as a betrayal. Foremost among those clamoring for a western war is Lord Darro ir'Lien, the Queen's second warlord and commander of the Knights Arcane. He has a detailed plan to invade and conquer the Eldeen Reaches, wresting the rich lands from the treacherous Warden of the Wood. Many officials think the idea is

folly, since Aundair is in no shape to mount a hostile campaign, but Lord Darro is relentless. He agitates for war, gathering support from nobles by making promises he likely can't keep. Lord Darro courts the minister of magic at Arcanix, believing that with the aid of the minister—who is also the queen's brother—he can force the queen to support his plan to invade and conquer the Reaches.

Starpeaks Observatory: Although the Arcane Congress is based in Arcanix, it has holdings throughout Aundair. It maintains offices in Fairhaven, towers in the countryside, and laboratories hidden from view by powerful enchantments. The Arcane Congress recently claimed the Starpeaks Observatory, a grand structure raised 500 years ago at the highest point of the surrounding mountain range. The complex had been abandoned for centuries, and observers wonder about the Arcane Congress's sudden interest in the ancient structure and its view of the heavens.

Whisper Rock: The Whisper Woods have a reputation for sinister creatures and grave dangers, but nothing compares to the sheer strangeness of the Whisper Rock. This ancient monolith, raised long before humanity came to Khorvaire, exudes a corrupting influence, warping trees and animals and causing shadows to bend and twist. Winds swirl and issue a chilling susurru, which gives the rock and the forest their name. Some believe the whispers contain prophetic fragments—prompting some fools, seers, and apocalyptic doomsayers to make the hazardous journey through the woods and congregate around the stone, straining to make sense of the weird voices in the wind.

ROYAL EYES OF AUNDAIR

The Five Nations fight a cold war using spies and saboteurs, dueling with information rather than swords and spells. Few of the individuals who traffick in secrets and subterfuge are as proficient as the members of Aundair's Royal Eyes.

ROYAL EYES LORE

History DC 25: The Royal Eyes is as old as Aundair itself, first formed when Lady Aundair came to power. Not trusting her sworn lords, she charged her allies and followers with safeguarding her regency. These operatives watched the vassal lords, protected their mistress, and thwarted conspiracies that rose against her.

Over the centuries, the Royal Eyes has expanded its operations and looked beyond Aundair's borders, examining developments in the other realms. When old rivalries blossomed into suspicion and eventually violence, the Tower of the Eyes began dispatching agents to infiltrate enemy organizations, royal courts, and other institutions, legal and otherwise. These agents report their findings to Aundair, where the

Spy Master gathers salient aspects and files reports with the crown. Today, the Royal Eyes considers itself the best-informed agency in Khorvaire.

Streetwise DC 20: A saying is often heard at Queen Aurala's court: "The Royal Eyes are watching." Few appreciate the meaning behind the warning, thinking it only a way to chastise the incautious. In truth, it remarks on Aurala's spies, who are everywhere and can be anyone.

ORGANIZATION

The Royal Eyes of Aundair is a widespread, clandestine organization whose existence protects Aundair's crown and ensures its continued security. So secret is the Royal Eyes that few appreciate the quantity and quality of its intelligence, or realize how far the agency penetrates into foreign offices. The members of the Royal Eyes are consummate spies, able to infiltrate the most heavily guarded strongholds without arousing any suspicion.

Leader: Queen Aurala commands the Royal Eyes, as have her predecessors. To manage the day-to-day affairs and sort through the incoming information, the queen relies on her Spy Master. Currently, Thuel Racannoch holds that post. A mage who has a penchant for divination magic, he was appointed after Aurala signed the Treaty of Thronehold. The Spy Master sifts through voluminous reports and delivers summaries to the queen. In addition, Racannoch manages the field agents, organizing and assigning missions, and vetting all new recruits.

Headquarters: The Royal Eyes operates out of the Tower of the Eyes in Fairhaven. All agents send their findings to the tower, where they are collected, sorted, and filed. Maintaining secrecy on missions is a paramount concern, so agents in the field operate alone or in small groups. They communicate by using secret channels and coded messages disguised as normal correspondence to avert suspicion and maintain the integrity of their cover.

Hierarchy: The more an agent knows, the greater his or her standing within the organization. Field operatives who prove their worth over the years receive a recommendation for elite service. With the Queen's approval, elite agents gain titles, lands, and holdings, becoming vassal lords. The Spy Master entrusts these operatives to organize specific missions and form teams, giving them incredible freedom within the organization.

Few agents attain elite service status, though. The majority of regular operatives embed themselves in foreign courts, the dragonmarked houses, or in criminal enterprises, staying in the field for years at a time and dispatching regular reports to the Tower of Eyes. These operations each occupy no more than one or two agents.

The majority of Aundair's informants do not realize they work for the Royal Eyes. Recruited in the field, they undertake specific missions on behalf of the Aundairian crown, but if captured, they cannot compromise the organization's integrity. Such individuals might be adventurers, Aundair sympathizers, or criminals. The best operatives might receive an invitation to join the Royal Eyes in an official capacity.

Members: Basic operatives come from all professions, races, and nationalities—the only requirement is that the agent have a talent useful to the organization. Full members are drawn only from Aundairian citizens, and of them, the Royal Eyes recruits only the most patriotic citizens, individuals who place crown and country above their own concerns.

An agent who joins the Royal Eyes might work for years before becoming a full member. The organization examines all candidates thoroughly, sending them on difficult missions to test their loyalty and commitment to Aundair. Once proven, recruits spend a year or more studying at the Tower of Eyes. Recruits receive extensive combat training, instruction in the rudiments of magic use, and the secrets of espionage techniques perfected over the centuries.

THE TOWER OF THE EYES

The Tower of the Eyes stands inside the compound of Fairhold, a slender white tower adorned with a carving of a pair of heavy-lidded eyes—the sole suggestion of its purpose. The tower contains the organization's collected lore, which includes information on the various powers and personages in the Five Nations. Dossiers on spies, nobles, heirs, politicians, and other important personnel occupy rooms deep down in the structure, each protected by magic wards. Training facilities, offices, and armories containing ritual scrolls, magic items, and coin fill out the remainder of the tower.

AGENTS OF THE ROYAL EYES

At any given time, the Royal Eyes has agents in just about every land of Khorvaire. Each agent clandestinely gathers intelligence and sends reports back to Fairhold. On occasion, an agent might act in the open, manipulating others to achieve some hidden purpose, killing individuals who pose a threat to

THE ROYAL EYES AND ADVENTURERS

With its connections and resources, the Royal Eyes can serve as an excellent sponsor for adventuring groups. The queen's spies recruit outsiders to undertake dangerous missions such as exploring unknown lands, stealing potent treasures, conducting espionage, and performing assassinations. Only Aundairian citizens can become full members of the Royal Eyes, but the organization is not above using foreigners to do its dirty work.

Aundair security, or stealing powerful objects to prevent them from falling into the wrong hands.

AGENT OF THE ROYAL EYES LORE

Streetwise DC 25: Royal Eyes are agents of the Aundairian crown, infiltrators and spies who mask their identities and true purpose. They are Aundairian patriots, and all are unwavering in their loyalty. Royal Eyes often employ outsiders, recruiting unaffiliated operatives to help hide Aundair's hand in sabotage, assassination, or other intrigues.

Royal Eyes Agent	Level 7 Skirmisher	
Medium natural humanoid, human		XP 300
Initiative +9	Senses Perception +10	
HP 75; Bloodied 37		
AC 21; Fortitude 16, Reflex 20, Will 21		
Speed 6		
④ Rapier (standard; at-will) ♦ Weapon		
+13 vs. AC; 1d8 + 4 damage, and if the Royal Eyes agent is marked by the target, that condition ends.		
⑤ Hand Crossbow (standard; at-will) ♦ Weapon		
Ranged 10/20; +12 vs. AC; 2d6 + 4 damage.		
† Flamboyant Strike (standard; requires a rapier; encounter) ♦ Weapon		
+13 vs. AC; 2d8 + 4 damage, the agent slides the target 1 square, and the target is dazed until the end of the agent's next turn.		
↔ Information Is Power (minor; encounter)		
Close burst 5; one creature in burst; +10 vs. Will; the target grants combat advantage to the Royal Eyes agent (save ends).		
Combat Advantage		
A Royal Eyes agent deals 2d6 extra damage on melee and ranged attacks against any creature granting combat advantage to it.		
Cunning Escape (minor, when the Royal Eyes agent hits with a melee attack; at-will)		
If the Royal Eyes agent is marked, that condition ends. In addition, the agent shifts 1 square.		
Alignment Unaligned Languages Common		
Skills Bluff +13, History +9, Insight +10, Streetwise +13, Thievery +12		
Str 10 (+3) Dex 18 (+7) Wis 14 (+5)		
Con 11 (+3) Int 13 (+4) Cha 21 (+8)		
Equipment leather armor, rapier, hand crossbow with 20 bolts, thieves' tools		

ROYAL EYES AGENT TACTICS

Royal Eyes agents spend the time and resources necessary to learn about their foes before engaging them in battle. They prefer to keep lackeys around to aid in flanking. Otherwise, they use *information is power* to gain combat advantage and follow up with *flamboyant strike*, hoping to daze the foe and add another round of combat advantage damage.

ROYAL EYES ELITE AGENT TACTICS

Elite agents use the same tactics as standard agents, but they have a flair for the dramatic, goading and taunting their foes to weaken their resolve and create openings for attack. They too use *information is power* and *flamboyant strike* to establish combat advantage and take down enemies quickly.

Royal Eyes Elite Agent Level 10 Elite Skirmisher

Medium natural humanoid, human XP 1,000

Initiative +12	Senses Perception +13
HP 204; Bloodied 102	
AC 27; Fortitude 21, Reflex 24, Will 25	
Saving Throws +2	
Speed 6	
Action Points 1	
④ Rapier (standard; at-will) ♦ Weapon	
+16 vs. AC; 1d8 + 7 damage.	
⑤ Hand Crossbow (standard; at-will) ♦ Weapon	
Ranged 10/20; +15 vs. AC; 2d6 + 8 damage.	
† Flamboyant Strike (standard; requires a rapier; encounter) ♦ Weapon	
+16 vs. AC; 2d8 + 7 damage, the agent slides the target 1 square, and the target is dazed until the end of the agent's next turn.	
↔ Information Is Power (minor; at-will)	
Ranged 5; +13 vs. Will; the target grants combat advantage to the elite agent until the end of its next turn.	
Aundairian Élan (immediate reaction, when the elite agent is hit by a melee or ranged attack; at-will)	
If the Royal Eyes elite agent is marked, that condition ends. In addition, the agent shifts 2 squares and makes a basic attack as a free action against the triggering target at any point during this movement.	
Combat Advantage	
A Royal Eyes elite agent deals 3d6 extra damage on melee and ranged attacks against any creature granting combat advantage to it.	
Disguise Trick (standard; at-will) ♦ Illusion	
The Royal Eyes elite agent takes on the appearance of any Medium humanoid race. Its clothing and equipment alter appearance to reflect this change. The illusion does not adjust sound or texture, so a creature listening to or touching an elite agent might detect the illusion.	
Alignment Unaligned Languages Common	
Skills Acrobatics +15, Bluff +16 (+21 to pass off a disguise), History +12, Insight +13, Streetwise +16, Thievery +15	
Str 12 (+6) Dex 20 (+10) Wis 17 (+8)	
Con 14 (+7) Int 15 (+7) Cha 22 (+11)	
Equipment leather armor, rapier, hand crossbow with 20 bolts, thieves' tools	

ENCOUNTER GROUPS

Since Aundair's Royal Eyes infiltrate other groups, one can find its agents in just about any other intelligence organization, and they might not reveal themselves until their "allies" are defeated. Members of the Royal Eyes might operate inside religious groups such as the Church of the Silver Flame, alongside terrorist outfits such as the Order of the Emerald Claw, or in positions as guards, business partners, or confidants for just about any mover and shaker in the Five Nations.

Level 6 Encounter (XP 1,350)

- ♦ 1 Royal Eyes agent (level 7 skirmisher)
- ♦ 3 dwarf hammerers (level 5 soldier, MM 97)
- ♦ 6 human lackeys (level 7 minion, MM 162)

Level 10 Encounter (XP 2,800)

- ♦ 1 Royal Eyes elite agent (level 10 elite skirmisher)
- ♦ 1 orc chieftain (level 8 brute, MM 204)
- ♦ 10 orc warriors (level 9 minion, MM 203)

The scions of Galifar I were not the first humans to claim the region now known as Breland. In ages past, humans seized cities and lands once held by goblins, and others before them. Still, none were as successful as the king driven to forge an empire out of the untamed wilderness. Seeing the region as a buffer to protect his holdings against the monstrous threats in the far west, Galifar gave these lands to his daughter Brey and named the realm Breland.

LORE OF BRELAND

ARCANA

Arcana DC 15: Breland benefits from close ties to the dragonmarked houses, having bolstered its armies with House Cannith war machines and legions of warforged. In addition, the nation's close ties to Zilargo provided it with elemental galleons and other devices that proved instrumental in protecting its lands, mostly from Cyrans and Thranes.

Arcana DC 20: Manifest zones—weird pockets where planar influences bleed through to the world—are common throughout Breland. Nowhere is this more true than in the city of Sharn—its towers literally float in the air, and its people take full advantage of Galifar's aeromantic achievements.

HISTORY

Common Knowledge: Breland's position on old Galifar's frontier led the nation to develop in distinctive ways. Rather than embracing the old governmental institutions upheld in its neighboring realms, Breland afforded its citizens greater freedoms, instilling a fierce independence and a loyalty to Breland's regents. Taking advantage of vast resources and the freedom to become rich, Breland's population swelled, forming sprawling cities and cultivating lands across the nation.

Size is a large factor in Breland's increasing power. Although the nation lost territory during the Last War, most Brelish folk escaped the worst fighting—the nation's front lines stayed in the north and northeast, far from Sharn and Wroat. Breland's infrastructure also escaped the war's ravages, allowing it to recover more quickly than its rivals.

History DC 15: Breland leads the way in social and political innovation, and its people have greater rights and liberties than those of the other Five Nations. King Boranel commands the kingdom's armies and enforces its laws, but he shares a great deal of power with a parliament elected by the citizens.

The parliament consists of two branches: the Nobles Chamber and the Commons Chamber.

Twenty-seven nobles make up the Nobles Chamber; each holds the position for life and passes it on to his or her heir. The people elect the Commons legislators for terms of two years. Power and influence shift from one chamber to the other, depending on the charisma and stature of the chambers' leaders. The parliament's primary responsibility is to create laws. As a result, the people have the parliament to thank for their increased freedoms.

History DC 20: Democracy flourishes in Breland, but loyalty and love for the king keep the people from dismantling the monarchy altogether. An adventurer before his ascension, Boranel traveled twice to Xen'drik in his youth. During the Last War, the king won hearts and minds by leading sorties against enemy forces. He personally defeated an ogre chieftain while his people in the west retreated across the Graywall Mountains to escape the brimming violence of savage Droam.

The royal family consists of King Boranel plus his six sons, five daughters, three younger brothers, and four sisters. Boranel's family holds important positions in his court. Kor, a brother, is a royal advisor and the commander of the King's Citadel, Breland's elite military arm. His son Bortan holds the post of royal steward and controls the crown's finances. Boranel's youngest son Halix and his daughter Borina dwell in King Kaius's court in Karrnath as part of a peace guarantee. In exchange, Kaius's sister Haydith lives in Wroat, where she has won great favor in the Brelish court.

History DC 25: Boranel is not the first ruler in Breland to have progressive ideals. The nation has always been home to those who have little use for the heavy hand of kings and queens. Wroann, the first queen of independent Breland, championed these ideas to a greater degree than ever before. Still, given her taste for fine living, ceding power to the lower classes seemed contradictory to her nature. Some historians point out that she was one of the instigators of the Last War, and opine that her need for the people's support to wage war led to the parliament's greatest gains in power. Regardless of Queen Wroann's motives, the parliament supported her break from Galifar and helped raise armies to defend Brelish lands during the long years of war.

Today, Breland is a major player in the international political arena. Most other nations fear its power and tread with caution when dealing with the king and his diplomats. Courtesy has not formed strong bonds of trust, however. King Boranel remains skeptical of Karrnathi intentions. The king also distrusts Queen Aurala's well-chosen words and sees Thrane as an unstable state on the verge of erupting into violence at any moment. Raiders from Droam and Darguun don't help calm matters. In response to all these factors, Breland maintains considerable armies along its borders.



The one nation with which Breland is clearly at peace is Zilargo; the two have been strong allies since the start of the Last War.

NATURE

Common Knowledge: Breland is a large nation, bounded on the west by the steep Graywall Mountains, beyond which lie Droaam's savage lands. To the north lie Silver Lake and the Blackcaps, across which are the Eldeen Reaches and Aundair respectively. Farther east, the Brey River forms the border with Thrane, and the Howling Peaks stand between Breland and Zilargo.

Breland bursts at the seams with peoples of all races and cultures. Humans have always been numerous, but other races threaten to eclipse their numbers. Gnomes are drawn by new opportunity and prosperity, and half-elves forge lives far from the haunts of their ancestors. Elves, dwarves, and halflings have respectable populations. Changelings, goblins, orcs, warforged, and other peoples fill the nation's cities.

Nature DC 15: Like the other members of the Five Nations, Breland lost territory during the Last War. When it became clear that King Boranel could no longer protect his western holdings from monstrous incursions, he withdrew his citizens across the Graywall Mountains. From those lost lands arose the Shadow Marches and Droaam. Although those lands

represented significant losses of territory, few Brelish settlers lived in those lands, and ceding them cost Breland little in population or resources.

Breland did manage to retain great swaths of fertile land perfect for farming. The mountains are also rich in metals such as iron, copper, and gold—mines dot the steep slopes, burrowing deep into the earth. The country's numerous industries process these metals into ingots or use them in the production of commodities. The countryside is rich in natural resources, giving Breland an edge over its rivals.

RELIGION

Common Knowledge: Self-reliance and faith in the king trumps the gods for most Brelish folk. Despite general religious skepticism, the Church of the Silver Flame and the Sovereign Host have modest followings, with shrines spread across the countryside and larger temples in Breland's cities.

Religion DC 15: Considering how accepting people are in Breland, it should come as no surprise that a few sinister cults thrive there. According to rumors, temples to the Dark Six fester beneath Sharn, and groups devoted to the Dragon Below exist at all levels of society.

STREETWISE

Streetwise DC 15: Breland's official stance toward the lost nation of Cyre is to welcome its

citizens, giving them food, shelter, and a chance to start new lives. For all the nation's good intentions, however, not everyone shares this goodwill. Too many deaths and too many battles with Cyre burn hot in Brelish memory for charity to be widespread. Some even say the Mourning was just desserts for Cyre's crimes in the Last War. For the most part, Cyran communities live peacefully in Breland, but countryside flare-ups occur from time to time as agitators and firebrands seek "to finish the job the Mourning started."

Streetwise DC 20: Breland loves its king, and the people would follow him just about anywhere. The same, however, cannot be said of his children. Boranel's heirs have not shown the king's impressive leadership abilities, and many Brelish worry about what the future holds. The idealistic believe that whoever takes the throne next will grow to fill the crown's demands, but not all are so sure. There's even talk of dissolving the monarchy and giving full power to the parliament once Boranel dies.

Streetwise DC 25: Lord Ruken ir'Clarn spearheads the talk of massive governmental reform. Driven by personal ambition, he hopes to remove the monarchy from Breland. Under his plan, a prime minister elected from the parliament's two chambers would fulfill the duties of the king. Several conspirators support Lord Ruken's plans and, as Boranel's heirs continue to disappoint, more and more of those in power consider joining this rebellious faction.

Another problem in Breland is the Swords of Liberty. Founded on principles of freedom and a sharp disdain for what they see as oppressive monarchies across the continent, the Swords of Liberty emerged at the start of the Last War and began causing trouble both internally and externally. In the new peace, their numbers swell, as does their violence. They now foment war, staging attacks and raids, murdering and burning villages to draw Breland into war once again. The Swords believe that Breland was strong enough to win the Last War outright and that the other nations are too weakened and too afraid to put up much of a fight now. This view might be truer than the other nations would like to believe.

SETTLEMENTS AND FEATURES

Breland's northeastern borders bear the signs of war, ravaged and scarred from the fighting. At the heart of the nation, however, one finds a country bustling with industry. Narrow roads crisscross the farmland, and caravans snake down established routes to Wroat, Sharn, and other settlements. The lightning rail spans the nation, offering speedy transport to most major communities, with links to Zilargo and Thrane.

ARGONTH

Floating Fortress; Population 1,500

Argonth is one of two remaining floating citadels constructed during the Last War by House Cannith engineers. Built as a mobile fortress, Argonth was used to launch assaults, proving Breland's military superiority to its enemies. Now, Argonth patrols Breland's borders, warning enemies of the nation's great power.

The airborne fortress is a wide, floating wall topped by battlements, towers, buildings, and siege weapons. When moving, Argonth hovers a few hundred feet in the air, its shadow spreading beneath it. The citadel houses only military personnel; no one else is permitted aboard. Argonth sets down every week, and when it does, a tiny town springs up around it overnight. People are wary of its size and power, but merchants come knowing that the soldiers forced to serve on the vehicle are hungry for supplies, entertainment, and an escape from the drudgery of military life.

CRAHWAR

Border Town; Population 3,500

Cragwar sits in the foothills of the Blackcaps along the border between Aundair and Breland. During the Last War, the town fell many times, switching hands from Aundair to Thrane, and back to Breland again. Monsters crawling from the Black Pit, tumbling down from the mountains, and raiding from the Green-haunt keep Cragwar's soldiers on constant alert.

Since the region is so unstable, Cragwar is more a military outpost than a town. Traders, adventurers, and crafters do settle here, or at least travel to the town for commerce. Cragwar presents a united face to hostile forces, but it's said that Aurum agents infect the place like a cancer, undermining the military's authority and risking the town's defense for commerce. The wealth of the region has also attracted at least two members of the Aurum's Gold Concord. Daeluse d'Kundarak ensures the safety of the Aurum's interests in the Blackcaps, while a changeling named Zeed has an ambitious plan to secure a place on the Platinum Concord: starting a war between Breland and Thrane with the ultimate goal of creating a tiny nation-state in southern Thrane belonging to the Aurum. Zeed's incautious activities have attracted the attention of the King's Citadel.

THE KING'S FOREST

The King's Forest once covered all of Breland's southern lands, but cultivation and logging have reduced it to its current size. Even so, it spreads from the Dagger River's banks east into Zilargo. King Galifar claimed the forest as a hunting preserve, and it has come to serve the same capacity under the Brelish royalty. Express permission or invitation from

the king is necessary to hunt here, and the Knight Rangers dutifully enforce the king's laws.

The size and density of the King's Forest make it an ideal retreat for criminal groups. Poachers, outlaws, and brigands lurk in the depths and emerge to raid outlying settlements and farms. One group, called the Jungle Boys, is powerful enough that the Knight Rangers have had little luck in ousting it. Skirmishes between rival criminal factions are frequent.

NEW CYRE

Refugee Town; Population 4,000

After the Mourning, King Boranel welcomed refugees from Cyre, permitting them to set up encampments within Breland's borders. Most settlements were squalid and confused. Sickness ran rampant, worsening the people's suffering. As the number of refugees grew, it was clear that the camps would not suffice. Boranel granted the Cyran ambassador, Prince Oargev ir'Wynarn, permission to found a town for his people. By king's edict, the residents would be subject to Cyran authority and live as they saw fit. The Cyrans appreciated the gesture and named the town New Cyre, but most remain aware that they were granted territory no one else wanted. Many of them resent the fact that they're trapped inside their former enemy's lands, with nowhere else to go.

ORCBONE

Dour Fort; Population 450

Orcbone valiantly attempts to secure the gap between the Graywall Mountains and Silver Lake. Raised to prevent Droam raiders from breaching the borders, Orcbone is a grim fortress with steep walls, surrounded by churned earth littered with bones. Since its founding, Orcbone has known little peace. Orcs, goblins, trolls, ogres, and others spill through the gap from Droam and fling themselves at Orcbone's walls, repulsed each time by its doughty defenders. Orcbone holds fast, but soldiers dread assignments here since there is little respite from the fighting.

STERNGATE

Bustling Fortress; Population 800

Sterngate stands at the heart of a stretch of territory fortified against goblin attack. This bastion is surrounded by ditches, walls, and traps designed to harass and destroy attackers. Sterngate patrols scour the nearby lands for Darguun raiders and smugglers, showing no mercy to those encountered. Many observers believe that if war with Darguun erupts again, Sterngate might well be at its center.

VATHIROND

Ravaged Town; Population 3,000

Vathirond claims the lands just south of the Brey River near the Thrane and Mournland borders. Its

position on the front lines meant it was the site of major engagements between Breland, Thrane, and Cyre, as well as raids from Karrnath. Casualties, hardship, and disease diminished the town's population to its current numbers, and the formerly bustling place has had little luck in attracting new folk to replenish its lost citizens.

WROAT

Capital City; Population 80,000

Wroat might not have Sharn's population or its floating towers, but it is still an impressive city in its own right. Wroat and its environs occupy the banks on either side of the Howling River, a tributary of the Dagger River. A steep wall encircles the city, wrapping around and crossing over the slow-moving waters as they wend westward to join the Dagger River. At the river's center stands an artificial island from where the king rules the city and the kingdom, ensconced in the magnificent fortress known as Brokenblade Castle.

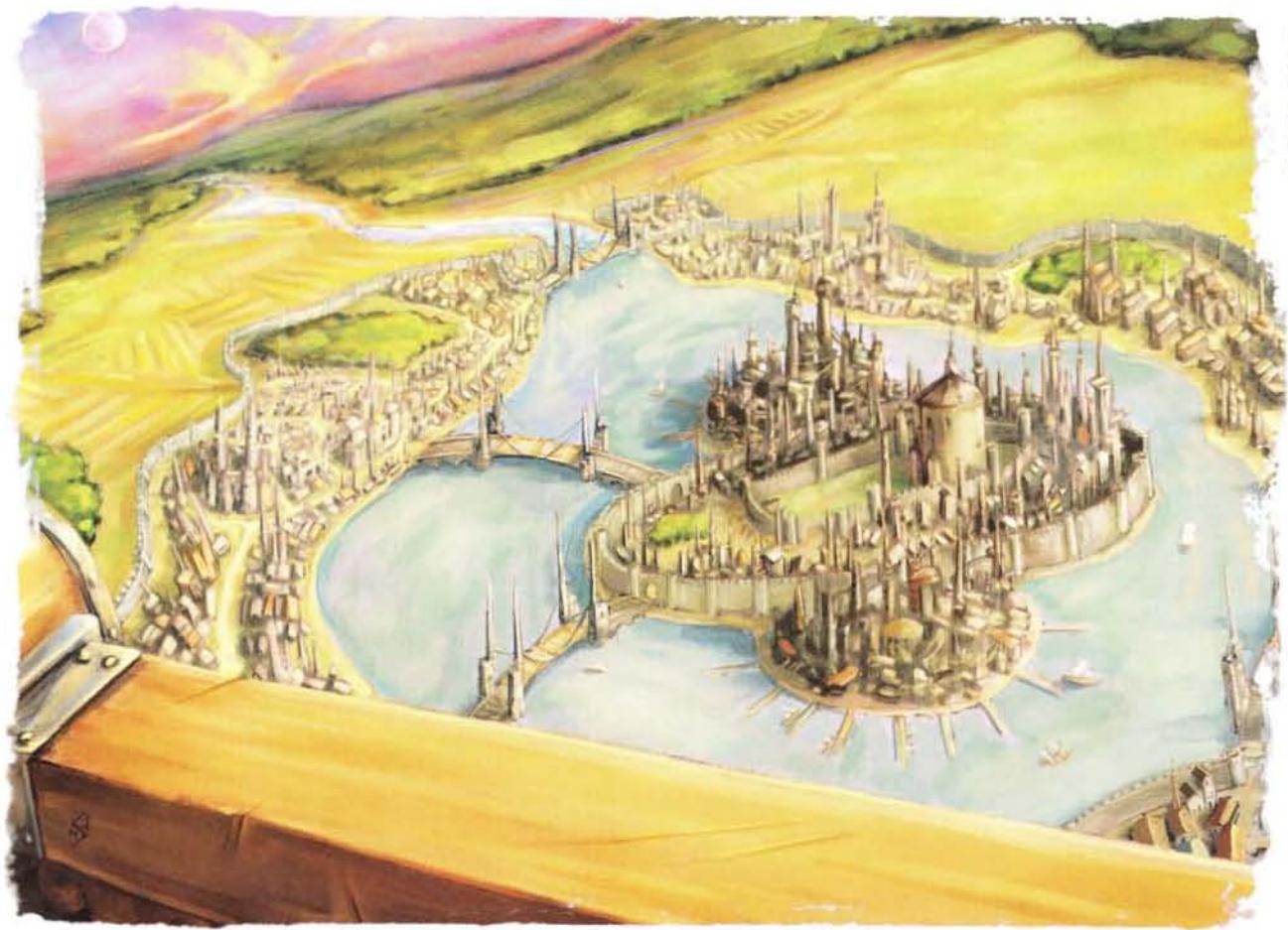
Humans and gnomes live here in the greatest numbers, along with significant populations of eladrin, elves, and half-elves. Representatives of all the other races are present as well. As Breland's capital, Wroat welcomes visitors from all over the continent. All dragonmarked houses have emporiums in the city, and House Medani runs its entire industry from here. The house's leader has a long and well-known friendship with the king and lends his house's service to protect the crown from spies and assassins.

Brokenblade Castle: The royal residence rises from an island in the middle of the Howling River. Two bridges connect the isle to the south bank. Streets climb a steep hill and end at the tall gate set in the castle's high stone walls. According to legend, the castle takes its name from Galifar's conquest. At one point while in these lands, he broke his blade in battle but somehow managed to win the day. He had the fortress built to commemorate the victory, and it's said the blade remains inside its walls still.

Brokenblade Castle contains royal apartments, garrisons, armories, kitchens, and other rooms and features necessary to keep the place in full operation. King Boranel spends two-thirds of every year traveling, so his brother Kor ir'Wynarn oversees the castle when not attending to his responsibilities at the King's Citadel.

The King's Citadel: Breland's elite military service (also known as the King's Citadel, or simply the Citadel) operates from this obsidian tower. It contains offices, headquarters, residences, and training grounds for the force of warriors, mages, and spies who serve at the king's pleasure.

Parliament Hall: Parliament Hall dominates Wroat's southern banks. The building serves the



legislature, providing accommodations, offices, and meeting halls for members of both chambers. The wall dividing the two chambers can be removed when both chambers must vote on state issues of highest import.

PLOTS AND ADVENTURE SITES

Black Pit: Far from Brelish scrutiny in the Black-caps lies the tiny village of Black Pit, named for the yawning chasm it overlooks. The community attracts the worst sorts, serving as a retreat for murderers and thieves, cast-offs and criminals. Not surprisingly, it is an ideal place for a thriving black market.

The nearby pit is believed to be bottomless, a shaft burrowing into the heart of Khyber. Poisonous clouds accompanied by shrieks and moans rise from the depths, giving the place its unsavory reputation. Few have tried to enter the Underdark from here—and each expedition that has tried this route has not been heard from again.

The Dragon's Crown: A ring of leaning, jagged rocks crowns a large plateau in eastern Breland. Locals believe that dark magic taints the place, since nothing grows inside the stone circle. On nights when one or more moons are full, the rocks glow with a sinister light, and odd sounds fill the still air. From

time to time, visitors find animal carcasses inside the circle, leading some locals to believe that cultists use the place to conduct evil ceremonies dedicated to the Dragon Below.

THE KING'S CITADEL

The King's Citadel serves as Breland's elite military branch. Founded to protect king and country, the Citadel knows its duty and allows nothing to stand in its way.

KING'S CITADEL LORE

History DC 15: During the Last War, Breland created the King's Citadel to serve as spies and scouts. In the years that followed, the organization's role expanded beyond its original purpose until it became the crown's principal military arm. At present, its agents are the primary dispensers of the king's justice.

History DC 20: The King's Citadel has several branches. The best known are the King's Swords, the King's Shields, and the King's Wands.

Streetwise DC 20: The rumors about secret departments within the Citadel are true. The King's Dark Lanterns is one such group. The Lanterns are spies and killers, skulking through the shadows to steal secrets and lives in the king's name.

ORGANIZATION

The King's Citadel is a well-known institution formed to protect the royal family. Few know the organization's full purpose, because the secretive agencies at work within it conceal their presence from prying eyes. The Citadel is a powerful espionage and military agency, and its members are equal to any task set before them.

Leader: The King's Citadel serves the king and follows his every command. Day-to-day management of the organization falls to Boranel's chief advisor and brother, Lord Kor ir'Wynarn. Kor collates reports from agents in the field, manages royal family security, allocates resources to reinforce local law enforcement agencies, and sends out spies and assassins to attend to major threats.

Headquarters: The King's Citadel occupies a black tower in Wroat. The Citadel building is a large fortified structure containing training facilities, offices, barracks, and armories.

Hierarchy: The King's Citadel has at least five divisions. A hand-picked captain commands each branch, chosen for his or her work in the field and successes in the organization. The known agencies include the King's Swords, the King's Shields, the King's Wands, the King's Dark Lanterns, and the King's Shadows.

The King's Swords are elite warriors who undertake specialized and dangerous missions. The Shields protect the king and the royal family. The Wands are accomplished mages who supplement military personnel in the field or assist in other Citadel missions.

The King's Dark Lanterns and the King's Shadows are both covert agencies, their missions and agendas concealed from public view. In fact, few outside the Citadel know that they exist. The members of the Dark Lanterns deal in information, assassination, and sabotage. They fight on the front lines in the cold war, working against the Royal Eyes of Aundair, the Order of the Emerald Claw, and other subversive agencies.

The King's Shadows division is even more mysterious. Only the captain, commander, and king know its operatives' identities. Selected from the best of the best, Shadows agents resolve internal matters, eliminating traitors and double-agents, or work in the field, taking on the most dangerous missions.

Members: Most Citadel agents come from the military, having attained great honors in combat or some other service. A few operatives come from the private sector, selected for special talents or information they hold. Each recruit receives the same training, learning fundamentals about combat, spying, and other necessary skills. During this time, members find placement in a division and move on to specialized training.

The Citadel often turns to adventurers to fill its ranks. The Dark Lanterns division is notorious for using unaffiliated operatives, often concealing its true identity to keep the new agents honest. Those freelancers who distinguish themselves might be granted an invitation to join the Citadel that they can't refuse.

KING'S CITADEL AGENTS

Loyal, professional, and dangerous, the King's Citadel accepts only the best into its service.

KING'S CITADEL AGENTS LORE

History DC 15: Some agents of the King's Citadel are soldiers, working with others in the Brelish military. Others are guards, charged with protecting the king; others still are magic-wielders. Rumors swirl that more secretive agencies also lurk within the King's Citadel. All are stone-cold killers when the state demands it.

History DC 20: More than one covert Citadel branch exists. The two most active ones are called the King's Dark Lanterns and the King's Shadows. The spies and assassins from these divisions keep a close watch on the king's enemies.

King's Shield	Level 5 Soldier
Medium natural humanoid, human	XP 200
Initiative +4	Senses Perception +10
HP 64; <i>Bleeding</i> 32; see also for Breland!	
AC 22; Fortitude 18, Reflex 16, Will 17	
Speed 5	
④ Longsword (standard; at-will) ♦ Weapon +12 vs. AC; 1d8 + 5 damage, and the target is marked until the end of the Shield's next turn.	
† For Breland! (standard; requires a longsword; encounter) ♦ Weapon +12 vs. AC; 2d8 + 5 damage, and the Shield gains 5 temporary hit points.	
† Shield the King (immediate reaction, when an adjacent enemy moves or shifts; requires a shield; at-will) +10 vs. Fortitude; targets the triggering enemy; 1d6 + 5 damage, the Shield pushes the target 1 square, and the target ends its move action.	
Lock Shields (requires a shield) A King's Shield gains a +2 bonus to AC and Reflex defense while adjacent to another King's Shield.	
Alignment Lawful good	Languages Common
Skills Insight +10, Intimidate +7	
Str 18 (+6)	Dex 10 (+2)
Con 16 (+5)	Int 14 (+4)
	Wis 16 (+5)
	Cha 11 (+2)
Equipment plate armor, surcoat, heavy shield, longsword	

KING'S SHIELDS TACTICS

King's Shields fight in teams, forming ranks to block enemy attacks. They lock down targets with longsword attacks and *shield the king*. King's Shields usually save *for Breland!* to use when they become bloodied, then fight to the death, giving their lives to protect their charges.

King's Sword

Medium natural humanoid, human

Initiative +7 Senses Perception +6

HP 69; Bloodied 34

AC 20; Fortitude 19, Reflex 17, Will 17

Speed 5

① Greatsword (standard; at-will) ♦ Weapon

+11 vs. AC; 1d10 + 6 damage.

† Deft Blade (standard; requires a greatsword; at-will) ♦ Weapon

+11 vs. AC; 1d10 + 6 damage, and the Sword shifts 1 square.

↔ King's Blade (standard; requires a greatsword; encounter) ♦ Weapon

Close burst 1; +11 vs. AC; 2d10 + 5 damage. The King's Sword shifts 2 squares after making this attack.

Alignment Good Languages Common

Str 19 (+7) Dex 14 (+5) Wis 16 (+6)

Con 13 (+4) Int 10 (+3) Cha 11 (+3)

Equipment chainmail, surcoat, greatsword

Level 6 Skirmisher

XP 250

King's Dark Lantern

Medium natural humanoid, human

Initiative +13 Senses Perception +12

HP 136; Bloodied 68

AC 24; Fortitude 22, Reflex 23, Will 21

Saving Throws +2

Speed 6

Action Points 1

① Bastard Sword (standard; at-will) ♦ Weapon

+13 vs. AC; 1d10 + 5 damage.

② Longbow (standard; at-will) ♦ Weapon

Ranged 20/40; +13 vs. AC; 1d10 + 5 damage.

† Blinding Strike (standard; requires a bastard sword; at-will) ♦ Weapon

+13 vs. AC; 1d10 + 5 damage, and the Dark Lantern shifts 2 squares and has concealment against the target until the end of the Dark Lantern's next turn.

Blend In (minor; encounter) ♦ Illusion

The Dark Lantern turns invisible until it attacks or until the end of its next turn.

Hunter's Quarry (minor 1/round; at-will)

Targets nearest enemy; the Dark Lantern deals +1d8 damage once per turn against its quarry. Only one creature can be the Dark Lantern's quarry at a time.

Alignment Unaligned Languages Common

Skills Athletics +13, Bluff +10, Diplomacy +10, Intimidate +10, Stealth +14, Streetwise +10, Thievery +14

Str 18 (+8) Dex 20 (+9) Wis 16 (+7)

Con 14 (+6) Int 15 (+6) Cha 13 (+5)

Equipment leather armor, cloak, bastard sword, longbow with 15 arrows

KING'S SWORDS TACTICS

King's Swords rush to engage the foe. They maneuver, using *deft blade* regularly and *king's blade* when bloodied, to take advantage of weakness and set up allies for finishing blows.

King's Wand

Small fey humanoid, gnome

Initiative +5 Senses Perception +9; low-light vision

HP 52; Bloodied 26

AC 18; Fortitude 15, Reflex 20, Will 19

Speed 5

① Short Sword (standard; at-will) ♦ Weapon

+13 vs. AC; 1d6 + 4 damage.

② Mind Razor (standard; at-will) ♦ Implement, Psychic

Ranged 10; +11 vs. Will; 2d8 + 4 psychic damage.

③ Bedeviling Bolts (standard; at-will) ♦ Illusion, Implement

Ranged 10; +11 vs. Will; 1d10 + 5 damage, and the Wand slides the target 1 square.

④ Scintillating Pattern (standard; recharge ④) ♦ Illusion

Area burst 2 within 10; targets enemies; +9 vs. Will; 3d8 + 4 damage, and the target is dazed (save ends).

Fade Away (immediate reaction, when the King's Wand takes damage; encounter) ♦ Illusion

The King's Wand turns invisible until after it hits or misses with an attack or until the end of its next turn.

Reactive Stealth

If a King's Wand has cover or concealment when it makes an initiative check, it can make a Stealth check to become hidden.

Alignment Good Languages Common, Elven

Skills Arcana +13, Bluff +12, Insight +9, Stealth +10

Str 9 (+2) Dex 14 (+5) Wis 13 (+4)

Con 10 (+3) Int 20 (+8) Cha 18 (+7)

Equipment surcoat, short sword, wand

KING'S WANDS TACTICS

Mind-rending spells and clever illusions make King's Wands indispensable additions to any Citadel team. They prefer to use *bedeviling bolts* to maneuver enemies into places where the enemies can be easily flanked. They use *scintillating pattern* if enemies get too close together.

Level 6 Artillery

XP 250

KING'S DARK LANTERNS TACTICS

Dark Lanterns exploit the vulnerabilities of their foes to dispatch them with ease. They prefer to use *blinding strike* against the target of their *hunter's quarry*, getting in a massive hit before slipping away into the shadows.

ENCOUNTER GROUPS

Agents of the King's Citadel work within their branches or sometimes in mixed units formed from several different agencies. Citadel agents support soldiers or act as escorts for important persons. The most dangerous are the Dark Lanterns, who lead teams or infiltrate other groups.

Level 5 Encounter (XP 1,150)

♦ 2 King's Shields (level 5 soldier)

♦ 2 King's Swords (level 6 skirmisher)

♦ 1 King's Wand (level 6 artillery)

Level 9 Encounter (XP 2,000)

♦ 1 King's Dark Lantern (level 8 elite lurker)

♦ 4 iron cobras (level 6 skirmisher, MM 157)

♦ 1 tiefling darkblade (level 7 lurker, MM 250)

KARRNATH

Tradition, discipline, and excellence in all things define Karrnath. A nation with a proud military history, it has stood for centuries as the strongest of the Five Nations, producing the finest generals and armies the kingdom of Galifar has ever seen. These qualities proved the nation's greatest asset, but also its greatest vulnerability, during the Last War. Although the nation never surrendered, an overreliance on military concerns left it unprepared for different kinds of enemies—plague, famine, and intrigue.

LORE OF KARRNATH

ARCANA

Arcana DC 15: Karrnath is home to the order of the Twelve, an ancient magical society founded by the dragonmarked houses ages ago as a show of unity and cooperation. The Twelve is one of the premier institutions for the advancement of magical study. It has trained countless mages over the generations, forming a pool of talent from which the dragonmarked houses pull recruits to maintain and improve their operations.

Arcana DC 20: The Last War was difficult for the Twelve. King Kaius I saw the group's value and coerced it to test and train the nation's youth to fight against Aundair, Cyre, and the other nations. Many members who were dedicated to staying out of the

war resigned after the king compromised the organization's neutrality. These losses and the casualties resulting from the organization's wartime involvement diminished the Twelve significantly.

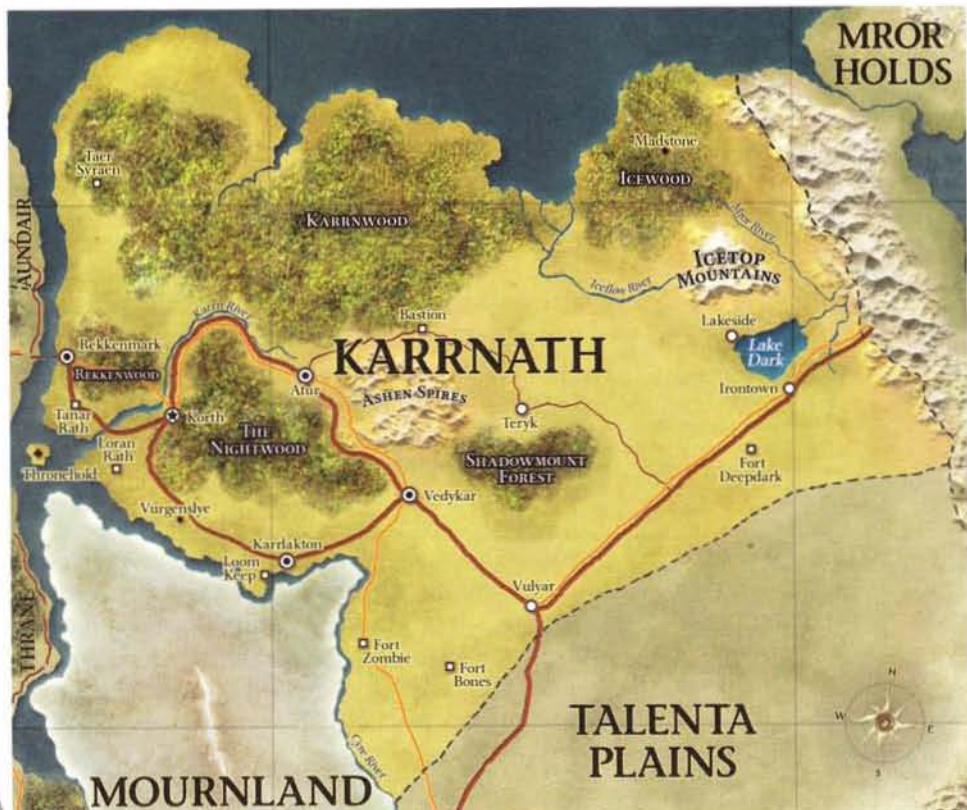
HISTORY

Common Knowledge: In 894 YK, King Kaius I, ruler of Karrnath, joined with his siblings in rejecting Mishann of Cyre's claim to the crown. Food shortages and plagues quickly undermined Karrnath's military prowess, however, forcing the nation to use necromancy to raise undead soldiers from those fallen in battle. These dark reinforcements came at a terrible price, and Karrnath's reputation suffered greatly as a result.

History DC 15: Even with undead soldiers, Karrnath continued to suffer during the war. The perils of disease and hunger constantly loomed over the nation, and warfare's wreckage littered its borders and ruined its cities. In an attempt to reassert the power of the monarchy late in the war, Regent Moranna and King Kaius III ended the state's sponsorship of the Blood of Vol religion, exiled the extremist Order of the Emerald Claw, and reined in wayward Karrnathi warlords. After the Mourning, King Kaius III became one of the greatest proponents for peace. He withdrew his undead armies, called for ceasefires, and was instrumental in brokering the historic Treaty of Thronehold.

Once the Five Nations reached an accord, the king spent the following months securing the peace. He agreed to the exchange of royal family members with foreign courts as a show of commitment. He pressed for trade agreements with Aundair and the Eldeen Reaches to bring much-needed food to his people, and negotiated with Breland and Thrane to form bonds of friendship and trade.

The Karrnathi people take pride in their heritage, and most social aspects of their culture reflect their military traditions. Each citizen serves for two years in either the nation's army or its navy. Most soldiers muster out, but some go on to distinguished



careers as lifelong members of Karrnath's armed services.

History DC 20: Karrnath is one of the oldest human nations on the continent. Long before Galifar succeeded in founding his kingdom, Karrn the Conqueror launched his own attempt at building an empire on these lands. Karrn did not succeed, undone by his greed, but he did father the line of the one who would.

What freedoms the Karrnathi enjoyed before the Last War ended with its outbreak. By necessity, King Kaius I took absolute control over the state, consolidating power in his hands. Martial law reigned, and the people bent their knees to the king's will on fear of death. The Karrnathi royal family retains its strength with the support of the warlords, the household heads of the nation's nobility. The warlords raise armies and give a portion of their revenues to the crown; these restless nobles have been kept in line by the ruthless reputation of their monarchs.

History DC 25: King Kaius III came to power on his twentieth birthday, taking the throne from his aunt, Lady Moranna, who ruled as regent until he came of age. Not one to discard useful allies, Kaius appointed Moranna chief advisor to the crown and minister of foreign affairs. Kaius then courted and married an elf noble named Etrigani. The queen supports the crown by acting as an emissary to foreign lands, since Kaius rarely travels and almost never goes beyond his kingdom's borders.

History DC 30: Although Kaius has never wavered in his commitment to peace, few foreigners trust him. He grants audiences rarely, and dignitaries who have met with him claim that he's too earnest and aggressive, and he has a strange air about him, suggesting something is not quite right.

Kaius does everything precisely, his every step careful and measured. His actions have an air of calculation about them, as if his intentions were constantly colored by some plot only he knows of.

Other aspects of Kaius's behavior reinforce this impression of strangeness. Kaius keeps a large harem at his fortress, even after his marriage, but he has produced no heirs. Also, the king bears an unmistakable resemblance to Kaius I, and those who knew the old king find the similarities in mannerisms and speech between him and his grandson downright uncanny.

NATURE

Common Knowledge: Karrnath controls lands north of the Mournlund and the Talenta Plains, stretching down from the shores of Karrn Bay between Scions Sound to the west and the Ironroot Mountains to the east. Dense forest covers most of its western holdings, including the massive Karrnwood

and the dark Nightwood. The Ashen Spires rise in the nation's heart, while the eastern Icetop Mountains lead to the Ironroots beyond. In the southeast, the forested countryside gives way to vast rolling hills and grasslands until it joins the Talenta Plains.

Nature DC 15: The lands are rich and verdant, but an insufficient number of farmers and adverse weather keep the nation from feeding all its people. Food shortages are a constant problem, forcing the nation to import grain from Aundair, the Eldeen Reaches, and Breland. Karrnathi livestock, while not overabundant, is plentiful and of the highest quality. Pork, beef, dairy, exotic cheeses, and butter are staples of the Karrnathi diet, and the nation produces enough of these commodities to export a large amount of them to other nations, where they are viewed as luxuries. Karrnath also harvests its forests for lumber and paper.

RELIGION

Religion DC 15: The Sovereign Host has always been strong in Karrnath, and temples to Boldrei, Dol Arrah, Dol Dorn, and Olladra stand in the countryside as well as in the cities. The Blood of Vol rose in influence during the Last War and reigned for a time as the state religion, but its official support ended with the ascension of King Kaius III. The Blood retains a sizable following among nobles and commoners alike.

STREETWISE

Streetwise DC 20: Same as History DC 20.

Streetwise DC 25: Same as History DC 25.

Streetwise DC 30: Same as History DC 30.

SETTLEMENTS AND FEATURES

The oldest human settlements survive in Karrnath, with buildings more or less as they appeared when humanity first came to these lands. Newer structures evoke the land's somber themes, favoring war, religion, and austerity in their style. Statues of heroes, obelisks commemorating famous battles, and tombs housing fallen soldiers are all common.

Travel in Karrnath is easy and safe. Roads and House Orien trade routes cover the nation, facilitating commerce and transit. The lightning rail extends from Rekkenmark in the west to the Mror Holds in the east. Elemental vessels crowd the ports along the rivers, while elemental airships sail through the skies, making their way to Korth and beyond.

ATUR, THE CITY OF NIGHT

Gloomy City; Population 13,000

The City of Night stands in the shadow of the Ashen Spires, cloaked in mist from the Karrn Falls.



For all but a few hours each day, Atur lies shrouded in gloom, a nearly perpetual twilight that gives the city its moniker. Oddly, during the day's brightest times, the city is quiet, seemingly deserted. Only at night does Atur come fully to life.

This atmosphere suits the people. At night, they frolic in fest halls and taverns, sampling the forbidden delights of Atur's infamous bordellos. Even Kaius III is not immune to the city's allure, and he finds refuge in Nighthold, a royal complex where he sometimes holds court.

Beneath the hustle and bustle of this curious community lie the Vaults of the Dead, where Karrnath's undead legions await the day when war rages anew. Overlooking the city is the huge Crimson Monastery, one of the greatest bastions of the Blood of Vol in the nation.

Crimson Monastery: The Blood of Vol might not have the influence it once did, but the crown's distancing from the faith did not sway the bulk of Atur's citizens. The Crimson Monastery perches above the city, a sprawling complex spanning several acres and serving as the heart of the blood-centered religion. Inside is a maze of worship halls, ritual chambers, shrines and vaults, cells, and residences. Buried deep, beyond the prying eyes of the common worshipers, is an ossuary where Vol's mummy high priest, Mal- evanor, performs the most profane rituals, twisting

corpses with dark magic to create atrocities and undead horrors.

KARRLAKTON

Fortified City; Population 60,000

The sprawling city of Karrlakton stands in full view of Cyre's clouded devastation. The second largest city in Karrnath, this once-bustling river port suffers from proximity to the Mournland. Cyre's shimmering misty curtain fills the horizon, casting a gloomy pall over Karrlakton's citizens. The city draws unwanted attention from prophets, doomsayers, and apocalyptic priests. These ranting oracles proclaim the impending doom that awaits the world, pointing across the frothing waters of the Cyre River to support their dire predictions. Since the Last War's end, a significant number of Karrlakton's citizens have drifted from the city to find new lives, but the city struggles on, surviving through the manufacture of arms and armor and from meager trade by way of the occasional elemental airship or other vessel that braves the river's turbulent waters.

Sentinel Tower: Karrlakton is home to the Sentinel Tower, a mighty fortress at the city's center. The Tower is the headquarters enclave of House Deneith, and just as important, it is home to the Sentinel Marshals. King Galifar commissioned House Deneith to form this continent-spanning agency

to capture fugitives from justice, with jurisdiction throughout the Five Nations. As bounty hunters, the Sentinels are without peer. During the Last War, the authority that the Sentinels derived from the King of Galifar evaporated. Unwilling to take sides, the organization recast itself as a neutral force policing war crimes, the treatment of prisoners, war profiteering, and the impartiality of the dragonmarked houses. These activities caused conflict with nearly every power base on the continent at one point or another during the war. The Sentinels' perseverance during the war years left the group as the only viable entity to police the Thronehold peace once hostilities ceased. As a result, the Sentinels hold international authority to carry out their duties as they have for centuries.

KORTH

Capital City; Population 85,000

Korth is the ancient capital of Karrnath. More than any other settlement in the nation, Korth preserves its history in its buildings, tombs, and vaults. The city has well-kept streets and somber structures, each in a fashion suggestive of its militant origins.

Five major wards—Highcourt, Temple, Commerce, Community, and Low District—make up the city. Each ward contains residences and shops, but exemplifies its particular function. For example, Highcourt Ward houses the king's palace, governmental buildings, and the homes of dignitaries, while Commerce Ward holds the dragonmarked emporiums and enclaves, warehouses, shops, and marketplaces.

The war's ravages are evident in the damage to the city's steep walls and a majority of its buildings. Cyran and Aundairian forces besieged the city several times, but each time the defenders threw back the attackers. Rebuilding is slow—some scars are not easily erased.

Crownhome: King Kaius III rules Karrnath from Crownhome. More a military base than a palace, the structure features a thick wall between two rocky pillars. With over a thousand soldiers stationed here and backed by siege engines and other defenses, Crownhome embodies the nation's preoccupation with battle.

The Twelve: The Ziggurat of the Twelve is a mighty floating citadel, casting its shadow over Wollvern Park below. The fortress has thirteen tiers, one for each of the dragonmarks. The highest tier is empty, set aside to honor the lost Mark of Death.

Losses during the Last War and the political ramifications resulting from its aid to Karrnath diminished the Twelve's standing in the Five Nations, allowing the Arcane Congress to eclipse it. The Twelve struggles to rebuild, but it's unclear whether the organization can recover fully.

REKKENMARK

Border City; Population 15,000

The westernmost city in Karrnath is Rekkenmark, a community known for its military academy. Once called the door to Karrnath, thanks to the great White Arch Bridge spanning Scions Sound, Rekkenmark's importance fell in the last century, when the bridge tumbled into the sound. Given that the bridge served as a major artery to the heart of Karrnath, many soldiers marveled that it stayed intact as long as it did. Cut off from the west by the river and surrounded or behind enemy lines for significant portions of the war, this border city suffered greatly during the conflict.

Rekkenmark's survival and continued viability is a testament to Karrnathi stubbornness. Its citizens still work to bring the city back to its prewar magnificence. The people emphasize the city's prewar charm, with buildings, temples, and structures surviving from when Karrnath was part of Galifar. Their efforts have not seen much success because the loss of the bridge also destroyed the lightning rail spanning it and greatly curtailed commerce and access to visitors. The city's waterfront cannot replace the bridge's access because Rekkenmark sits atop steep cliffs overlooking the sound. In addition, few elemental airships forgo the relatively near and more important berths in Korth to stop at the border city. Despite all these hindrances, the people refuse to give up; plans to rebuild the great bridge fill them with hope that better days lie ahead.

Rekkenmark Academy: Until the Last War, the Rekkenmark Academy was the premier military school for well-born sons and daughters all over Galifar. It offered a full education but focused on leadership principles, strategy, and warfare. Graduating from this school was a mark of pride for a student and his or her family.

The Last War and Rekkenmark's isolation all but destroyed the institute. No parents outside Karrnath wanted to send their sons and daughters to an active war zone, and few of Karrnath's noble families were willing to enroll their children in an academy that was behind enemy lines for years at a time. The academy was shut down during the war, and enrollment remains low to this day.

TAER SYRAEN, THE WINTER CITADEL

Militant Feyspire; Population 3,500

Near the western edge of the Karrnwood, the Winter Citadel rises through gray pines, the blue-white stone of its slender towers and delicate minarets sparkling in the light. Fragile bridges span the gaps between, giving the place the appearance of a crystalline web formed from ice. A steep ice wall surrounds the eladrin spire. Helmeted guards, their

faces hidden behind grim visors, stand guard, watching for enemies and intruders alike.

Each night, eladrin knights ride forth from the citadel on white horses, bringing winter's breath to the surrounding woods. Their passing freezes the needles on the pines and leaves icy impressions of their horses' hooves in the ground. The riders are slender, with pale skin and blue-white hair. Dressed in milky white armor and armed with matching blades, they brook no trespass on their lands, cutting down any interlopers they find.

Karrnath has sent emissaries to treat with these newcomers, but each expedition has been turned away. One group arrived within sight of the walls before the eladrin drove them from the wintry woods. The feyspire's refusal to negotiate irritates King Kaius III, who is gradually coming to see them as a threat. His warlords urge a campaign to crush the arrogant eladrin and take their secrets for the nation, but for now the king remains cautious and hopes for a peaceful solution.

THRONEHOLD

Imperial Stronghold; Population 10,000

Thronehold Castle—purposely situated on an island in the center of Scions Sound, beyond the jurisdiction of any of the Five Nations—housed Galifar's kings for centuries. It was abandoned at the start of the Last War, and with it went Galifar's preeminent symbol of excellence, progress, and justice. The citadel became a vestige of the past, a curiosity, and a reminder of failed promises. No government holds the fortress, and no lord rules the island on which it stands. The sole occupants are the Throne Wardens, House Deneith soldiers charged with protecting the castle from intruders.

Below the castle walls stands Throneport, a small town that arose during the old kingdom's height. Since no one ruled Thronehold during the Last War, the town was not subject to any nation's laws—criminals, exiles, mercenaries, and other scum arrived and prospered. The town became a haven for the desperate and villainous. The end of the Last War checked its decline as the dragonmarked houses and citizens and officials from each of the Five Nations returned to the island. The criminal element remains, but Throneport is becoming a functioning community once more, one that all nations recognize as neutral ground.

PLOTS AND ADVENTURE SITES

Corpse Collectors: King Kaius withdrew undead soldiers from his active legions as a gesture of good will in securing the Thronehold peace, but undead and the business of making them remain central

to Karrnath's military strength. Kaius commanded the Minister of the Dead, Count Vedim ir'Omik, to maintain operations and readiness should hostilities resume, but to keep a low profile. The count follows these orders to the letter, creating and equipping large numbers of undead soldiers in highly secretive operations in Fort Zombie and Fort Bones. The people of Vedykar and Vulyar have learned not to ask too many questions about where the bodies of their dead are taken.

Madstone: Deep in the Icewood stands a strange and terrible growth, a pulsing mound of white crystal. Those familiar with the wood know to keep away from the Madstone—it's said that those who touch it lose their souls. Elders tell any who are willing to listen that more than a few people have been lost in that area of the woods over the years. Some of the old folk claim that, during their time and the time of their ancestors, the dead-white crystal has steadily grown larger. They urge everyone to ignore the alluring whispers that draw the young and ambitious to the Icewood.

The Nightwood: South of Atur and the Ashen Spires is the Nightwood. The forest's fringes serve as a hunting preserve, but not far inside, the woods become trackless, filled with dark and terrible creatures. Some foresters claim that burgeoning evil swells from an oozing wound at the wood's center, a deep chasm leading into the bowels of Khyber. Few can substantiate these assertions, but the hideous things emerging from the shadows suggest some truth to the rumors.

KING KAIUS

Tall and thin, with striking eyes and a sharp mind, King Kaius III cuts an impressive figure, the spitting image of his grandfather Kaius I. Through his forceful personality he helped end the Last War, convincing his rivals to meet and forge a new peace at Thronehold. In the months that followed, he continued to champion the Thronehold Accords and extended the hand of friendship and alliance to his neighbors. What few know about Kaius III is that he bears a terrible secret: The reason he looks so much like his ancestor is because he is the same person.

KING KAIUS'S TACTICS

Kaius is a plotter and a cunning strategist, best used as a behind-the-scenes manipulator of events to serve some greater agenda. Even so, he does not shirk when it comes to battle and uses his powers with relish. The king uses *dominating gaze* against enemy defenders to keep them from pinning him down, and to protect himself. Drawing his magic longsword *Soulthief*, Kaius lays about with *whisper strike*. He prefers to avoid revealing his true nature, but uses *blood drain* if necessary. He saves *throat rip* for his most

King Kaius ir'Wynarn III Level 15 Elite Skirmisher

Medium natural humanoid (undead), vampire

XP 2,400

Initiative +11 Senses Perception +10; darkvision

HP 296; Bloodied 148

Regeneration 10 (regeneration does not function while Kaius is exposed to direct sunlight)

AC 31; Fortitude 30, Reflex 27, Will 29

Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant

Saving Throws +2

Speed 7, climb 3 (spider climb)

Action Points 1

① **Soulthief** (standard; at-will) ♦ Necrotic, Weapon

+20 vs. AC; 1d8 + 6 damage plus 1d8 necrotic damage, and Kaius gains 5 temporary hit points.

+ Blood Drain (standard; requires combat advantage against the target; recharges when an adjacent creature becomes bloodied)

♦ Healing

+18 vs. Fortitude; 2d12 + 6 damage, the target is weakened (save ends), and Kaius regains 74 hit points.

+ Throat Rip (standard; requires combat advantage against the target; encounter)

+18 vs. Fortitude; 3d6 + 7 damage, and ongoing 10 damage (save ends).

+ Whisper Strike (standard; requires soulthief; at-will) ♦ Healing, Necrotic, Weapon

Targets one, two, or three creatures; Kaius makes three melee basic attacks. Kaius shifts 1 square before each attack.

↗ **Dominating Gaze** (minor; recharge 11) ♦ CharmRanged 5; +18 vs. Will; the target is dominated (save ends, with a -2 penalty to the saving throw). **Aftereffect:** The target is dazed (save ends). Kaius can dominate only one creature at a time.

Human Guise (minor; at-will) ♦ Illusion

Kaius can mask his undead features to appear as he did in life. A successful Insight check opposed by Kaius's Bluff check pierces the guise.

Mist Form (standard; encounter) ♦ Polymorph

Kaius becomes insubstantial and gains a fly speed of 12, but cannot make attacks. He can remain in mist form for up to 1 hour or end the effect as a minor action.

Alignment Evil Languages Common, Draconic, Dwarven

Skills Acrobatics +14, Athletics +18, Bluff +17, Diplomacy +17, History +17, Insight +15, Nature +15, Stealth +14

Str 23 (+13) Dex 15 (+9) Wis 17 (+10)

Con 20 (+12) Int 20 (+12) Cha 20 (+12)

Equipment plate armor, fine clothing, light shield, Soulthief (longsword)

vexing enemy. Kaius never fights unless he has an escape route planned, and he's quick to use it if the combat turns against him.

KING KAIUS III LORE

History DC 25: In 991 YK Kaius III came of age, taking his place as the rightful ruler of Karrnath and succeeding the regent, his aunt Lady Moranna. Although he is famous for his part in the Treaty of Thronehold, for ending the Blood of Vol's hold as the official religion of Karrnath, and for efforts at rebuilding his land, few know much about him personally. He grants few private audiences and rarely makes public appearances; he seems content to let his wife, Queen Etrigani, and his chief advisor, Lady Moranna, attend to the daily tasks of governing the land.

Secret Knowledge: Few know the reason for Kaius's privacy, and it's a secret he must maintain. If the truth came out, he could lose everything. Kaius is a vampire and has been one for nearly eighty years. Only his wife, his chief advisor, and the Minister of the Dead know the truth about his nature. The king intends to keep it that way.

The moment of Kaius's transformation came when the Blood of Vol demanded he pay the price for its assistance in the Last War. The priests approached the king in the darkest days of the war, when Aundair pressed into Karrnathi lands, when food shortages threatened to starve out his people, and when disease ran rampant across the countryside. Helpless to refuse, he agreed to their terms. The Blood of Vol unearthed and disseminated stores of food and reinforced his flagging armies with undead troops and cultists of the Order of the Emerald Claw. The price, though, was far steeper than Kaius would have imagined. The ancient lich who reigned over the Blood of Vol intended to make Kaius her puppet. When he came before her, she performed a ritual to rob him of his humanity and transform him into a vampire. When he refused to become her unthinking slave, she triggered his bloodlust, sending him on a killing spree in his own house that claimed his beloved wife.

Driven mad with grief and rage, Kaius went into hiding, both to control his sinister urges and to fight against the Blood of Vol zealots who had usurped his throne. For eighty years he fought from the shadows until he was strong enough to reclaim his place as king of the realm, removing his grandson, the true Kaius III, and assuming his identity. With power once again in hand, he has done his best to undo his mistakes, ousting the Blood of Vol and restoring peace to the Five Nations. Despite the passage of years, he still seeks his original goal of a reunited Galifar, with himself as king.

The real Kaius III still lives, held in the deepest reaches of the prison of Dreadhold (page 141). The identity of the rightful king of Karrnath is a secret few are privy to, even among the prison guards. The true king's sister, the young Haydith, lives in exile in Breland, banished because her close friendship with her brother might have enabled her to pierce the vampire king's disguise.

KARRNATHI UNDEAD

To shore up the nation's demoralized and weakened armies, the Blood of Vol provided Karrnath with rituals that produce loyal undead warriors. Ordinary skeletons and zombies are common, but the true testament of the Blood of Vol's power comes from far superior troops such as the ones described here.

Karrnathi Skeleton

Medium natural animate (undead)

Level 11 Skirmisher

XP 600

Initiative +13 Senses Perception +12; darkvision

HP 110; Bloodied 55

AC 25; Fortitude 23, Reflex 25, Will 21

Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant Speed 6

④ Scimitar (standard; at-will) ♦ Weapon

+16 vs. AC; 1d8 + 8 damage (crit 1d8 + 16), and the target is marked until the end of the Karrnathi skeleton's next turn.

+ Bone Dance (immediate reaction, when an adjacent, marked enemy moves or makes an attack that does not include the Karrnathi skeleton; requires a scimitar; at-will)

The Karrnathi skeleton shifts 1 square and makes a melee basic attack.

+ Eviscerating Slash (standard; requires a scimitar; encounter) ♦ Weapon

+16 vs. AC; 3d8 + 6 damage (crit 1d8 + 30), and ongoing 10 damage (save ends).

+ Razor Storm Strike (standard; requires two scimitars; at-will)

The Karrnathi skeleton makes two melee basic attacks. The Karrnathi skeleton shifts 1 square before, between, or after the attacks.

Alignment Evil Languages Common

Str 18 (+9) Dex 22 (+11) Wis 14 (+7)

Con 14 (+7) Int 11 (+5) Cha 8 (+4)

Equipment scale armor, tattered uniform, 2 scimitars

KARRNATHI SKELETON TACTICS

The Karrnathi skeleton dances across the battlefield, slicing through its foes in a spectacular display of sword prowess. The skeleton attempts to use its *razor storm strike* each round when possible, especially if it can make its attacks, shift away, and then move, luring enemies away from its comrades.

Karrnathi Zombie

Medium natural animate (undead)

Level 11 Brute

XP 600

Initiative +6 Senses Perception +9; darkvision

HP 138; Bloodied 69

AC 23; Fortitude 25, Reflex 21 Will 23

Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant Speed 5

④ Bastard Sword (standard; at-will) ♦ Weapon

+14 vs. AC; 2d10 + 5 damage.

+ Driving Assault (standard; requires a bastard sword; at-will) ♦ Weapon

+14 vs. AC; 2d10 + 5 damage; the zombie pushes the target 2 squares, and the target is knocked prone. Miss: The Karrnathi zombie makes a melee basic attack against an enemy adjacent to it other than the original target.

Battle Wrath (immediate reaction, when hit by a melee attack; usable only while bloodied; at-will)

The Karrnathi zombie makes a melee basic attack against an adjacent enemy.

Alignment Evil Languages Common

Str 23 (+11) Dex 13 (+6) Wis 18 (+9)

Con 18 (+9) Int 11 (+5) Cha 8 (+4)

Equipment plate armor, heavy shield, bastard sword

KARRNATHI ZOMBIE TACTICS

The Karrnathi zombie wades into the thick of battle, driving its enemies into the waiting swords and

spears of its allies. Once bloodied, it uses its *battle wrath* against the most damaged opponents, trying to drive them to death before dealing with their allies.

KARRNATHI UNDEAD LORE

Religion DC 25: Blood of Vol devotees first spawned Karrnathi skeletons and zombies from the corpses of elite warriors. These undead retain their cunning and training, making them far superior to the regular soldiers in Karrnath's legions.

ENCOUNTER GROUPS

Kaius has dismantled, mothballed, or reallocated most of his undead armies to fight the Valenar elves, but he is well aware of the value of these superior troops. His personal guard consists of a trio of veteran undead soldiers and a pack of horde ghouls—former nobles who had the singular misfortune of disappointing their king.

Level 14 Encounter (XP 5,000)

- ♦ King Kaius III (level 15 elite skirmisher)
- ♦ 4 horde ghouls (level 13 minion, MM 118)
- ♦ 1 Karrnathi skeleton (level 11 soldier)
- ♦ 2 Karrnathi zombies (level 11 brute)

THE ORDER OF THE EMERALD CLAW

First appearing in Karrnath a few years into the Last War, the Order of the Emerald Claw came to the aid of beleaguered Karrnathi troops, bolstering the nation's defenses against the invading armies. In the decades since its formation, the order has vigorously set itself to numerous tasks, no matter how base, in the pursuit of its goals. Its members have been praised for bravery, innovation, and toughness as often as they have been accused of flaunting tradition and fomenting treason. Late in the war, Regent Moranna dissolved the order and cast it out. Though driven underground, soldiers of the Emerald Claw remain a powerful force for evil in the world, and they continue to work for hidden masters, furthering the plots of terrible forces.

ORDER OF THE EMERALD CLAW LORE

History DC 20: Famine and pestilence weakened Karrnath to the point of collapse in the early days of the Last War. Seemingly spontaneously, an order of warriors arose that emphasized flexibility, self-sufficiency, and accomplishment regardless of sacrifice. These Karrnathi fanatics called themselves the Order of the Emerald Claw, and their heroics stabilized previously crumbling battle lines and drew scores of Karrnath's best to their ranks. These flamboyant knights rattled Karrnath's established officers with their nontraditional methods, often acting outside the chain of command, but none could dispute

their discipline, training, and readiness to give their lives in defense of the kingdom of Karrnath.

History DC 25: The emergence of the order was so sudden and its methods so radical that many officers and government officials were suspicious and resentful. Despite the order's successes, Karrns who raised concerns about the group never ran out of rationales or rumors. The whispers hardened into accusations when Regent Moranna staged a coup against the order. She removed Emerald Claw members from positions of power, laying terrible crimes at their feet, dismantling the organization, and forcing those who escaped to go underground. Although the order still has its defenders, both inside and outside Karrnath, most consider it, at best, a group of fanatics that overstepped its bounds.

Religion DC 25: The Order of the Emerald Claw is an extremist militant sect of the Blood of Vol. The order is led by a mysterious figure known as the Queen of Death, one of the mightiest necromancers associated with the Blood of Vol. The Emerald Claw's loyalty to Karrnath was only as strong as the monarch's subservience to the cult's demands, and as long as the two institutions were on the same side, the order served Karrnath well. When first Regent Moranna and then King Kaius III rejected the Blood of Vol, the crown and the Blood of Vol broke their long alliance, and the Order of the Emerald Claw fell from power. Despite the order's fanatical devotion to the Blood of Vol, moderate members of the faith denounce and oppose the malicious actions of the Emerald Claw.

ORGANIZATION

Although conceived as a military force, the Emerald Claw is far more than just a pack of warriors. The organization is widespread, with agents concealed throughout Khorvaire, each working behind the

scenes, fomenting uprisings, and performing terrorist acts to weaken existing governments and create footholds for the Blood of Vol to grow its power.

Leader: Erandis Vol and the Crimson Covenant directly control the Order of the Emerald Claw, and the organization follows every dictate that issues from these leaders. Most members know of Erandis only as the "Queen of Death"; they know she is a mighty lich, but do not realize that she is the last surviving member of the bloodline of Vol.

Headquarters: Throughout the Last War, the Order of the Emerald Claw had bases in most of Karrnath's population centers, but Regent Moranna and Kaius III closed them, tore them down, or repurposed them for the government. Now, the order operates clandestinely, maintaining secret enclaves in major population centers. A few strongholds are hidden in the wilderness, but these places are remote and often double as temples.

Hierarchy: The reversals in Karrnath shattered the previously monolithic order into hundreds of tiny cells spread throughout the continent. Each cell consists of an officer who receives missions from superiors and determines how best to complete the task. Beneath the officers are the knights, proven and veteran warriors who have served with the organization for years and whose loyalty is unwavering. Below the knights come the troopers, raw recruits who serve because they are devoted cultists, Karrnathi patriots, or simply thugs.

Most members are warriors, but the Emerald Claw employs spies as well. These operatives might be full members or mercenaries hired for short stints. Such individuals support the order by infiltrating enemy organizations and sowing disruptions ahead of Emerald Claw assaults.

Members: The Emerald Claw's officers and knights come mostly from Karrnath, recruited when



the order was at the peak of its power. Exile has led to the replacement of fallen troops with able-bodied adherents from nearly every nation and land on the continent. These new recruits pale in comparison with those who fought for the order in its heyday, but an ambitious soldier who knows how to follow orders and get the missions done can move up in the ranks.

AGENTS OF THE EMERALD CLAW

Emerald Claw soldiers live to obey. They plunder tombs, scour ruins for lost treasure, murder, commit arson, kidnap, and do whatever else is demanded of them.

AGENTS OF THE EMERALD CLAW LORE

History DC 20: Those who serve the Emerald Claw are a fanatical lot, always willing to sacrifice themselves in the name of their cause.

Emerald Claw Trooper		Level 2 Minion	XP 31
Medium natural humanoid, human			
Initiative +1	Senses Perception +2		
HP 1; a missed attack never damages a minion; see also <i>fanatic</i>			
AC 18; Fortitude 16, Reflex 13, Will 14			
Speed 5			
① Flail (standard; at-will) ♦ Weapon			
+8 vs. AC; 4 damage.			
Fanatic (when reduced to 0 hit points; requires a flail)			
The Emerald Claw trooper makes a melee basic attack against an adjacent enemy.			
Alignment Evil	Languages Common		
Str 16 (+4)	Dex 11 (+1)	Wis 12 (+2)	
Con 12 (+2)	Int 10 (+1)	Cha 10 (+1)	
Equipment chainmail, surcoat, heavy shield, flail			

EMERALD CLAW TROOPER TACTICS

Emerald Claw troopers fan out to protect their officers, smashing their foes with *fanatic* even when death comes to claim them.

Emerald Claw Knight		Level 3 Soldier	XP 150
Medium natural humanoid, human			
Initiative +3	Senses Perception +1		
HP 46; Bloodied 23; see also <i>fanatic</i>			
AC 20; Fortitude 16, Reflex 15, Will 14			
Speed 5			
① Flail (standard; at-will) ♦ Weapon			
+10 vs. AC; 1d10 + 4 damage, and the target is marked until the end of the Emerald Claw knight's next turn.			
† Smashing Strike (standard; requires a flail; at-will) ♦ Weapon			
+10 vs. AC; 1d10 + 4 damage, the knight slides the target 1 square, and the target is marked until the end of the knight's next turn.			
Fanatic (when reduced to 0 hit points; requires a flail)			
The Emerald Claw knight makes a melee basic attack against an adjacent enemy.			
Alignment Evil	Languages Common		
Skills Intimidate +7			
Str 17 (+4)	Dex 11 (+1)	Wis 10 (+1)	
Con 14 (+3)	Int 14 (+3)	Cha 13 (+2)	
Equipment scale armor, surcoat, heavy shield, flail			

EMERALD CLAW KNIGHT TACTICS

Emerald Claw knights use *smashing strike* to burst through their enemies, moving them out of the way to reach the controllers and strikers. They also use *smashing strike* to move enemies away from their allies, to a place where they can be dealt with more easily.

Emerald Claw Marshal	Level 5 Soldier (Leader)	XP 200
Medium natural humanoid, human		
Initiative +4	Senses Perception +3	
HP 62; Bloodied 31; see also <i>fanatic</i>		
AC 21; Fortitude 19, Reflex 17, Will 17		
Speed 5		
① Heavy Flail (standard; at-will) ♦ Weapon		
+12 vs. AC; 2d6 + 4 damage, and the target is marked until the end of the Emerald Claw marshal's next turn.		
† Crushing Strike (standard; requires a heavy flail; at-will) ♦ Weapon		
Targets a creature marked by the Emerald Claw marshal; +12 vs. AC; 2d6 + 4 damage, the marshal slides the target 2 squares, and the target is slowed (save ends).		
← Claw Maneuver (minor; recharges when first bloodied)		
Close burst 5; each ally within the burst shifts 1 square and gains a +2 bonus to the damage roll of its next attack made before the end of its next turn.		
Merciless Commander (minor 1/round; at-will)		
Targets an ally within 10 squares; the target immediately provokes an opportunity attack from an adjacent enemy. If that opportunity attack hits, the Emerald Claw marshal or an ally makes a melee basic attack against the attacker.		
Fanatic (when reduced to 0 hit points; requires a heavy flail)		
The Emerald Claw marshal makes a melee basic attack against an adjacent enemy.		
Alignment Evil	Languages Common	
Skills Intimidate +9, Streetwise +9		
Str 18 (+6)	Dex 10 (+2)	Wis 12 (+3)
Con 14 (+4)	Int 15 (+4)	Cha 14 (+4)
Equipment surcoat, plate armor, heavy flail		

EMERALD CLAW MARSHAL TACTICS

An Emerald Claw marshal fights much like his knights. He commands absolute obedience from his troops, reaffirming their loyalties to serve unto death. When a powerful ally is adjacent to an enemy, the Emerald Claw marshal uses *merciless commander* to grant that ally an additional attack.

ENCOUNTER GROUPS

The Emerald Claw organizes into combat units, usually led by an officer with the support of several knights. The bulk of its force comes from undead and living troopers who follow orders without question. The Emerald Claw doesn't forgive failure, so retreat is almost never an option.

Level 6 Encounter (XP 1,388)

- ◆ 1 Emerald Claw marshal (level 5 soldier)
- ◆ 3 Emerald Claw knights (level 3 soldier)
- ◆ 6 Emerald Claw troopers (level 2 minion)
- ◆ 4 zombie rotters (level 3 minion, MM 274)
- ◆ 4 decrepit skeletons (level 1 minion, MM 234)

THE MOURNLAND

Where the great nation of Cyre once proudly stood now lies a land blasted by supernatural catastrophe. Like a festering wound, the Mournland divides the continent of Khorvaire in half. Dead-gray mist defines its borders, and within those borders the wounds of the Last War do not heal.

Thousands of soldiers lie as if they had died mere moments ago on what were once the battlefields of battered Cyre. The dead, or their spirits, sometimes rise to continue fighting the war. Rampant arcane energy has mutated the monsters that live and hunt here. Those same arcane forces shape unnatural weather and deadly terrain, and sometimes take on a semblance of life itself.

LORE OF THE MOURNLAND

ARCANA

Arcana DC 20: The secrets of the Mourning, the event that created the Mournland, might wait below the Cyran city of Making, the ruins of its capital Metrol, or within the Glowing Chasm. All three are rumored to have been among the first sites where the effects of the Mourning appeared. Principal among the Mourning's weird behavior is its utter consumption of Cyre alone.

HISTORY

Common Knowledge: On 20 Ollarune, 994 YK, beautiful Cyre, the Purple Jewel in Galifar's Crown, disappeared in a massive blast of arcane horror. No one now living knows the cause of this explosion. It might have been a weapon, Cyran or otherwise. It could have been a punishment from the gods or the doing of dragons. Perhaps something malevolent and ancient stirred in Khyber below Cyre, its rest disturbed by the never-ending conflict on the nation's fronts. Whispers raise the dark possibility that the warforged messiah, the Lord of Blades, caused the Mourning and plans to repeat it in the remaining nations. Whatever the truth, all that is left of wondrous Cyre is the Mournland. The 20th day of Ollarune is now known across Khorvaire as the Day of Mourning.

History DC 15: The Mourning is thought to have started near the city of Making, on what is now known as the Glass Plateau. It spread slowly enough that those living near Cyre's borders could flee the expanding mist and magical conflagrations. More of those fleeing the disaster died than should have when the hatred fired by the Last War caused Cyre's neighbors to refuse to help. The elves of Valenar and the goblins of Darguun treated the refugees as invaders, killing them as they ran.

Only King Boranel of Breland offered outright help. He granted Prince Oargev ir'Wynarn—son of

Queen Dannel and ruler of Cyre in the years leading up to the Day of Mourning—land for camps that eventually became New Cyre. Other survivors endure in small communities or as groups within larger settlements in Zilargo, Thrane, Karrnath, Q'barra, and elsewhere in the world.

History DC 20: When King Jarot ir'Wynarn, the last ruler of Galifar, died in 894 YK, his daughter Mishann, governor of Cyre, was the rightful heir to the throne. However, her coronation was not to be. Her brother Thalin of Thrane asserted that he should take the throne. Kaius of Karrnath and Wroann of Breland shared Thalin's notion that succession of the eldest was a worn-out tradition. Only Wrogar of Aundair stood with Mishann and her rightful claim. Before the year had ended, the Last War began. Galifar collapsed into hostile nations, with each ir'Wynarn sibling eventually claiming rights to the Galifar crown.

Cyre, positioned in the center of Khorvaire, was the major battleground of the Last War. Bordering Breland, Thrane, and Karrnath, it faced battles on all fronts at various times during the hundred years of war. The land and its people arguably suffered more than those of other nations. Even before the Day of Mourning, Cyre was dying little by little. Long conflict had dulled its beauty and ruined its outlying settlements. Rival nations seized its lands, as did the goblins of Darguun and the Valenar elves.

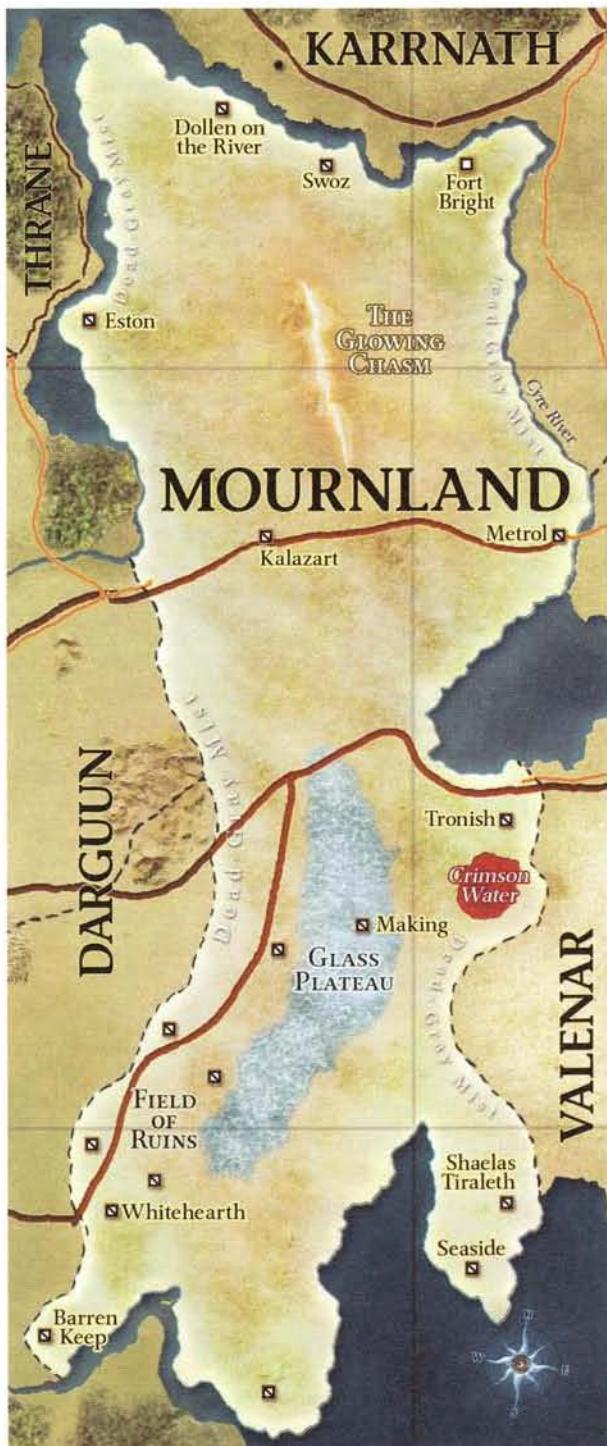
The Mourning finished the job. At the meetings that resulted in the Treaty of Thronehold, the Cyran delegation was given no place. The common sentiment was that Cyre no longer existed.

History DC 25: Rumors still swirl that before the conflagration, Queen Dannel planned some great new offensive to save Cyre. At the time, her struggling nation still had patriots willing to fight and die for their land. Huge battles were taking place on Cyran ground when the Mourning occurred—battles that, without the Mourning, might have silenced Cyre's ambitions forever. Some speculate that the queen had something to do with the Mourning.

NATURE

Common Knowledge: The dome of dead-gray mist that covers the Mournland causes disorientation, fatigue, and apathy. A traveler in this mist can easily become lost, despite the mist's slightly luminous quality that bathes the Mournland in eternal twilight. The mist is not omnipresent; it forms a border area varying in width from a few hundred feet to as much as five miles.

Nature DC 15: Numerous warped creatures wander the Mournland. Most of these mockeries are twisted beasts, sometimes grown to extreme size and ferocity. Warforged are the only creatures that have anything resembling a civilization within devastated Cyre.



Nature DC 20: The Mournland's atmosphere can afflict the living with a loss of hope and an inability to readily recover from injury. Over time, a traveler who survives this affliction can become immune to it. This same atmosphere preserves the dead as if they had just fallen, making the Mournland a land fit only for the dying or the dead.

RELIGION

Religion DC 15: Two unique warforged religions are rooted in the Mournland. The first is the destructive, warforged-superiority dogma of the

Lord of Blades. Another is the strange creed of the Becoming God.

STREETWISE

Streetwise DC 15: House Cannith had its headquarters in Eston on the western edge of Cyre. Its baron died in the Mourning. The house then split into the three factions that exist today (see page 210).

House Phiarlan was also based in Cyre, in the city of Making, but its baron was absent on the Day of Mourning. This "coincidence" has not gone unnoticed by conspiracy theorists.

NAVIGATING THE DEAD-GRAY MIST

A debilitating and obscure passage must be accomplished to traverse the eerie mist that shrouds ruined Cyre.

The PCs must use knowledge and endurance to survive the passage through the mist and arrive where they intend.

Level: 11 (XP 1,800).

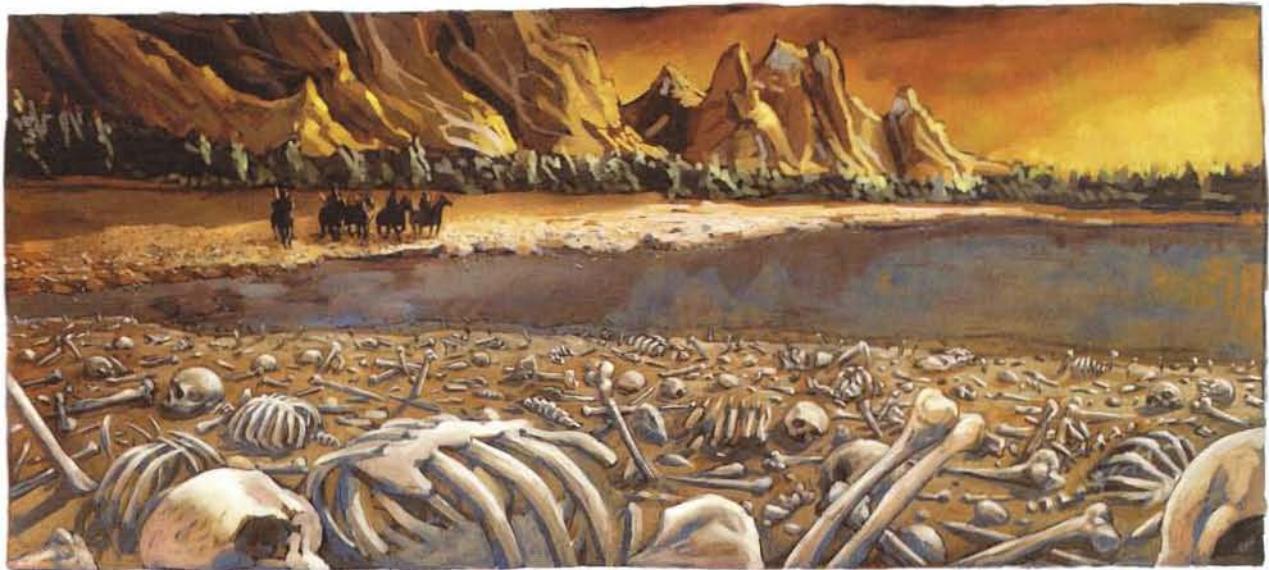
Complexity: 3 (requires 8 successes before 3 failures).

Primary Skills: Endurance, Nature, Perception.

Endurance (DC 17, once per hour): By steeling himself or herself, ignoring the hopelessness that threatens to envelop the group, and keeping the correct path in mind, the character stays on the correct path through the swirling mist. Each PC must attempt this check each hour. Any PC who fails this check loses a healing surge. After every character has attempted the check in a given hour, subtract the failed checks from the successful ones. If the result is 1 or higher, count the group's checks for that round as 1 success for the skill challenge. If the result is 0 or lower, all PCs lose a healing surge (in addition to any healing surges lost by those who failed individual checks), and the group records 1 failure in the challenge. This skill can be used to gain 1 success per hour in this challenge.

Nature (DC 22, once per hour): The character leads the group in the correct direction, avoiding terrain hazards and hostile entities in the mist. At least one character must attempt this check each hour. The first failed check in any hour costs each party member one healing surge due to fatigue or minor injury from terrain hazards. Subsequent failures in the same hour cause no further harm. PCs can aid one another in this attempt. This skill can be used to gain 1 success per hour in this challenge.

Perception (DC 17, once per hour): The character notices darker blotches in the mist that seem sinister and should be avoided. A character who succeeds on this check grants a +2 bonus to the next Nature check made by any character in this challenge, or prevents an ally who fails his or her next Endurance check



in this challenge from losing an additional healing surge. Each failure on this check counts as 1 failure in the skill challenge.

Success: The party emerges from the mist on track to reach its destination and in no immediate danger. Every time the PCs record a success in this skill challenge, the number of successes they need to overcome another skill challenge of the same kind decreases by 2. A group that successfully navigates the dead-gray mist four times has become expert at the task and no longer needs to undertake skill challenges to accomplish it.

Failure: The party blunders into an encounter of its level +2. After this encounter is resolved, the characters must start a new challenge to navigate the dead-gray mist. Each failure in this skill challenge causes them to emerge from the mist farther and farther off course.

Customizing: Plan a few encounters in case the party fails this challenge. You can also increase or decrease the skill challenge's complexity, depending on how tough you want the mist to be. Don't use this challenge so often that it becomes tedious, rather than creepy and fun.

It also happens that winds sometimes part the mist for a time, allowing passage into the Mournland without hindrance. You can decide that winds have thinned the mist, giving the PCs a break in crossing into or out of the Mournland. This approach can be particularly useful if the skill challenge starts taking too heavy a toll.

SETTLEMENTS AND FEATURES

Little lives in the Mournland that is civilized or peaceful—this barren land is home primarily to monstrous scavengers, arcane horrors, and terrifying beasts. The warforged followers of the Lord of

Blades and the Becoming God are the only organized humanoids common to this wasteland. Of these, only the servants of the Becoming God might offer aid to a nonwarforged stranger.

CRIMSON WATER

Tainted Lake

Before the Mourning, a spring in the eastern part of Cyre fed the Rushing River as it traced a short but fertile path south to Kraken Bay. The Rushing River is now as dry and barren as the rest of the Mournland, and the location of the spring is marked by the Crimson Water, a stagnant lake of blood-red water.

The shores of the Crimson Water are littered with the bones and corpses of animals and foolish travelers that have strayed into the Mournland and sought to slake their thirst with a drink from the lake. Its depths hold the ruined Cyran town of Eastwood Springs, which once served as a resort town for the leisured classes of Cyre. Even Ikar's Salvage (see page 95) has not dared mount an expedition into the toxic waters to recover any treasures that may lie within the ruins, however.

Despite its toxic waters, however, the lake does support life—of a sort. Water archons (see *Monster Manual* 2, page 18), their elemental forms the same deep red as the Crimson Water, have been seen around the lake, particularly on the southern shore. Their purpose and origin are unknown, but their presence would seem to suggest a link to the Elemental Chaos somewhere in or beneath the Crimson Water.

ESTON

Ruined City

Eston, a successful mining settlement, once held the heart of House Cannith. Nearby hills fell into the city's mines and numerous underground passages on the Day of Mourning, and the wracked earth shook Eston

to the core. The ground swallowed whole areas of the city, leaving collapsed and ruined buildings all about.

Lost treasures of the Cannith holds still await the bold within Eston. House warehouses hold precious metals, including adamantine, from its mines. These stores make the city a prime site for looters, as well as for warforged serving the Lord of Blades. The warforged are even said to have reopened some of the mines. They and the monsters of the Mournland make sure few treasure hunters return from Eston.

THE FIELD OF RUINS

Preserved Battlefield

Allied armies from Breland and Thrane—supported by mercenaries from Zilargo, Valenar, and Darguun—converged in this broad area to do battle with the Cyran army. Along the Saerun Road, they clashed in what might have been a decisive battle. As it turned out, this was the final major military event in the Last War. Soldiers on all sides—tens of thousands of them—died here in the Mourning. This haunted place is now the largest open grave in Eberron.

Not one item or corpse here shows any sign of decay or predation. The unwounded look as if they are sleeping, and weapons unmarred by time and weather shine in the Mournland's eerie half-light. War machines and military encampments stand idle, silent except when the wind moans and the wood creaks.

A large cliff now divides what was once rolling plains. It breaks the Saerun Road, which continues east toward Making before disappearing on the Glass Plateau. Since the fighting was fiercest between units vying for control of the road, the bodies and hazards are also thickest along it.

THE GLASS PLATEAU

Supernatural Highland

Making is surrounded by a nightmare tableland of flat, pale glass. Jagged formations like blown glass, sometimes enormous in size, jut up from the ground here and there. Obsidian makes up the central plateau, forming bladelike protrusions. Liquid glass and magma ooze around the edges of the highland, and fire flashes deep under the glass. Living spells seem drawn to or are birthed in this desolate wasteland.

Making: The ruins of Making still peek above the obsidian flats of the Glass Plateau. Those who suspect that the Mourning started here also believe that

Making is where the mystery will be unraveled. Living spells and strange creatures gather in and around the city. Wild speculation asserts that a secret Cannith facility existed in the city's subterranean depths.

THE GLOWING CHASM

Supernatural Rift

Cold violet light illuminates the air and sky for miles around this gash in northern Cyre. The glow emanates from deep within the chasm, its source indiscernible from the canyon's rim. Horrid monsters, some mutated beyond recognition, congregate about the chasm. The bruised luminance continues to warp them if they stay for long.

METROL

Ruined Capital

The capital of Cyre, Metrol sprawls along the banks of the Cyre River. Parts of the city remain untouched while others are scrambled, buildings rearranged and whole city sections askew from their prewar locations. The royal palaces of Vermishard, as well as the lightning rail station and the city arena, are intact within Metrol. The Cathedral on the Hill, dedicated to the Sovereign Host, also still stands.

Gray mist hangs in Metrol—a mist that survivors from the city say first appeared within the royal palaces. The city is silent by day. Explorers who return from the place tell tales of unquiet spirits and worse emerging onto the streets at night, slaying any they find. Despite Metrol's proximity to the border of the Mournland, only members of Ikar's Salvage (see below) have had any luck looting the place. They aren't talking about the hows and whys. The truth is that a secret order of magebred humanoids controls Metrol.

SHAELAS TIRALETH

Ruined Feyspire

The greatest of the seven feyspires (see page 48), Shaelas Tiraleth stood in splendor in southeastern Cyre in the years when Thelanis drew near to Eberron and the curtain between worlds was parted. It shone above the lush green hills and the shining waters of Kraken Bay on the Day of Mourning, and its utter annihilation rocked the foundations of the other six eladrin cities and seems to have lodged them firmly in the world.

HEALING IN THE MOURNLAND

Adventuring in the Mournland is dangerous business, and wounds that would normally be no trouble take much longer to heal. With the lingering negative effects, it's as if almost every wound in the Mournland becomes infected.

While a character is bloodied inside the Mournland, his or her healing surge value is halved. For this reason,

those who venture into the Mournland would be wise not to let themselves become bloodied, treating wounds before they have a chance to fester. Taking significant wounds puts a much greater burden on an adventurer, reducing the efficiency of subsequent healing while within the Mournland.

Many would love to explore the remains of the Court of the Silver Tree, as it was known, either to pillage its treasures or to explore its planar ties to the Feywild of Thelanis. However, no explorers have yet found their way to the spires and returned to boast of their triumph. Either the gleaming city was lost to the devastation of the Mourning, or it is haunted by perils so deadly that any who find it are slain.

TRONISH Ruined City

Foulspawn, kuo-toas, and other aberrant creatures occupy this abandoned city, which was once a major stop on the lightning rail. The cityscape has been warped beyond recognition. Its inhabitants raid the Talenta Plains from their twisted homes in Tronish, or from holds near Lake Cyre or the Crimson Water.

The halflings of Gatherhold whisper that some nameless horror directs the activity in Tronish from the depths of one of those bodies of water. They note the weird lights that flash and glow in western Lake Cyre. Some say the presence of aberrant creatures proves that the destruction of Cyre came from Khyber and perhaps an imprisoned daelkyr, but the evidence is circumstantial at best.

PLOTS AND ADVENTURE SITES

The Becoming God: On the Day of Mourning a cadre of warforged deserted its post at Fort Zombie in Karrnath and entered the Mournland. These warforged took the name Godforged, claiming they each had a soul bestowed by a disorporate construct god. Believing that a soul inhabits a body capable of consciousness only when the body is ready, the Godforged have taken it upon themselves to build a body for their god so it can walk among them.

The warforged believers also hold that a soul becomes more powerful as the body increases in power and size. Therefore, Godforged augment their bodies with attached and embedded components.

Warforged that die are believed to join the Becoming God, waiting for reincarnation in a new body or to join the god in its physical form.

In addition to quests for self-perfection and to build the Becoming God's body, the Godforged seek a way to build new warforged. This goal could bring them into conflict with the Lord of Blades, who controls a creation forge.

Some believe that the Godforged hear the call of a fiend from Khyber or the being at the root of the Mourning. If this belief is true, the Becoming God could be a threat to Khorvaire and all of Eberron.

Cyran Avengers: A number of Cyrans hold tangible forces responsible for the Mourning, the most common scapegoat being one or more of the nations that opposed and ravaged Cyre during the Last War. A few of these patriots, such as the members of Prince Oargev's Covenant of the Gray Mist, channel their wrath into investigating the Mournland's birth. The Covenant is withholding final judgment, and revenge, until that mystery is unraveled. In the meantime, these patriots work to cleanse the land of its twisted inhabitants.

Others walk darker roads. Some Cyran vigilantes punish anyone who once acted against Cyre or currently acts against displaced Cyrans. They avidly seek justice for past wrongs, real or imagined, but even so usually require some proof of guilt. Other displaced warriors—such as Dannel's Wrath in Stormreach on Xen'drik—organize not only to protect Cyrans, but also to seize a new Cyran homeland. They plan to do so by force if necessary.

Still other Cyrans are outright outlaws and killers who need no proof or approval to mete out "justice." The Mourning Dawn, a loose network of Cyran terrorists, operates across Khorvaire, dedicated to making everyone on a long roll of Cyre's enemies pay. The Dawn places House Cannith at or near the top of its list.

Whitehearth: Thirty miles inside the Mournland, 100 miles south of the Saerun Road, is a mineshaft into a low hill. The only sign on the entrance is a Cannith

MOURNLAND AFFLICTION

The Mournland eats at the will, sapping vigor and drive; the vileness that fills the land acts as an infection. When wounded in certain areas or by certain creatures of the Mournland, a victim can become infected with a sickness known as Mournland affliction. The affliction differs from a normal disease in one significant way: It has no final state. A victim continues to make Endurance checks against the disease until he or she is cured. Creatures that spend a long time in the Mournland can become immune to the disease.

Mournland Affliction

Afflicted by the Mournland, a victim of this disease acts as one without hope, sallow, wide-eyed, and despairing.

The target is cured.

Initial Effect: The target's healing surge value is reduced to half of its full normal value.

Level 11 Disease

Attack: +14 vs. Will

Endurance improve DC 22, stable DC 17, worsen DC 16 or lower

The target's healing surge value is reduced to half of its full normal value. The target loses two healing surges. He or she can't regain these lost healing surges until he or she is cured.

The target can't spend healing surges.

seal, marking the secret facility below as that house's property. Although Whitehearth was well known during and before the war as an ancestral Cannith forgeholt and weapon research laboratory, few know what wonders and horrors this place holds.

Merrix d'Cannith of Sharn has information indicating that Whitehearth's artificers enjoyed a breakthrough just before the Mourning. He has dispatched teams to locate Whitehearth and recover its contents. So far, none have returned.

Inside Cyre, Whitehearth might be one of the oldest and most well known of Cannith forgehols, but it is not unique. Several more Cannith facilities still exist in and under the Mournland. Their purposes might be different from Whitehearth's, but their treasures still await liberation.

PERILS OF THE MOURNING

The truth of what happened on the Day of Mourning is a mystery that might never be solved. Its legacy lives on in a variety of creatures created by the horribly destructive magic of that day—as well as the wall of mist that marks the borders of the Mournland.

THE DEAD-GRAY MIST

Navigating through the dead-gray mist that forms the border of the Mournland to reach the desolate interior is a skill challenge (see page 90), but when combat erupts, treat the mist as a hazard.

Dead-Gray Mist Hazard

Level 11 Obstacle XP 600

Cold to the touch and smelling of death, the dead-gray mist of the Mournland coats everything with distilled despair.

Hazard: Dead-gray mist forms a barrier that defines the borders of the Mournland, and appears in drifting clouds of various sizes within the Mournland interior.

Misty tendrils coil around the limbs of characters within the dead-gray mist, slowing their movement. Squares of dead-gray mist are heavily obscured, difficult terrain.

Perception

♦ DC 10: The character notices that the mist does not move in response to movements of air, but writhes of its own accord.

Additional Skill: Insight

♦ DC 17: The character has a definite sense of a presence within the mist—it waits impatiently, as if for a meal.

Trigger

The mist attacks when a creature begins its turn in a square obscured by the hazard.

Attack

Opportunity Action **Melee**

Target: Each creature within the mist

Attack: +14 vs. Fortitude

Hit: The target is slowed (save ends). **First Failed Saving Throw:** The target is dazed and slowed (save ends both). **Second Failed Saving Throw:** The target is dazed and slowed (save ends both) and is exposed to Mournland affliction (see page 93).

Countermeasures

♦ A strong wind created through the use of a power clears dead-gray mist from its area while the wind lasts.

MOURNER

Mourners are undead spirits of soldiers who were killed by the Mourning. They haunt ruins and battlefields throughout the Mournland.

Mourner	Level 11 Controller
Medium natural humanoid (undead)	XP 600
Initiative +10	Senses Perception +6; darkvision
Aura of Doom (Psychic) aura 2; any enemy within the aura at the start of its turn takes a -2 penalty to Will defense until the start of its next turn.	
HP 80; Bloodied 40	
AC 24; Fortitude 23, Reflex 24, Will 23	
Resist 10 necrotic, insubstantial	
Speed fly 8 (hover; altitude limit 6)	
① Claw (standard; at-will) ♦ Psychic +16 vs. AC; 2d6 + 5 psychic damage, and the target is slowed until the end of the mourner's next turn.	
② Tendril of Mist (standard; at-will) ♦ Psychic Ranged 5; +15 vs. Reflex; 2d6 + 7 psychic damage, and the mourner slides the target 2 squares.	
③ Wail of Anguish (standard; recharge [] []) ♦ Fear, Psychic Close burst 3; +15 vs. Will; 3d8 + 7 psychic damage, and the target is immobilized (save ends).	
Alignment Unaligned	Languages Common
Str 14 (+7)	Dex 21 (+10)
Con 18 (+9)	Int 10 (+5)
	Wis 12 (+6)
	Cha 18 (+9)

MOURNER TACTICS

Mourners encountered in a group typically focus their attacks on a single target at a time. They wait to use wail of anguish until their aura of doom has affected nearby enemies.

MOURNER LORE

Religion or History DC 20: This human-sized cloud with a doleful visage and clawed hands, apparently made of the same substance as the dead-gray mist that defines the Mournland, is called a mourner. It continually utters a low, mournful groan, which periodically builds to a keening wail. Mourners are the disconsolate spirits of soldiers killed in Cyre on the Day of Mourning.

Religion or History DC 25: Mourners are the remnants of a single company of Thrane soldiers who died when their captain led them into a Karrnathi ambush three days before the Mourning. Buried in a mass grave, the spirits of the betrayed soldiers rose as one on the Day of Mourning.

ASH REMNANT

Ash remnants are undead monsters that haunt the borders of the Mournland. They are the last vestiges of those who failed to escape the mist.

ASH REMNANT TACTICS

An ash remnant lies in wait just beneath the surface of the ground, burrowing up to attack creatures that pass above it. It fights with little intelligence,



Ash Remnant	Level 14 Soldier	
Medium natural humanoid (undead)	XP 1,000	
Initiative +14	Senses Perception +11; blindsight 6	
HP 138; Bloodied 69		
AC 30; Fortitude 27, Reflex 26, Will 25		
Resist 10 necrotic		
Speed 6, burrow 6		
① Claw (standard; at-will)		
+21 vs. AC; 2d8 + 6 damage, and the target is marked until the end of the ash remnant's next turn.		
② Gaze of Despair (standard; recharge ② ②) ♦ Fear, Gaze		
The ash remnant makes a melee basic attack against one target. If this attack hits, the remnant deals damage normally, grabs the target, and makes a secondary attack against it. Secondary Attack: +17 vs. Will; the target is dazed until the grab ends.		
Haunting Shift (immediate reaction, when an adjacent target marked by the ash remnant shifts; at-will)		
The ash remnant shifts 1 square.		
Alignment Unaligned	Languages Common	
Str 23 (+13)	Dex 20 (+12)	Wis 18 (+11)
Con 18 (+11)	Int 6 (+5)	Cha 12 (+8)

attacking the nearest creature or the one that most recently damaged it.

When using its *gaze of despair* power, an ash remnant clings to its target and stares into the victim's eyes. Survivors have described the experience as seeing a distillation of all the pain and misery that fills the Mournland.

ASH REMNANT LORE

Religion DC 20: Formed of the barren ash that covers much of the ground of the Mournland, this vaguely human form, with gaunt arms and a gaping mouth, is an ash remnant. Its eyes burn with sickly green fire, and its claws erupt in similar noxious flame when it hits.

Religion DC 25: Ash remnants are thought to be the final victims of the Mourning, the last remains of those who perished at the boundaries of the Mournland when it was created. They are animated by raw hatred and despair, constantly reliving the terror of the Mourning in the shattered remnants of their minds.

LIVING SPELL

Of all the horrors that plague the land in the aftermath of the Last War and the utter destruction of Cyre, living spells are among the most devastating.

LIVING CLOUDKILL TACTICS

This thick green fog oozes along the ground, churning with violent motion, reaching hungrily toward any creature it can detect. The living cloudkill uses *cloud drift* to move into tactical position, and then uses *engulf* against as many creatures as possible, slamming those who escape its grasp.

LIVING SPELL LORE

Arcana or Dungeoneering DC 20: For reasons unknown, in the magical mayhem of the war, magical

Living Cloudkill	Level 19 Elite Brute	
Large aberrant beast (blind, ooze)	XP 4,800	
Initiative +14	Senses Perception +14; blindsight 10	
HP 314; Bloodied 162		
AC 31; Fortitude 33, Reflex 31, Will 31		
Immune gaze; Resist 15 poison, insubstantial		
Saving Throws +2		
Speed 8; see also <i>engulf</i>		
Action Points 1		
① Slam (standard; at-will) ♦ Poison		
+20 vs. Fortitude; 3d8 + 7 poison damage.		
② Engulf (standard; at-will) ♦ Poison		
Targets one or two Medium or smaller creatures; +20 vs. Reflex (automatically hits an immobilized creature); the target is grabbed, pulled into the living cloudkill's space, dazed until the grab ends, and takes ongoing 15 poison damage until the grab ends. When the grab ends, the target shifts to a square of its choosing adjacent to the living cloudkill. The living cloudkill can move normally while creatures are engulfed within it.		
Cloud Drift (move; recharge ②)		
The living cloudkill shifts its speed and can move through enemies' spaces during this movement. It must end this movement in an unoccupied space.		
Choking Move ♦ Poison		
On its turn, if a living cloudkill moves through a creature's space, that creature takes 15 poison damage.		
Alignment Unaligned	Languages –	
Str 22 (+15)	Dex 20 (+14)	Wis 20 (+14)
Con 24 (+16)	Int 5 (+6)	Cha 11 (+9)

effects occasionally took on sentience and refused to dissipate. These living spells still haunt the Mournland and other, smaller areas of land blasted by the Last War, apparently subsisting on ambient magical energy. They seem driven to kill out of instinct, not due to any need to feed.

A living cloudkill is an example of a living spell.

IKAR'S SALVAGE

Ikar's Salvage is an organized band of looters working quietly out of Karrnath along the Cyre River.

IKAR'S SALVAGE LORE

History DC 15: Ikar the Black is an imposing half-orc who was a decorated Karrnathi officer in the Last War. He leads a team of professionals and hardy laborers, mostly warforged and Karrnathi undead, searching for lost treasures in the Mournland. He and his dozen or so employees use high-quality tools and vehicles, such as elemental-powered barges and land carts.

Ikar prefers to work in previously settled areas, and makes regular forays into the outskirts of Metrol. The group's base of operations is a temporary camp that Ikar moves up and down the Cyre River as needed. The salvagers avoid going too far inland or too far south.

Ikar has contracts in the Karrnathi government and with Prince Oargev of New Cyre. He has well-placed friends, and some consider him a hero for his

actions in the war. If he were to be killed, more than a few people would look into his passing.

History DC 20: Ikar was severely wounded during the Karrnathi defense against a Cyran push for Atur near the end of the Last War. Those wounds saved Ikar's life—if not for them, he would have perished on the Day of Mourning with those who participated in the Karrnathi counterattack on northern Cyre.

Streetwise DC 15: Ikar the Black might look and work like a professional, but he and his cohorts are ruthless. Although he has never been accused of murder or other crimes, Ikar has slain “claim jumpers” and those who interfere with his operations. The Mournland has no law to protect those who get in the half-orc's way.

Streetwise DC 20: Ikar's forays into Metrol are far more successful than those of others. It has been said that he knows some secret related to the city.

Streetwise DC 25: Ikar might have contracts with Karrnath and New Cyre, but he shuffles the choicest relics to his masters in the Order of the Emerald Claw.

ORGANIZATION

Tendrils of intrigue weave in and out of this apparently simple salvage operation.

Leader: Ikar the Black is the proprietor of Ikar's Salvage.

Headquarters: Ikar's Salvage holds property in Karrlakton in Karrnath and Gatherhold in the Talenta Plains, but the group operates mostly in the Metrol area of the Mournland.

Hierarchy: Ikar is the icon at the head of the salvage operation, but he is not entirely in control. The half-orc has formed ties to the Order of the Emerald Claw based on his overriding patriotism and his view that Kaius III should not have made peace with the remaining nations. He is also devoted to the magebred Empress Donata (see below) and is working carefully to bring her more power—perhaps, through the Order of the Emerald Claw, even the throne of Karrnath.

Members: Ikar personally hires his workers, and he hires only the best. The salvagers are the finest soldiers, artificers, scouts, and laborers Ikar can find for this dangerous work. A shared desire for excellence might bring Ikar and the PCs together for a time, as potential partners.

IKAR THE BLACK TACTICS

Ikar charges into combat, augmenting the attack with *furious assault* and *joint venture*. He strides about the field, laying foes low using *junker's smash*. Later in the battle, he charges fearlessly, using *fair trade* if someone takes advantage of his doing so.

Ikar the Black

Medium natural humanoid, half-orc

Level 9 Elite Soldier (Leader)

XP 800

Initiative +8 Senses Perception +5; low-light vision

HP 190; Bloodied 95; see also *half-orc resilience*

AC 26; Fortitude 24, Reflex 21, Will 23

Saving Throws +2

Speed 5 (7 when charging); see also *joint venture*

Action Points 1

④ **Broadsword** (standard; at-will) ♦ **Weapon**

+17 vs. AC; 1d10 + 6 damage, and the target is marked until the end of Ikar's next turn.

④ **Junker's Smash** (minor 1/round; requires a shield; at-will)

+15 vs. Reflex; 1d8 + 4 damage, and the target is knocked prone.

④ **Fair Trade** (free, when Ikar is hit by an opportunity attack or an immediate action melee attack; requires a broadsword; encounter)

+17 vs. AC; 3d10 + 4 damage.

Furious Assault (free, when Ikar hits an enemy; encounter)

The triggering attack deals 1d10 extra damage if it is a broadsword attack or 1d8 extra damage if it is a *junker's smash* attack.

Half-Orc Resilience (when first bloodied; encounter)

Ikar gains 5 temporary hit points.

Joint Venture (usable after Ikar charges; at-will)

An ally with 10 squares makes a charge attack as a free action. That ally's movement during the charge does not provoke opportunity attacks.

Alignment Evil Languages Common, Giant

Skills Athletics +13, Diplomacy +12, Endurance +11, History +10

Str 19 (+8) Dex 14 (+6) Wts 13 (+5)

Con 15 (+6) Int 12 (+5) Cha 17 (+7)

Equipment scale armor, light shield, broadsword

ENCOUNTER GROUPS

Ikar is normally found among seasoned specialists. Any humanoid of a lower level might be found in his employ. He also uses Karrnathi or Emerald Claw undead as guards and laborers. Ikar's employees are as cold-hearted as their boss, and they readily attack other treasure seekers in the Mournland.

Level 9 Encounter (XP 2,302)

♦ Ikar the Black (level 9 elite soldier)

♦ 1 minotaur warrior (level 10 soldier, MM 190)

♦ 1 eladrin twilight incanter (level 8 controller, MM 102)

♦ 4 hobgoblin warriors (level 8 minions, MM 138)

♦ 1 tiefling darkblade (level 7 lurker, MM 250)

MOURNLAND MAGEBRED

In the Cyran city of Metrol, within the halls of the royal palaces of Vermishard, a dark secret of House Vadalis thrives. Inspired and vexed by Cannith's success with the warforged, the Cyran faction of Vadalis, led by the visionary Venarl d'Vadalis, began experimenting on humans and other sentient creatures to create superior versions of them. Years ago, north of Metrol, in a secret laboratory called Clifftop, the Vadalis researchers succeeded and began training their creations. Then came the Mourning.

That ill-fated day created chaos and killed many Vadalis scions. But Clifftop was right on the border of Cyre. Numerous house heirs survived, as did most of their creations. The magebred, led by the charismatic Donata, quickly took control of Clifftop and subdued their Vadalis keepers. They then made their way to the surface. What they found—a world unlike the one they had been taught about and had seen only briefly—astonished them.

Donata acted quickly to secure her status through guile and the elimination of her rivals. She organized her followers, and after leaving a token force in Clifftop, the magebred made their way out into the Mournland. Soon after, Donata and her party found Metrol and established themselves in the abandoned government buildings.

For the last several years, Donata and her followers have been secretly working along with the enslaved Vadalis heirs. They have connected Metrol to Clifftop through tunnels and taken control of important parts of the city. The magebred, using inborn powers, created and nurtured the rumors of Metrol as a haunted ruin. Donata has become empress of a tiny domain she aims to expand. All she needs is opportunity... and a bigger army.

MOURNLAND MAGEBRED LORE

History DC 15: Recently, restless spirits able to teleport, to walk the shadows, and to bend others' wills have raided small settlements and encampments just outside the Mournland near Metrol. They take prisoners and leave few survivors behind.

History DC 25: A few witnesses say the attackers were not spirits at all, but humanoids with amazing powers and great military skill. These phantomlike soldiers come from the Mournland and return to it.

Streetwise DC 25: During the war, rumors spoke of a House Vadalis secret stronghold in Cyre, just north of Metrol along the Cyre River. Clifftop, as it was called, was a research laboratory supposedly for magebred war beasts. Insider rumors, however, indicate that Vadalis was trying to create the perfect soldier there, using humanoid subjects. It seems that skilled humanoid soldiers exhibiting amazing powers are operating in the environs of Metrol. Perhaps there's some truth to those wartime rumors.

ORGANIZATION

Only recently have the Mournland magebred begun flexing their muscles.

Leader: Empress Donata is an autocrat who parcels out responsibility and rewards in a feudal system. She believes fully in the inherent superiority of magebred humanoids.

Headquarters: The Mournland magebred have taken up residence in the royal palaces of Vermishard that overlook the city.

Hierarchy: Empress Donata is the absolute ruler of the Mournland magebred. Superior humanoids occupy all positions of power within her empire. The remaining "subjects" are conditioned.

Members: Donata's forces sometimes raid into Karrnath or the Talenta Plains for slaves, and take Mournland looters prisoner. They condition those they can and dispose of those they can't.

By combining subtle tortures with charm powers (such as Donata's *dominating murmur*), the magebred condition enemies, transforming them into willing followers. This ritualistic process involves the conditioner "rescuing" the victim from abuse and deprivation, and evoking an extremely strong positive emotional response. Few can withstand conditioning for more than a few weeks; they either convert or go mad.

MOURNLAND MAGEBREEDING

Empress Donata and her magebred maintain Clifftop and other experimental facilities in Metrol, expanding on the work started by House Vadalis. Magebred humanoids are stronger, tougher, faster, smarter, and more attractive than their normal counterparts. Vadalis's magical techniques make them grow and learn faster, so they become functioning adults twice as quickly as normal. Most of Donata's current magebred soldiers come from her generation, but she is training a new generation. She is also



using magebreeding methods to alter some of her other followers and captives.

The Vadalis techniques create some mental instability, and a tendency toward egotism and self-absorption. Within Donata's order, the magebred are also taught that they are superior and others are lesser beings. This training exacerbates the selfishness or callousness the magebred naturally possess.

Magebred who venture deeper into the Mournland return with samples of bizarre creatures—or become mutated themselves. Donata sees such events as an opportunity to add new traits to the magebreeding pool. Mutated magebred might have minor monstrous traits, such as slow regeneration or claws. They might also have monstrous habits, such as cannibalism.

EMPERSS DONATA TACTICS

Empress Donata is about manipulation rather than damage dealing. She uses *dominating murmur* most often, resorting to her *unarmed throw* only to rid herself of a melee attacker. Donata uses *perfect command* every round to force a dominated "ally" to attack, applying this ability to her actual allies only if she must. After dominating an enemy early in the combat, Donata uses *extreme devotion* as protection.

ENCOUNTER GROUPS

Donata's underlings are magebred humanoids from numerous races. Magebred tend to be elite, often with a template such as battle champion, demagogue, devastator, feyborn, or shadowborn stalker. The empress's forces also contain all sorts of people and creatures the magebred have captured or coerced. Some are magebred beasts or horrors from the Mournland.

Through Ikar's Salvage, Donata also has contacts in the Order of the Emerald Claw. What such an alliance might breed only time will tell. The order might already be in Metrol, as might some of its undead.

Empress Donata	Level 14 Elite Controller (Leader)	Medium natural humanoid, magebred	XP 2,000
Initiative +11	Senses Perception +7; low-light vision		
Close Attachment aura 3; each ally that starts its turn within the aura can shift 1 square as a minor action instead of as a move action.			
HP 280; Bloodied 140			
AC 30; Fortitude 26, Reflex 28, Will 29; +4 against charm and fear effects			
Saving Throws +2 (+5 against charm and fear effects)			
Speed 7			
Action Points 1			
◆ Unarmed Throw (standard; at-will)	+18 vs. Reflex; 2d6 + 6 damage. Empress Donata slides the target 3 squares, and the target is knocked prone.		
◆ Dominating Murmur (standard; at-will) ◆ Charm	Close burst 10; targets one enemy in the burst; +19 vs. Will; the target is dominated until the end of Empress Donata's next turn. A creature dominated in this way is considered an ally with regard to Empress Donata's other powers.		
◆ Perfect Command (minor; at-will)	Close burst 10; an ally in the burst makes a basic attack as a free action. Empress Donata cannot use this power on the same creature more than once in a round.		
Extreme Devotion (immediate interrupt, when Empress Donata is attacked; encounter)	An ally within 3 squares of Empress Donata shifts 3 squares, ending the move adjacent to her. Empress Donata gains a +4 bonus to all defenses against the triggering attack. If the attack misses Empress Donata, it instead hits the ally who shifted adjacent to her.		
Alignment Evil	Languages Common, Draconic, Elven, Goblin		
Skills Arcana +17, Bluff +18, Diplomacy +18, Insight +12, Nature +12			
Str 16 (+10)	Dex 18 (+11)	Wis 10 (+7)	
Con 20 (+12)	Int 20 (+12)	Cha 22 (+13)	
Equipment robes			

CYRAN REGALIA

Prince Oargev ir'Wynarn of New Cyre desires the royal garb and jewels of the monarch of Cyre more than any other item lost in the Mournland. What he doesn't know is that the regalia have been Empress Donata's prized possessions ever since she took over the palaces of Vermishard. When using Donata in an adventure, assign her treasure to account for the regalia. She can then use the regalia against the PCs.

The complete Cyran regalia include magic robes and a magic crown to protect the Cyran monarch, as well as other clothing and heirloom jewelry. The clothing making up the regalia is infused with minor magic that keeps it whole and unsoiled. The jewelry is similarly imbued. A *Make Whole* ritual can be performed to repair serious

damage to nonmagical components, costing the caster only 225 gp. Not counting the magical parts, the Cyran Regalia is worth at least 7,000 gp. Counting the magic items, the regalia make up at least three treasure parcels for a party of 11th to 13th level.

The regalia's inherent value is intended to create a moral conundrum for those who recover it. Returning it to Oargev is a major 13th-level quest, rich with rewards in treasure and reputation. Keeping the regalia from Oargev inevitably makes the PCs enemies of New Cyre. If you want to ease the moral pressure on the PCs, you can make the regalia less interesting by giving its magical components a level at or below that of the party.

THE LORD OF BLADES

Philosopher, visionary, warlord, messiah . . . abomination, racist, psychopath, tyrant—each of these words has been used to describe the enigmatic Lord of Blades. This warforged leader has established a cult of personality within the Mournland. His commands are carried out by loyal warforged and constructs known as the Blades.

LORD OF BLADES LORE

History DC 15: Nobody knows where the Lord of Blades came from, but several theories exist. Perhaps he was once Rampart, a Cyran commander who led warforged units in the Last War. Some believe he is Bulwark, the servant of King Boranel of Breland who advocated warforged freedom to the king and disappeared after the Treaty of Thronehold was signed. The hero Bastion, another Brelish warforged who probably died on the Field of Ruins, is sometimes considered a possibility. It could also be that the Lord of Blades was the last warforged to emerge from the Cannith creation forges before they were dismantled.

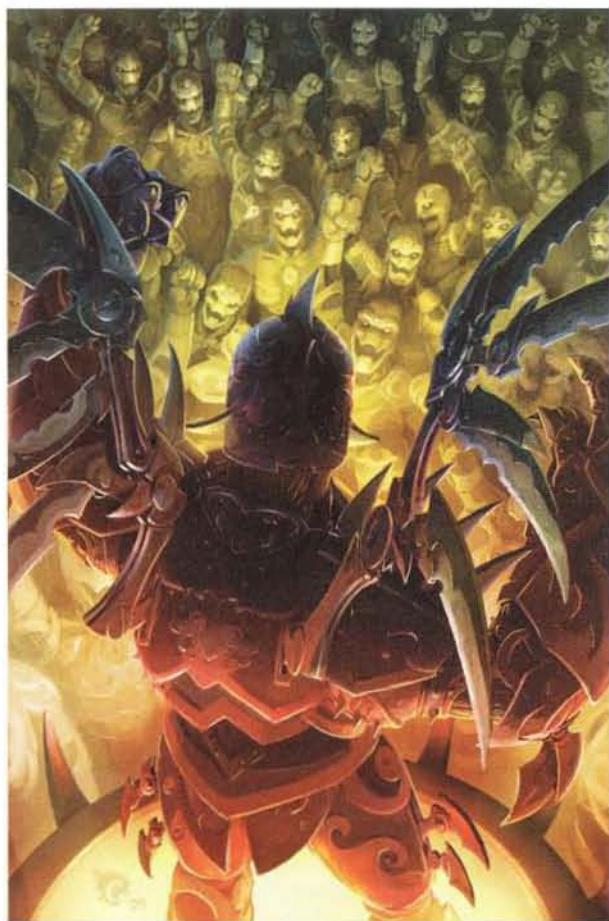
History DC 20: The Lord of Blades runs his society like a military dictatorship with religious undertones. Calling themselves the Blades, most of his followers name themselves after bladed weapons, weapon parts, or the results of using such weapons.

Religion DC 20: The Blades value no spiritual truths, and they revere no distant god. To them, the Lord of Blades is divine. They empower him with their devotion, and he gives them purpose and direction. His sermons and statements are divine truths, which they memorize and repeat as prayerlike sayings or battle oaths.

Most Blades are murderous fanatics. They embrace their construct nature over the “weaknesses” of their living side. Blades eschew emotion and empathy, and value no nonconstruct creature. They kill non-warforged without remorse. Willingly they die to attain their ends, and they suffer none to leave their ranks except through death.

These warforged believe they are destined to lord over Eberron, for they alone are fit to do so. To accomplish this, they intend to carve a nation from Cyre’s corpse. Then they’ll conquer the common races of Khorvaire, destroying any who oppose them and ruling over those who surrender.

Streetwise DC 30: Within his hidden enclave, the Lord of Blades controls a damaged Cannith creation forge. Although he is an artificer of some skill, the Lord of Blades hasn’t mastered the forge or accomplished a complete set of repairs. Still, he uses it slowly and carefully to create new warforged. Despite his care, some warforged emerge from this forge misshapen in body, mind, or both.



ORGANIZATION

The Blades believe themselves superior to any flesh-bound creatures. Embracing their soldierly and construct aspects, they live as they were created—as instruments of conquest and violence.

Leader: The Lord of Blades is both ruler and deity to the Blades.

Headquarters: The Blades inhabit the Mournland. Their bases of operations are unknown; theories include Eston, Making, and Whitehearth.

Hierarchy: The Lord of Blades is the absolute ruler in this military order. His word is holy law. The most devoted followers act as his captains, each leading a company of Blades. Below captains are lieutenants, sergeants, corporals, and privates—a rigid chain of military command familiar and comforting to most warforged.

Members: The Blades are all warforged or constructs that have voluntarily joined or have been created by the Lord of Blades. Military training is a major daily rite, and the Blades maintain small encampments for such a purpose across the Mournland. A few travel in service of their lord, tasked with retrieving items and relics related to the warforged. Others go abroad to proselytize to warforged, particularly those indentured in Karrnath and Thrane.

Lord of Blades	Level 21 Elite Soldier (Leader)
Medium natural humanoid (living construct)	XP 6,400
Initiative +15 Senses Perception +10	
Quicken Constructs aura 5; allied constructs and living construct within the aura gain +4 to initiative rolls.	
HP 388; Bloodied 194; see also <i>lordly resolve</i>	
AC 39; Fortitude 35, Reflex 30, Will 34	
Immune disease, poison	
Saving Throws +2 (+4 against ongoing damage)	
Speed 6	
Action Points 1	
⊕ Adamantine Sixblade (standard; at-will) ♦ Weapon	
+28 vs. AC; 1d12 + 11 damage (crit 19–20), the Lord of Blades slides the target 2 squares, and the target is marked until the end of the Lord of Blades' next turn. Damage from this attack ignores 10 points of resist all.	
⊕ Blade Mark (immediate interrupt, when an adjacent enemy marked by the Lord of Blades moves or shifts; at-will) ♦ Weapon	
The Lord of Blades makes a melee basic attack against the triggering enemy. An enemy hit by this attack stops moving. If this attack hits, the Lord of Blades makes a melee basic attack as a free action against a different target within reach.	
⊕ Off-Hand Slash (minor 1/round; requires an adamantine sixblade; at-will) ♦ Weapon	
+28 vs. AC; 1d12 + 11 damage (crit 19–20), and the target is marked until the end of the Lord of Blades' next turn. Damage from this attack ignores 10 points of resist all.	
↗ Shoulderbow (minor 1/round; at-will) ♦ Weapon	
Ranged 20; +28 vs. AC; 1d8 + 7 damage.	
↖ Lord of Constructs (minor; encounter) ♦ Healing	
Close burst 10; allied construct and living constructs gain 10 temporary hit points. A bloodied construct or living construct ally also regains 10 hit points.	
Bladed Body	
The Lord of Blades deals 1d8 + 4 damage to any creature that grabs him. A creature that continues to grab him takes 1d8 + 4 damage at the start of its turn.	
Powerful Charger	
When charging, the Lord of Blades deals 2d6 extra damage and pushes the target 1 square. He then shifts into the square the target vacated.	
Lordly Resolve (minor; encounter) ♦ Healing	
The Lord of Blades gains 15 temporary hit points and ends one effect that a save can end. If he uses this power while bloodied, he also regains 15 hit points.	
Alignment Evil Languages Common, Dwarven, Giant	
Skills Arcana +17, Athletics +22, Intimidate +21	
Str 25 (+17) Dex 16 (+13) Wis 11 (+10)	
Con 18 (+14) Int 14 (+12) Cha 22 (+16)	
Equipment plate armor, adamantine sixblade, shoulderbow	

LORD OF BLADES TACTICS

After issuing the hastening commands of *quicken construct*, the Lord of Blades assaults his foes using his sixblade, *powerful charger*, and *off-hand slash*. After that, he spends an action point to quickly bring one foe down. He continues to attack in melee, resorting to his shoulderbow only when he must. With *lord of constructs* he preaches construct superiority to keep his allies in the fight late in a battle.

Hilt or Pommel	Level 18 Skirmisher
Medium natural animate (construct, homunculus)	XP 2,000
Initiative +16 Senses Perception +17; darkvision	
HP 169; Bloodied 84	
AC 32; Fortitude 31, Reflex 30, Will 29	
Immune disease, poison; see also <i>metallic roar</i>	
Speed 8	
⊕ Bite (standard; at-will)	
+23 vs. AC; 2d8 + 6 damage.	
↖ Metallic Roar (standard; encounter) ♦ Thunder	
Close blast 3; +21 vs. Fortitude; 3d8 + 8 thunder damage, and the target is dazed until the end of the attacking homunculus's next turn.	
Bladed Body	
Hilt or Pommel deals 1d6 + 3 damage to any creature that grabs it. A creature that continues to grab the homunculus takes 1d6 + 3 damage at the start of its turn.	
Combat Advantage	
Hilt or Pommel has combat advantage against any target that has one of their allies adjacent to it. Whenever Hilt or Pommel hits a target it has combat advantage against, it knocks the target prone, and can then shift 1 square as a free action.	
Guard Anything	
Hilt or Pommel can be assigned to guard an area, object, or creature (see MM 156). It receives a +2 bonus to attack rolls and damage rolls against enemies within its guarded area, attacking its guarded creature, or carrying its guarded object.	
Shifty Charger	
Hilt or Pommel can shift 1 square after charging.	
Alignment Unaligned Languages Common	
Skills Stealth +19	
Str 24 (+16) Dex 20 (+14) Wis 16 (+12)	
Con 17 (+12) Int 10 (+9) Cha 12 (+10)	

HILT OR POMMEL TACTICS

Hilt and Pommel, two homunculi created by the Lord of Blades as smaller copies of the fearsome steel predator (see *Monster Manual 2*, page 198), charge in alongside their master, using *shifty charger* thereafter to set up combat advantage. They work to gain combat advantage so they can knock an enemy prone and shift again. Since enemies that attack the Lord of Blades often trigger the homunculi's *guard anything* ability, Hilt and Pommel prefer such targets.

ENCOUNTER GROUPS

The Blades cult is primarily composed of warforged, but it also includes other constructs. The warforged have been known to work with other creatures. They also employ destructive humanoids too foolish to realize the Blades' ultimate agenda, or too greedy to care.

Level 18 Encounter (XP 10,400)

- ♦ Lord of Blades (level 21 elite soldier)
- ♦ Hilt and Pommel (level 18 skirmisher)

Level 19 Encounter (XP 12,400)

- ♦ 1 warforged titan (level 19 elite soldier; *Monster Manual 2*, page 208)
- ♦ 1 living cloudkill (level 19 elite brute, page 95)
- ♦ 1 fire archon ash disciple (level 20 artillery, MM 19)

THRANE

With enemies on all sides and evil stalking the lands, Thrane is the light in the darkness, an island in a sea of corruption. Its pure, unwavering flame shines the way for all to attain salvation and freedom from the world's cruelty. Religion rules Thrane, its royal blood marginalized by a clear need to protect the people and religious institutions from those who would quench the holy flames and plunge the world into shadow. Thrane's people cling to virtue and order, and look to the Church of the Silver Flame to guide them through the Last War's wreckage to a future in which all embrace the purity of faith.

LORE OF THRANE

ARCANA

Arcana DC 15: In matters of arcane magic, Thrane lacks sophistication, having long placed greater emphasis on the divine. Thranes place no stigma on using nondivine magic, but the church (and the people by extension) believes that preoccupation with sorcery leads to corruption. Those who explore such mysteries must use caution lest they be led astray.

HISTORY

Common Knowledge: That Thrane survived the Last War more or less intact is a testament to the power of the Church of the Silver Flame. Over twenty years after the war started, pious King Thalin's death left Thrane at the center of a raging storm, with enemies to all sides. Faced with internal strife, Prince Daslin renounced his claim to the throne. The church was forced to step forward and guide the nation through the war. As a result, the people fought for more than just their homes and lands—they fought for faith. Their conviction gave them the strength to soldier on no matter the odds.

History DC 15: Divorcing the church's history from the nation's is impossible—their stories are too tightly bound. The province of Thrane, like its sister realms, came to be when Thrane ir'Wynarn, King Galifar I's third son, assumed power as regent and ruler. For three centuries, Thrane grew in power and influence, benefiting from its proximity to Thronehold and its position as Galifar's crossroads of culture and commerce.

At the close of the third century, an ancient lord of darkness called Bel Shalor broke free from his bonds and emerged from Khyber, spawning monstrous threats upon the land and spreading misery and death. As the church's history recounts, the paladin Tira Miron heard the call of the ancient light that had long imprisoned the demons and responded to

the challenge, leading a band of heroes to the site where Flamekeep now stands to battle the monstrous tide and face the burgeoning evil. Facing the fiendish overlord, Tira allowed herself to become a vessel for the Flame, sacrificing her own life to defeat the mighty fiend. A fountain of silver flame marks the site of her sacrifice and ascension, and her example inspired a new religion... perhaps the greatest religion ever formed on Khorvaire.

From these noble origins grew the Church of the Silver Flame. Word spread throughout Thrane and beyond, bringing the curious and the skeptical to behold its power. Those who witnessed the shining beacon were transformed, adding their numbers to the growing movement, until the church's power and influence could not be ignored. Tira Miron lives on in spirit as the Voice of the Flame, revered by all who follow the faith.

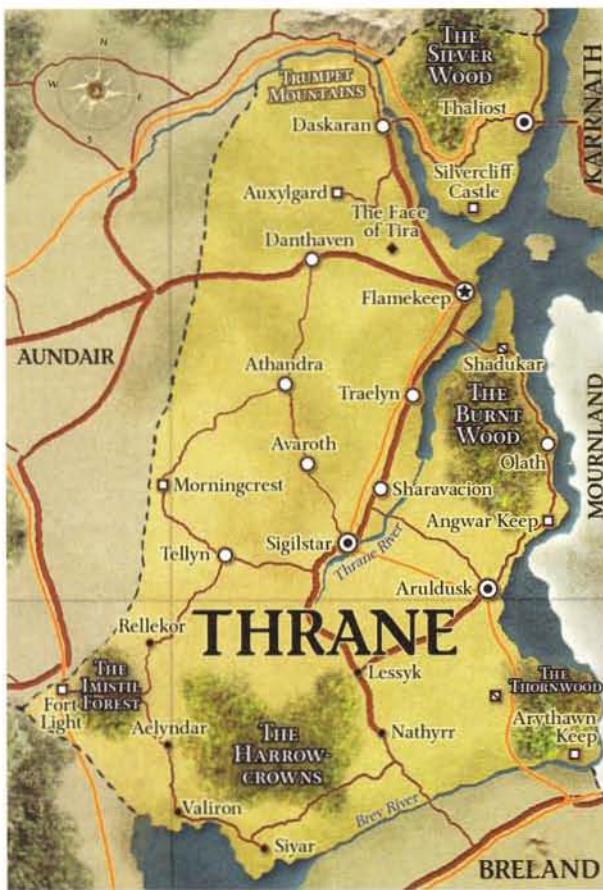
History DC 20: As the church grew, so too did its hold on Thrane's royal scions until the regents came to see themselves as the ultimate champions of the faith. When Galifar broke into disparate nations following King Jarot's death, Thalin declared himself King of Thrane and seized the opportunity to extend the church throughout the dying kingdom, to become head of a grand empire devoted to the Silver Flame. His zealotry plunged Thrane into war and set the tone for its fanaticism throughout the Last War.

Upon Thalin's death, the crown was to pass to his heir, Prince Daslin. The people rose up against the prince, whom most deemed weak and unworthy. At the urging of the masses, the church stepped forward, assuming both temporal and spiritual leadership of the state. Intimidated by the church's authority and fearing a bloody civil war if he didn't step aside, Daslin surrendered his claim to the crown, ceding all authority to the Keeper of the Flame, the mortal who serves as titular head of the church.

During the Last War, the royal heirs remained loyal but lost any vestige of power and became nothing more than symbols. The current blood regent is Diani ir'Wynarn, and she often appears alongside the Keeper of the Flame to show solidarity with the church.

Members of the old nobility retained their holdings as long as they supported the church. Those nobles who did so continued to rule as they had before the theocracy. Those who resisted lost everything, including, in some cases, their lives.

History DC 25: Thrane abides by the Thronehold Accords, and the church's young Keeper of the Flame is not eager to see her people victimized in another war. Even so, extremist elements among the nation's leaders seek to channel rebuilding resources to Thrane's military, to establish a new Galifar with the church at its head.



Secret Knowledge: Queen Diani is a dutiful follower of the faith in the public, but secretly she covets the power she believes is hers by right. Diani stands at the center of a royalist conspiracy, forging bonds with likeminded citizens and brokering with foreign nations to gain their assistance in ousting the church from power.

NATURE

Common Knowledge: Humans are the dominant people in Thrane—humanity seems the most amenable of all the races to the call of the Silver Flame. Thrane was once a more diverse land, but the bulk of the nonhuman races drifted to neighboring realms as the church gained power. Now half-elves, dwarves, elves, and others remain only in small numbers.

Nature DC 15: Thrane was never an economic power. Known for its textile, wool, and livestock trade, most of its farmland was used to raise food animals, with little left over for grain. This situation changed when Thrane sealed its borders; many fields were quickly converted to croplands. Its rich soil and abundant population kept food production high and massed armies plentiful. Training and armaments were limited, however.

Thrane's cities are clustered in the east, but even so few of them escaped the war's ravages. To the west,

the urban centers give way to smaller settlements, farmland, and empty stretches of wilderness speckled with forts, castles, and ubiquitous shrines. The long western border with Aundair is littered with old battlefields and haunted stretches.

RELIGION

Common Knowledge: The Church of the Silver Flame affects every aspect of life in Thrane. It is the ultimate authority, and its rule is absolute. Thrane tolerates other religions, but people adhering to them find life less comfortable than those who worship the Flame. The Sovereign Host has followers here, but few other religions, especially those with dark overtones, survive for long.

Thrane's biggest export is religion. Each season, missionaries set out to gain converts in other lands, pushing to the hinterlands of the continent and beyond. Most faithful are well intentioned, seeking to improve lives rather than destroy them. Among these, however, a few corrupt or violent missionaries use their faith as a weapon to get what they want.

The church's influence extends into all corners of the country, affecting all people, even visitors to Thrane. From the Voice of the Flame come codes of conduct, rituals, ceremonies, beliefs, and practices—all have the strength of law in these lands. Holy days bring the nation to a standstill; priests perform rites and ceremonies, and the people attend. All citizens are expected to reflect on the importance of these sacred events.

Religion DC 15: Upon coming to power, the church replaced secular officials with religious ones. The Keeper of the Flame rules the nation, acting as spiritual leader and moral compass for the people. The current Keeper of the Flame is an eleven-year old girl named Jaela Daran. She came to power at six years old. Although she is the youngest to ascend since the church assumed power, youthful Keepers of the Flame are not unusual.

An archbishop governs each city and town in Thrane. These individuals dispense church justice, maintain the peace, and raise revenues and armies for Flamehold. Working for them in the temples are the bishops and archpriests who attend the congregations. Finally, holy warriors, priests, and exorcists serve in the trenches against the darkness.

Religion DC 20: The Council of Cardinals supports the Keeper of the Flame and attends to running the country. In theory, the council is subject to the Keeper of the Flame. Given the youth and inexperience of the current Keeper of the Flame, the council has a relatively free hand, leaving spiritual matters to the Keeper of the Flame and reserving political matters for itself.

Religion DC 25: As one would expect, the power of the High Cardinal, the Council of Cardinals, and

lesser church officials breeds corruption, but it's not widespread. The beneficent ideals of the church govern the behavior of the majority of church officials, who have only the best interests of Thrane's people in mind. Still, other religious figures, High Cardinal Krozen in particular, seek ever more dictatorial power and view Thrane as their personal domain.

STREETWISE

Streetwise DC 20: There's a growing split within the Church of the Silver Flame. For the most part, believers are more or less tolerant and peaceful. These attitudes are championed and embodied by the Keeper of the Flame. However, firebrands live by a more literal interpretation of the Voice's pronouncements and believe that war must be waged until all other peoples are brought to the Silver Flame. The ultraviolent members of this faction are few, but they grow stronger in foreign lands, particularly those stranded in Aundair in the west.

SETTLEMENTS AND FEATURES

Thrane is a nation of farmers and priests bookending a vibrant and growing middle class. The largest communities lie in the east, along the shores of the waterways forming its border with Karrnath and the Mournland. To the west lies open country, much of it given over to farmland.

ARULDUSK

Fortunate City; Population 11,000

Through sheer luck or divine will, Aruldusk escaped the Last War relatively unscathed, even as cities and towns were destroyed around it. Thanks to its good fortune, the once small town exploded in growth, becoming a vibrant city. Commerce and visitors come by way of the lightning rail passing through the city, or along one of the three caravan routes converging there. Aruldusk caters to travelers and adventurers and features shops, inns, and restaurants that bring gold into the community.

DASKARAN

Ancient Town; Population 4,500

On the southern slopes of the Starpeaks, east of the Trumpet Mountains, stands the once mighty community of Daskaran. Long ago, Daskaran was a vital trade center, but a disastrous fire swept through the city, reducing most of it to rubble. With few supplies left to enable them to survive the winter, the locals descended the foothills to winter in the south. They never returned.

Three centuries later, Daskaran still hasn't recovered—old stone buildings, many scorched still,

line the neat roads, shadowed by the white-needled pines blanketing the hills. Large temples dedicated to Dol Arrah and the Silver Flame flank a courtyard dominated by a statue of Tira Miron astride a horse, with sword raised. As the sun marches across the heavens, the shadow cast from the sword marks the hours of the day.

THE FACE OF TIRA

Landmark

Statues, shrines, and other sacred sites speckle the countryside of Thrane, holy ground for the people to send their prayers to the Silver Flame. Though each is impressive in its own way, none compares to the Face of Tira. Sculpted from a rocky crag atop a massive stone outcropping west of Flamekeep, it bears the likeness of the famed Voice of the Flame in 80-foot-tall splendor. Her eyes peer eastward, her gaze resting on the site where the Silver Flame was born.

FLAMEKEEP

Capital City of the Silver Flame; Population 150,000

Built where the divine battle between the paladin Tira Miron and the abomination of darkness and shadow was fought, Flamekeep began as a small temple built around the purified fire. In time, a cathedral replaced the temple, and the church's evolution from cult to religion brought people from all over the realm until a city took shape. The city bears the signs of its devotion in all things—icons, flame imagery, and stone placards bearing sacred texts adorn nearly every surface. Architects were commissioned to use light and soaring construction to capture the nation's devotion to the Silver Flame, giving the city its distinctive look.

Flamekeep is Thrane's spiritual and political center. Pilgrims descend on the city from all over the nation and beyond to behold its beauty, to enter the Cathedral of the Silver Flame, and, if they are lucky, to catch a glimpse of the miraculous flames within. Although the presence of the divine infuses the city, with statues and imagery devoted to the church wherever space allows, the city is also a hotbed of intrigue. Influential religious officials, foreign emissaries, and others meet to negotiate secret alliances and make backroom deals to advance their agendas and grow their power.

Most of the city rises from a tiered pedestal of land surrounded by a deep channel. The waterway leads all the way south from Scions Sound, enabling ships to sail in and dock at the low-lying western ports. Three bridges span the water, to the north, east, and south.

Cathedral of the Silver Flame: No matter where one stands in Flamekeep, the Cathedral of the Silver



Flame is in view. Situated at the highest point of the city, the massive cathedral sports alabaster walls and flying buttresses fitted with brilliant stained glass windows depicting religious and historical scenes. Icons, angelic beings, and gargoyles decorate the exterior.

Inside, the walls are black marble inlaid with silver patterns, testifying to the church's wealth and power. The nave can hold thousands at a time, with pews spreading out among the supporting pillars, each of the four transepts, and balconies hanging just below the clerestory. A raised area before the presbytery can hold a choir of one thousand children, each selected for his or her ringing voice.

Beyond the presbytery, behind two enormous wooden doors, is the Chamber of the Flame. This place is where the holy light of the Silver Flame burns and where the Keeper of the Flame comes to commune with the Voice of the Flame upon the mosaic encircling the fiery pool.

The cathedral also has cloisters in the rock below. Labyrinthine passages lead to cells where high-ranking priests attending the cathedral live, pray, and reflect on their devotion. The lower levels also contain the offices of the Council of Cardinals, a garrison for the church's divine warriors, and the Keeper of the Flame's personal apartments.

Thalingard: Thrane's regents have always lived in this massive fortress in the center of the city. Thalingard is a great fortress with tall spires. Its balconies offer a stunning view of the city unfolding below.

Thalingard takes its name from Thrane's last king. Custom dictates that the castle's name change with its ruler, but Thrane has not had a true king since Thalin, and so the old name remains. The castle houses the blood regent Diani ir'Wynarn and a detachment of warforged sentries. Because the monarchy is no longer relevant, the castle is a much a symbol as the regent.

THE HARROWCROWNS

Monster-Infested Forest

The dark wood on the northern shore of Lake Brey is called the Harrowcrows. At the birth of Galifar, one great forest stretched from the Blackcaps to Scions Sound, including the woods now called the Greenhaunt, the Imistil Forest, and the Thornwood as well as the Harrowcrows. Settlers through the ages have cleared most of the land for farming, and several small Thrane villages now surround the Harrowcrows, despite the monsters that periodically seem to erupt from the forest and ravage the countryside for miles around.

Savage goblins raided out from the Harrowcrows in 465 YK, leading eventually to the discovery of an ancient Dhakaani ruin in the heart of the forest. A team of scholars from Flamekeep never returned from its exploration of the ruins, and the ruins' location has since been lost.

Ettercaps and giant spiders, crazed dryads and treants, bloodthirsty gnolls, and twisted foulspawn are among the monsters that have emerged from the forest to ravage the surrounding villages. Some have speculated that a planar connection—to Thelanis or Dolurrh, or perhaps the mad realm of Xoriat—is responsible for the plague of monsters, but it seems more likely that these creatures are native to the forest itself.

SHADUKAR

Ruined City

Shadukar is a graveyard of blackened rubble and burned trees, its people restless spirits sifting through the ashes of the past. The ruins are a grim reminder of the Last War's cost. In 961 YK, Karrnathi ground troops used soarwood skiffs to cross Scions Sound and stormed the city, catching it unprepared. The Karrns pillaged the city, slaughtered its citizens, and raised undead troops to replace those fallen in the attack. It took months of siege before the Karrns withdrew, burning the city and the surrounding forests to the ground, and annihilating what was left of its population.

SIGILSTAR

Central City; Population 12,000

Positioned along the Thrane River near its source, Sigilstar marks the convergence of three caravan routes and a lightning rail line. With all these trade arteries, Sigilstar has emerged as a serious competitor to the commercial centers of Aruldusk and Flamekeep.

Part of Sigilstar's appeal stems from its cosmopolitan atmosphere. It is home to the largest population of mages in the entire nation, and its people hold a broader view of religion's place in society. Sigilstar takes its name from a fixed star in the heavens around which all other stars seem to wheel—much the same way the residents of the city see themselves.

THALIOST

Captured City; Population 25,000

Until 926 YK, Thaliost was part of Aundair, a vibrant city central to that nation's economy. In one of the most enduring land grabs of the war, the Thranes assaulted the city, crushing the defenders and annexing the area, plundering it for its resources and food stores. Aundair made several attempts to restore the former borders during the war, but failed each time. Queen Aurala intended to negotiate Thaliost's return

at Thronehold, but was unwilling to return lands in western Thrane that Aundair controlled. In the end, the treaty settled on recognizing what had been a military truth for decades.

Thaliost is a unique city in Thrane, its Aundairian heritage made manifest in its tower-filled skyline, austere structures, and straight roads. Even after years of Thrane rule, more than a few citizens still see themselves as Aundairians. They are profoundly discouraged by their former homeland's inability or unwillingness to liberate them. The most bitter of them remain restless, and uprisings, rebellions, murders, and arson are common. Thrane has tried everything it can to keep the people in line, including cutting off food, employing secret police squadrons, and placing entire armies inside the city. Thus far, nothing has worked.

The Archbishop Solhar Dariznu, formerly of Wyr in western Aundair, governs the city with the aid of a detachment of Thrane knights. Despite exhortations from the church for him to be lenient, he rules savagely, using excessive force whenever and wherever there's trouble. His knights round up treasonous ringleaders, stage trials, and at times burn prisoners alive in public to dissuade others from following their example. Citizens face random searches, invasion and seizure of property, and imposition of heavy fines for minor infractions. His methods have quelled the worst of the violence and pacified most of the population, but the people despise him. Many observers inside and outside Thrane wonder when the archbishop will finally overstep so much that he sparks a devastating uprising.

PLOTS AND ADVENTURE SITES

Monarchy Restored: Diani ir'Wynarn has spent the last few years building a coalition of royalists to help restore power to her family. She has been careful to conceal her true motives, taking every effort to keep her meetings with foreign powers secret. If word of her plots reaches the ears of High Cardinal Krozen or the Council of Cardinals, she might find herself pushed to act before her line is ended for good.

Uprising: Thaliost is a powder keg—one spark, and the city could erupt in a conflagration of rebellion. The Council of Cardinals is well aware of the dangers the city poses, which is why it appointed an Aundairian archbishop for the place. Solgar Dariznu makes things worse with his brutal tactics, pushing even those who might become resigned to living in Thrane to join the rebels. Word has it that something big is in the works, something nasty enough that the rebels just might break Thrane's stranglehold.

HIGH CARDINAL KROZEN

Ultimate authority in the Church of the Silver Flame rests with the Keeper of the Flame, but actual governance—the work of the individuals who chart the nation's course—occurs in the Council of Cardinals. With such power comes opportunity for abuse, since the cardinals answer to none except the Keeper of the Flame, and she is still a young girl. Most church officials resist the temptation to exploit the benefit that their position affords them, keeping to the tenets of their faith, but a few have drifted, giving in to their baser impulses to reap the full rewards of their stations. Of these unprincipled members, High Cardinal Krozen represents the worst, embodying the theocracy's dangers and the excesses of its power.

HIGH CARDINAL KROZEN LORE

Common Knowledge: High Cardinal Krozen is the most powerful individual in Thrane. He, like other senior religious officials, climbed through the church's ranks, serving for a time as a holy warrior and priest, attaining the rank of archbishop for his zeal and unmatched piety. When a senior member of the Council of Cardinals died a decade ago, conservative officials in the government succeeded in getting Krozen appointed to replace him. The hardliners viewed then-Keeper Tagor's attempts to moderate Thrane policies as a threat and wanted to strengthen their hand in his final days. In truth, it was hard to object to Krozen's appointment—few could match his knowledge of the sacred texts or his passion for the church.

In the early years of his tenure, Cardinal Krozen worked tirelessly to strengthen the church in the lives of the common people of Thrane, and to keep Thrane's military strong. In a few short years, he assumed the position of High Cardinal. Peaceful times and the ascension of a young, tolerant, and highly compassionate Keeper of the Flame, however, were not to his liking. Indeed, this situation seemed to quash his idealism. Krozen turned his attention toward consolidating his control over the council, using his network of allies to bend his peers to his way of thinking.

Religion DC 15: Krozen's rise to power did not come without casualties. He has made numerous enemies over the years, usually officials he removed from office or slandered to render them powerless. His critics spread a slew of accusations about his methods and motives, ranging from dirty tactics all the way up to consorting with fiends. These claims have spawned investigations now and again, but each turns up nothing that calls into question Krozen's service or loyalty.

Rumors also circulate about the extent of the High Cardinal's influence, questioning his deference to

the Keeper of the Flame. During the final years of the Last War, the nation did little without Krozen's assent, and most military initiatives came from his office. More than one Thrane official worries that the High Cardinal views himself more as the nation's ruler rather than as a loyal advisor.

Religion DC 20: For the most part, the accusations against Krozen are true. Ever the pragmatist, he simply removed those he saw as obstacles to achieving his goal—attaining complete power. Although he was ruthless, his loyalty and devotion to the Silver Flame remained true . . . at least until the Mourning.

Cyre's destruction rocked Krozen to the core, leaving him reeling with fear. The nation's destruction inflamed the seeds of paranoia that had already begun to blossom in his shadowed mind. Krozen rarely meets with other cardinals in any great number, demanding that his few visitors treat with him in private chambers under the watchful eyes of his loyal guards.

Krozen's eccentric behavior has done nothing to diminish his power and influence. When the council meets, Krozen sends a proxy to explain his views and represent his interests. Since his representative is rarely the same person from meeting to meeting, he reinforces the mystique and suspicions about his true character, leading many officials to wonder what he is hiding. For several years now, his power has gone unchallenged. His peers submit to his demands out of fear of the reprisals they have seen occur time and again.

Secret Knowledge: The Mourning changed everything for Krozen, though not because he gave one whit for the Cyran people. Rather, he sees the Mourning as a grave risk to the nation he considers his to govern as he pleases. If a weapon caused the Mourning, Krozen must find it and claim it for himself. If the Mourning was a magical phenomenon, he must find the trigger and control it to ensure that Thrane remains secure and to force his enemies to their knees. Krozen makes full use of the church's power, particularly the Argentum—a secret society of treasure-hunters who retrieve relics for the church—to seek out clues to the nature of this catastrophe.

Krozen's strength comes from the vast network of agents in his service and a coalition of loyal supporters within the church. As he gained power, he was ever watchful for anything he might use. Sometimes, he would use damning information to remove his enemies, but more often he would tuck away the tidbit for later use. With spies, assassins, and loyal fanatics spread across Thrane, he can use these agents to blackmail his enemies, discredit them, or otherwise have them removed from power.

The High Cardinal also employs sinister means to attain his information and treasures. Bit by bit, he has succumbed to the temptation of using dark magic,

calling up foul demons, dealing with devils, and employing other hideous creatures to tease out the secrets of his enemies. He conceals these activities well, destroying anyone who would dare bring these acts to light. Still, whispers abound, and Krozen's minions are ever watchful for those who would delve too deep into the High Cardinal's business.

High Cardinal Krozen Level 10 Elite Controller (Leader)

Medium natural humanoid, human

XP 1,000

Initiative +5 Senses Perception +10

HP 214; Bloodied 107

AC 26; Fortitude 24, Reflex 22, Will 25

Saving Throws +2

Speed 6

Action Points 1

① Mace (standard; at-will) ♦ Weapon

+15 vs. AC; 2d8 + 4 damage, and the target takes a -2 penalty to attack rolls (save ends).

② Condemnation of the Nonbeliever (standard; recharge 2) ♦ Fear, Implement

Ranged 10; +14 vs. Will; the target is stunned until the end of Krozen's next turn, and two of Krozen's allies within 5 squares of the target gain 10 temporary hit points.

④ Enthralling Presence (minor; encounter) ♦ Charm, Gaze, Implement

Close burst 3; +14 vs. Will; the target is dazed (save ends). First Failed Saving Throw: The target is dazed and immobilized (save ends both).

⑤ Righteous Conflagration (standard; at-will) ♦ Fire, Implement, Radiant

Area burst 2 within 10; targets enemies; +13 vs. Reflex; 1d6 + 3 fire and radiant damage, and ongoing 5 fire and radiant damage (save ends). Miss: Half damage, and no ongoing damage.

Burden of Faith (immediate interrupt, when Krozen is hit by an attack with at least one effect that a save can end; encounter) ♦ Implement

Krozen applies all effects from the triggering attack that a save can end to an ally within 5 squares.

Burden of Devotion (minor 1/round; at-will)

Krozen transfers a marked condition to an ally he can see within 5 squares.

Alignment Evil Languages Common

Skills Bluff +16, History +13, Insight +15, Religion +13

Str 16 (+8) Dex 10 (+5) Wis 20 (+10)

Con 19 (+9) Int 17 (+8) Cha 23 (+11)

Equipment vestments, mace, holy symbol

HIGH CARDINAL KROZEN TACTICS

No one sees the High Cardinal without passing through an arcane and complex series of security measures. Those who manage to face him are disarmed, while Krozen and his hidden guards are more than prepared for any treachery. Krozen is vicious in a fight, blasting his foes with *righteous conflagration*. He uses *condemnation of the nonbeliever* to support his troops, and saves *burden of faith* and *burden of devotion* to transfer harmful effects to them, in order to protect his most holy personage.



ENCOUNTER GROUPS

The High Cardinal is well protected. Those who would fight Krozen must face a legion of traps, guards, and sycophants. When meeting with other members of the church, Krozen uses loyal soldiers for protection, individuals whose reputations are spotless and well regarded in the church. If he needs to impress visitors, he might have a squadron of angels, but he's not above using infernal servants and devils if doing so helps him attain his desires.

Level 10 Encounter (XP 2,850)

- ♦ High Cardinal Krozen (level 10 elite controller)
- ♦ 2 angels of valor (level 8 soldier, MM 16)
- ♦ 4 human lackeys (level 7 minions, MM 162)
- ♦ 2 gargoyles (level 9 lurker, MM 115)

GREATER KHORVAIRE

FROM THE chaos and devastation of the Last War, new nations came into being as the Five Nations lost their hold on lands that were once part of the united Galifar. The Eldeen Reaches splintered off from Aundair as the war raged, causing bad blood between the nations that remains to this day. The Shadow Marches, Droaam, and Zilargo are no longer part of Breland as they once were, and the parts of Cyre that survived the Mourning are now the sovereign nations of Darguun, Valenar, and parts of the Talenta Plains. Karrnath lost territory that now forms Q'barra, the rest of the Talenta Plains, the Mror Holds, and the Lhazaar Principalities.

In all, the Treaty of Thronehold recognized twelve sovereign nations: Aundair, Breland, Darguun, the Eldeen Reaches, Karrnath, the Lhazaar Principalities, the Mror Holds, Q'barra, the Talenta Plains, Thrane, Valenar, and Zilargo. Three other regions—the Demon Wastes, Droaam, and the Shadow Marches—are wild lands ruled by fiends and monsters, not nations recognized by any formal treaty, but regions whose borders are crossed by only the most daring adventurers.

In the fashion of the previous chapter, this one covers each of these nations and regions of Khorvaire, and details associated threats and adventure hooks.



DARGUUN

Less than thirty years ago, the armies of the hobgoblin warlord Haruuc turned on the people of Cyre and founded the nation of Darguun. All of Khorvaire bears scars from the Last War, but these wounds run particularly deep in Darguun. Every lowland village is built on the bones of a Cyran settlement, and while new construction drives the growing cities of the Ghaal'dar, the ruins of a dead land are the foundation of this ramshackle nation.

A haven for criminals and others who have no place in the Five Nations, Darguun is a dangerous land for foreigners. Few laws hold or are enforced here, and any appearance of weakness invites attack. Regardless, this land holds numerous challenges of potential interest to adventurers, from treasures lost in the Last War to the ancient ruins of the Dhakaani Empire.

LORE OF DARGUUN

HISTORY

Common Knowledge: During the Last War, House Deneith began to recruit vast numbers of goblins from the southwestern borderlands of Cyre. Three decades ago, those mercenaries turned on their masters and seized their homelands from Cyre, claiming them as the nation of Darguun. Those Cyrans not driven north were enslaved or killed. In 996 YK, the nation was formally recognized under the Treaty of Thronehold.

History DC 15: The goblins of Darguun are divided into a number of distinct cultures and tribes. The leader of the nation is a hobgoblin warrior called the Lhesh Haruuc Shaarat'kor—the King of the Crimson Blade. His people, known as the Ghaal'dar, are the dominant force in lowland Darguun.

History DC 20: Other powerful groups in Darguun include the Marguul bugbears of the south and the Heirs of Dhakaan, a league of goblin clans spread across Khorvaire. The two largest Dhakaani clans in Darguun are the Kech Volaar and the Kech Shaarat. The Dhakaani are a secretive folk, and they have little interest in the affairs of the Five Nations.

History DC 25: The goblins of Darguun are the descendants of Dhakaani—a great empire that once covered much of Khorvaire. The war against the daelkyr (see page 204) shattered the Dhakaani Empire some 9,000 years ago and reduced the once-mighty goblins to savagery.

STREETWISE

Streetwise DC 15: Goblin raiders and slavers frequently attack travelers wandering the wilds of

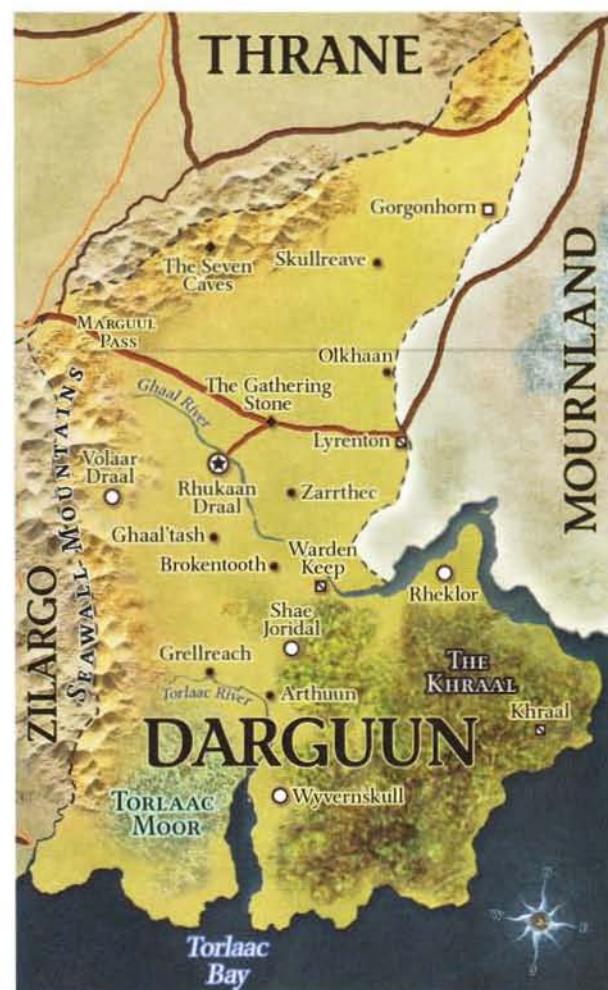
Darguun. A flag of safe passage can be obtained in Rhukaan Draal or any Darguun embassy, typically for 100 gp. The pattern of the flag changes each month, and carrying an out-of-date flag is as dangerous as carrying none at all. Flags of safe passage usually protect travelers from the Ghaal'dar, but the other Darguun clans have been known to ignore them.

Streetwise DC 20: The Darguun capital of Rhukaan Draal has become a haven for criminals, exiles, excoriates driven from the dragonmarked houses, and others on the run from the Five Nations. As such, it's a good place to find illegal goods or services, though powerful magic items are rare in Darguun.

Streetwise DC 25: The Lhesh Haruuc is growing old, and it is said that he agonizes over finding a worthy successor. The court of Rhukaan Draal is a place of vicious intrigues, and more than a few observers believe that when the Lhesh Haruuc dies, the nation he founded will collapse.

POWER GROUPS

Darguun is a land ruled by fractious tribal politics. Though the dragonmarked houses all have representation in Rhukaan Draal, few of the houses have





invested significant resources in this land. As such, virtually all power in the nation resides in its independent clans.

THE GHAAL'DAR

The first culture to arise from the ashes of the fallen empire was that of the Ghaal'dar. Though the lore and glory of their Dhakaani ancestors remains lost to them, the Ghaal'dar are a stoic folk with a proud warrior culture. Hobgoblins dominate Ghaal'dar society, keeping the goblins in line through force and intimidation even as they manage the bugbears through superior numbers and intellect. The Ghaal'dar enslave other humanoid races, but slaves and lesser goblins can earn the respect of the hobgoblins through courage and skill at arms. It is not unheard of for nongoblins (primarily humans) to be inducted into Ghaal'dar tribes.

The Ghaal'dar are an alliance of tribes. The Lhesh Haruuc belongs to the largest of these, the Rhukaan Taash. The name means "Razor Crown," and a line of scars encircles the head of each Rhukaan warrior, the result of a ritual marking when a hobgoblin becomes a soldier. The Lhesh Haruuc has greatly improved the lives of his people, but unless he finds a capable successor, the Ghaal'dar chieftains seem certain to turn on one another once he is gone.

THE MARGUUL

The Marguul tribes of southern Darguun are dominated by bugbears. The Marguul keep members of other races (including goblins and hobgoblins) as slaves, and only bugbears can be full members of a Marguul tribe.

Despite their xenophobia, most of the Marguul tribes pay homage to the Lhesh Haruuc and the Ghaal'dar. However, the few exceptions can prove dangerous to travelers. The Kalkor are a Marguul tribe whose members worship the Mockery, and who delight in flaying their enemies alive. A veteran warrior named Morgaath rules the Kalkor, frequently leading hunting expeditions against outsiders who dare to venture into the Seawall Mountains.

THE HEIRS OF DHAKAANI

In the wake of the Xoriat incursion, the Dhakaani Empire collapsed into civil war. However, even before the empire first began to fracture, the leaders of a handful of goblin clans predicted the dark future that lay ahead. Rather than fall with the empire, these clans retreated to places of isolation, from the depths of Khyber to the heights of impassable mountains, severing all connections with the outside world. For thousands of years, they remained hidden in these sanctuaries, holding fast to the true traditions of the Dhakaani.

With the collapse of Galifar and the rise of Darguun, the Heirs of Dhakaan have emerged from hiding. The clan leaders intend to rebuild their ancient empire and reclaim a continent stolen by humanity. First, however, they must unite behind a single leader, a process that has proved to be a bitter struggle so far.

Although the Dhakaani goblins are physically identical to their Ghaal'dar cousins, a number of important cultural differences divide them. The Dhakaani are dedicated to war, and beyond that, to strict order and discipline. Though they are few in number compared to the armies of the Five Nations, the Heirs of Dhakaan are superb soldiers and exceptional smiths and combat engineers, producing arms and armor of unparalleled quality.

Among the Ghaal'dar and Marguul, tensions between goblin, hobgoblin, and bugbear run high. Among the Dhakaani, however, each species serves a distinct role in society. Goblins are crafters and skilled laborers. Bugbears are shock troops and drudge workers. Hobgoblins are warriors and leaders, with those roles further divided by gender. Male hobgoblins traditionally serve as soldiers, while female hobgoblins pursue the diplomatic, spiritual, and healing paths.

The Dhakaani are an agnostic folk dedicated only to the ideals of their ancient empire. As such, the divine classes are rare among them. Their spiritual leaders are the *duur'kala*, or dirge singers. These bards preserve the lore of the empire and inspire soldiers in battle with tales of the past. Aside from bards, members of arcane classes are rare among the Dhakaani, but some clans (notably the Kech Volaar) are working to master the arts of magic.

A few of the most powerful Dhakaani clans are described below. Countless others remain hidden across Khorvaire.

The Kech Shaarat (Bladebearers) are the keepers of a mighty artifact known as the *Sword of the*

True King. Their warlord Ruus Dhakaan (page 115) believes that he cannot rightfully wield the blade until he has united the Dhakaani clans under his rule. Fueled by his ambition, the Kech Shaarat is the most aggressive of the Dhakaani clans, having already conquered and absorbed three lesser clans. If Ruus Dhakaan can unite the clans beneath his banner, he plans to conquer the Ghaal'dar as the first step toward reestablishing the empire of old. If he succeeds in this dream, the Heirs of Dhakaan would pose a potent threat to all of Khorvaire.

The Kech Shaarat make excellent villains if you want to challenge players with an elite goblin fighting force. The Dhakaani are tacticians as well as skilled soldiers, and they act with precision and discipline in all they do. Bladebearer soldiers can be identified by sword-shaped marks branded on one or both forearms.

The Kech Volaar (Wordbearers) have gone to great lengths to preserve the lore of the Dhakaani Empire. The leader of the Kech Volaar is Tuura Dhakaan, the most gifted dirge singer the clans have seen in a thousand years. Unlike Ruus, Tuura hopes to unite the Heirs of Dhakaan through inspiration and diplomacy. To this end, she seeks to acquire artifacts of the Dhakaani Empire—ancient symbols by which she might prove her right to rule.

As a more moderate Dhakaani clan, the Kech Volaar could serve as allies against the Kech Shaarat. On the other hand, a Wordbearer band might well clash with adventurers caught plundering Dhakaani tombs. Kech Volaar goblins typically tattoo themselves with symbols and glyphs reflecting their important achievements.

The Khesh'dar (Silent Folk) is a clan of goblin spies. Members follow one of two paths: the scouts of the *taarka'khesh* (silent wolves) or the assassins of the *shaarat'khesh* (silent knives). The Khesh'dar sell their services to all the Dhakaani clans, remaining steadfastly neutral in the absence of a clear leader. In addition, they seed spies throughout the Five Nations—agents that blend in with local goblin populations. The Khesh'dar occasionally admit outsiders into their ranks, most often changelings or foreign goblins.

HOUSE DENEITH

Though the rebellion of its goblin mercenaries in 969 YK was a terrible blow to Deneith, the Lhesh Haruuc managed to repair relations with the house. Goblin mercenaries remain a valuable resource to the house, and Haruuc enjoys the legitimacy an association with Deneith brings to his people. House Deneith occupies a large enclave in Rhukaan Draal, as well as maintaining the Gathering Stone—a fortress that serves as a staging area for goblins interested in selling their services to the house.

THE LAWS OF DARGUUN

Across Khorvaire, Darguun has a dark reputation as a lawless land. The Code of Galifar (see page 54) has no standing here, and violence, crime, and corruption are commonplace. Darguun has no control of illicit substances, and slavery is practiced by many of its tribes. Physical intimidation is a standard bargaining technique, and violence between equals is rarely worthy of note.

However, even this lawless land has its limits. When it comes to violence, the critical issues are whether an attack is justified and whether it harms others. A merchant selling shoddy goods should expect to be beaten. However, a person who attacks an honest merchant and steals her goods is a thief and will be punished. This principle extends across every level of society. Troublemakers are dealt with, but the concept of self-defense is interpreted broadly in Darguun.

HOUSE THARASHK

The prospectors of House Tharashk are eager to take advantage of the untapped resources of southern Darguun and the Seawall Mountains, but their racial heritage works against them. Throughout the history of Dhakaan, orcs and goblins were mortal enemies, and the Darguuls still harbor strong prejudices against orcs and their kin. Nonetheless, Tharashk has established an outpost in Rhukaan Draal, and its agents work hard to find allies in Darguun.

SETTLEMENTS AND FEATURES

Across Darguun, the weight of the war can still be seen in the remnants of burned-out Cyran settlements that will never be rebuilt. Though a majority of goblins still live in mountain caves or subterranean warrens, significant numbers have emerged to lay claim to their new homeland over the last three decades.

GORGONHORN

Fortified Village; Population 650

Once a prosperous crossroads village called Taran's Crossing, Gorgonhorn lies in a patch of fertile land close to the western edge of the dead-gray mist of the Mournland. Renamed by the goblins that raised its walls, the fort is Darguun's first line of defense against whatever monsters might emerge from the Mournland—and the last stop for adventurers bound there. Limited goods are available here, and customers pay a 25 percent premium on supplies.

RHUKAAN DRAAL

Goblin Capital City; Population 28,000

The seat of the Lhesh Haruuc and his Razor Crown clan, Rhukaan Draal is the largest city in Darguun—a sprawling, ramshackle settlement built on the ruins of a Cyran market town. Wyvernhide tents stand alongside the rough stonework of the Ghaal'dar. The most impressive structure is Haruuc's palace, designed and built by House Cannith artisans. A ten-story tower of crimson granite, it is known as Khaar Mbar'ost—the Red House.

Rhukaan Draal is a hotbed of commerce and intrigue. Representatives of every hobgoblin clan can be found here, along with war criminals, thieves, deserters, dragonmarked excoriates, and merchants dealing in goods prohibited in the Five Nations. It is one of the few places in the nation to find imported goods, and it has the widest selection of shrines in Darguun. The Lhesh Haruuc has taken an interest in the Sovereign Host, but his faith has yet to spread across the nation he rules.

SHAE JORIDAL

Besieged Feyspire; Population 2,600

This otherworldly eladrin citadel stands as a vision of rare beauty in a savage land. Gleaming green orbs drift lazily around its high towers, giving it the name of the Spire of Emerald Lights. Its iridescent, whorled walls are reminiscent of a vast seashell, but despite its beauty, Shae Joridal is a settlement in peril.

The long conflicts between goblins and the Valaes Tairn of Valenar (both during the Last War and in ancient times) inspire a hatred of the elves among the Darguuls—a hatred extended, through ignorance, to the eladrin. As a result, Shae Joridal has endured a long siege by local clans and warlords.

A few of the fey of Shae Joridal have fled to other lands, but most are unwilling to leave their ancestral home. Though they are outnumbered by the Darguuls, the inhabitants of Shae Joridal include a number of powerful wizards and warlocks whose power has helped the eladrin hold their own. Though these folk cling to the hope that the feyspire might return to Thelanis once more, their long-term prospects remain grim.

The spire is ruled by Taranel Tanaer, who inspires optimism even in dark times. Tanaer has dispatched envoys to foreign lands seeking allies, but no nation is willing to risk Darguun's wrath. As the feyspire grows increasingly desperate, it has come to depend on adventurers willing to aid its defense.

VOLAAR DRAAL

Dhakaani Citadel; Population 7,300

Though few in number compared to the Kech Shaarat, the Kech Volaar include the best masons and combat engineers in Khorvaire. Blunt and functional where it stands carved into the mountainside, this Dhakaani fortress is said to be impregnable—a claim that has been put to the test on numerous occasions.

Foreigners are allowed to enter Volaar Draal only when invited by a trusted member of the Kech Volaar. The subterranean citadel is a grim place, filled with troops undertaking combat drills and the echoing songs of the *duur'kala*. Volaar Draal is a primary source for Dhakaani arms and armor, and its vaults hold thousands of scrolls and tomes detailing the Age of Monsters, as well as artifacts from the war against the daelkyr.

WYVERN SKULL

Goblin Port Town; Population 1,100

Perched at the mouth of the Torlaac River, this port serves as Darguun's gateway to the Thunder Sea. The Darguuls shun sea travel, and few legitimate traders take this route. As such, the town is a grim and hungry place. The only significant trade to pass through Wyvernskull is Darguun's

singularly unsavory resource: slaves. Unscrupulous merchants from Stormreach and other settlements not bound by the Code of Galifar come to Wyvern-skull seeking slaves, and the trade grows with each passing year.

PLOTS AND ADVENTURE SITES

Daelkyr and Dhakaan: It is said that ruins of the Dhakaani Empire are hidden throughout the Khraal rain forest and beneath desolate Torlaac Moor. Some of these sites are haunted by goblin ghosts; others remain infested by the daelkyr horrors that destroyed them. Whether the PCs are searching for Dhakaani artifacts or battling the Cults of the Dragon Below, the wilds of Darguun provide a constant threat.

Scars of War: An aging Cyran noble asks the PCs to recover a family heirloom last seen in his estate at the time of the Darguun uprising. Now an isolated fortress in territory controlled by the Kech Shaarat, the noble's former estate is found to hold more wealth than he let on—as well as a dragon, an agent of the Chamber who has made the manor house its base of operations as it explores the Prophecy written in the stone of the Seawalls.

The Slave Road: A pair of young dragonmarked heirs have gone missing on the Darguun frontier, and their house fears that they have been captured by slavers. Anxious to avoid a diplomatic incident with Rhukaan Draal, the house needs adventurers to locate the pair in Wyvern-skull or beyond, then see them returned safely home.

Flushing out the Rats: Rhukaan Draal is a haven for war criminals and other fugitives of the Five Nations. Allies of the PCs are desperate to contact an on-the-run mage even as spies from his former homeland and the Order of the Emerald Claw pursue him. Can the PCs survive the dangerous underworld of the goblin capital?

Clan Wars: Since claiming Darguun for his people, the Lhesh Haruuc has acted as a stabilizing force in the region. However, the ruler of the goblin nation is growing old, and his enemies range from the Marguul bugbears to the leaders of other Ghaal'dar clans to the growing power of the Heirs of Dhakaan. Hit with a potent threat, the Lhesh Haruuc is forced to seek aid in secret from adventurers, hoping they can deal with the situation in a way that cannot be traced back to the Rhukaan Taash.

GOBLINS OF DARGUUN

All the goblins of the Monster Manual and its subsequent volumes can be found in Darguun, but the clans of that land also produce warriors with unique combat styles and traditions.

Bladebearer Hobgoblin

Medium natural humanoid

Level 5 Skirmisher

XP 200

Initiative +8 Senses Perception +5; low-light vision

HP 62; Bloodied 31

AC 19; Fortitude 18, Reflex 17, Will 16

Speed 6; see also *Dhakaani footwork*

④ **Scimitar** (standard; at-will) ♦ **Weapon**

+10 vs. AC; 1d8 + 6 damage (crit 1d8 + 14).

† **Scimitar Advantage** (standard; requires combat advantage against the target; requires a scimitar; at-will)

The Bladebearer hobgoblin makes two scimitar attacks.

Bladebearer Finesse (free; usable only while charging; at-will)

The Bladebearer hobgoblin doesn't provoke opportunity attacks when leaving the initial square of its charge.

Dhakaani Footwork (free, when the Bladebearer hobgoblin hits with a melee attack; at-will)

The Bladebearer hobgoblin shifts 1 square.

Hobgoblin Resilience (immediate reaction, when the Bladebearer hobgoblin is subjected to an effect that a save can end; encounter)

The Bladebearer hobgoblin rolls a saving throw against the effect.

Alignment Unaligned Languages Common, Goblin

Skills Athletics +12, Stealth +11

Str 20 (+7) Dex 18 (+6) Wis 16 (+5)

Con 14 (+4) Int 10 (+2) Cha 12 (+3)

Equipment leather armor, 2 scimitars

BLADEBEARER HOBGOBLIN TACTICS

A Bladebearer hobgoblin uses *bladebearer finesse* to charge into battle, flanking to gain combat advantage if it can. It uses *Dhakaani footwork* to stay in motion on the battlefield.

Hobgoblin Dirge Singer

Level 6 Controller (Leader)

Medium natural humanoid

XP 250

Initiative +4 Senses Perception +5; low-light vision

HP 72; Bloodied 36

AC 20; Fortitude 18, Reflex 18, Will 19

Speed 5

④ **Longsword** (standard; at-will) ♦ **Weapon**

+11 vs. AC; 1d8 + 6 damage.

† **Grave Cry** (standard; requires a longsword; at-will) ♦ **Weapon**

+11 vs. AC; 1d8 + 6 damage, and the target takes a -1 penalty to all defenses against attacks by the dirge singer's allies until the end of the dirge singer's next turn.

↔ **Battle Chant** (standard; recharge ☰ ☱)

Close burst 5; two allies within the burst shift 5 squares and make a melee basic attack as a free action. If an attack hits, the target of the attack is marked by the ally until the end of the dirge singer's next turn.

↔ **Fateful Keening** (standard; encounter) ♦ **Thunder**

Close blast 3; targets enemies; +10 vs. Fortitude; 2d6 thunder damage, and the dirge singer pushes the target 2 squares. Effect: The dirge singer slides each ally in the blast 1 square.

Hobgoblin Resilience (immediate reaction, when the hobgoblin dirge singer is subjected to an effect that a save can end; encounter)

The dirge singer rolls a saving throw against the effect.

Alignment Unaligned Languages Common, Draconic, Goblin

Skills Diplomacy +12, History +11, Insight +10

Str 12 (+4) Dex 12 (+4) Wis 14 (+5)

Con 16 (+6) Int 16 (+6) Cha 19 (+7)

Equipment chainmail, longsword

HOBGOBLIN DIRGE SINGER TACTICS

A hobgoblin dirge singer enters combat by initiating a battle chant, directing its allies to target the strongest-looking foes. It then makes grave cry attacks, reserving fateful keening for when enemies have its allies pinned down.

Bugbear Skinner

Medium natural humanoid

Level 7 Skirmisher

XP 300

Initiative +9 Senses Perception +4; low-light vision

HP 80; Bloodied 40; see also bloodied shift

AC 21; Fortitude 18, Reflex 20, Will 18

Speed 6; see also bloodied shift, horrifying mockery

① Sickle (standard; at-will) ♦ Weapon

+12 vs. AC; 1d8 + 7 damage.

† Mocking Rend (standard; requires combat advantage against the target; requires a sickle; recharges when an enemy within line of sight becomes bloodied)

The bugbear skinner makes two sickle attacks against the same target. If both attacks hit, the target takes ongoing 5 damage (save ends) and is dazed until the end of the bugbear skinner's next turn.

↔ Horrifying Mockery (minor; recharges when an enemy within line of sight is bloodied) ♦ Fear

Close burst 3; targets one enemy in the burst; +10 vs. Will; the bugbear skinner pushes the target 1 square, and the bugbear skinner shifts 3 squares.

Bloodied Shift (free, when the bugbear skinner is hit by an attack while bloodied; at-will)

The bugbear skinner shifts 1 square.

Combat Advantage

If a bugbear skinner hits a creature granting combat advantage to it with a melee attack, and that creature is not already taking ongoing damage, then the creature takes ongoing 5 damage (save ends).

Predatory Eye (minor; encounter)

A bugbear skinner deals 1d6 extra damage on the next attack it makes against a creature granting combat advantage to it. It must apply this bonus before the end of its next turn.

Alignment Evil Languages Common, Goblin

Skills Athletics +10, Intimidate +11, Stealth +12

Str 14 (+5) Dex 19 (+7) Wis 12 (+4)

Con 16 (+6) Int 10 (+3) Cha 16 (+6)

Equipment leather armor, 2 sickles

BUGBEAR SKINNER TACTICS

The bugbear skinner makes mocking rend attacks whenever possible, using horrifying mockery to escape from a more powerful foe.

Ruus Dhakaan

Warlord of the Kech Shaarat, Ruus Dhakaan is a guileful leader who is fully aware of his power in Darguun. He is a master of the Bladebearer clan's skirmishing combat style.

Ruus Dhakaan's Tactics

Ruus takes on powerful-looking opponents with spinning chain attacks. He charges whenever an ally is in range of his Dhakaani onslaught, otherwise flanking with his allies to gain combat advantage. Ruus utilizes

Ruus Dhakaan

Medium natural humanoid, hobgoblin

Level 13 Elite Skirmisher (Leader)

XP 1,600

Initiative +12 Senses Perception +8; low-light vision

Dhakaani Command aura 5; when Ruus shifts, each ally within the aura can shift 1 square as an immediate reaction.

HP 254; Bloodied 127

AC 29; Fortitude 28, Reflex 26, Will 24

Saving Throws +2

Speed 6; see also Dhakaani footwork

Action Points 1

① Spiked Chain (standard; at-will) ♦ Weapon

Reach 2; +18 vs. AC; 4d4 + 5 damage.

② Shuriken (standard; at-will) ♦ Weapon

Ranged 6/12; +18 vs. AC; 2d4 + 10 damage.

† Chain Snag (standard; requires a spiked chain; encounter) ♦ Weapon

Reach 2; +16 vs. Fortitude; 4d4 + 10 damage, and a Large or smaller target is grabbed. Sustain Minor: Ruus sustains the grab, and the grabbed creature takes 2d4 + 10 damage.

† Spinning Chain (standard; requires a spiked chain; at-will)

Ruus makes two spiked chain attacks. If both attacks hit the same target, Ruus slides the target 1 square or knocks the target prone (Ruus's choice).

Combat Advantage

Ruus deals 2d6 extra damage against any creature granting combat advantage to him.

Dhakaani Footwork (free, when Ruus hits with a melee attack; at-will)

Ruus shifts 1 square.

Dhakaani Onslaught (free, when Ruus charges; at-will)

One ally within 5 squares of Ruus can charge the same target as an immediate reaction.

Hobgoblin Resilience (immediate reaction, when Ruus is subjected to an effect that a save can end; encounter)

Ruus rolls a saving throw against the effect.

Alignment Unaligned Languages Common, Goblin

Skills Acrobatics +15, Athletics +17, History +12, Intimidate +15

Str 22 (+12) Dex 19 (+10) Wis 14 (+8)

Con 15 (+8) Int 12 (+7) Cha 19 (+10)

Equipment scale armor, spiked chain, 10 shuriken

chain snag to hinder a striker or defender, maintaining the grab as long as doing so doesn't affect his own maneuverability.

ENCOUNTER GROUPS

The folk in Khorvaire accept the presence of goblins in their towns and cities to some extent. Outside their roles as laborers, goblins are most commonly encountered as warriors, typically in the employ of House Deneith.

Level 5 Encounter (XP 1,240)

- ♦ 1 hobgoblin dirge singer (level 6 controller)
- ♦ 1 Bladebearer hobgoblin (level 5 skirmisher)
- ♦ 2 hobgoblin soldiers (level 3 soldier, MM 139)
- ♦ 2 hobgoblin archers (level 3 artillery, MM 139)
- ♦ 5 hobgoblin grunts (level 3 minion, MM 138)

THE DEMON WASTES

Long before the first stirrings of humanoid life, Eberron was a world of darkness, despair, and unchecked evil. The Age of Demons saw the rise of dread powers—hideous beings of unequaled wickedness. These fiends shaped the land in their own image, and spawned countless horrors that infect the world to this day. The combined might of the dragons and their allies sealed these fiendish overlords in Khyber's depths, and the Age of Demons was brought to an end. However, the remnants of this terrifying time linger across Eberron, and nowhere is the connection to this age more pronounced than in the ruins of the Demon Wastes.

LORE OF THE DEMON WASTES

ARCANA

Arcana DC 15: The Demon Wastes present a picture of Eberron as it was during the Age of Demons, and death is not the worst fate that can befall explorers here. Magical power infuses the ancient ruins, masking them with potent illusions to deceive and lure the unwary into ancient traps or demonic lairs.

Arcana DC 20: The Demon Wastes are perilous lands filled with vile creatures, foul fiends, and savage tribes of humanoids bent on slaughter. To explore the Wastes is to invite a fate worse than death, but in spite of the risks, these lands attract more than their share of adventurers. The Demon Wastes are home to abundant deposits of Khyber dragonshards.

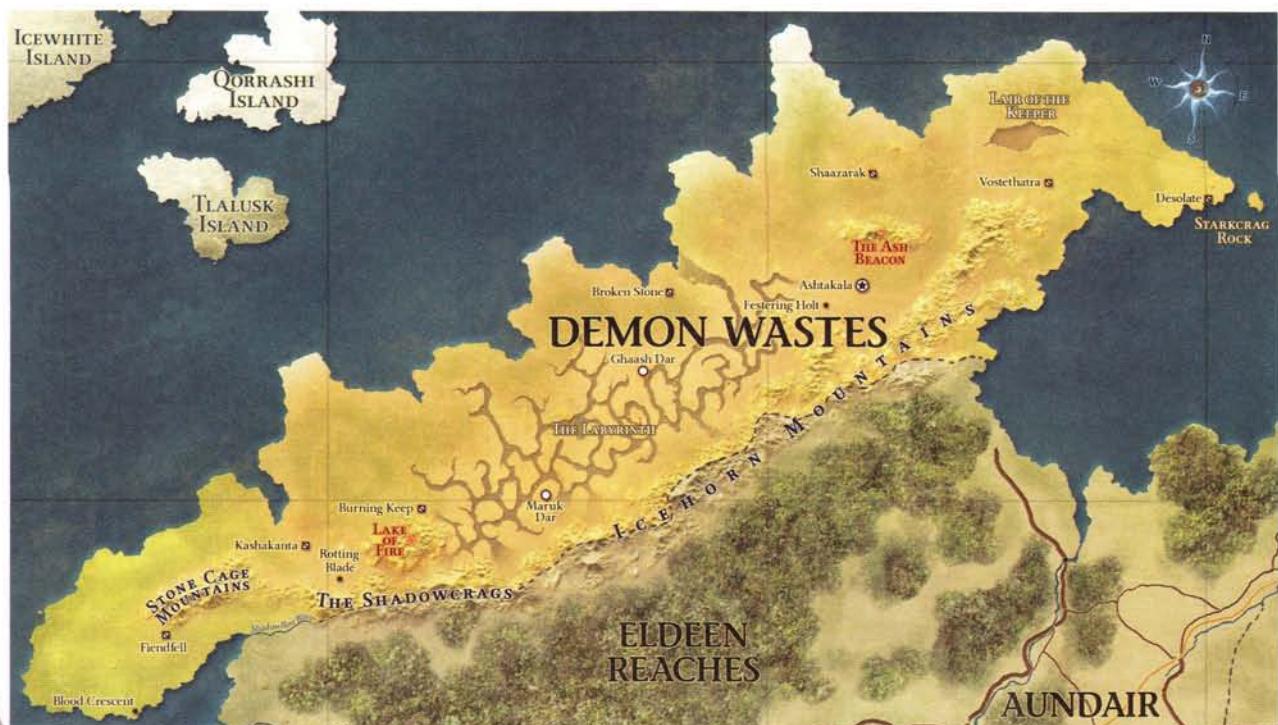
Arcana DC 25: The true powers of this realm are the Lords of Dust, servants of the evil overlords that have been buried beneath the shattered landscape for a hundred thousand years. Their plots in the world are carried out by myriad agents, including demons and other fiends, night hags slipped free from the Feywild, and their corrupted human, orc, and tiefling thralls.

Arcana DC 30: Evil is pervasive in the Demon Wastes. The fractured landscape offers numerous access points to the depths of Khyber, where hideous demons and elemental horrors escape the Churning Chaos far below. In the Wastes, fiendish magic has weakened the barriers between all the planes, and gates to the Shadowfell and the Feywild arise and disappear here without warning.

HISTORY

History DC 20: Against all odds and expectations, clans of humans make their homes in the Demon Wastes. They are the descendants of settlers who crossed the sea from Sarlona. Long years in proximity to the evil suffusing this land have left them corrupted—altered in body and mind to become the savage servants of ancient powers. The Carrion Tribes lead nomadic lives, hunting and preying on each other in a state of perpetual warfare. Resources are scarce, and many tribes have turned to cannibalism to survive.

History DC 25: The presence of natural and supernatural resources in the Wastes draws the attention of the dragonmarked houses. In particular, House





Tharashk maintains an outpost at Blood Crescent, from which it mounts frequent expeditions in search of dragonshards and relics from this land's ancient ruins.

NATURE

Common Knowledge: The Demon Wastes consist of the broken and shattered lands north and west of the Shadowcrags and the Icehorn Mountains. A vast swath of badlands, ravines, and treacherous plains stretches from the mountains to the shores of the Barren Sea—a toxic landscape that is anathema to life.

Nature DC 15: Life in the Demon Wastes is uniformly horrid and short. Little grows here, and what few creatures can survive these lands share the same corruption as the Wastes' humanoid inhabitants. The ground is toxic, and poisonous winds scour the landscape as volcanoes belch forth ash, flaming rock, and acidic rain. Unforgiving deserts of black sand are dotted with old ruins and oases filled with brackish water, while steaming fissures offer glimpses down into rivers of lava and the tunnels of Khyber. One cannot dwell here for long without feeling this land's corruption, and explorers who linger too long in the Wastes are often driven mad, either wandering off into the wasteland to die or joining the barbarian tribes.

Even entering the Wastes is a challenge. The Barren Sea is home to dark and sinister fiends that dwell in horrid cities far below the waves. Sharks, venomous fish, and pirates control these waters, and tremendous storms send ships to splinter against the rocky shore.

Access is no easier by land, for past the mountains separating the Demon Wastes from the Eldeen Reaches, the perils of the Labyrinth await. Boiling mud, scree fields, and other hazards erupt without warning in this seemingly endless maze of perilous canyons.

Nature DC 20: Despite the hardships of this land, the Demon Wastes teem with life. Gnolls, orcs, humans, and tieflings all dwell here, preying on each other and on the corrupted creatures of the Wastes. The Carrion Tribes, as they are known, are a diverse lot, distinctive in their customs and beliefs. All are controlled and consumed by the evil trapped beneath this land.

RELIGION

Religion DC 20: The people of the Demon Wastes serve evil spirits—corrupted entities spawned from the Churning Chaos and the Abyss far below. Each Carrion Tribe serves a particular spirit, and a tribe's ceremonies and rituals celebrate this entity's nature.

Religion DC 25: Not all who dwell here serve evil. Some are opposed to it, championing the cause of good to keep the Demon Wastes from spilling beyond its borders. Foremost of these agents of good are the Ghaash'kala—predominantly orc tribes that settled in the Labyrinth ages ago. They follow a faith dedicated to Kalok Shash, the Binding Flame—a spiritual force that bears remarkable similarities to the Silver Flame.

The Ghaash'kala consist of four clans—the Jaasakah, the Kastar, the Maruk, and the Vaanka. Orcs

founded the clans, but attrition over the centuries has forced them to welcome others into their tribal groups. Half-orcs, humans, and even a few tieflings can be found among the Ghaash'kala tribes.

Each clan has two leaders—the *kizshmit*, the chieftain and war leader, and the *sar'malaan*, the spiritual leader who communes with the Binding Flame and offers guidance to the war leader and the clan.

Religion DC 30: The entities worshiped by the Carrion Tribes are the overlords, ancient fiends that ruled these lands until their defeat at the end of the Age of Demons. Individual Lords of Dust command the tribes on behalf of their patron overlords, with each tribe emulating the worst aspects of its patron.

STREETWISE

Streetwise DC 20: Numerous attempts have been made to settle the Demon Wastes and reclaim this land from the horrors that dwell here. Each has met with failure, its settlers either dragged off screaming to feed the Carrion Tribes or wiped out by storm, plague, or demonic forces.

Streetwise DC 25: Two settlements of note have managed to survive in the Wastes—Festering Holt and Blood Crescent. The former comes closest to being an actual community, offering refuge of a sort to people intent on exploring these lands. The latter is a House Tharashk outpost, from which the house's mining and exploration activities in the Wastes are controlled.

SETTLEMENTS AND FEATURES

The Demon Wastes form an inhospitable realm, contaminated by evil and thoroughly deadly. No roads wend through the countryside; no lightning rail penetrates its depths.

ASHTAKALA

City of the Damned; Population Unknown

If this wretched land has a capital, it is Ashtakala. Lurking in the center of a storm of hissing black sand and razor-sharp stone shards, this metropolis of basalt and brass has stood since the Age of Demons. Unlike the other ruins dotting the countryside, Ashtakala seems alive at first glance—home to innumerable demons, rakshasas, and other fiends. In truth, it is all an illusion, maintained by the eldritch power that raised the city at the dawn of the world.

Visions of the past are brought to life here by dark magic. Within the illusion, a small association of rakshasas and other servants of the overlords convene here as the Bleak Congress, hatching wicked plots and forging plans to conquer the world.

Ashtakala holds numerous treasures that draw explorers to its eerie streets. Characters who survive

the shard storm can discover libraries holding the collected lore of the Age of Demons, the power that infuses the city preserving these ancient manuscripts. However, explorers who spend too much time in this place are corrupted, taking on demonic forms as the city claims them body and soul.

BLOOD CRESCENT

Tharashk Outpost; Population 100

To the enterprising agents of House Tharashk, the Demon Wastes represent an untouched trove of treasures that are well worth the terrible wrath of this land. After several failed attempts at establishing a colony here, the dragonmarked house succeeded with Blood Crescent, a tiny outpost on the edge of Crescent Bay. Tharashk uses the outpost as a base from which it mounts expeditions for precious deposits of Khyber dragonshards. Despite losing expeditions on a regular basis and ongoing attacks by the Carrion Tribes, the house funnels incredible sums into maintaining Blood Crescent, believing that the long-term benefit of an outpost in the Wastes outweighs the cost.

Blood Crescent is home to a mix of humans and half-orcs, all Tharashk operatives. However, the outpost welcomes adventurers, and PCs could make the place a base of operations. In addition to hiring adventurers as escorts for house scouts and prospectors, Tharashk knows that its presence in the outpost is an effective hedge against Carrion Tribe attacks.

FESTERING HOLT

Sinister Village; Population 200

Festering Holt lies approximately fifty miles southwest of Ashtakala. It is a regular stop for groups searching for the fabled demon city, and adventurers, savage humanoids, and even fiends seek refuge along its ramshackle streets. However, more than a few visitors have been known to disappear while staying in Festering Holt, and it is said that the locals prey on the weak and injured, always in need of fresh meat for the cooking pots.

Dead Before Morning: An inn, tavern, stable, and general store all under one roof, Dead Before Morning is one of the few places offering accommodation for any length of time in the Holt. Run by a bugbear named Karbal, the place takes its name from the proprietor's regular evening toast: "Drink well, lads, because it's a sure bet we'll all be dead before morning!"

THE LABYRINTH

Deadly Canyon Maze

More than 200 miles across and spread along the feet of the Shadowcrags and the Icehorn Mountains, the Labyrinth is a torn and ruined expanse of terrain giving way to the plains and windswept deserts of the Wastes. In its depths, Khyber pushes closer to the surface world than anywhere else on Eberron.



The Labyrinth gets its name from the maze formed by the canyons, mesas, and defiles found throughout the area. The terrain here is most sinister, and it is easy to become lost along its unmarked paths, or to fall victim to the natural hazards spread throughout. Boiling pools of mud, geysers, sluggish lava flows, and crumbling walls frequently claim the lives of reckless travelers. Roving bands of demons and savage humanoids hunt here in search of flesh and plunder.

The Ghaash'kala clans patrol the Labyrinth, keeping the horrors of the Wastes from pushing into the mountains. They discourage travelers from venturing into the Demon Wastes, often to the point of threatening violence. Though they stop short of attacking explorers set on entering, the Ghaash'kala ensure that nothing they encounter leaves the Wastes—including adventurers who ignore their initial warnings.

Maruk Dar: Small settlements of the Ghaash'kala clans are spread throughout the Labyrinth. Maruk Dar, home to the Maruk tribe, stands near a large defile in the southwestern portion of the Labyrinth. The Maruk folk dwell in concealed caves, reached by switchback stairs and protected by deadly traps and watchful eyes. No more than a few hundred people dwell in such settlements at a time, since the Ghaash'kala's mission keeps them on the move.

LAKE OF FIRE

Ancient Volcano

The Demon Wastes linger under a pall cast by the numerous volcanoes rising from the heart of this blighted realm. Spewing clouds of ash and toxic smoke, the volcanoes of the Wastes cover the land in rivers of lava that consume everything in their path. The Lake of Fire is an ancient peak southwest of the Labyrinth, and the site of one of the largest of the Wastes' volcanoes. Some say that the vast expanse of lava within the bowl of the mountain imprisons a terrible fiend, perhaps one of the rakshasa rajahs. Others hold that ancient heroes once ventured here to cast dangerous artifacts into the furnace of molten rock. The Lake of Fire attracts demons, fiendish cults, and the deadlier Carrion Tribes to its shores—all paying homage here to their dreadful masters.

ROTTING BLADE

Decaying Village; Population 40

Though a majority of the Demon Wastes' denizens are devoted to fiends, some serve other creatures of evil. Rotting Blade is a tiny settlement set in the permanent gloom of the Shadowcraggs, where a powerful night hag named Vraria rules over a community of kobolds, orcs, and humans captured from the Eldeen Reaches and the Shadow Marches. Subjected to unspeakable cruelty and driven mad by the taint of the Wastes, these thralls have come to regard the hag as their queen and mistress. She uses them for labor,

sport, and (when their bodies give out) food for their fellows. To maintain Rotting Blade's population, her servants range beyond the Wastes, rounding up new batches of slaves to subject to their mistress's spite.

Rotting Blade is little more than a collection of hovels in a barren landscape. Vraria lurks out of sight when visitors arrive, emerging with her servants in the hope of overwhelming intruders and adding them to her stable of slaves.

PLOTS AND ADVENTURE SITES

Bleak Congress: Each Lord of Dust follows a discrete agenda on behalf of the overlord that he, she, or it serves, but even such powerful and singular creatures *find it useful to meet in association* on occasion. The Bleak Congress is a collection of the exarchs that serve the imprisoned overlords. Though the Lords of Dust are active across Eberron, they make regular pilgrimages to Ashtakala to exchange news and hone their insidious plans. No more than a few of the Lords of Dust meet at once, since they are a fractious lot, given to treachery and infighting. However, rumors from the Eldeen Reaches have told of a large number of caravans making their way to the Demon Wastes, repelling the Wardens of the Wood in their efforts to turn them back. Are these servants of the Lords of Dust? If so, why are they moving now, and why in such numbers?

Desolate: Colonizing the Demon Wastes might seem the height of foolishness, but attempts to do so date back to the first settlers to cross the Icehorn Mountains. The coastal site now called Desolate has been inhabited under three different names, first as Greenholt, then Newholt, and most recently (a century ago) as Kymar's Folly. Each time, its settlers vanished without a trace—their possessions left behind, food and water in abundance, and with no sign of where they went or what might have taken them. The town's structures remain intact, untouched by the long years.

House Lyrandar wants to establish a stable outpost here, hoping to exploit the resources of the Demon Wastes as their rivals in House Tharashk are doing. The expedition is nearly ready, and the house has sent out a call to adventurers and explorers promising fantastic pay to escort its team to the settlement—and to keep them alive once they arrive there.

Lair of the Keeper: The Wastes offer numerous access points to Khyber, but none as intimidating as the Lair of the Keeper. Yawning wide in the northern reaches of the Wastes, the site is a deep chasm whose crumbling walls drop away into darkness.

The place takes its name from a legendary chamber in its depths. There dwells a great dragon—some say a dracolich—said to be an aspect of the Lord of Death and Decay. This creature houses souls trapped in Khyber dragonshards sprouting from the walls. Foul cultists of the Dark Six make forays to the site,

offering up their wicked prayers. Additionally, it is known that passage between the world and the Shadowfell is relatively easy in this place.

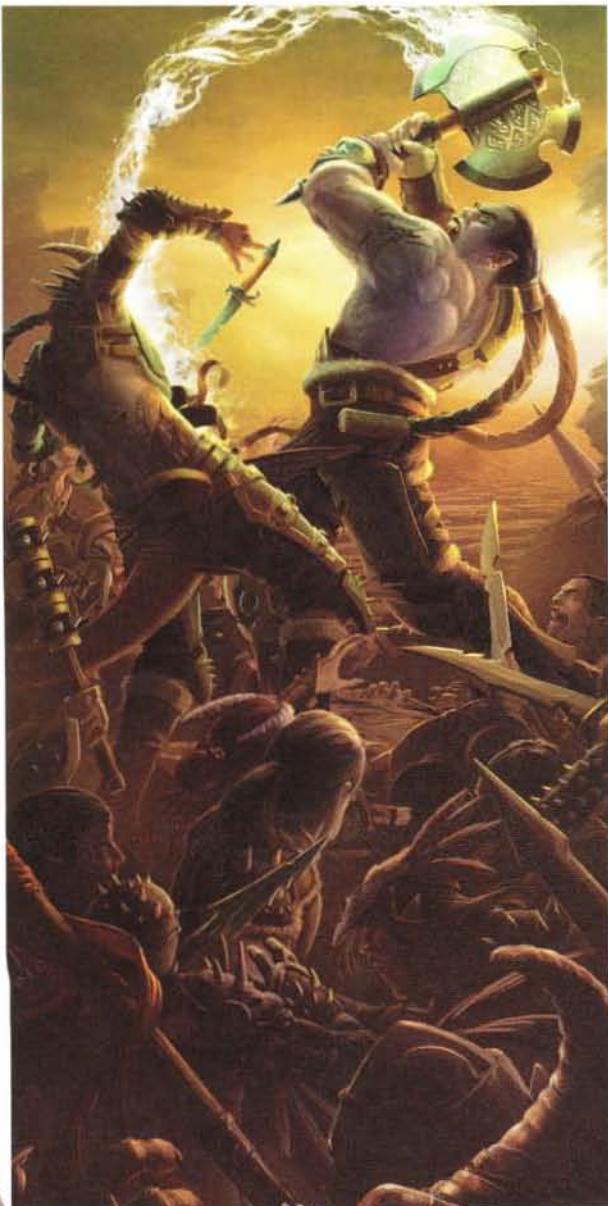
CARRION TRIBES

The Carrion Tribes are the indigenous peoples of the Demon Wastes. Most are evil, warped in mind and body by the sinister influence of that land. However, a few resist the darkness plaguing their realm, and work to contain its evil.

CARRION TRIBES LORE

See the earlier part of this section for more lore concerning the Carrion Tribes.

Nature DC 20: More than twenty Carrion Tribes dwell in the Demon Wastes, distinguished from each other by the fiendish power they revere. The Plague-bearers are among the most foul of the Carrion Tribes, serving an entity embodying filth and pestilence.



Nature DC 25: The greatest tribal warriors are the blessed champions. These select few channel demonic entities that reveal themselves in the thick of battle.

Nature DC 30: Most tieflings in Khorvaire are descended from the humans of Ohr Kaluun in Sarlona. However, the fiendish corruption of the Demon Wastes sometimes sees a tiefling child born to humans of the Carrion Tribes. Such a birth is said to herald a great boon for the family, and shamans call these tieflings the *sakah*, or “touched ones.”

Carrion Tribe Degenerate Level 15 Minion Skirmisher

Medium natural humanoid, human

XP 300

Initiative +14 Senses Perception +12

HP 1; a missed attack never damages a minion.

AC 29; Fortitude 28, Reflex 27, Will 27

Speed 7

① Greatclub (standard; at-will) ♦ Weapon

+20 vs. AC; 8 damage (10 damage against bloodied targets).

Alignment Chaotic evil Languages Common

Str 23 (+13) Dex 20 (+12) Wis 20 (+12)

Con 17 (+10) Int 8 (+6) Cha 6 (+5)

Equipment hide armor, greatclub

DEGENERATE TACTICS

Carrion Tribe degenerates target the weakest-looking foes, flanking to gain combat advantage.

Carrion Tribe Blessed Champion Level 15 Elite Soldier

Medium natural humanoid, human

XP 2,400

Initiative +15 Senses Perception +12

HP 300; Bloodied 150; see also *demonic wrath*

AC 33; Fortitude 30, Reflex 29, Will 27

Saving Throws +2

Speed 7

Action Points 1

① Spiked Greatclub (standard; at-will) ♦ Weapon

+22 vs. AC; 4d4 + 5 damage, and the target is marked until the start of the blessed champion's next turn.

④ Bite (minor 1/round; at-will)

+22 vs. AC; 2d6 + 1 damage, and ongoing 5 damage (save ends).

④ Brutal Smash (standard; requires a spiked greatclub; recharge ::

♦ ♦ ♦) ♦ Weapon

+22 vs. AC; 4d6 + 8 damage, and the target is dazed (save ends).

Demonic Wrath (free, when first bloodied; encounter) ♦

Polymorph

The blessed champion takes on a hideous demonic form until the end of the encounter. Any enemy starting its turn adjacent to the blessed champion in demonic wrath form is marked by the blessed champion and takes a -2 penalty to all defenses until the start of its next turn.

Alignment Chaotic evil Languages Abyssal, Common

Skills Athletics +18, Endurance +16

Str 23 (+13) Dex 20 (+12) Wis 20 (+12)

Con 18 (+11) Int 8 (+6) Cha 10 (+7)

Equipment hide armor, spiked greatclub

BLESSED CHAMPION TACTICS

A blessed champion targets powerful melee combatants, fighting recklessly with spiked greatclub attacks in the hope of quickly unleashing its *demonic wrath*.



Carrion Tribe Plaguebearer

Medium natural humanoid, human

Level 14 Brute

XP 1,000

Initiative +12 Senses Perception +12

Stench (Disease) aura 1; each enemy within the aura takes a -2 penalty to attack rolls.

HP 167; Bloodied 83

AC 26; Fortitude 27, Reflex 26, Will 26

Immune disease

Speed 6

① Bone Sword (standard; at-will) ♦ Disease, Weapon

+17 vs. AC; 2d8 + 9 damage, and the target is exposed to filth plague (see sidebar).

④ Filthy Splash (standard; requires a bone sword; encounter) ♦ Disease, Weapon

+17 vs. AC; 4d8 + 9 damage, the target is exposed to filth plague (see sidebar), and the plaguebearer makes a secondary attack. **Secondary Attack:** Close burst 2; targets enemies; +15 vs. Reflex; the target is blinded until the start of its next turn, and is exposed to filth plague (see sidebar).

Alignment Chaotic evil Languages Common

Skills Endurance +15, Stealth +17

Str 23 (+13) Dex 20 (+12) Wis 20 (+12)

Con 17 (+10) Int 8 (+6) Cha 9 (+6)

Equipment hide armor, bone sword

PLAGUEBEARER TACTICS

A plaguebearer uses its bone sword and *filthy splash* with abandon, hoping to infect all of its foes.

Carrion Tribe Sakah Hunter

Medium natural humanoid, tiefling

Level 13 Artillery

XP 800

Initiative +12 Senses Perception +15; low-light vision

HP 96; Bloodied 48

AC 25; Fortitude 24, Reflex 26, Will 24

Resist 11 fire

Speed 6

① Spear (standard; at-will) ♦ Weapon

+20 vs. AC; 2d8 + 3 damage.

④ Longbow (standard; at-will) ♦ Weapon

Ranged 20/40; +20 vs. AC; 2d10 + 3 damage.

④ Infernal Summons (minor; encounter) ♦ Conjuration

Ranged 10; the sakah hunter conjures a Medium beast of smoke and flame in a space adjacent to an enemy in range. Any enemies adjacent to the conjured beast grant combat advantage to the sakah hunter. As a move action, the sakah hunter can move the fiendish beast 5 squares. The fiendish beast cannot be attacked, but it is vulnerable to *dispel magic* and similar effects. *Sustain Minor:* The fiendish beast persists.

④ Longbow Volley (standard; requires a longbow; recharge 2) ♦ Weapon

Ranged 20/40; targets one or two creatures; +20 vs. AC;

2d10 + 3 damage.

Filth Plague

Infused with the toxic filth of the Demon Wastes, this disease turns the target's internal organs to a bloody froth.

The target is cured.

Initial Effect: The target loses one healing surge.

The target takes a -2 penalty to attack rolls and a -2 penalty to its speed.

Combat Advantage

The sakah hunter's melee and ranged attacks deal 1d6 extra damage against any creature granting combat advantage to it.

Infernal Wrath (minor; encounter)

The sakah hunter gains a +1 power bonus to its next attack roll against an enemy that hit it since the hunter's last turn. If the attack hits and deals damage, the hunter deals 3 extra damage.

Alignment Evil Languages Common

Skills Stealth +17

Str 19 (+10) Dex 22 (+12) Wis 19 (+10)

Con 12 (+7) Int 15 (+8) Cha 16 (+9)

Equipment leather armor, spear, longbow with 20 arrows

SAKAH HUNTER TACTICS

A sakah hunter fights from the edge of the fray with longbow volley attacks, moving the creature summoned by its *infernal summons* to maintain combat advantage against its distant foes.

ENCOUNTER GROUPS

The Carrion Tribes prowl the Demon Wastes, drifting across the empty plains to hunt, forage, and wage war against each other. Evil tribes ally with fiends or rakshasas; the Ghaash'kala summon creatures of good to their aid.

Level 13 Encounter (XP 4,000)

- ♦ 3 Carrion Tribe sakah hunters (level 13 artillery)
- ♦ 2 vrocks (level 13 skirmisher, MM 58)

Level 15 Encounter (XP 6,200)

- ♦ 6 Carrion Tribe degenerates (level 15 minion skirmisher)
- ♦ 3 Carrion Tribe plaguebearers (level 14 brute)
- ♦ 1 abyssal ghoul (level 16 skirmisher, MM 118)

Level 18 Encounter (XP 10,200)

- ♦ 2 Carrion Tribe blessed champions (level 15 elite soldier)
- ♦ 10 Carrion Tribe degenerates (level 15 minion skirmisher)
- ♦ 1 rakshasa noble (level 19 controller, MM 217)

Level 14 Disease

Attack: +17 vs. Fortitude

Endurance improve DC 29, maintain DC 24, worsen DC 23 or lower

Final State: The target takes a -4 penalty to attack rolls, is slowed, and takes 5 extra damage from all damage-dealing attacks. The target loses all healing surges and cannot regain hit points. If subsequently reduced to 0 hit points, the target is dead and bursts, with all creatures within 5 squares of the target contracting filth plague (no attack roll).

DROAAM

Droaam is a deadly frontier marking the edge of civilized Khorvaire. Trolls linger in the mountain passes of the so-called kingdom of monsters. Gargoyles, harpies, and wyverns circle in the skies. On the streets of the Great Crag, ogres and minotaurs rub shoulders with gnolls and goblins. Droaam is one of the strangest lands in Eberron, an alien and dangerous place for outsiders. Yet under the rule of the enigmatic Daughters of Sora Kell, this land grows stronger with each passing year.

Great cities are slowly rising from the rubble of the Last War, and once-savage bands of monstrous humanoids are coming together to form communities—and armies. Deep fractures still undercut the foundations of this new kingdom, and its warlords have ambitions of their own. However, few in the Five Nations believed that Droaam would survive a year, let alone a decade.

As the nation grows stronger, the people of the east might soon be forced to reconsider their attitude toward it. If the Last War begins again, this monstrous land could prove a potent ally. Of course, the Daughters of Sora Kell might have other ideas, and folk in western Breland watch Droaam with trepidation, fearing the day that its armies pour past the mountains to move against their lands.

The customs of the monstrous creatures of Droaam can be difficult for PCs to understand. At your discretion, a PC can take a -5 penalty to Diplomacy checks or Insight checks made against the more unusual inhabitants of this land (medusas, gargoyles, trolls, and the like) unless someone in the party makes a successful hard-DC Nature check at the start of an encounter or a skill challenge.

LORE OF DROAAM

HISTORY

Common Knowledge: The land beyond the Byeshk and Graywall Mountains has always been a realm of mystery and menace. Though claimed by Breland in the time of Galifar, it was never truly settled by humans. Western Breland instead remained a land of deadly monsters—a place where questing knights could seek their fortunes battling savage beasts.

History DC 15: During the Last War, monstrous bandits and war bands made increasingly frequent forays across the mountains and into western Breland. In 987 YK, King Boranel pulled his subjects back from the mountains for their own safety. In that same year, three hags—the Daughters of Sora Kell—rose to power within Breland's ceded territory. Declaring that land to be the nation of

Droaam, the hags united the monstrous warlords under their rule.

Droaam was not recognized by the Treaty of Thronehold, and most Khorvairians assumed that the monster alliance would quickly collapse in the aftermath of the Last War. However, the Daughters of Sora Kell have proven to be surprisingly capable leaders, creating a semblance of order among their savage subjects. The town of Graywall serves as the effective gateway between Droaam and Breland, and is governed by a mind flayer named Xorhylic.

History DC 20: Droaam is divided into territories, each of which is ruled by a monstrous warlord. The most infamous warlords of Droaam include the medusa Sheshka, known as the Queen of Stone, and the powerful oni Tzaryan Rrac. Gnolls, orcs, goblins, ogres, and minotaurs are the most common monstrous races of Droaam, but harpies, medusas, doppelgangers, gargoyles, trolls, and oni can also be found in this dark land.

History DC 25: The Daughters of Sora Kell petitioned for Droaam to be part of the Treaty of Thronehold but were denied. Rumors suggest that the hags remain intent on seeking the recognition of the Five Nations, though some say such diplomatic overtures are only a cover for Droaam's secret military ambitions.

RELIGION

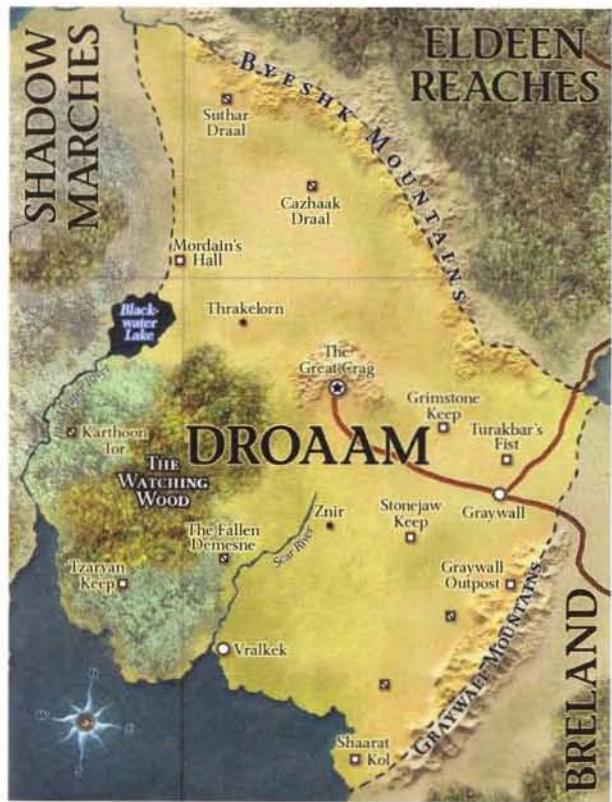
Religion DC 15: Its longstanding crusades against monstrous creatures make the Church of the Silver Flame universally distrusted and despised in Droaam. Anyone wearing a visible symbol of that faith takes a -5 penalty to Diplomacy checks and is likely to be attacked without warning even in Droaam's relatively civilized areas.

Religion DC 20: Though few creatures of Droaam adhere to the established faiths, priests of the Dark Six can be found in this land, most commonly those revering the Mockery and the Shadow. However, Droaam's monsters have a different view of these deities from that of other worshipers, seeing the Shadow as a benevolent creator feared by Aureon. Fiend worship and the Cults of the Dragon Below are common in this land.

STREETWISE

Streetwise DC 15: Monstrous merchants accept currency from across Khorvaire, but Droaam mints no coins of its own. Instead, its inhabitants barter for goods and services using a wide array of tokens, including the teeth of deadly beasts and slivers of precious metal.

Streetwise DC 20: The villages and smaller settlements of Droaam can be as dangerous as the wilds. However, House Tharashk has established strong connections with the Daughters of Sora Kell,



and a group of travelers under Tharashk protection is generally safe within the larger towns and cities.

POWER GROUPS

A decade removed from anarchy, Droaam now follows a form of despotic feudalism. The different regions of the nation are dominated by warlords that impose their rule over lesser creatures. Some reign by sheer force; others, such as the charismatic medusa Sheshka, have a more subtle hand. All warlords owe fealty to the Daughters of Sora Kell and provide the hags with tribute—either material goods or the services of troops and laborers.

Although the rule of the hags is ultimately based on fear, the warlords recognize that the Daughters of Sora Kell are shaping Droaam into a powerful nation. As a result, it is rare for a warlord to challenge the hags. However, between the lords themselves, feuds, power struggles, and assassination are a part of day-to-day life.

THE WARLORDS OF DROAAM

Within Droaam, any creature that commands the loyalty of a troop and has successfully claimed and held territory can call itself a warlord, but only a small number of such leaders wield significant power. The best-known warlords of Droaam include the minotaur Rhesh Turakbar (page 130) and the giant Gorodan Ashlord (page 128), but countless others struggle for power in the kingdom of monsters.

Sheshka, the Queen of Stone: The medusas of Cazhaak Draal are a powerful force in spite of their limited numbers. Sheshka, their hereditary queen, is a skilled hunter and cunning strategist. Less cruel than her fellow warlords, Sheska is driven to secure the well-being of her people, and she has earned their devotion and fealty. She could be a potential ally for PCs—or a deadly enemy if she considers them a threat.

Drul Kantar: This oni mage holds the lands around Thrakelorn, ruling a host of orcs, ogres, and goblins. Drul Kantar has neither the power nor the ambition of the oni mage Tzaryan Rrac (page 131), and he seems entirely loyal to the Daughters of Sora Kell. In fact, he is an agent of the Lords of Dust, and he hopes to corrupt other warlords and convince them to join his cause.

The Harpy Flights: The Byeshk Mountains have long been controlled by extended harpy clans. Though the Rotwing, Last Dirge, Carrion Caller, and Stormsinger flights have all migrated to the interior to serve the Daughters of Sora Kell, others remain in the mountains, including the Brass Talons, the Forgotten Choir, and the Crimson Wind. The largest and most dangerous of the mountain flights is the Wind Howlers. The Howlers' leader, Callain of the Bloody Word, despises the hags and interferes with their plans at any opportunity. All the mountain clans prey on unwary explorers and travelers.

Kethelrax the Cunning: This kobold lord has laid claim to Shaarat Kol in the south of Droaam, assembling a host of goblins, kobolds, and gargoyles under his command. Though he is mocked by other warlords, Kethelrax has the favor of Sora Katra and has proven surprisingly clever. More than once, Shaarat Kol has turned back challenges by foes that underestimated the kobold lord's strength.

The Prince of Bones: A war troll of great age and power, the Prince of Bones rules the land around the ruins of Suthar Draal. He is one of the oldest and most loyal followers of the Daughters of Sora Kell, and his cadre of trolls, ogres, and giants is always at the hags' disposal.

Cairngorm: Unusually intelligent for one of his kind, Cairngorm is a nabassu gargoyle and the lord of Grimstone Keep. He holds the loyalty of a host of gargoyles that have long dominated the orcs and goblins of the region. The Daughters of Sora Kell have placed a troop of trolls under Cairngorm's command, but these servants are charged with watching the wily gargoyle as much as assisting him.

The Venom Lords: Long ago, a clan of tieflings fled from the Sarlonan nation of Ohr Kaluun and found a home in the desolate marshes south of Blackwater Lake. For over a thousand years, they have practiced dark magic in their domain, all but ignoring the wider world. Sora Katra found their hidden citadel and drew them out into Droaam,

making these tiefling warlocks a potent force within the kingdom of monsters. The current ruler of the Venom Lords is Bal Molesh. The tieflings of Droaam are more sophisticated than their cousins in the Demon Wastes, but they remain a cruel and calculating people.

THE ZNIR PACT

Centuries ago, the gnolls of Droaam set aside the faith of their demon-worshiping kin, abandoning the savagery of Yeenoghu and placing the bond of the pack above all else. Ancient clan leaders created the Znir Pact to bind their people and keep them free of the domination of other warlords—a pact that has held to this day. Droaam gnolls have never been subjugated, nor have they sought to conquer others. Instead, they serve as mercenary troops and trackers for all warlords, essentially playing the role of House Deneith within the monster kingdom.

HOUSE THARASHK

Orcs and half-orcs have an easier time in Droaam than humans do, and over the last decade, House Tharashk has formed close ties with the Daughters of Sora Kell. In addition to securing prospecting rights throughout the nation, Tharashk helps the hags by selling the services of Droaam's monstrous mercenaries and laborers throughout Khorvaire. Outsiders who wish to trade with the Daughters of Sora Kell are wise to negotiate through the house.

SETTLEMENTS AND FEATURES

Most inhabitants of Droaam live in villages scattered across the wilds. Only in the last decade have the Daughters of Sora Kell organized teams of medusa architects and ogre laborers to carve roads through the wilderness, and to raise fortresses and cities such as Graywall and the Great Crag.

Numerous communities in Droaam are built on the ruins of ancient goblin settlements from the Empire of Dhakaani. The border fortresses—Grimstone Keep, Turakbar's Fist, Stonejaw Keep, and others—are all renovated Dhakaani sites.

CAZHAAK DRAAL

Medusa Town; Population 3,300

The rocky region known as the Stonelands surrounds the ruins of a vast hobgoblin metropolis. Cazhaak Draal's streets are filled with what appear to be the weathered statues of goblins—actually the remains of Dhakaani that were petrified by the magic of the daelkyr. Though the daelkyr overran the ancient city, it remains remarkably well preserved.

In 778 YK, a contingent of medusas emerged from beneath Cazhaak Draal with battle-trained basilisks

and gargoyles. They laid claim to a corner of the ruins, though the scale of the place means that they have never occupied more than a fraction of it. The lore of the Kech Volaar (see page 112) suggests that great treasures are hidden within Cazhaak Draal, some of which the medusas have likely found. However, the settlement connects directly to the upper reaches of Khyber, and things lurk in the darkness here that even the medusas fear. Cazhaak Draal is the seat of the warlord Sheshka and home to most of the medusas of Droaam that are not dispatched to work with the hags.

GRAYWALL

Gateway Town; Population 6,300

The town of Graywall is the conduit between Droaam and the rest of Khorvaire. Though the majority of its inhabitants are gnolls, orcs, and goblins, the foreign quarter is built to cater to humans and other travelers from the east. Legitimate merchants come to Graywall to trade for goods and ores that are found only in Droaam, but bandits—monstrous and otherwise—also use the markets here to dispose of their ill-gotten gains.

Droaamites from the surrounding villages come to Graywall to trade, bringing old feuds with them. The town also serves as a haven for war criminals, exiles, and others who were forced to flee the Five Nations. Graywall is governed by Xorhylic the Old, a mind flayer of great might that carries out a mysterious vendetta against the Cults of the Dragon Below. Xorhylic allows House Tharashk to administer justice in the foreign quarter, a duty the house takes somewhat casually.

THE GREAT CRAG

Capital City; Population 32,500

At the heart of Droaam, a vast mountain dominates an otherwise flat and fertile plain. According to legend, the Great Crag was torn from the earth during the war between the Dhakaani and the daelkyr. Today, the ruins of a goblin city are scattered across the plain, and ancient passages honeycomb the mountain.

For thousands of years, the crag was shunned by the creatures of the region, but the Daughters of Sora Kell have made the mountain their seat of power, crafting a bizarre, sprawling city within the ruins. The blocky stonework of ogres stands next to perfectly restored Dhakaani architecture. Harpies and gargoyles roost in the heights, with goblins and kobolds living beneath them in makeshift tents. A good number of monsters prefer to serve the hags rather than their local warlords, and the resultant influx of population has seen the Great Crag become one of the largest cities in Khorvaire.

Despite its size, the Great Crag is a city of limited sophistication. Many services are difficult to find,



and Tharashk is the only dragonmarked house that maintains an enclave in the city. Weapons are easy to come by, since the city's smiths constantly churn out goods for Droaam's mercenaries, and sport can be found in the brutal arena where creatures that defy the hags are sent to die. The city contains temples to the Shadow, the Mockery, and other grim deities, but shrines to the Sovereign Host and the Silver Flame are unknown here.

LOST

Changeling Settlement; Population Unknown

In a land where a gaze or a song can kill, the shapeshifting ability of the changelings receives little notice. As a result, doppelgangers have an easier time in Droaam than elsewhere in Khorvaire. Changelings are common in Graywall and the Great Crag, moving about in their natural forms.

Rumors tell of an entire settlement of doppelgangers hidden somewhere in Droaam, its location known only to the Daughters of Sora Kell. The buildings of this place, known simply as Lost, are said to be able to shift shape, transforming into cliffs or trees to deceive the eyes of strangers. The folk of Lost have mastered a number of powerful rituals, and some of the greatest unsolved thefts in history are thought to be their doing.

ZNIR

Gnoll Village; Population 600

Along with Stonejaw Keep, Znir is the heart of the gnoll territories in Droaam. Although the permanent population of the village is relatively small, thousands of gnolls gather here once a year to honor their ancestors and hear clan leaders renew the Znir Pact. The village features the remains of a colossal statue of the gnoll deity Yeenoghu, originally hundreds of feet tall. Though the statue has fallen, some say that a malevolent force lingers within its rubble, and that other remnants of the Age of Demons might be hidden here.

PLOTS AND ADVENTURE SITES

Ruins and dungeons from the Age of Monsters and the Age of Demons are scattered across Droaam, including some never seen by human eyes. This is a universally dangerous land, and adventurers are likely to be assaulted by hungry manticores, wild wyverns, or the forces of a local warlord. A party traveling with a Tharashk heir or under the flag of another warlord might be able to avoid conflict. However, the feuds constantly simmering in the kingdom of monsters have a way of boiling over at inopportune times.

The Warlord's Gambit: Each of the warlords of Droaam has the potential to drive an adventure, whether as a villain or an ally. Characters who have ties to the goblins or the kobolds could become caught up in the struggles of Kethelrax the Cunning, possibly inspiring the PCs to become agents of the kobold lord. Sheshka could prove a strong ally against Tzaryan Rrac, or perhaps the PCs need to recover an ancient treasure from Cazhaak Draal, working beneath the Queen of Stone's deadly gaze.

Pawns of Prophecy: Sora Teraza is one of the greatest oracles of the modern age. Previous adventures or a quest for a mighty relic might inspire the PCs to consult the hag, but the route to the Great Crag is a dangerous one.

Old Debts: Though Droaam is a new nation, the Daughters of Sora Kell have dwelled in Khorvaire for centuries. One of the PCs might discover that Sora Katra spared the life of an ancestor, incurring a pledge that the party must now fulfill. Alternatively, a PC can learn that Sora Maenya has the soul of a childhood friend trapped in her vault of skulls. Either way, the hags can make formidable allies or enemies.

Lost and Found: A vital artifact or dragonmarked house heirloom is stolen from Khorvaire. The thief is a changeling from Lost, fleeing back to her hidden enclave. Can the characters discover the location of the secret settlement? And what else will they find if they do?

THE DAUGHTERS OF SORA KELL

The Daughters of Sora Kell are the legendary rulers of a savage land. For generations, parents in western Khorvaire have used tales of Sora Maenya to frighten disobedient children, and numerous heroes have tried (and failed) to match wits with Sora Katra. The Daughters of Sora Kell are all ritual casters, with Sora Teraza the most accomplished among them. Teraza maintains a vast library of books in the Great Crag, including ritual tomes from the Age of Demons.

If the PCs choose to fight against Droaam, they might eventually come into direct conflict with the Daughters of Sora Kell. However, the hags are more likely to enter a campaign as an enigmatic mystery than a direct threat. Sora Katra might play an elaborate game with the PCs, with no apparent gain for Droaam. Sora Teraza might aid them, providing oracular advice at a critical moment.

If it comes to battle, the Daughters of Sora Kell have survived countless previous conflicts for good reason. If vastly overpowered, they flee without hesitation. If trapped, the hags use their considerable power and knowledge—the location of artifacts, the schemes of other villains—to bargain for their lives.



DAUGHTERS OF SORA KELL LORE

Common Knowledge: The Daughters of Sora Kell are powerful hags who stepped out of dark legend to found the nation of Droaam.

Arcana DC 25: The Daughters are far more powerful than other hags. Sora Katra is a brilliant deceiver. Sora Maenya has fearsome physical might and binds the souls of her victims within their own skulls. Less is known regarding Sora Teraza, but she is rumored to be a blind oracle with astonishing prescience.

History DC 25: The Daughters of Sora Kell maintain order with a fearsome army of ogres and war trolls. The warlords of Droaam welcome the leadership of the hags, but some of the warlords remain uneasy allies at best.

Streetwise DC 25: A criminal organization known as Daask has recently begun to spread across Breland and Aundair. Using violence and intimidation to carve out a niche in the underworld, the group is composed almost exclusively of monsters from Droam. Rumors say that Sora Katra is the mastermind behind this group.

SORA KATRA

Sora Katra is the voice of Droam. The common folk of the land fear Sora Maenia and her trolls, but a majority of them truly love Sora Katra. She is a consummate shapeshifter and is rarely seen in her green-skinned hag form. Sora Katra is a brilliant orator and a cunning manipulator, and she enjoys drawing heroes into her schemes.

Sora Katra	Level 22 Elite Controller	
Medium fey humanoid, hag	XP 8,300	
Initiative +16	Senses Perception +19; darkvision, low-light vision	
Distracting Visions aura 3; each enemy within the aura takes a -5 penalty to Will.		
HP 416; Bloodied 208		
AC 38; Fortitude 35, Reflex 36, Will 38		
Immune charm, disease, fear; Resist 10 acid, 10 cold, 10 fire, 10 poison		
Saving Throws +2		
Speed 8, teleport 6		
Action Points 1		
① Cunning Claw (standard; at-will)	+27 vs. AC; 3d8 + 5 damage, and Sora Katra slides the target 2 squares.	
↗ Curse of Misfortune (standard; at-will) ♦ Psychic	Ranged 10; +26 vs. Will; 2d6 + 5 damage, and ongoing 5 psychic damage (save ends).	
↗ False Path (minor; at-will) ♦ Charm	Ranged 10; +26 vs. Will; Sora Katra slides the target 6 squares.	
↗ Lost Within (standard; recharge 2; 11) ♦ Fear, Psychic	Ranged 5; +26 vs. Will; 2d8 + 5 psychic damage, and the target takes ongoing 10 psychic damage and is stunned (save ends both).	
← Broken Curse (immediate interrupt, when a creature within 10 squares of Sora Katra taking ongoing psychic damage makes an attack roll; at-will)	Close burst 10; targets the triggering creature; +26 vs. Will; 2d10 + 8 damage, and the target must make a second attack roll and use the lower result.	
← Control Perceptions (standard; encounter) ♦ Charm	Close burst 3; targets enemies; +26 vs. Will; the target is dominated (save ends). <i>Aftereffect:</i> The target is dazed until the end of its next turn.	
Change Shape (minor; at-will) ♦ Polymorph	Sora Katra can alter her physical form to appear as a female of any Medium humanoid race, including a unique individual (see MM 280).	
Alignment Evil	Languages Abyssal, Common, Draconic, Elven, Giant, Goblin	
Skills Arcana +24, Bluff +31, Diplomacy +31, History +24, Insight +24, Intimidate +26, Streetwise +26		
Str 18 (+15)	Dex 20 (+16)	Wis 26 (+19)
Con 24 (+18)	Int 26 (+19)	Cha 30 (+21)

SORA MAENYA

Sora Maenia is the iron fist of the Daughters of Sora Kell. Her strength is legendary, and tales speak of her endless appetite for flesh and souls. In her true form, she is a massive hag with deep blue skin and steely claws and teeth. Sora Maenia imprisons foes she kills, binding each victim's soul into its corpse's skull and hoarding it. Until a soul has been rescued from this captivity, it cannot be raised from the dead.

Sora Maenia	Level 22 Elite Soldier	
Medium fey humanoid, hag	XP 8,300	
Initiative +20	Senses Perception +22; darkvision, low-light vision	
HP 424; Bloodied 212; see also <i>life drain</i>	AC 40; Fortitude 39, Reflex 35, Will 33	
Immune disease, fear; Resist 10 acid, 10 cold, 10 fire, 10 poison		
Saving Throws +2		
Speed 8		
Action Points 1		
① Claw (standard; at-will) ♦ Necrotic	+29 vs. AC; 3d6 + 9 necrotic damage, and the target is marked and cannot spend healing surges or regain hit points until the end of Sora Maenia's next turn.	
↗ Rending Claws (standard; at-will)	Sora Maenia makes two claw attacks. If both attacks hit, each target takes 5 extra damage.	
↗ Devastating Strike (standard; recharge 2; 11)	+29 vs. AC; 4d10 + 6 damage, and the target is stunned until the end of Sora Maenia's next turn.	
↖ Life Drain (standard; recharge 2; 11) ♦ Healing, Necrotic	Close blast 3; +27 vs. Fortitude; 2d6 + 6 necrotic damage, and Sora Maenia regains 5 hit points for each creature damaged by this attack.	
Change Shape (minor; at-will) ♦ Polymorph	Sora Maenia can alter her physical form to appear as a female of any Medium humanoid race, including a unique individual (see MM 280).	
Alignment Evil	Languages Common, Elven, Giant	
Skills Athletics +27, Bluff +22, Intimidate +22, Nature +22, Stealth +23		
Str 22 (+17)	Dex 24 (+18)	Wis 22 (+17)
Con 28 (+20)	Int 18 (+15)	Cha 22 (+17)

SORA TERAZA

Sora Teraza is the most mysterious of the Daughters of Sora Kell, and the one who gathered the others and convinced them to found Droam. Despite her blindness, her prescience is such that she can perceive her surroundings perfectly. Sora Teraza is driven by her visions, and she sometimes withholds information from her sisters or shares secrets with their enemies. An ancient and bent figure in her natural form, she wears a hood pulled down to hide her ruined eyes. Sora Teraza is the greatest living oracle in Eberron, and the full limits of her divinatory abilities are for you to determine.

Sora Teraza	Level 22 Elite Controller (Leader)	
Medium fey humanoid, hag (blind)	XP 8,300	
Initiative +16	Senses Perception +26; all-around vision, blindsight 20, truesight 20	
HP 416; Bloodied 208	AC 38; Fortitude 32, Reflex 36, Will 37	
Immune charm, disease, fear; Resist 10 poison, 20 psychic		
Saving Throws +2		
Speed 8		
Action Points 1		
④ Distracting Touch (standard; at-will) ♦ Psychic	+26 vs. Reflex; 3d10 + 3 psychic damage, and the target takes a -5 penalty to attack rolls against Sora Teraza until the end of its next turn.	
↗ Twist of Fate (minor 1/round; at-will)	Ranged 10; +26 vs. Will; one ally within range ends a condition that a save can end, and the target gains that condition (save ends).	
← Teraza's Whisper (standard; at-will)	Close burst 2; +26 vs. Will; 2d6 + 3 damage, and the target is blinded and dazed (save ends both).	
← Timeslip (standard; encounter)	Close burst 5; any ally in the burst can take a standard action immediately.	
Change Shape (minor; at-will) ♦ Polymorph	Sora Teraza can alter her physical form to appear as an elderly female of any Medium humanoid race, including a unique individual (see MM 280).	
Prophetic Knowledge (immediate interrupt, when Sora Teraza is hit by an attack; at-will)	The attacker must make a second attack roll and use the new result.	
Alignment Unaligned	Languages All	
Skills Arcana +30, Dungeoneering +26, History +30, Insight +31, Nature +25, Religion +30, Streetwise +22		
Str 14 (+13)	Dex 20 (+16)	Wis 30 (+21)
Con 24 (+18)	Int 28 (+20)	Cha 22 (+17)

GORODAN ASHLORD

One of the most powerful warlords serving the Daughters of Sora Kell, the fire giant Gorodan Ashlord is a Xen'drik exile and one of the few of his kind in Khorvaire. Gorodan rules Vralkek, the only port in Droaam.

GORODAN ASHLORD LORE

History DC 20: The king of a fire giant realm in Xen'drik exiled Gorodan for seeking power above his station. Gorodan came to Droaam more than twenty years ago, bringing an entourage of fire creatures with him.

Carving out a large fiefdom on the shores of the Thunder Sea, Gorodan subjugated the ogres and goblins of the area, then built a fortress on the bluffs east of the Scar River. When the Daughters of Sora Kell came to power in Droaam, they won the fire giant's grudging allegiance, granting him the resources to raise a settlement around his fortress.

Nature DC 20: Though Gorodan has a reputation as a warrior, he is also a mystic of sorts. He knows only a little magic, but he is constantly seeking ways to emulate his fire titan ancestors.

Streetwise DC 20: Gorodan allows anyone to make port in Vralkek as long as the proper fees are paid. To protect commerce and travel, the fire giant keeps strict laws enforced by his goblin and ogre militia. These laws favor the wealthy, the powerful, and those creatures that are willing to pay the steep trade taxes that Gorodan levies. Vralkek's semblance of order is not sufficient to conceal the wickedness that thrives there, from black markets to the temples of malevolent gods.

The strong and well connected prosper in Vralkek, but only as long as their goals support the Ashlord's. Gorodan has no love for the hags or their other warlords, and he works against them if doing so furthers his own ends.

Gorodan Ashlord	Level 17 Elite Soldier (Leader)	
Large elemental humanoid (giant), fire giant	XP 3,200	
Initiative +15	Senses Perception +13	
Smoldering Aura aura 5; each ally within the aura gains a +4 bonus to damage rolls against targets taking ongoing fire damage.		
HP 334; Bloodied 167	AC 35; Fortitude 32, Reflex 28, Will 30; see also <i>hydra scale</i>	
Resist 20 fire		
Saving Throws +2		
Speed 7		
Action Points 1		
④ Blazing Waraxe (standard; at-will) ♦ Fire, Weapon	Reach 2; +21 vs. AC; 2d6 + 8 damage, ongoing 10 fire damage (save ends), and the target is marked until the end of Gorodan's next turn.	
↗ Axe Flurry (standard; requires a waraxe; recharge ☰ ☱ ☲)	Gorodan makes two blazing waraxe attacks.	
← Blazing Axestorm (standard; requires a waraxe; recharges when first bloodied) ♦ Fire, Weapon	Close burst 2; targets enemies; +20 vs. AC; 2d6 + 8 damage, ongoing 5 fire damage (save ends), and the target is marked until the end of Gorodan's next turn.	
← Burning Wave (standard; encounter) ♦ Fire	Close burst 3; +20 vs. Reflex; 1d8 + 7 fire damage, and ongoing 5 fire damage (save ends).	
Alignment Unaligned	Languages Common, Elven, Giant, Goblin	
Skills Arcana +13, History +13, Insight +14, Intimidate +17		
Str 25 (+15)	Dex 21 (+13)	Wis 12 (+9)
Con 23 (+14)	Int 10 (+8)	Cha 21 (+13)
Equipment scale armor, 2 waraxes		

GORODAN ASHLORD'S TACTICS

Gorodan takes the fight to his enemies with axe flurry attacks, using blazing axestorm to cut them down or mark them if he is surrounded. If the same enemies remain close, the fire giant employs burning wave against them.

ENCOUNTER GROUPS

Gorodan is lord of several ogre and goblin tribes, which he has civilized to a point. He has a few fire giant followers, as well as a number of azers, hell hounds, and salamanders at his disposal.

Level 18 Encounter (XP 10,000)

- ◆ Gorodan Ashlord (level 17 elite soldier)
- ◆ 1 firebred hellhound (level 17 brute, MM 160)
- ◆ 2 fire giant forgecallers (level 18 artillery, MM 123)
- ◆ 1 salamander noble (level 15 controller, MM 227)

MORDAIN THE FLESHWEAVER

One of the most powerful wizards in Eberron is also one of the world's most terrifying mortals. Mordain the Fleshweaver, the subject of dark fireside tales, lives in exile in western Droaam. Though the Twelve have attempted to imprison Mordain for his attempts to master the magic of the daelkyr, few have the power to directly oppose him.

MORDAIN LORE

History DC 25: Near Droaam's border with the Shadow Marches, Mordain's Hall reaches into the sky like a massive malformed arm. The area that surrounds it is filled with foulspawn and other horrors of Mordain's own creation. His servants search constantly for ancient daelkyr sites within Droaam and the Shadow Marches, and some say that the mad mage hopes to reopen the gates to Xoriat.



History DC 30: More than two centuries ago, Mordain d'Phiarlan was one of the Twelve, but the ambitious mage began delving into forbidden lore, choosing to experiment with the magic of the daelkyr. Though he was captured, tried, and petrified in order to expedite his trip to the prison island of Dreadhold, Mordain escaped.

Mordain the Fleshweaver Level 21 Elite Controller

Medium aberrant humanoid, elf XP 6,400

Initiative +13 **Senses** Perception +17; all-around vision, darkvision

HP 338; **Bloodied** 169; see also *fleshweaver's resurgence*

Regeneration 15

AC 35; **Fortitude** 33, **Reflex** 35, **Will** 33

Immune disease, polymorph; **Vulnerable** cold and radiant (if Mordain takes cold and radiant damage, regeneration does not function until the end of his next turn)

Saving Throws +2

Speed 8; teleport 5

Action Points 1

◆ **Stinging Tentacle** (standard; at-will)

Reach 3; +26 vs. AC; 2d8 + 2 damage, and the target is slowed and takes ongoing 5 damage (save ends both). If the target is already slowed, it is dazed instead.

⊗ **Unraveling Ray** (standard; at-will)

Ranged 20; +24 vs. Reflex; 2d6 + 7 damage, Mordain pushes the target 1 square, and the target takes ongoing 10 damage (save ends). **Aftereffect:** Ongoing 5 damage (save ends).

† **Fleshweaver's Fury** (standard; at-will)

Mordain makes two basic attacks.

⊗ **Burrowing Shard** (standard; recharge 2/2/1)

Ranged 20; +24 vs. Fortitude; 2d6 damage, and the target is immobilized and takes ongoing 15 damage (save ends both). **Aftereffect:** The target takes ongoing 5 damage and is slowed (save ends both).

← **Unnatural Presence** (standard; encounter) ♦ **Fear**

Close burst 5; targets enemies; +22 vs. Will; the target is stunned until the end of Mordain's next turn. **Aftereffect:** The target takes a -2 penalty to attack rolls against Mordain (save ends).

← **Xoriat Storm** (standard; encounter) ♦ **Psychic, Zone**

Close burst 3; targets enemies; +24 vs. Will; 2d6 psychic damage, and the target is slowed (save ends). **Effect:** The burst creates a zone that lasts until the end of Mordain's next turn. Any creature that starts its turn within the zone is subject to an attack; +24 vs. Will; 2d6 psychic damage, and the target is slowed (save ends). **Sustain Minor:** The zone persists.

Change Shape (minor; at-will) ♦ **Polymorph**

Mordain can alter his physical form to take on the appearance of any Small or Medium humanoid, including a unique individual (see MM 280).

Fleshweaver's Resurgence (when Mordain is reduced to 0 hit points in a round during which he did not take cold and radiant damage; encounter) ♦ **Healing**

Mordain returns to life with 30 hit points at the start of his next turn.

Resistance to Scrying

Attempts to scry upon Mordain, his location, or objects in his possession fail as if the target of the attempt did not exist.

Alignment Evil **Languages** Common, Deep Speech, Elven, Goblin

Skills Arcana +23, Dungeoneering +22, Insight +17, Nature +17

Str 14 (+12) **Dex** 17 (+13) **Wis** 14 (+12)

Con 23 (+16) **Int** 27 (+18) **Cha** 22 (+16)

Equipment robes

MORDAIN'S TACTICS

Mordain first uses *unnatural presence* on his foes, then spends an action point to call forth a *Xoriat storm*. He sustains that power as long as possible while he makes *burrowing shard* attacks. While waiting for that power to recharge, he makes *unraveling ray* or *stinging tentacle* attacks with *fleshweaver's fury*.

ENCOUNTER GROUPS

Mordain is served by a host of aberrant and mutated creatures, many of which are his own creations. Unique beholders, mutated flesh golems, foulspawn, and imprisoned fiends all prowl the area around Mordain's Hall.

Level 21 Encounter (XP 10,400)

- ◆ Mordain the Fleshweaver (level 21 elite controller)
- ◆ 1 beholder eye of chaos (level 25 elite artillery, *Monster Manual* 2, page 25)

RHESH TURAKBAR

In the borderlands north of Graywall, the fortress of Turakbar's Fist is set upon an imposing mound of volcanic rock in the center of a sprawling plain. The minotaur warlord Rhesh Turakbar and his demon-worshiping clan rule here, the fortress's outer walls painted with the blood of their foes as a grim warning. The minotaur warlord is a massive creature covered in dark fur and scars. He files his teeth to jagged points to better resemble Baphomet and the overlord's favored servants, the goristros.

RHESH TURAKBAR LORE

Arcana DC 20: Rhesh follows the demon lord Baphomet, also known as the Horned King. Many of the victims of Turakbar raids are brutally sacrificed to slake the blood thirst of the overlord of minotaurs. Rhesh and his followers are said to wield demonic power bestowed by their dark lord.

History DC 20: Monstrous humanoids raid and despoil western Breland from the safety of Droaam and the citadel known as Turakbar's Fist. Seeking slaves, blood, and plunder, these murderous forces serve Rhesh Turakbar, the minotaur warlord of eastern Droaam.

Streetwise DC 20: Though the Daughters of Sora Kell tolerate Rhesh Turakbar, they and the minotaur are not strong allies. However, the warlord's bloody sorties into western Breland are useful to the hags, since they provide critical information on the state of Breland's defenses—and stoke the fear of a full-scale Droaam invasion that grips that land.

Rhesh Turakbar

Medium natural humanoid, minotaur

Level 11 Elite Brute

XP 1,200

Initiative +9 Senses Perception +6

HP 280; Bloodied 140; see also *blood for Baphomet, ferocity*
AC 27; Fortitude 29, Reflex 26, Will 24

Saving Throws +2

Speed 6; see also *goring charge*

Action Points 1

◆ **Greathammer** (standard; at-will) ◆ **Weapon**
+14 vs. AC; 3d8 + 8 damage.

◆ **Gauntlet Smash** (minor 1/round; at-will) ◆ **Weapon**
+14 vs. AC; 1d8 + 7 damage.

◆ **Goring Charge** (standard; at-will)

Rhesh makes a charge attack: +15 vs. AC; 2d6 + 7 damage, and the target is knocked prone. Rhesh then shifts 2 squares and makes a melee basic attack.

Blood for Baphomet (when Rhesh drops an enemy to 0 hit points or fewer; encounter) ◆ **Healing**
Rhesh regains 30 hit points.

Ferocity (when first bloodied and again when reduced to 0 hit points)
Rhesh makes a melee basic attack.

Alignment Chaotic evil Languages Abyssal, Common, Goblin
Skills Dungeoneering +11, Intimidate +14, Nature +11

Str 24 (+12) Dex 18 (+9) Wis 12 (+6)

Con 20 (+10) Int 11 (+5) Cha 19 (+9)

Equipment hide armor, greathammer, spiked gauntlet

RHESH TURAKBAR'S TACTICS

Rhesh hurls himself into battle with *goring charge*, then wades among his enemies with greathammer and gauntlet smash attacks. He continues to make *goring charge* attacks if he can do so without provoking opportunity attacks, focusing on single targets to more quickly make use of *blood for Baphomet*.

ENCOUNTER GROUPS

Demon worship has corrupted Rhesh Turakbar's underlings, turning Turakbar's Fist into a place of nightmare. Turakbar's raiders include gnolls that have rejected the Znir Pact, harpies, minotaurs of Turakbar's clan, orcs of the Blood Eye tribe, ogres, and demons. PCs traveling through western Breland or along the road to or from Graywall are likely to become targets of a Turakbar raid.

Level 10 Encounter (XP 2,600)

- ◆ Rhesh Turakbar (level 11 elite brute)
- ◆ 2 gnoll claw fighters (level 6 skirmisher, *MM* 132)
- ◆ 1 gnoll demonic scourge (level 8 brute, *MM* 132)
- ◆ 1 gnoll gorger (level 7 brute, *Monster Manual* 2, page 127)
- ◆ 1 harpy (level 6 controller, *MM* 154)

TZARYAN RRAC

South of the Watching Wood, fires burn before the gates of a massive, crouching fortress. Orcs and ogres live in and about this place, which is Tzaryan Keep, home to the cunning oni mage Tzaryan Rrac.

TZARYAN RRAC LORE

History DC 20: Tzaryan Rrac was the first warlord of Droaam to embrace the rule of the Daughters of Sora Kell. As a reward for his fealty, the hags granted the oni mage control of the Watching Wood's southern reaches and the land ranging from south of the forest to the Thunder Sea.

History DC 25: Arcane research and foul rituals occupy much of Tzaryan's time. The oni mage lusts after relics of the Dhakaani Empire, as well as items from the war against the daelkyr and the Age of Demons. To this end, he sends his agents across Khorvaire, pursuing mysteries that he has uncovered in his studies.

Streetwise DC 25: Tzaryan has a number of well-placed agents within the Sharn branch of the criminal gang known as Daask. He uses these followers to keep tabs on prominent explorers in Sharn and to manipulate the resources of Morggrave University for his own ends.

Streetwise DC 30: Like all of Dronaam's other warlords, Tzaryan lusts for power. Though he does not openly oppose the Daughters of Sora Kell, he puts his own well-being firmly ahead of the interest of the kingdom of monsters. The oni mage might well betray the hags if the price were right.

TZARYAN RRAC'S TACTICS

Tzaryan always starts combat invisible or under a deceptive veil, hoping to surprise his foes. He uses *deadwinter blast* when he can target at least three enemies, making *double attacks* with his glaive and changing targets while invisible.

ENCOUNTER GROUPS

Tzaryan rules over a large number of orc tribes and ogre bands, and his allegiance to the Daughters of Sora Kell has greatly increased his standing. With the power the hags have granted him, he also claims lordship over dark fey in the Watching Wood, and a number of gnolls and trolls have joined his retinue.

Level 13 Encounter (XP 4,700)

- ◆ Tzaryan Rrac (level 14 elite lurker)
- ◆ 8 orc warriors (level 9 minion, MM 203)
- ◆ 2 ogre skirmishers (level 8 skirmisher, MM 199)
- ◆ 2 banthrae dartswarmers (level 11 artillery, MM 25)

Level 15 Encounter (XP 6,500)

- ◆ Tzaryan Rrac (level 14 elite lurker)
- ◆ 1 war troll (level 14 soldier, MM 254)
- ◆ 8 ogre bludgeoneers (level 16 minion, MM 198)
- ◆ 2 gnoll demonic scourges (level 8 brute, MM 132)

Tzaryan Rrac		Level 14 Elite Lurker
Large natural humanoid, oni mage		XP 2,000
Initiative +10	Senses Perception +9; darkvision	
HP 182; Bloodied 91; see also <i>reactive glamor</i>		
Regeneration 10		
AC 30; Fortitude 27, Reflex 25, Will 29		
Saving Throws +2		
Speed 7, fly 8 (clumsy)		
Action Points 1		
① Glaive (standard; at-will) ◆ Weapon		
Reach 3; +19 vs. AC; 1d10 + 5 damage, and Tzaryan Rrac is invisible to the target until the end of his next turn.		
+ Double Attack (standard; at-will)		
Tzaryan Rrac makes two glaive attacks.		
← Deadwinter Blast (standard; encounter) ◆ Cold, Necrotic		
Close blast 5; targets enemies; +17 vs. Fortitude; 2d6 + 5 cold and necrotic damage, and the target is slowed (save ends).		
Combat Advantage		
Tzaryan deals 1d10 extra damage on melee attacks against any creature granting combat advantage to him.		
Deceptive Veil (minor; at-will) ◆ Illusion		
Tzaryan can disguise himself to appear as any Medium or Large humanoid. A creature that makes a successful Insight check (opposed by Tzaryan's Bluff check) sees through the disguise.		
Invisibility (standard; at-will) ◆ Illusion		
Tzaryan turns invisible until he attacks.		
Reactive Glamor (free, when first bloodied; encounter) ◆ Illusion		
Tzaryan Rrac uses invisibility.		
Alignment Evil	Languages Common, Draconic, Giant, Goblin	
Skills Arcana +17, Bluff +19, History +17, Insight +14, Religion +17		
Str 20 (+12)	Dex 17 (+10)	Wis 14 (+9)
Con 21 (+12)	Int 20 (+12)	Cha 24 (+14)
Equipment chainmail, glaive		

THE ELDEEN REACHES

The power of nature resonates within the Eldeen Reaches, flowing out from the primeval Towering Wood into the cultivated lands of the east, where it nourishes crops and people alike. The Reaches have long been the bastion of the mysterious druids whose faith offers guidance to understanding the deeper mysteries of primal power. Though this land is now a place of peace and prosperity, the Eldeen Reaches have known hardship as dark and sinister as that faced by any people in Khorvaire.

LORE OF THE ELDEEN REACHES

ARCANA

Arcana DC 15: For centuries, House Vadalis has based its operations on the eastern border between the Eldeen Reaches and Aundair. Its primary enclave is in Varna, and it has a strong presence in the towns of Merylsward, Delethorn, and Erlaskar. In these and a number of smaller settlements, the house raises magebred animals and trains fantastic steeds with the blessing of the druids. By virtue of its strong connections to Aundair (the brother of the house baron married the Aundairian queen), Vadalis is responsible for forging strong relations between the Reaches and that neighboring land.

Arcana DC 20: The Reaches contain several manifest zones within the depths of the Towering Wood. Though some of these areas augment the druids' power over the land, others corrupt that power, creating areas where death and disease run rampant.

DUNGEONEERING

Dungeoneering DC 25: The war against the daelkyr devastated the Eldeen Reaches, and vast numbers of the ancient druids of the Towering Wood died in that conflict. Aberrant horrors stalk the Reaches to this day, and the Wardens of the Wood fight constantly to destroy these threats. The crusades of the Church of Silver Flame once targeted the unnatural creatures of the Reaches. However, these efforts only pushed the horrors into the deep forest, where they have long lingered out of reach of the Eldeen druids.

HISTORY

Common Knowledge: Near the midpoint of the Last War, Aundair was forced to pull its defenses from the Eldeen Reaches' rich farmland and verdant forests to protect its cities. In doing so, Aundair effectively left the folk of the west to defend themselves

against the forces of Breland and the bandit armies funded by Karrnath and the Lhazaar Principalities.

Faced with bloodshed and the threat of annexation, the Wardens of the Wood raised an army of druids, rangers, and fey from the Towering Wood. With each victory, the Wardens rallied the Reachers, who quickly declared their independence. The Thronehold Accords recognized the Reaches as a nation, ensuring its independence and its place in the new balance of power.

History DC 15: The connection between the Reaches and Aundair is one of more than mere geography. Before Aundair abandoned these lands, the druids of the Wardens were close to the ir'Wynarn line. Even today, many Wardens have family connections across the border.

Before the Reaches' independence, these lands were the site of a dark crusade by the Church of the Silver Flame. Half a century before the start of the Last War, an unknown evil infected the lycanthropes of the Towering Wood, stirring them to violence and driving them east to wreak chaos in settled lands. When the druids of the Reaches could not stem the bloodshed caused by the afflicted (as they were known), the Church of the Silver Flame swept across the Thrane border, invading Aundair with the intent of containing and destroying this evil. However, the Flame's followers made no distinction between afflicted and nonafflicted lycanthropes, even going so far as to slay innocent shifters in their zeal.

History DC 20: The Eldeen Reaches were first settled by orcs during the height of the goblin empire of Dhakaan, and the original druidic traditions can be traced to the orcs' attempts to live in harmony with the beauty and primal power of their land. In the aftermath of the war against the daelkyr, the ranks of the orc druids were decimated.

The effect of that ancient conflict can be seen in the Eldeen Reaches today, with aberrant creatures, demons, and other hideous abominations still stalking the darkest parts of the wood. The surviving druids named themselves the Gatekeepers and withdrew into the deep forest, taking it upon themselves to protect the powerful seals by which the daelkyr were banished from Eberron. It took the coming of humans to Khorvaire to repopulate the Reaches once more.

History DC 25: The humans who first settled the land east of Aundair came in search of opportunity, but more than a few found themselves drawn past the fertile farms and into the shadows of the Towering Wood. Deep within the forest, these folk heard the call of the Great Druid Oalian—a sentient greatpine who had watched over these woods for millennia. Teaching the druidic traditions to this new race, Oalian established himself as the spiritual



center of this land and the leader of its guardians—the Wardens of the Wood.

NATURE

Common Knowledge: The vast Towering Wood covers most of the Eldeen Reaches, untouched and unspoiled. Along its eastern border spreads fertile farmland ideal for farming and livestock. The Reaches are home to a diverse population, with humans, half-elves, eladrin, elves, centaurs, shifters, and others living more or less in harmony. The folk of the west are deeply steeped in the druidic traditions. Reachers in the east swear fealty to the Great Druid Oalian, but they have little direct exposure to the druids and their ways aside from the scouts and advisors who pass through their towns and villages.

Nature DC 15: The rich farmland and pasture of the Reaches has no equal elsewhere in Khorvaire. The output of Eldeen farms and ranches helps feed the populations of Breland, Karrnath, and beyond, and agriculture remains the Reaches' primary industry.

Animals raised in the Reaches are stronger and healthier than other Khorvairian herds, putting Eldeen livestock in high demand across the continent. House Vadalis maintains a strong connection to the Reaches, and nearly all magebred animals found in the Five Nations come from Varna's stables.

Nature DC 20: Within the Towering Wood grow exotic plants sought after by alchemists and ritualists the world over. Magical beasts also roam the forest, their organs the key ingredients in potions and poisons alike. However, the druids strictly control all harvesting and hunting within the wood, and trespassers should expect little mercy from the Wardens.

RELIGION

Common Knowledge:

Though most folk of the Eldeen Reaches follow the druidic traditions, temples dedicated to the Sovereign Host can be found in all larger communities. Arawai and Balinor have the strongest following in these lands.

Religion DC 15: When humans first came to the Eldeen Reaches and were exposed to Oalian's teachings, they created a singular devotion to the druidic traditions. Over the centuries, dozens of different factions have splintered from those traditions, spreading throughout the Towering Wood and across the continent.

The Wardens of the Wood remain the largest and best known druidic sect in Khorvaire, and within the Reaches, they enforce the Great Druid's laws and serve as the foundation of that nation's military. It is their task to guard the land from attack, to ensure that the Reaches' borders remain inviolate and that its creatures are allowed to live in peace.

Religion DC 20: The largely human Wardens arose originally to replace the Gatekeepers—the ancient order of orc druids who now watch over the magical seals that keep the daelkyr threat at bay. The orcs created the druidic tradition, and all existing traditions can be traced back to their teachings. However, they were all but destroyed during the war with the daelkyr. Though they have existed for millennia, the Gatekeepers currently number fewer than a hundred, primarily orcs, half-orcs, shifters, and humans.

Religion DC 25: Lesser sects of druids are common, some supporting the Wardens and the Gatekeepers in their goals, and others embracing nature's destructive side. The Ashbound is a militant group opposed to the use of magic. The Children of Winter embrace death as a part of the life cycle and use their power to ensure that only the strongest survive. The Greensingers maintain close relationships with the fey that were the original masters of these woods.

STREETWISE

Streetwise DC 15: Not all is peaceful in the Eldeen Reaches. Extremist factions within the druids would see the eastern farmers pushed from their lands. Burned farmsteads and poisoned wells testify to the resolve of these fanatics.

SETTLEMENTS AND FEATURES

The eastern Reaches merge seamlessly with Aundair's western borderlands, with idyllic farms connected by Orien caravan tracks and smaller roads. Farther west, civilization fades, with only a single trade road running from Lake Galifar to Greenheart. The Towering Wood is trackless wilderness, populated primarily by fey, the druids of the Gatekeepers and the Wardens, dire beasts, and monstrous creatures left over from the war against the daelkyr.

GREENHEART

Capital Town; Population 1,300

Greenheart is home to the Wardens of the Wood and the Great Druid Oalian, and the town is the center of the Eldeen Reaches' authority and government. It is the only site in the Towering Wood that sees significant numbers of travelers, and it is here that those wishing to join the druids first come to study and train under the elders who govern the settlement.

Although Greenheart is small compared to Varna in the east, the town's population swells for ceremonies and sacred festivals. The folk of the forest are committed to defending Greenheart, and they can quickly converge on the town in response to any threat.

The druids permit no commerce within Greenheart, and although visitors are welcome, the town

has no marketplace or tavern. Shelter, comfort, and healing are freely provided within private homes, as long as outsiders show the proper deference and respect for druidic customs.

Grove of the Great Druid: Oalian, ruler of the Eldeen Reaches, is like no other creature in Eberron. Some claim he was once a tree, awakened by powerful magic wielded by the original Gatekeepers. Others say he is the first tree, as old as the world. If Oalian knows the truth of his origin, he does not share it.

At the center of Greenheart stands the Great Druid's grove. Trees and treants form a ring around a pool of mirror-still water where the Great Druid channels the primal power that enriches this land.

SHAE LORALYNDAR

Feyspire; Population 4,500

The druids have long known that the boundaries between the world and the Feywild are thin within the Towering Wood. For centuries, legends spoke of the feyspire of Shae Loralyndar materializing for short periods within the forest. Now, the great citadel's appearance after the Day of Mourning heralds a new chapter in the history of the feyspire and the Reaches.

Shae Loralyndar stands at the center of a forested valley in the Twilight Demesne, where waterfalls from the Shadowcrags spill into the forest. The Spire of Rose and Thorn defines the artistry and grace of the eladrin. Its peak-roofed houses are connected



by slender bridges, beautiful rose gardens spreading between them as the towers of the eladrin lords rise high above.

The eladrin enjoyed peaceful relations with the druids of the Towering Wood. However, their inability to return to their native plane in the aftermath of the Mourning has led to suspicion and unrest, and the eladrin struggle now to find their place here. A rivalry has always existed between Shae Loralyndar and Pylas Pyrial. The folk of that Zilaro feyspire have adapted easily to their new lives in Eberron, an attitude that seems treasonous to the folk of Shae Loralyndar.

Lord Eversun rules Shae Loralyndar as he has for centuries. He regards the druids as useful (if inferior) allies, but he refuses to subject himself or his people to their laws. This perceived arrogance is a source of growing conflict within factions of the Wardens.

The Twilight Demesne: The sylvan grove known as the Twilight Demesne has long been a sacred site for the fey of the Towering Wood, for the boundaries between the Feywild and Eberron are thin here. The Twilight Demesne is home to great revels, with fey folk journeying from across the Towering Wood and beyond to pay homage to the court of Shae Loralyndar.

VARNA

Frontier Town; Population 8,000

On the eastern frontier with Aundair, Varna is the only settlement of significant size in the Reaches—this land's commercial center and gateway to the rest of the world. Reacher merchants congregate here to buy and sell livestock and to trade finished goods for the Reaches' bountiful harvests.

All the dragonmarked houses maintain a presence in the town, even as they look for ways to expand their influence in the Reaches. At the same time, Varna has become home to the excesses of all larger centers, particularly a thriving black market where poachers and trappers smuggle rare plants and animals into Aundair and beyond.

PILOTS AND ADVENTURE SITES

Ancient Evils: The Wardens of the Wood maintain a constant vigil for the horrors that linger in the Reaches as a result of the daelkyr incursions. Recently, the reports of the Wardens and the Gatekeepers suggest that the number of such encounters has been growing. Some fear that the ancient wards sealing away the daelkyr might be weakening, but the Gatekeepers are too few in number and too diminished in power to restore them. The assistance of powerful allies is needed to stem this new threat.

The Gloaming: In the depths of the Towering Wood, splendor and beauty surrenders to the dark-

ness known as the Gloaming. Here, malformed trees are hosts to parasites, disease, and swarms of horrid insects. Monstrous beetles, spiders, and centipedes attack unwary travelers. The druids believe that this place marks the location of a manifest zone to Mabar, the Endless Night.

Grove of the Guardian Trees: The Towering Wood has stood for millennia, but the trees of this primeval grove are older still. Larger than any other trees in Khorvaire, they dwarf even the ancient pines of Oalian's grove. This place is home to dire beasts of great size and ferocity. Fey shrines are common in the grove, and the forest folk come here to meditate and commune with nature.

Winter's Return: The Children of Winter were originally based in the Gloaming, but that druidic sect abandoned its hold in the Towering Wood after the Day of Mourning, spreading its vision of destruction to the wider world. Recently, druids of the order have begun to slink back in secret to the southern part of the forest. Rumors picked up by House Cannith agents say that the druids have obtained a relic of unknown power from within the Mournland.

THE ASHBOUND

The Ashbound is a sect of Eldeen druids who believe that the use of magic represents a perversion of the natural order. Though some Ashbound use peaceful means to spread their message, many see violence as the only way to achieve their ends.

Ashbound Berserker	Level 2 Brute
Medium natural humanoid, shifter	XP 125
Initiative +7	Senses Perception +8; low-light vision
HP 43; Bloodied 21; see also <i>longtooth shifting, unraveling strike</i>	
Regeneration see <i>longtooth shifting</i>	
AC 14; Fortitude 13, Reflex 15, Will 13	
Speed 6	
① Battleaxe (standard; at-will) ♦ Weapon +5 vs. AC; 1d10 + 3 damage; see also <i>longtooth shifting</i> .	
④ Unraveling Strike (standard; requires a battleaxe; recharges when first bloodied) ♦ Weapon +5 vs. AC; 2d8 + 5 damage, and the target takes a -2 penalty to all defenses (save ends); see also <i>longtooth shifting</i> .	
Longtooth Shifting (minor, when first bloodied; encounter) ♦ Healing	
Until the end of the encounter, the Ashbound berserker gains a +2 bonus to damage rolls, and gains regeneration 2 while bloodied.	
Alignment Unaligned	Languages Common
Skills Acrobatics +10, Stealth +10	
Str 14 (+3)	Dex 18 (+5)
Con 13 (+2)	Int 10 (+1)
Equipment light shield, battleaxe	Wis 14 (+3)
	Cha 9 (+0)

ASHBOUND BERSERKER TACTICS

The Ashbound berserker targets controllers and strikers with *unraveling strike* and battleaxe attacks, focusing on characters using magic whenever possible.

Ashbound Juggernaut		Level 3 Skirmisher
Medium natural humanoid, human		XP 150
Initiative +5	Senses Perception +8	
HP 46; Bloodied 23; see also <i>hewing strike, nature's wrath</i>		
AC 17; Fortitude 16, Reflex 15, Will 15		
Speed 6; see also <i>nature's wrath</i>		
④ Greataxe (standard; at-will) ♦ Weapon		
+8 vs. AC; 1d12 + 3 damage (crit 1d12 + 15)		
⑦ Handaxe (standard; at-will) ♦ Weapon		
Ranged 5/10; +8 vs. AC; 1d6 + 3 damage.		
↳ Hewing Strike (standard; requires a greataxe; recharges when first bloodied) ♦ Weapon		
The Ashbound juggernaut makes a charge attack; close burst 1; +9 vs. AC; 1d12 damage (crit 1d12 + 12), and ongoing 5 damage (save ends).		
Nature's Wrath (when first bloodied; encounter)		
The Ashbound juggernaut shifts 3 squares and makes a basic attack as a free action at any point during this movement.		
Alignment Unaligned	Languages Common	
Skills Endurance +8, Intimidate +5		
Str 17 (+4)	Dex 14 (+3)	Wis 14 (+3)
Con 14 (+3)	Int 9 (+0)	Cha 8 (+0)
Equipment hide armor, greataxe		

Ashbound Warshaper Level 5 Elite Controller (Leader)		
Medium natural humanoid, shifter	XP 400	
Initiative +4	Senses Perception +7; low-light vision	
Bloodlust aura 2; each ally within the aura gains a +1 bonus to attack rolls.		
HP 120; Bloodied 60; see also <i>razorclaw shifting</i>		
Regeneration see <i>aspect of the beast</i>		
AC 21; Fortitude 19, Reflex 16, Will 21; see also <i>razorclaw shifting</i>		
Saving Throws +2		
Speed 6; see also <i>aspect of the beast, razorclaw shifting</i>		
Action Points 1		
④ Claw (standard; usable only while affected by <i>aspect of the beast</i> ; at-will)		
+10 vs. AC; 2d8 + 3 damage.		
④ Quarterstaff (standard; usable only while not affected by <i>aspect of the beast</i> ; at-will) ♦ Weapon		
+10 vs. AC; 1d8 + 6 damage, and the warshaper slides the target 2 squares.		
④ Claw Flurry (standard; usable only while affected by <i>aspect of the beast</i> ; at-will)		
The Ashbound warshaper makes two claw attacks.		
⑦ Unleash the Beast (minor; usable only while not affected by <i>aspect of the beast</i> ; at-will) ♦ Charm		
Ranged 10; +9 vs. Will; the target makes a melee basic attack against an adjacent creature of the Ashbound warshaper's choice as a free action.		
Aspect of the Beast (minor; encounter) ♦ Healing, Polymorph		
The Ashbound warshaper assumes the form of a primal beast. Until the end of the encounter, the warshaper gains regeneration 5, its speed increases by 2, and it can make claw attacks. While in this form, the Ashbound warshaper cannot make quarterstaff attacks and cannot use <i>unleash the beast</i> .		
Razorclaw Shifting (minor; usable only while bloodied; encounter)		
Until the end of the encounter, the warshaper's speed increases by 2 and it gains a +1 bonus to AC and Reflex.		
Alignment Unaligned	Languages Common	
Skills Endurance +8, Intimidate +8, Nature +12		
Str 17 (+5)	Dex 15 (+4)	Wis 20 (+7)
Con 12 (+3)	Int 10 (+2)	Cha 13 (+3)
Equipment quarterstaff		

ASHBOUND JUGGERNAUT TACTICS

The Ashbound juggernaut wades into battle with greataxe attacks, reserving hewing strike until it can target two or more enemies.

ASHBOUND WARSHAPER TACTICS

The warshaper makes quarterstaff and unleash the beast attacks until bloodied, then uses aspect of the beast and targets powerful foes with its claw flurry.

ASHBOUND LORE

Nature DC 15: The Ashbound oppose what they see as the reckless use of magical power, and they point to the Mourning as proof of their beliefs.

Nature DC 20: Though the fanatics of the Ashbound are the most well known, other members of the order seek to educate through action.

ENCOUNTER GROUPS

The Ashbound work in small groups, allowing them to escape notice as they work their far-reaching plans.

Level 5 Encounter (XP 1,200)

- ◆ 1 Ashbound warshaper (level 5 elite controller)
- ◆ 2 Ashbound juggernauts (level 3 brute)
- ◆ 4 Ashbound berserkers (level 2 brute)

CHILDREN OF WINTER

Death is the natural pinnacle of the cycle of life, and the Children of Winter are determined to bring the transformative power of death to all of Khorvaire.

Winter Sentinel

Medium natural humanoid, human

Level 10 Soldier

XP 500

Initiative +10 Senses Perception +14

HP 101; Bloodied 50

AC 26; Fortitude 23, Reflex 22, Will 22

Resist 5 poison

Speed 6

④ Longsword (standard; at-will) ♦ Poison, Weapon

+17 vs. AC; 1d8 + 5 damage plus 1d6 poison damage, and the target is marked until the end of the sentinel's next turn.

④ Winter's Fang (standard; requires a longsword; at-will) ♦ Poison, Weapon

+17 vs. AC; 1d8 + 5 damage plus 1d6 poison damage, and the target is marked and immobilized until the end of the winter sentinel's next turn.

④ Winter Fugue (free; encounter) ♦ Disease

Close burst 3; targets a creature marked by winter's fang; +13 vs. Fortitude; the target contracts the winter fugue disease (see the facing page).

Winnow the Weak

A winter sentinel's melee attacks deal 1d6 extra damage against a bloodied target it has marked.

Alignment Evil Languages Common

Skills Endurance +11, Intimidate +10, Nature +14

Str 21 (+10) Dex 17 (+8) Wis 18 (+9)

Con 13 (+6) Int 9 (+5) Cha 10 (+5)

Equipment hide armor, heavy shield, longsword



WINTER SENTINEL TACTICS

A winter sentinel uses winter's fang and follows up with winter fugue at first opportunity, returning to melee once it has succeeded or failed at infecting a foe.

WINTER WITCH TACTICS

A winter witch makes sickle attacks, then follows with rot tide or worms of the earth to take advantage of its enemy's vulnerability to necrotic damage.

DOOMSPEAKER TACTICS

A doomspeaker alternates between doom revealed and hasten doom attacks, focusing on different targets each time.

CHILDREN OF WINTER LORE

Nature DC 20: The Children of Winter recognize that without the natural processes of death and decay, there can be no life. Their faith sees plagues, famine, and strife as sacred forces, culling the weak so that only the strongest survive.

Nature DC 25: According to the Children of Winter, the Mourning is a sign of the impending doom of Eberron, heralding the destruction that will allow a glorious new age to begin. With the death of Cyre, the Children of Winter left the Gloaming in the Towering Wood to spread across Khorvaire, determined to bring the present age to an end.

ENCOUNTER GROUPS

Children of Winter strike teams are led by a doomspeaker and employ unnatural beasts whose very existence heralds the coming end.

Level 13 Encounter (XP 4,200)

- ◆ 1 Child of Winter doomspeaker (level 12 lurker)
- ◆ 2 winter witches (level 11 controller)
- ◆ 3 winter sentinels (level 10 soldier)
- ◆ 1 hellstinger scorpion (level 13 soldier, MM 229)

Winter Witch	Level 11 Controller	
Medium natural humanoid, human	XP 600	
Initiative +9	Senses Perception +10	
HP 114; Bloodied 57		
AC 25; Fortitude 23, Reflex 23, Will 24		
Immune disease; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 6		
④ Sickle (standard; at-will) ♦ Weapon		
+16 vs. AC; 2d6 + 7 damage, and the target gains vulnerable 5 necrotic until it moves more than 5 squares away from the winter witch.		
← Rot Tide (standard; recharge 2) ♦ Necrotic		
Close blast 5; targets enemies; +13 vs. Fortitude; 1d10 + 3 necrotic damage, and the target takes ongoing 5 necrotic damage and is slowed (save ends both).		
✿ Worms of the Earth (standard; encounter) ♦ Necrotic		
Area burst 3 within 10; targets enemies; +13 vs. Fortitude; 2d10 + 3 necrotic damage, and the target is immobilized (save ends).		
Alignment Evil	Languages Common	
Skills Endurance +14, Intimidate +13, Nature +15, Religion +10		
Str 10 (+5)	Dex 19 (+9)	Wis 21 (+10)
Con 18 (+9)	Int 11 (+5)	Cha 17 (+8)
Equipment leather armor, sickle		

Child of Winter Doomspeaker	Level 12 Lurker	
Medium natural humanoid, shifter	XP 700	
Initiative +16	Senses Perception +15; low-light vision	
HP 96; Bloodied 48; see also razorclaw shifting		
AC 26; Fortitude 24, Reflex 25, Will 24; see also razorclaw shifting		
Speed 6; see also razorclaw shifting		
④ Sickle (standard; at-will) ♦ Weapon		
+17 vs. AC; 2d6 + 8 damage, and the target is dazed until the end of the doomspeaker's next turn.		
† Hasten Doom (standard; requires a sickle; at-will) ♦ Weapon		
+17 vs. AC; targets a creature affected by doom revealed; 4d6 + 7 damage, and the target is no longer affected by doom revealed.		
➤ Doom Revealed (standard; at-will)		
Ranged 5; +15 vs. Will; until the end of the doomspeaker's next turn, whenever the doomspeaker takes damage, the target of this power takes half that much damage. The doomspeaker can designate only one target with its doom revealed power at a time.		
Razorclaw Shifting (minor; usable only while bloodied; encounter)		
Until the end of the encounter, the doomspeaker's speed increases by 2 and it gains a +1 bonus to AC and Reflex.		
Alignment Evil	Languages Common	
Skills Acrobatics +17, Stealth +17		
Str 11 (+6)	Dex 22 (+12)	Wis 18 (+10)
Con 18 (+10)	Int 14 (+8)	Cha 12 (+7)
Equipment leather armor, sickle		

Winter Fugue

Winter fugue ruins the mind, devouring the memories and focus of creatures it afflicts.

The target is cured. **Initial Effect:** The target takes a -2 penalty to skill checks and a -1 penalty to its speed. **Final State:** The target takes a -5 penalty to skill checks and a -2 penalty to attack rolls, and is slowed. In addition, whenever it takes damage, the target makes a melee basic attack against an adjacent ally.

Level 10 Disease

Endurance improve DC 27, maintain DC 21, worsen DC 18 or lower

LHAAZAR PRINCIPALITIES

The Lhazaar Principalities are a fractious confederacy of territories encompassing the northeast tip of Khorvaire and the archipelago of islands alongside it. Historically a haven for pirates and corsairs, the Principalities maintain their freebooting heritage but are now better known as the home of the continent's best mariners and merchant vessels.

LORE OF THE LHAAZAR PRINCIPALITIES

HISTORY

Common Knowledge: Though typically thought of as a single sovereign nation, the Lhazaar Principalities are a loose affiliation of separate island states, each ruled by a so-called sea prince. The Principalities were once part of the kingdom of Galifar, but they broke away at the start of the Last War. Historically, the islands have been havens for pirates, privateers, and merchants of questionable morals. Although their political legitimacy was established at Thronehold, the Principalities remain a largely lawless land, and travelers in the islands must be wary.

High Prince Ryger ir'Wynarn is lord of the Seadragon Principality and nominally the leader of all the Lhazaar Principalities. However, Ryger and his allies (and enemies) know that he could be overthrown by one of the region's other princes at any time. The most powerful of the other Principalities include:

The Cloudbreakers, led by Prince Mika Rockface. Mika is as bloodthirsty a pirate as any in the region's history, and if she had her way, Lhazaar would throw off its cloak of civility and return to its anarchic past.

The Diresharks, led by Prince Kolberkon. He sees himself as next in line for the position of high prince, and his group's rivalry with the Seadragons is intense.

The Gray Tide, led by Prince Kel. His holdings are named after the dread magical mist that lingers over the waters surrounding Lastpoint Island.

The Bloodsails, led by Prince Shaen Tasil. Shaen's realm is notable for the fact that it is populated almost exclusively by elves and eladrin. The Bloodsails' base of operations is on the far northern island of Farlnen.

The Wind Whisperers, led by Prince Koulton Brightwind, headquartered on Windlost Island. Koulton is the only sea prince who currently has a price on his head, placed there by House Lyrandar when he became an excoriate a decade ago.

History DC 15: Though the Principalities existed as a loose alliance of territories under Galifar, the Last War saw those alliances—and the princes' allegiance to Galifar—break apart. After a period of fighting among themselves for control of the islands, the sea princes

looked to turn the chaos of war into financial gain. Whether by engaging in open piracy or hiring out as privateers to the warring Five Nations, the princes established themselves as independent powers.

As the Last War drew to a close, the Principalities perceived the need for a unified front if they were to keep their hard-won freedom. By allowing the powerful Ryger ir'Wynarn to represent them as high prince, the sea princes saw the Lhazaar Principalities recognized as an independent nation at Thronehold.

History DC 20: In the centuries preceding the Last War, the Principalities were an autonomous region within the kingdom of Galifar. The pirates and plunderers of the islands won their limited self-rule during the long-ago Lhazaar-Galifar War, a conflict little remembered by the Five Nations but celebrated as a major victory by the folk of the isles. In the aftermath of the conflict with Galifar, the privateers of the Principalities began shifting their focus from piracy to legitimate trade and exploration. By virtue of their skill, they also began to supply a significant percentage of the ships and officers in Galifar's navy.

History DC 25: The Lhazaar Principalities were the site of the first human settlements in Khorvaire, established by migrants from Sarlona. From the beginning, the isles were a wild and turbulent place, and they have maintained that quality despite long centuries of pressure from the civilized mainland.

STREETWISE

Common Knowledge: The laws of the Lhazaar isles vary from principality to principality, and are uniformly lax. The Principalities are a good place to disappear, since its folk ask few questions and answer even fewer.

Streetwise DC 15: Understanding the internal politics between the princes and their territories is important. Although movement and trade between the various principalities are unrestricted, the princes' ongoing rivalries and feuds have a profound influence on business dealings and relationships. Say the wrong thing in the wrong harbor tavern, and you might find yourself having to swim for friendlier waters.

Streetwise DC 20: Beneath the sea princes, other lesser nobles claim titles such as sea baron, pirate lord, merchant king, admiral, and duke. On the isles and in the seas around them, authority depends entirely on the troops and ships at a noble's immediate disposal. A merchant king might have no land holdings, no support from any nation, and no lineage to speak of, but if he has a fleet of warships crewed with able sailors, then he rules the seas around him—at least until a bigger, faster fleet sails over the horizon.

SETTLEMENTS AND FEATURES

No map records the full number of settlements in the Lhazaar Principalities, and a cartographer attempting to create one would find that many of the isles' smaller towns and villages would have disappeared before he was finished.

Each of the major islands has at least one port town, typically the seat of power for one of the sea princes. A handful of other settlements have been occupied for



long enough to have passed the threshold of permanency, but the residents of those towns come and go with the tides on which they make their living.

REGALPORT

Capital Port Town; Population 3,300

Regalport is the capital of the Seadragon Principality and the de facto capital of all the isles. Built around a sheltered deepwater bay on the island of Greentarn, the town has grown wealthy on the bounty of the sea. High Prince Ryger is a fair and conscientious leader. He uses his own wealth to ensure that town guards and other officials are well paid, hoping to minimize corruption and bribery.

Dragonmarked Houses: The dragonmarked houses are not well represented in the Lhazaar Principalities. The relatively small number of permanent settlements and the general instability of politics in the isles makes the houses understandably hesitant to assign resources and personnel to the region. Regalport is an important exception, and the town features small outposts for all the houses and sizable enclaves for House Orien and House Ghallanda. In addition, House Thuranni has its headquarters here.

Pirate Exchange: Though its name summons up visions of an unsavory tavern for first-time visitors, the Pirate Exchange is Regalport's popular public market. The largest collection of vendors east of the Mror Holds, the Pirate Exchange bustles daily with merchants selling goods from across the continent, as well as local seafood and treasures from the isles. With the possible exception of Sharn, the market is also the best place to find goods from Argonnessen and Sarlonia.

PORT VERGE

Port Town; Population 2,100

Port Verge on the isle of Questor is the seat of power for Prince Kolberkon, leader of the Direshark Principality. Though his capital is not as large or as well developed as Regalport, Kol-



berkon has plans to change that. His hope of leading the Principalities rests on his ability to outshine High Prince Ryger in every way, and Port Verge is his starting point.

Kolberkon has struck deals with the Order of the Emerald Claw and House Lyrandar for the financing of his grand schemes, but he is well aware that these alliances carry risks. In particular, Lyrandar is intent on expanding its influence in the Principalities—and of ultimately gaining at least partial control over the Lhazaar merchant fleets.

PORT KREZ

Pirate Village; Population 900

Port Krez is the easternmost town in the Lhazaar Principalities, situated on the island of Krag and looking out on endless miles of empty sea. Home to Prince Mika and her Cloudbreakers, Port Krez is the antithesis of Regalport—everything one pictures when imagining a town run exclusively by and for the pleasure of pirates. Any vice can be indulged here, and the only regulations recognized in town are the laws of the sea. Mika's folk take what they can and hold it as long as they can defend it.

From Port Krez, the Cloudbreakers launch attacks on seagoing trading vessels, unprotected towns along the Khorvaire coast, and any ship unlucky enough to come out on the wrong side of the Gray Tide.

TEMPEST ISLE

Uninhabited Island

Butting up from the sea near the southern coast, Tempest Isle takes its name from the never-ending storm that rages over its central mountains. Some say this phenomenon is caused by a clan of storm giants descended from Xen'drik exiles that landed here millennia ago. Others assert that a mighty wizard lives atop the peak, and that the storm is his warning against visitors.

Whatever the cause of the storm, rumors of fabulous wealth hidden on the island bring ships from across Khorvaire to these waters. It is said that pirate captains in ages past used the numerous natural caves and caverns on the isle to store their treasure, and that one such trove in particular holds more gold and jewels than the wealth of all the Lhazaar princes combined. No one has ever found this legendary trove, of course, and most treasure hunters who set foot into the island's jungle-shrouded interior never return.

PLOTS AND ADVENTURE SITES

For long centuries, the Lhazaar isles have been known as a haven for pirates and buccaneers. Despite the Principalities' recognition at Thronehold, and regardless of Prince Ryger's nominal leadership over



the people of the isles, the past lives on here, making Lhazaar well suited for swashbuckling adventures.

Any mission or quest the PCs undertake can be given an added sense of urgency if they discover that one of the sea princes is after the same prize—or even after the PCs themselves. Alternatively, a party might be tasked with bringing in a pirate for crimes committed against another nation or a dragonmarked house.

The Blood of Vol: On the frozen northern island of Farlnen stands Illmarrow Castle, home of the lich Vol. In life, she carried the Mark of Death and was heir to House Vol. However, when it was revealed that her kin had experimented with mixing elven and dragon blood in their line, the dragonmarked house was extinguished and Vol was slain.

Through her arcane powers, her indomitable spirit, and a burning hatred for the elves and dragons that had wronged her, Vol has endured for long centuries in the ranks of the undead. She has spent that time gathering followers to her cause through promises of wealth, power, and control over life and death.

Though Vol's religion is not as prevalent in the Principalities as it is in Karrnath and elsewhere in Khorvaire, practitioners of the Blood of Vol are slowly spreading throughout the isles. Like most worshippers, they know nothing of Vol's dark history or plans; they merely worship the power of life, blood, and the divinity within. Through her followers, Vol is intent on maintaining a close watch on affairs and events in the isles—and hopes to eventually count the powerful sea princes among her faithful.

Dreadhold: Just off the tip of Cape Far lies the prison island of Dreadhold. For centuries, this fortress has been home to heinous criminals from across Khorvaire, sent here to live in squalor and misery. Whenever important political figures and dissidents go missing, it is whispered that they have been sent to Dreadhold, never to be heard from again.

PCs of particular skill and bravery might be tasked with entering Dreadhold for any number of reasons, most commonly to deliver a notorious criminal at the behest of a government or a dragonmarked house. Likewise, a party might be asked to confirm that a particular inmate is still incarcerated, or to retrieve a prisoner at the request of the government that sent him to Dreadhold. In more difficult cases, the PCs might attempt to break someone out of the island prison or, in a worst-case scenario, could be unjustly imprisoned themselves.

The Gray Tide: The waters around the island of Lastpoint crawl with a clinging, bone chilling gray mist. The crews of ships forced to sail through the Gray Tide become disoriented and confused. When—or if—they sail out again, they report hearing shrieking winds emanating from the center of the mysterious fog. No one has ever determined what lies at the heart of the Gray Tide, and few are brave enough to enter the mist in search of an answer.

THE CHAOS FLEET

Thirty years ago, a pirate named Magwroth thought to seize control of the Clouitreaver Principality, challenging the rule of Sea Prince Mika Rockface. The results were one-sided. Magwroth was hideously injured, his vessel *Devourer's Hand* was severely damaged, and the rest of his ragtag fleet was sunk. After limping away under tattered sails, Magwroth was never seen again, and it was assumed that *Devourer's Hand* had vanished beneath the waves.

Would that it had.

Carried on furious currents through the blinding mist of the Gray Tide, *Devourer's Hand* passed into the heart of Kythri, the wildest region of the Elemental Chaos. There, Magwroth and the remains of his crew were consumed by a host of inhuman creatures that now sail a ghostly fleet across the Lhazaar Sea.

The Chaos Fleet consists of half a dozen to two dozen vessels, its numbers changing from day to day. Several of the ships, including *Devourer's Hand*, are mortal-built wrecks kept afloat by the elemental power that now infuses their waterlogged hulls. The other ships hail from the Elemental Chaos and are driven by the power of fire and air. Though they appear to be roughly carved of rock or ice, these chaos ships are impossibly swift and can run down even elemental galleons.

CHAOS FLEET LORE

History DC 25: Thirty years ago, a pirate captain named Magwroth tried to usurp the Clouitreaver Principality from Sea Prince Mika Rockface. Magwroth was soundly defeated, last seen at the helm of his damaged ship, *Devourer's Hand*, as it limped out to sea.

Streetwise DC 20: In recent months, a number of vessels have vanished from what were thought to be safe sea lanes near the Lhazaar Principalities. No known pirates have claimed responsibility, and no wreckage has been found.

Streetwise DC 25: Pirates and merchants have reported seeing a bizarre fleet of ships on the horizon of the Lhazaar Sea. The lead vessel appeared to be a Lhazaar warship, but the ships that flanked it were oddly misshapen. Mysterious colored lightning was said to dance between the masts of this ghostly fleet.

MAGWROTH, CHAOS FLEET CAPTAIN

Though it wears the face and form of Captain Magwroth, the commander of this fleet is an elemental being of pure destructive energy. It now occupies Magwroth's flesh, with the mind and soul of the captain imprisoned inside an elemental drudge (see below).

The crew of *Devourer's Hand* and the other mortal-built ships of the fleet likewise consist of creatures that have been possessed by elemental forces. A ritual transforms a living humanoid into a Chaos Fleet sailor, then creates an elemental drudge empowered by the



Magwroth

Medium elemental humanoid

Initiative +19 Senses Perception +16

HP 284; Bloodied 142; see also *chaos retort*

AC 37; Fortitude 38, Reflex 36, Will 36

Resist 15 variable (2/encounter; see MM 282)

Speed 6, swim 6

① **Elemental Claw** (standard; at-will) ♦ see text

+28 vs. AC; 2d6 + 9 damage, and ongoing 10 cold, fire, or lightning damage (Magwroth's choice) (save ends).

← **Chaos Retort** (free, when first bloodied; encounter) ♦ Charm, see text

Close burst 5; targets enemies; +26 vs. Will; 2d6 + 7 cold, fire, or lightning damage (Magwroth's choice). Magwroth slides the target 2 squares, and the target makes a basic attack against its nearest ally. Miss: Half damage, and the target is dazed until the end of Magwroth's next turn.

← **Faster, Ye Swabs!** (minor; recharge ☰ ☱)

Close burst 6; each ally within the burst can take an extra move action immediately.

← **Wail of Anguish** (standard; recharge ☰) ♦ Psychic

Close burst 3; targets enemies; +26 vs. Will; 2d10 + 7 psychic damage.

Alignment Chaotic evil Languages Abyssal, Common, Primordial

Skills Arcana +22

Str 28 (+21)

Dex 25 (+19)

Wis 19 (+16)

Con 24 (+19)

Int 21 (+17)

Cha 25 (+19)

mortal's soul. The ice and stone vessels are crewed by archons, demons, and other elemental creatures.

For the moment, "Magwroth" seems content to attack and raid lone vessels. However, the ships and crews he destroys are taken under his control, and so the Chaos Fleet has begun to grow. In time, Magwroth could threaten not just the Lhazaar Principalities but all of coastal Khorvaire. Only then might his ultimate objective become clear: to destroy all life.

From a distance, the captain resembles the half-elf Magwroth, but on closer inspection, the facade

Level 25 Brute (Leader)

XP 7,000

falls. The elemental's gaping wounds reveal burning fire racing like blood beneath its skin. Ugly bulges mar its flesh, tearing open as it moves to reveal icy protrusions beneath. Lightning dances within its pupils, and a dark smoke hisses from its blackened teeth and lips.

MAGWROTH'S TACTICS

Magwroth moves into melee alongside his sailors, starting with *elemental claw* attacks, then using his *wail of anguish* once multiple foes are in range. Magwroth begins looking for an escape route once bloodied. After unleashing his *chaos retort*, he has no qualms about sacrificing his allies as he escapes.

CHAOS FLEET SAILOR

Like their master Magwroth, these sailors are elemental creatures wearing humanoid flesh. Their

Chaos Fleet Sailor

Medium elemental humanoid

Level 23 Skirmisher

XP 5,100

Initiative +18 Senses Perception +15

HP 214; Bloodied 107; see also *elemental eruption*

AC 37; Fortitude 36, Reflex 34, Will 35

Resist 20 cold, 20 fire, 20 lightning

Speed 6, swim 6; see also *rending pass*

① **Claw** (standard; at-will)

+28 vs. AC; 3d6 + 9 damage.

④ **Rending Pass** (standard; at-will)

+28 vs. AC; 3d6 + 9 damage, and the sailor shifts 3 squares.

← **Elemental Eruption** (free, when first bloodied; encounter) ♦ see text

Close burst 5; targets enemies; +26 vs. Fortitude; 1d8 + 3 cold, fire, or lightning damage (sailor's choice). Miss: Half damage.

Alignment Chaotic evil Languages Abyssal, Common, Primordial

Str 27 (+19)

Dex 20 (+16)

Wis 18 (+15)

Con 22 (+17)

Int 23 (+17)

Cha 24 (+18)

horrid features include eyes of fire, teeth and fingernails of ice, and wounds that bleed mud.

CHAOS FLEET SAILOR TACTICS

Chaos Fleet sailors prefer to spread out when attacking, using their *rending* pass power to force opponents to come to them and provoke opportunity attacks from the sailor's allies. They fight to the death if Magwroth is present, but otherwise attempt to escape after their *elemental eruption* is spent.

ELEMENTAL DRUDGE

The remains of sailors whose bodies have been usurped by the Chaos Fleet, these creatures have forms of ice and stone carved into abstract humanoid shapes. The mortal soul that occupies each one is fully aware, but it can do little but silently scream. It has no control over the drudge, which behaves as a golem or other mindless servitor.

Elemental Drudge	Level 23 Minion Brute	XP 1,275
Medium elemental humanoid		
Initiative +18	Senses Perception +18	
HP 1; a missed attack never damages a minion; see also <i>elemental dissipation</i> .		
AC 35; Fortitude 36, Reflex 35, Will 35		
Resist 20 cold, 20 fire, 20 lightning		
Speed 6, swim 6		
➊ Slam (standard; at-will) ♦ Cold		
+26 vs. AC; 7 damage, and ongoing 2 cold damage (save ends). This ongoing cold damage stacks with that of other drudges, to a maximum of ongoing 10 cold damage (a single save ends all).		
↳ Elemental Dissipation (when reduced to 0 hit points) ♦ Cold, Fire, Lightning		
Close burst 1; +24 vs. Reflex; targets enemies; 10 cold, fire, and lightning damage.		
Alignment Chaotic evil	Languages – (understands Common and Primordial)	
Str 27 (+19)	Dex 24 (+18)	Wis 24 (+18)
Con 23 (+17)	Int 3 (+7)	Cha 3 (+7)

ELEMENTAL DRUDGE TACTICS

An elemental drudge crashes into combat in an attempt to overwhelm its foe. Drudges are driven to focus their slam attacks on the same target, building up ongoing damage on a single enemy.

ENCOUNTER GROUPS

Magwroth and his foul crew call upon other creatures of the Elemental Chaos in battle, often leaving them to finish the fight after they have fled to save themselves.

Level 25 Encounter (XP 38,875)

- ♦ Magwroth (level 25 brute)
- ♦ 3 Chaos Fleet sailors (level 23 skirmisher)
- ♦ 9 elemental drudges (level 23 minion brute)
- ♦ 1 earthwind ravager (level 23 controller, MM 104)

THE FORTRESS OF FADING DREAMS

Thousands of years ago, one of the eladrin's feyspires, Shae Tirias Tolai, slipped from Thelanis into Xen'drik—but when it appeared, the giants were waiting. They pillaged the feyspire, claiming its treasures and taking its people as slaves. The other eladrin lords responded by improving their defensive magic. However, some among them wanted more—they sought vengeance.

The lords of Shae Doresh, the Spire of Dreams, swore to make the giants pay. They transformed their settlement into a mighty fortress, crafting arms, armor, and powerful spells of battle. When their feyspire next appeared in Eberron, they challenged the emperor of the giants, but they had woefully underestimated the power of the titan king. With a powerful ritual, he banished the feyspire to the plane of Dal Quor, where it remained trapped until the cycle of that plane spat it back to Thelanis once more.

By the time Shae Doresh next returned to Eberron, the giants had been laid low. However, the fey had been tainted by their long sojourn in Dal Quor, their feyspire transformed into a haven for nightmares—now called *Taer Lian Doresh, the Fortress of Fading Dreams*.

Like all the other feyspires, Taer Lian Doresh has continued to drift between Thelanis and Eberron. With each cycle, the fey of the Fading Dream nurture their anger for their own dark transformation. They hunt and kill all who stray too close to their citadel. They despise other eladrin for being weak, and consider the elves to be a debased mockery better wiped away.

The spire exists in a state of flux, simultaneously on Dal Quor and Eberron. Within the fortress, adventurers can meet and physically interact with the spirits of dreamers or quori—though anyone who leaves the spire returns to the plane he or she came from. The Lord of the Fading Dream is no servant of the Dreaming Dark, but he is willing to work with the quori when doing so will spread sorrow across the land.

FORTRESS OF FADING DREAMS LORE

Arcana DC 20: The stories of the feyspires speak of seven cities, including Shae Doresh, the Spire of Dreams. Though this ancient settlement was once a place of beauty and dreams made real, a darkness dwells there now that even the eladrin do not speak of.

Arcana DC 25: Tales say that the fey of Shae Doresh fought the giants of Xen'drik and were banished to Dal Quor for thousands of years. When they returned, they had become a dark and bitter folk, hungry for vengeance. Their feyspire became known as *Taer Lian Doresh, the Fortress of Fading Dreams*.

Arcana DC 30: Rumors tell of how the fey of the Fading Dream can make nightmares manifest in the material world, unleashing horrific dreams and visions upon their foes.



ORGANIZATION

The fey of the Fading Dream are under the command of a brooding king. They have agents across Khorvaire, but most of the host attends him in the dark citadel.

Leader: The fey of the fortress are led by Shan Lian Doresh. He rarely leaves his feyspire, watching the world through the dreams of innocents and destroying lives with whispered secrets and terrible visions.

Headquarters: The Fortress of Fading Dreams is hidden deep in the Whitepine Forest. Touched by Dal Quor, the feyspire is a vision from nightmare, and no two people perceive it in the same way.

Hierarchy: Once a ghalee of winter, Doresh is the unquestioned ruler of the Fading Dream. Seven Knights of Terror serve him, each of which embodies a particular primal fear. The shrouded sages, led by the night hag Santyriana, are the mystics of the fey.

Members: The host of the Fading Dream are eladrin, but fey of other sorts live within the fortress, from sinister gnomes to night hags and far darker creatures. Additionally, the eladrin of the feyspire have recruited allies in the wider world—warlocks who have made pacts with the power of the Fading Dream, or others willing to serve for the lure of fey gold.

THE FEY OF THE FADING DREAM

The greatest power of the eladrin of Taer Lian Doresh is their ability to sow fear and despair by drawing on the nightmares of their victims.

Fading Dream Fearmonger

Medium fey humanoid, eladrin

Level 16 Artillery

XP 1,400

Initiative +13 Senses Perception +12; low-light vision

HP 122; Bloodied 61

AC 28; Fortitude 27, Reflex 27, Will 29

Immune fear; Resist 5 psychic

Saving Throws +5 against charm effects

Speed 6; see also *dark step*

① **Dreamblade** (standard; at-will) ♦ **Psychic**

+23 vs. AC; 2d6 + 5 damage, and the target takes ongoing 5 psychic damage (save ends).

② **Nightmare Bolt** (standard; at-will) ♦ **Fear, Psychic**

Ranged 20; +21 vs. Will; 1d8 + 5 psychic damage, the fearmonger pushes the target 3 squares, and the target takes ongoing 5 psychic damage (save ends).

② **Humbling Terror** (standard; encounter) ♦ **Fear, Psychic**

Ranged 10; targets a creature taking ongoing psychic damage; +21 vs. Will; 3d10 + 7 psychic damage, and the target is knocked prone (save ends).

② **Terrifying Vision** (standard; recharge 3; 3; 3) ♦ **Fear, Psychic**

Ranged 10; targets a creature taking ongoing psychic damage; +21 vs. Will; 2d8 + 7 psychic damage, and the target is dazed (save ends).

Dark Step (move; encounter) ♦ **Teleportation**

The Fading Dream fearmonger teleports 5 squares and gains a +2 bonus to all defenses until the end of its next turn.

Alignment Evil Languages Common, Elven

Skills Bluff +20, Intimidate +25, Stealth +18, Thievery +18

Str 14 (+10) Dex 21 (+13) Wis 18 (+12)

Con 20 (+13) Int 18 (+12) Cha 24 (+15)

FADING DREAM FARMONGER TACTICS

A fearmonger relies on *nightmare bolt* to set up its terrifying vision power, while using *dark step* and *humbling terror* to stay out of melee.

Shrouded Sage

Medium fey humanoid, eladrin

Level 18 Elite Controller

XP 4,000

Initiative +13 Senses Perception +14; low-light vision

Shroud of Doubt aura 5; each enemy within the aura does not benefit from resistance to psychic damage.

HP 348; Bloodied 174

AC 34; Fortitude 30, Reflex 32, Will 33

Immune fear; Resist 20 psychic

Saving Throws +2; +7 against charm effects

Speed 6, fly 9 (hover); see also *fey step*

Action Points 1

④ **Dark Touch** (standard; at-will) ♦ **Fear, Psychic**

+22 vs. Reflex; 2d8 + 5 psychic damage, and the target is stunned until the end of the shrouded sage's next turn.

② **Nightmares Made Real** (standard; at-will) ♦ **Conjunction, Fear, Psychic**

Ranged 10; the shrouded sage conjures a Medium nightmare spirit into an unoccupied space within range. The spirit cannot be attacked. Any creature that starts its turn next to the spirit is subject to an attack: +23 vs. AC; 2d8 + 7 psychic damage. Any creature that ends its turn next to the spirit is slowed until the end of its next turn. As a move action, the sage can move the spirit 5 squares. *Sustain Minor:* The nightmare spirit persists.

② **Terrifying Delusions** (minor; at-will) ♦ **Fear, Psychic**

Ranged 10; targets a creature taking ongoing psychic damage; +22 vs. Will; 2d6 + 7 psychic damage, and the shrouded sage pushes the target 5 squares.

④ **Paralyzing Doubt** (standard; recharge 3; 3; 3) ♦ **Fear, Psychic**

Close blast 3; +22 vs. Will; 1d10 + 3 psychic damage, and the target takes ongoing 5 psychic damage and is immobilized (save ends both).

Fey Step (move; encounter) ♦ **Teleportation**

The shrouded sage teleports 5 squares.

Alignment Evil Languages Common, Elven

Skills Arcana +22, History +22, Insight +19, Intimidate +24

Str 10 (+9) Dex 18 (+13) Wis 20 (+14)

Con 22 (+15) Int 22 (+15) Cha 25 (+16)

SHROUDED SAGE TACTICS

A shrouded sage hovers over the battlefield, allowing allies and its own summoned visions to engage its enemies. It uses *terrifying delusions* and *paralyzing doubt* to position enemies near its conjured nightmares, which take the form of anything from monstrous foes to lost loved ones.

ENCOUNTER GROUPS

The fey of the Fading Dream are fierce combatants, but not reluctant to flee from a fight they know they cannot win.

Level 18 Encounter (XP 10,800)

♦ 1 shrouded sage (level 18 elite controller)

♦ 2 Fading Dream fearmongers (level 16 artillery)

♦ 2 death hags (level 18 soldier, MM 151)

THE MROR HOLDS

The rugged mountains of the Mror Holds are the ancestral home of all dwarves native to Khorvaire. For millennia, the dwarves of the Holds have built and expanded their vast cities within the mountains' heart, and have dug ever deeper in search of wealth. The Ironroot Mountains contain Khorvaire's largest deposits of precious metals, and the Mror dwarves consider these riches to be their ancient birthright.

LORE OF THE MROR HOLDS

HISTORY

Common Knowledge: The Mror Holds are a loose confederation of dozens of dwarven clans. Though they paid fealty to Karrnath for much of the history of Galifar, the dwarves abruptly declared their independence during the Last War and have maintained it ever since.

Khorvaire's finest iron ore comes from mines in the Holds, the best of which is shipped to Breland and the shops of the continent's greatest blacksmiths, weaponsmiths, and armors. The Mror Holds are also home to House Kundarak, and a significant portion of the commerce of Khorvaire is controlled from these remote mountains.

The dwarven clans' long subservience to Karrnath was largely a product of their history of feuds and infighting. For thousands of years, the dwarves skirmished with each other and with the Jhorash'tar orcs of the mountains, so that in the earliest days of the kingdom of Galifar, they were unable to stand against the forces of Galifar's son Karrn. The Holds became a protectorate of Karrnath, its people made subjects of Galifar. However, the enforced peace that human rule brought to the mountains allowed the dwarves to build a cohesive civilization for the first time.

Another benefit of the Karrnathi occupation was the discovery of the Mark of Warding, which had gone unrecognized for centuries among the members of Clan Kundarak. Even as the Mror Holds became the cornerstone of Karrnath's economy, Kundarak was accepted into the ranks of the dragonmarked houses, creating a greater acceptance of dwarves across the Five Nations.

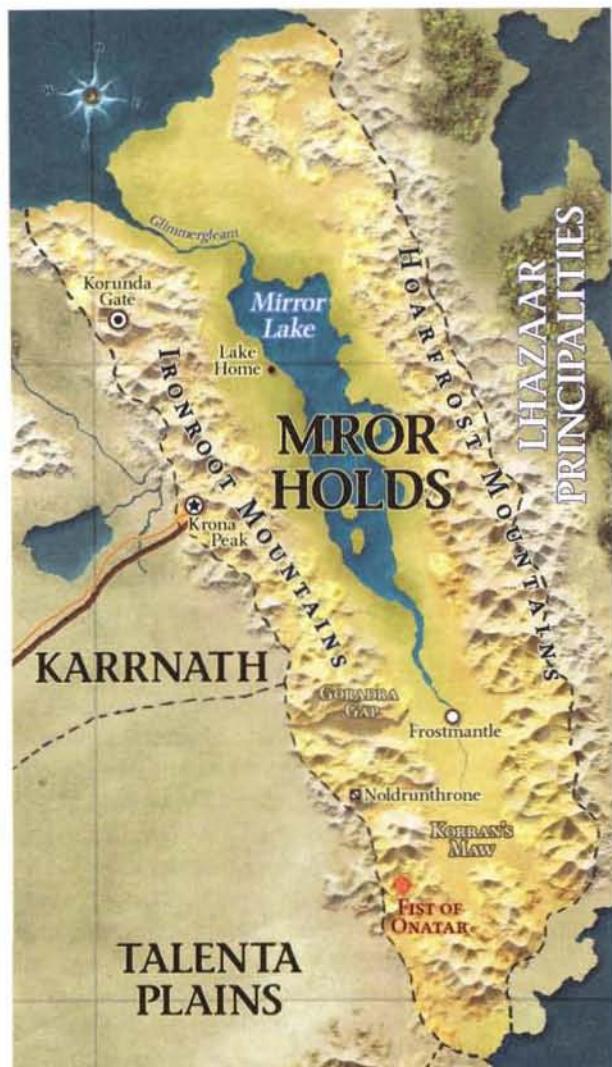
History DC 15: The members of Clan Mroranon were the first to agitate within the holds for dwarven independence, though this dream initially met with wide resistance. Before the coming of Karrnath, the dwarves lived in a state of distrust and constant warfare. It was argued that without the implicit threat of Karrnathi response, the clans would quickly fall back into strife if left to govern themselves. However, the leaders of Mroranon had faith in the unified culture the dwarves had built over centuries of occupation,

and in the power of their newfound wealth to keep the clans from falling back into barbarism.

History DC 20: Though peace has reigned between the clans of the Holds for generations, the dwarves' ancient feuds have not been forgotten. However, instead of fighting with axes and hammers, the dwarves now do battle in the more subtle arenas of politics and economics. A clan's support—or lack of it—on the council often has more to do with hundred-year-old grudges than with the issues at hand. Likewise, business decisions are decided not only on the basis of profit but on the losses—or humiliation—they might inflict on a rival clan.

Though it has long since expanded past the Mror Holds, the Aurum began here as a dwarven mercantile coalition.

History DC 25: The ancestors of the dwarves of the Ironroot Mountains originally came from deep within Khyber. More than 10,000 years ago, the first dwarves came to the surface as exiles, with all memory and history of their past lives lost to them. Numerous expeditions in search of the dwarves' lost homeland have met with failure.



NATURE

Common Knowledge: The Ironroot Mountains have some of the richest mineral deposits in Khorvaire, and the dwarves of the Holds are the masters of that wealth. The mountains are also home to tribes of Jhorash'tar orcs, with which the dwarves have battled for centuries. The aggressiveness of the orcs extends to any civilized humanoids journeying within the Holds. All such travelers are presumed to be allies of the dwarves—and typically given no chance to prove otherwise.

Nature DC 15: Though the best veins of ore and gems within the Holds were long ago staked by the clans, tales persist of even greater deposits hidden in the remote mountains. The dwarves maintain that rumors of great wealth in the hidden parts of the Holds are just that—rumors. Impassable terrain, deadly weather, and the wrath of the orcs are the only rewards for explorers foolish enough to venture into the Ironroots' uncharted depths and high passes.

RELIGION

Common Knowledge: Worship of the Sovereign Host is prevalent within the Holds. Onatar, Dol Dorn, and Kol Korran are the patrons of most Mror dwarves.

Religion DC 15: In the southern reaches of the Mror Holds rises a volcano named the Fist of Onatar. This site is considered sacred by worshipers of the God of the Forge.

STREETWISE

Common Knowledge: The Mror Holds are run by the Iron Council, which includes representatives from every clan except Kundarak. As a dragonmarked house, Clan Kundarak is obliged to remain neutral in the politics of all nations, including its homeland.

Streetwise DC 15: Mroranon remains the most powerful clan in the Holds, and its members play the game of politics exceedingly well. They realize that the benefit of retaining the leading seat on the Iron Council is worth the extreme cost of maintaining the support of the other clans.

Streetwise DC 20: Though peace has reigned between the clans for centuries, the dwarves of the Holds are more than willing to engage in espionage and even sabotage to address grudges and unsettled arguments from generations before. However, in the interest of preventing open conflict, the clans engage third parties to do their dirty work for them.

Streetwise DC 25: House Kundarak might seem impartial on the surface, but as Clan Kundarak, the dwarves of the house still wield significant power in the politics of the Holds. Other clans spend a good deal of time and effort currying favor with representatives of the house, and in its role as banker to

Khorvaire, the house maintains a quiet interest in the business dealings of numerous clans.

SETTLEMENTS AND FEATURES

The interior and surface of the Ironroot Mountains are dotted with settlements, and the cities, towns, and noble estates of the Mror clans are closely connected to the mining operations of the Holds. Except in rare cases when a mine has been tapped out, the settlements of the Holds echo with the clatter of ore carts and the sound of hammers and picks. Each clan has a capital, and each powerful family within the clan has at least one estate.

KRONA PEAK

Capital City; Population 24,200

Originally the first city of Clan Mroranon's territories, Krona Peak has since become the capital of the dwarven nation. The major trade road in the Holds runs west from the city, making it the conduit for commercial traffic to the rest of the continent. Virtually all goods entering or leaving the Ironroot Mountains come through Krona Peak first.

Clan Mroranon's control of the capital reinforces its position at the head of politics in the Holds, but Krona Peak's importance is a constant source of tension. The city keeps tariffs to a minimum in order to placate the other clans.

Ferrous House: This building houses the meeting chambers of the Iron Council. Its utilitarian design gives it a passing resemblance to a titanic lock-box.

The location of Ferrous House continues to be a source of antagonism for rival clans. The building was constructed on a slope directly below the entrance to Mroranon's estate—traditionally the location where a clan establishes its storehouses and counting rooms. To some, this placement seems symbolic of the dwarven nation being little more than a part of Mroranon's business interests. Clan leaders dismiss such claims, saying that they raised Ferrous House in its central location to demonstrate the importance of the dwarven confederation.

KORUNDA GATE

House Kundarak City; Population 19,500

Korunda Gate was once the center of Kundarak-hold, the lands belonging to Clan Kundarak. With the rise of House Kundarak, it has become the first and greatest enclave of the house, and its deep vaults are the core of Kundarak's operations.

The city has changed little since the rise of the house, though Kundarak has ceased all mining operations throughout the hold as a condition of its dragonmarked house status. The mines that once spread beneath the city now serve as treasure vaults



for the house and its clients. However, Kundarak retains the mining rights to its ancestral territories, leasing those rights to other clans in return for a percentage of the wealth they extract. The house views such activities as part of its overall business dealings. More cynical observers label this activity blatant interference and influence peddling.

PLOTS AND ADVENTURE SITES

Dwarves are a pragmatic people, always seeking to minimize effort and maximize profits. As a result, many of the more dangerous areas of the Holds have never undergone more than a rudimentary survey. More than a few of the Holds' highest peaks and deepest caverns have never been explored.

From the high peaks of the Hoarfrost Mountains, to the unexplored shores of Mirror Lake, to the deep passages of Khyber, these uncharted realms are home to monsters, monstrous humanoids, and other threats. More than a few of these sites also hold rich deposits of gems and precious metal ores. Travel within the Holds is hazardous, and few roads traverse the remote mountains. Many more explorers take on the uncharted expanses of the Mror Holds than ever come out again.

Jhorash'tar Orcs: These barbaric tribes of nomadic orcs were once found throughout the Holds. However, as the dwarven civilization expanded under Karrnathi rule, the Jhorash'tar were forced deeper and deeper into the wilderness. Today, the orcs of the Ironroot Mountains hate the Mror dwarves with an all-consuming passion, and they disrupt the commerce and life of the Holds at any opportunity.

Characters who encounter the Jhorash'tar while exploring the wilds of the Holds can expect no quarter or diplomacy. However, characters whose goals run counter to the will of the clans might seek an alliance with the orcs—but should tread carefully if they do.

Feuding by Proxy: The dwarven clans all have longstanding and complicated relationships, and clans that have been allies for hundreds of years might well have been bitter enemies for a thousand years before that. The clans of the modern-day Holds have no intention of slipping back into barbarism, however.

Nowadays, when clans or individual dwarves want revenge on their rivals, they typically hire outside help to keep their retribution at arm's length. Adventurers who have a connection to the Mror Holds might be surreptitiously approached and asked to perform espionage, sabotage, or even murder in the name of settling old scores.

Fist of Onatar: This active volcano in the southern Ironroot Mountains is a sacred site to followers of the Sovereign Host, particularly those who worship Onatar, the god of forge and fire. It is said that Onatar dwells within the volcano, and that his divine forge provides its unearthly heat. A strong source of magical power lurks deep within the rumbling mountain—thought by some to be an incredible cache of dragonshards whose worth would be greater than all the other wealth of the Holds combined.

Goradra Gap: This 100-mile-long gash in the earth drops down into the depths of Khyber. The canyon is reputedly home to a foul beast, greater in size and power than the largest dragons. However, it is rumored that explorers who brave the perils of Goradra will find themselves before the gates of a hidden kingdom. From this place, the ancestors of the dwarf clans were exiled millennia ago, and their distant kin are said to live there to this day.

Noldrunthrone: This ruin is all that remains of the holdings of Clan Noldrun, whose members disappeared five centuries ago without a trace. Noldrunthrone was the capital of the clan's holdings—a great city to rival Krona Peak. Now it is a ghost town. Some claim that the Jhorash'tar emptied the city with the help of a powerful relic, then massacred its folk in the distant depths of the mountains. Others say that fiends boiled up from the depths of Khyber to consume the dwarves while they slept, leaving no trace.

More than one clan has made efforts to take over parts of the Noldrun territories over the years. Special attention has been paid to Korran's Maw, the clan's most prosperous mine. However, each attempt inevitably meets with disastrous and deadly results.

THE JHORASH'TAR

For thousands of years, the Jhorash'tar orcs have dwelled in the Ironroot Mountains. Though vilified by the dwarves as uncouth and unintelligent barbarians, the Jhorash'tar are a highly social folk with a strong warrior tradition. The orcs make full use of their knowledge of the unforgiving terrain of their homeland as they hunt their foes.

JHORASH'TAR LORE

Common Knowledge: For millennia, the Ironroot Mountains have been home to the Jhorash'tar orcs, whose tribes fought bitter battles with the dwarf clans. When the dwarves established a stable culture under Karrnathi occupation, the orcs were forced back into the remoter slopes and caverns of the mountains.

Nature DC 15: The harsh life of the Jhorash'tar carries a high toll in fatalities. Although the orcs' numbers continue to grow, each generation sees them fall farther behind the dwarves in their safety

civilized holds. For this reason, Jhorash'tar culture is focused on combat training. Every orc of the mountains is a warrior able to defend itself if need be—or to lead an attack on a trade caravan or the mining operations of the weaker dwarven holds.

Nature DC 20: Orcs that show exceptional skill in both leadership and personal combat are given the title bloodspiller, and are among the most respected members of the Jhorash'tar tribe.

Jhorash'tar Bloodspiller	Level 6 Brute (Leader)	
Medium natural humanoid, orc	XP 250	
Initiative +6	Senses Perception +6; low-light vision	
Bloodspiller aura 5; each ally within the aura deals 2 extra damage against bloodied enemies.		
HP 84; Bloodied 42; see also <i>warrior's surge</i>		
AC 18; Fortitude 19, Reflex 18, Will 18		
Speed 6 (8 while charging)		
➊ Greataxe (standard; at-will) ♦ Weapon		
+9 vs. AC; 1d12 + 7 damage (crit 1d12 + 19)		
➋ Bloodspiller's Strike (standard; requires a greataxe; encounter)		
♦ Weapon		
+9 vs. AC; 2d12 damage (crit 2d12 + 12), and ongoing 5 damage (save ends).		
➌ Warrior's Surge (standard; usable only while bloodied; requires a greataxe; encounter) ♦ Healing, Weapon		
The Jhorash'tar bloodspiller makes a greataxe attack and regains 21 hit points.		
➍ Howl for Blood (minor; encounter)		
Close burst 5; each ally in the burst makes a charge attack as a free action, dealing 2 extra damage if the attack hits.		
Alignment Unaligned	Languages Common, Goblin	
Skills Endurance +11, Intimidate +8		
Str 19 (+7)	Dex 16 (+6)	Wis 16 (+6)
Con 14 (+5)	Int 13 (+4)	Cha 12 (+4)

JHORASH'TAR BLOODSPILLER TACTICS

A bloodspiller leads from the front, inspiring with the example of its brutal savagery. It uses *howl for blood* early in the battle to bring its allies into the fray, then keeps them near to benefit from its *bloodspiller* aura. It reserves *bloodspiller's strike* for a powerful foe, but targets a lightly armored enemy with its *warrior's surge*.

ENCOUNTER GROUPS

Every Jhorash'tar war band has at least one bloodspiller. Outside combat, a bloodspiller can be noted by the reverence it receives from the rest of the tribe.

Level 6 Encounter (XP 1,315)

- ◆ 1 Jhorash'tar bloodspiller (level 6 brute)
- ◆ 1 orc berserker (level 4 brute, MM 203)
- ◆ 10 orc drudges (level 4 minion, MM 203)
- ◆ 3 orc raiders (level 3 skirmisher, MM 203)

Level 9 Encounter (XP 2,150)

- ◆ 1 orc bloodrager (level 7 elite brute, MM 204)
- ◆ 3 Jhorash'tar bloodspillers (level 6 brute)
- ◆ 8 orc warriors (level 9 minion, MM 203)

Q'BARRA

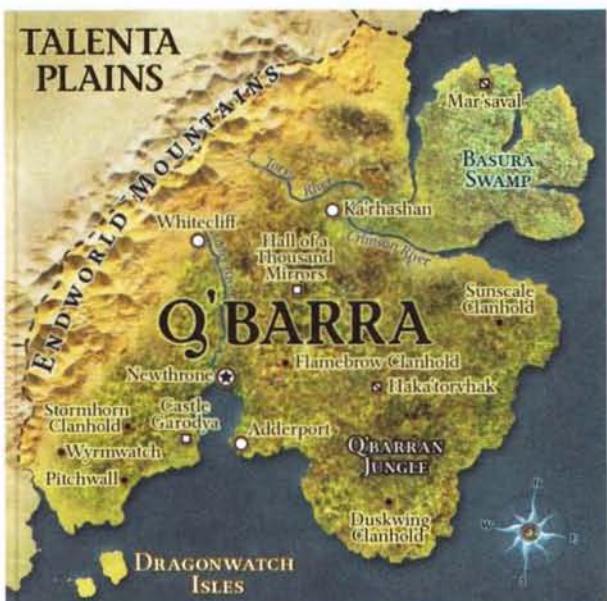
Often thought of as one of the most recently settled territories of Khorvaire, Q'barra is actually one of the oldest. Some seventy years ago, exiles from Khorvaire settled this land after fleeing the devastation of the Last War. However, they quickly discovered that their "unclaimed" territory was home to ancient and powerful masters. Lizardfolk, kobolds, and dragonborn have lived in Q'barra since before the first humans arrived in Khorvaire. Even more ancient claims can be made on this land by the dragons who watch over imprisoned fiends trapped here since the Age of Demons. The Treaty of Thronehold recognizes Q'barra as a sovereign nation, but the question of who truly rules this dangerous land remains up for debate.

LORE OF Q'BARRA

HISTORY

Common Knowledge: Khorvairian settlers have roughly divided Q'barra into two territories—New Galifar and Hope. New Galifar is older, founded around Adder Bay and the Adder River by patriots fleeing the Last War in 928 YK, and features larger and better-defended settlements. Hope consists of newer and rougher towns at the feet of the Endworld Mountains, built by exiles who came to Q'barra in the waning years of the Last War.

In its seven decades as a colonial realm, Q'barra has become a haven for the idealistic, the disenchanted, and the desperate. Refugees and weary soldiers from every corner of war-torn Khorvaire have made their way here, even as the criminal fringes of society have taken advantage of the promise of this new land.



Whether they are the descendants of Galifar exiles or have found reasons to flee central Khorvaire in more recent years, few in Q'barra have any love for the Five Nations.

History DC 15: King Sebastes ir'Kesslan rules New Galifar as a feudal realm. He is seen as a just monarch who truly cares for his people, and the law in New Galifar is modeled on that of old Galifar and (by extension) the Five Nations. Though Sebastes has no real influence in Hope, some of the folk of that territory look to him for aid and protection. The law there varies from place to place—when it exists at all.

Q'barra is home to dragonborn clans comprising the remnants of a civilization that was old before human history began. The dragonborn divide their territories into clanholds, each autonomously ruled by clan elders, and all recognizing the holy site of Ka'rhashan as their ancestral home. The dragonborn have warred on New Galifar and Hope in the past, but the two cultures have begun to integrate in recent decades. Only a few clans still maintain a bellicose stance toward the "invaders."

As relations between Q'barra's dragonborn and its human settlers have improved, so have tensions with the lizardfolk decreased. A few tribes regularly trade with—or even live alongside—colonist communities.

Since the end of the Last War, Q'barra has seen numerous changes. King Sebastes, accompanied by the dragonborn High Elder Bhisma Na'kala Flamebrow, gained recognition for the realm at Thronehold. Sebastes and the clans now seek peace with the Valenar elves and Lhazaar raiders who have long harried Q'barra's borders, and the king works to develop trade with the Mror Holds and Sarlona. The Inspired of Riedra have entered into treaties with New Galifar, and a small number of Riedran troops—with a promise of more to come—now help defend this land.

New Galifar and Hope have seen a large influx of Cyran refugees since the Day of Mourning. Turning their back on Prince Oargev and New Cyre, these exiles have integrated into existing communities and even built a few of their own.

History DC 20: The Last War shattered the existing order in Galifar, setting the human nations of Khorvaire against each other. However, a good number of Galifar nationalists refused to embrace what they saw as the petty grasping for power of royal scions. Rather than join in the conflict, these patriots sought refuge outside their broken kingdom.

One such idealist was Duke Ven ir'Kesslan, who petitioned his monarch—King Connos of Cyre—to grant him the right to settle the lands east of the Endworld Mountains. In the territory the Lhazaar corsairs called "cursed Q'barra," he would found a new kingdom based on the ideals of fallen Galifar.

Under the watch of the Cyran military, ir'Kesslan and thousands of like-minded folk set out in a colonial fleet. Though a third of his ships were lost to

pirates, war, and weather, those colonists who made landfall did so near Adder Bay, founding a settlement at what is now Adderport.

As they tried to raise their new home within the jungle, the settlers inadvertently disturbed numerous sites holy to the native lizardfolk, dragonborn, and kobolds. Such actions sparked intermittent hostilities that the settlers typically won. The dragonborn pressed the colonists hardest, but through diplomacy, ir'Kesslan managed to secure a tenuous peace.

History DC 25: The lack of exploration of this land led the Khorvairians (including Duke ir'Kesslan) to believe that Q'barra was uninhabited by civilized creatures. However, 10,000 years ago, the goblins of the Dhakaani Empire drove the lizardfolk of the Talenta Plains and the Blade Desert into Q'barra. The lizardfolk made new lives in this rich land, building their settlements atop the remains of a fallen dragonborn empire. Many retreated to Basura Swamp, while others made alliances with the dragonborn clans or with Rhshaak, the dragon guardian of Haka'torvhak.

The dragonborn came here from Argonnesen long ago, aiding the dragons in guarding Haka'torvhak and other ruins dating from the Age of Demons. However, as time passed and the dragon guardians of this land became corrupted, the dragonborn forgot their duties. For glory and pride, they pushed into the Talenta Plains and clashed with the Dhakaani Empire. West of the Endworld Mountains, they held territory for a short time, dubbing their empire Q'barra. Then the fiend under Haka'torvhak awoke, and thousands of dragonborn died in the battle to confine it once more. The outer empire crumbled in the rush to defend its homeland, and the dragonborn never fully recovered.

NATURE

Common Knowledge: The jungles, swamps, highlands, and plains of Q'barra are rife with threats. Settlers and explorers must deal with hostile lizardfolk, troglodyte, kobold, and dragonborn tribes. Valenar raiders test their spirit and their steel across the Q'barra border, and Lhazaar pirates make raids along the coast. Moreover, the ancient ruins that cover this land conceal unknown dangers.

Nature DC 15: Kobolds lurk in the hills and mountains of Q'barra in large numbers, with lizardfolk, dragonborn, and the kobolds of the Poison Dusk tribe spread across the lowlands.

Snakes, drakes, and dragonspawn haunt Q'barra's jungles, and wealthy hunters from central Khorvaire make the treacherous trek across the frontier to hunt these dangerous beasts. Others come in search of this land's rare flora. Q'barra's exotic jungle animals bring decent coin in markets abroad, but this land's most valuable resource is the large deposits of Eberron dragonshards found here.

SETTLEMENTS AND FEATURES

Life can be rich and exciting in Q'barra, but it can also be bitter and short. The people of New Galifar live in fortified towns near Adderport and Newthrone, or on the Adder River. Hope's settlements lie in western Q'barra, near the roots of the Endworld Mountains. Dragonborn clanholds are spread across the trackless jungles surrounding Haka'torvhak and in the forests east of the Adder River.

K'RHASHAN

Dragonborn Town; Population 9,000

Where the Crimson River marks the frontier between the dragonborn clanholds in the southern jungles and the Basura Swamp, Ka'rhashan stands as the largest dragonborn community in Khorvaire. The settlement surrounds a plaza set with brass towers and buildings of volcanic glass and stone—ruins from the Age of Demons.

Outsiders, including lizardfolk and kobolds, can freely enter Ka'rhashan. However, creatures not of reptilian or draconic descent must hire dragonborn minders or risk running afoul of unfriendly natives. Entering holy areas is strictly forbidden, and characters who do (most often in search of treasure) end up on the wrong side of the dragonborn's severe justice.

The dragonborn clans of Q'barra fight a ritual war every five years to determine control of Ka'rhashan. Elders of the winning clan administer the town and its limited but exotic trade, and extend their influence across all the other clans. The Flamebrow clan currently rules Ka'rhashan, as it has for almost a century.

NEWTHRONE

Capital City of New Galifar; Population 25,000

This fortified port stands where the Adder River meets Adder Bay. Newthrone is built on the model of the great cities of old Galifar. No hostile force has ever breached its walls.

The city offers all the amenities of central Khorvaire, including house enclaves and businesses, in particular those of Jorasco and Ghallanda. Alongside these enterprises, merchants and crafters from lizardfolk tribes, dragonborn clans, and the Lhazaar Principalities work and trade. Newthrone even has a small Riedran ward, which only the folk of that land have access to.

WYRMWATCH

Frontier Village; Population 800

The largest settlement in Hope, Wyrmwatch is only three years old. Walled in stone on the rocky hills above a fertile plain, the settlement has endured attack from Valenar elves, kobolds, and hostile

dragonborn, even as it continues to grow on the strength of local mining and agriculture. Wyrmwatch is populated by settlers who prefer the frontier life to the ideals of New Galifar, as well as by folk displaced by the destruction of smaller settlements.

Wyrmwatch is a theocracy—a bastion of radical Silver Flame practitioners within Q'barra. The town's leader is Elder Wedon Nevillom, a zealot and veteran of the Last War. He and his followers hold to their church's puritanical and xenophobic values. As such, no lizardfolk are allowed in Wyrmwatch, and dragonborn are treated with suspicion.

PLOTS AND ADVENTURE SITES

Cold Sun Federation: This coalition of lizardfolk tribes ranges across northern and eastern Q'barra, but its members keep their distance from New Galifar and Hope. The lizardfolk respect the dragonborn but have no love of other races, and they are apt to raid human settlements when times are tough. They do not easily forgive outsiders who defile their tribal lands or tamper with ancient draconic or demonic sites. Agents of the Lords of Dust prey on the distrust of the lizardfolk, fomenting unrest by fanning the flames of hatred between the reptilian humanoids and the settlers.

Mar'saval: This sunken city is one of the numerous ruins dating from the Age of Demons. Towers and the brass capstone of a great temple rise above the water and muck of a vast swamp. Dragonborn legends tell of how the fell magic that destroyed this place millennia ago left its buildings open and full of breathable air—and treasure. Stories also tell of the Fallen Bones, a lizardfolk tribe that entered the ruins and never returned. Some believe that these lizardfolk still dwell within Mar'saval, corrupted and allied with evil troglodytes in the ruins.

The Plots of Riedra: The Inspired are using Q'barra as a beachhead for expansion into Khorvaire. New Galifar provides Riedra with a base for troops in Khorvaire, along with access to the Eberron dragonshards hidden in Q'barra's jungles. The Dreaming Dark is not above fomenting clashes in the region in the hope of pushing King Sebastes to request more Riedran troops to come to his aid.

Shard Rush: A swarm of explorers, including expeditions from House Tharashk, have begun to flood Q'barra in search of Eberron dragonshards. Ramshackle prospecting communities have begun to spring up in the jungle with the discovery of shard caches close by, and such places often become boomtowns overnight. However, more than a few such settlements have encroached on ancient lizardfolk and dragonborn holy sites, and the frontier war to end them all is brewing in the Q'barra jungles.

RHASHAAK AND HAKA'TORVHAK

Carved into a volcanic mountainside, a fiendish citadel stands surrounded by jungle, fields of shining obsidian, and caustic geothermal vents. Smoke still rises from the caldera high above the ruins. The dragonborn and lizardfolk of Q'barra call this place Haka'torvhak, or "Throne of the Holy Dragons." They speak with awe and dread of the fortress's immortal guardian, the great black dragon Rhshaak.

Rhashaaak

Level 24 Solo Lurker

Gargantuan immortal magical beast (aquatic, dragon) XP 30,250

Initiative +24 Senses Perception +19; blindsight 10, darkvision

HP 884; Bloodied 442; see also *bloodied breath, profane utterance*
AC 38; Fortitude 36, Reflex 35, Will 35

Resist 30 acid, 15 cold, 30 necrotic; Vulnerable 10 radiant

Saving Throws +5

Speed 10, fly 10 (hover), overland flight 15, swim 10

Action Points 2

➊ **Bite** (standard; at-will) ♦ Acid, Necrotic

Reach 4; +29 vs. AC; 2d8 + 6 damage, and ongoing 15 acid and necrotic damage (save ends).

➋ **Claw** (standard; at-will)

Reach 4; +29 vs. AC; 1d10 + 6 damage; a slowed target is also knocked prone.

➌ **Double Attack** (standard; at-will)

Rhashaaak makes two claw attacks.

➍ **Tail Slash** (immediate reaction, when an enemy misses with a melee attack against Rhashaaak; at-will)

Reach 4; targets the triggering enemy; +29 vs. AC; 1d12 + 8 damage, and Rhashaaak pushes the target 3 squares; a slowed target is also knocked prone.

➎ **Breath Weapon** (standard; recharge ➊ ➋ ➌) ♦ Acid, Necrotic

Close blast 5; +25 vs. Reflex; 4d8 + 5 acid and necrotic damage, and the target takes ongoing 15 acid and necrotic damage and a -4 penalty to AC and Reflex (save ends all).

➏ **Bloodied Breath** (free, when first bloodied; encounter)

Breath weapon recharges, and Rhashaaak uses it immediately.

➐ **Profane Utterance** (standard; recharges when first bloodied)

➑ **Fear**

Rhashaaak speaks an Abyssal word of power; close burst 10; +25 vs. Will; the target is dazed and restrained until the end of Rhashaaak's next turn.

➒ **Scathing Spray** (standard; while bloodied) ♦ Acid, Cold

Close blast 5; +25 vs. Reflex; 2d6 + 5 acid and cold damage, and the target is blinded and slowed until the end of Rhashaaak's next turn. Miss: Half damage.

➓ **Winterbite Gloom** (standard; recharge ➊ ➋ ➌) ♦ Acid, Cold, Zone

Close burst 2; the burst creates a zone of acidic, wintry darkness that lasts until the end of Rhashaaak's next turn. The zone blocks line of sight for all creatures except Rhashaaak. Each creature entirely within the zone (except Rhashaaak) is blinded, and each creature that enters the zone or begins its turn there takes 15 acid and cold damage and is slowed until the end of its next turn. *Sustain Minor:* The zone persists.

Alignment Evil Languages Abyssal, Common, Draconic

Skills Arcana +21, History +21, Insight +19, Stealth +30

Str 29 (+21) Dex 26 (+20) Wis 15 (+14)

Con 21 (+17) Int 18 (+16) Cha 26 (+20)

RHASHAAK AND HAKA'TORVHAK LORE

Arcana DC 30: Rhshaak was once an ancient black dragon of a noble line, brought to Haka'torvhak to guard the fiendish power trapped in the ruins. Although he remains bound to that duty, he has been tainted by his task. Today, dragon magic keeps the presence beneath the volcano quiet, but Haka'torvhak is home to lesser fiends that are subject to Rhshaak's will.

History DC 25: In the Age of Demons, Haka'torvhak was a great bastion of the fiends, and the site of a major battle with the couatls and dragons. The dragons bound great fiends beneath the volcano and established a line of dragons as their guardians. Appearing much as it did millennia ago, ancient Haka'torvhak is rumored to contain treasures from the earliest days of Eberron.

Religion DC 20: For generations, the Poison Dusk kobolds have worshiped the dragon Rhshaak as a deity. The kobolds swarm into Haka'torvhak at regular intervals for ceremonies, but only priests, honored warriors, and living sacrifices are allowed to see the god-dragon. A small number of dragonborn and lizardfolk clans have adopted the Poison Dusk faith.

Religion DC 30: Through the worship of his disciples, Rhshaak hopes one day to ascend to godhood.

RHASHAAK'S TACTICS

Though his mortality is only a memory, Rhshaak's tactics are not so different from those of a typical black dragon. He opens with his scathing spray, attacking from hiding whenever possible. He spends his action points early to take additional attacks against as many foes as possible, targeting lightly armored PCs with bite and claw attacks, and heavily armored foes with his *breath weapon* and *winterbite gloom*. If he finds himself in a fight he cannot win, Rhshaak uses *profane utterance* and takes to the air to escape his foes.

POISON DUSK KOBOLDS

Unlike their kin in the Endworld Mountains, the kobolds of the Poison Dusk tribes live deep within the lowland Q'barran jungles. Poison Dusk kobolds worship the black dragon Rhshaak as a god, although their deity has little to do with them.

Poison Dusk kobolds have no tolerance for colonists or interlopers who stumble into their territory, and they have attacked and destroyed numerous colonial settlements in the northern jungles. Highly skilled trackers, hunters, and trapmakers, Poison Dusk kobolds are fond of poisoning a town's water and food, or engaging in cruel campaigns of ongoing terror.

MISHVA THE CONQUEROR

In southwestern Q'barr, a threat grows against the settlers of that land that could one day spread to the rest of Khorvaire. A prescient dragonborn leader, Mishva Garodya of the Stormhorn Clan, has taken the stories of her people's lost empire and glory to heart. With vengeful eyes trained on Hope, she dreams of seeing the dragonborn raised to a mighty power in Khorvaire, no matter what the cost.

MISHVA THE CONQUEROR LORE

History DC 15: Q'barr dragonborn dissatisfied with the lot of their race are assembling under the banner of Mishva Garodya, leader of the Stormhorn Clan. The dragonborn warlord has erected a fortress in the forested foothills not far from Stormhorn Clanhold and Wyrmwatch. Her forces have conducted raids on settlements in Hope, as well as forays into Valenar and the Blade Desert. King Sebastes is watching the situation, seeing a potential threat to New Galifar.

History DC 20: Stormhorn elders are at odds with Mishva, who claims that honor compels the clan to seek redress for past wrongs, and to lead the Q'barran dragonborn to glory. Though her detractors claim that Mishva's only goal is personal aggrandizement, she has announced her plan to attend the upcoming ritual war in Ka'rhashan with a contingent loyal to her vision. A victory will place her in an influential position, perhaps even birthing a new dragonborn clan.

History DC 25: Mishva was an undistinguished warrior of the Stormhorn Clan until her brother Shamash was killed in Wyrmwatch a decade ago. When a trade dispute turned violent, the local militia drew weapons against Shamash and his compatriots, who killed several guards before being subdued. Elder Nevillom ordered Shamash and two other dragonborn executed, and Mishva has sworn to take vengeance on the Silver Flame zealot and his followers.

Secret Knowledge: Mishva's true motivations are more complex than even her closest allies know. Shortly after Shamash's death, Tarmahkan, an elder blue dragon of the Vast in Argonnessen, sent envoys to Mishva. The elder blue plans to use the young dragonborn warrior to establish a new dragonborn kingdom in Khorvaire, seeing that as the first step to placing his own dragon clan in control of Haka'torvhak. With the power of Argonnessen behind her—including a magic sword and a number of young dragon allies already provided by Tarmahkan—Mishva is a more dangerous foe than any in Q'barr realize.

ORGANIZATION

Mishva's fortress is still incomplete, and her army is relatively small. However, she garners more power and support among the Q'barran dragonborn each day. With the power of Argonnessen behind her, control of Ka'rhashan is within her grasp.

Leader: Mishva Garodya Stormhorn has the backing of the Stormhorn clan and other disenfranchised dragonborn throughout Q'barran.

Headquarters: The would-be conqueror's troops gather at Castle Garodya, a sturdy stronghold in southwestern Q'barran.

Hierarchy: Mishva runs her organization with military precision, parceling out responsibility to capable commanders. As she sets out to conquer Q'barran, she plans to reward her trusted servants with territories of their own.

Members: Mishva's army is made up primarily of young dragonborn eager to prove their worth. Subordinate leaders assign these members to units based on skill and desire. Castle Garodya has a large body of soldiers, arcanists, priests, and support personnel.

Mishva Garodya	Level 12 Elite Soldier (Leader)	
Stormhorn		
Medium natural humanoid, dragonborn	XP 1,400	
Initiative +8	Senses Perception +7	
Frontline Command aura 10; each ally that starts the encounter within the aura gains a +2 bonus to its initiative check.		
HP 238; Bloodied 119; see also dragonwing wedge		
AC 30; Fortitude 25, Reflex 25, Will 25		
Saving Throws +2		
Speed 5		
Action Points 1		
① Bastard Sword (standard; at-will) ♦ Lightning, Weapon +19 vs. AC (+20 while bloodied); 2d10 + 5 lightning damage.		
① Short Sword (standard; at-will) ♦ Weapon +19 vs. AC (+20 while bloodied); 2d6 + 5 damage.		
② Javelin (standard; at-will) ♦ Weapon Ranged 10/20; +19 vs. AC (+20 while bloodied); 2d6 + 7 damage.		
† Blue Dragon Strike (standard; requires a bastard sword and a short sword; at-will) Mishva makes a basic attack with each weapon. If both attacks hit the same target, Mishva pushes that target 2 squares and knocks it prone.		
† Dragonwing Wedge (standard; requires a bastard sword and a short sword; recharges when first bloodied) Mishva makes a basic attack with each weapon against two different targets. On a hit, Mishva slides the target 2 squares.		
← Dragon Breath (minor; encounter) ♦ Lightning Close blast 5; +17 vs. Reflex; 2d6 + 5 lightning damage.		
← Stormhorn War Cry (minor; encounter) Close burst 5; targets Mishva and allies in the burst that can hear her; until the end of Mishva's next turn, the target gains a +2 bonus to attack rolls and damage rolls.		
Alignment Unaligned	Languages Common, Draconic	
Skills Diplomacy +15, Endurance +13, Intimidate +15		
Str 22 (+12)	Dex 11 (+6)	Wis 12 (+7)
Con 15 (+8)	Int 19 (+10)	Cha 19 (+10)
Equipment scale armor, bastard sword, short sword, javelin		

MISHVA'S TACTICS

Mishva fights in the fore, targeting a single defender or striker with *blue dragon strike*, or opening the enemy line for her allies with *dragonwing wedge*. She gives the *Stormhorn* war cry when fighting back to back with her followers, then spends her action point in the following round to use *blue dragon strike* and *dragonwing wedge* with increased damage. She saves her *dragon breath* until she is assured of hitting multiple targets.

Dragonborn Spearfighter	Level 6 Skirmisher	
Medium natural humanoid	XP 250	
Initiative +8	Senses Perception +9	
HP 70; Bloodied 35		
AC 20; Fortitude 19, Reflex 18, Will 18		
Speed 5; see also <i>tratnyr</i>		
① Tratnyr (standard; at-will) ♦ Weapon +11 vs. AC (+12 while bloodied); 1d8 + 6 damage, and the spearfighter shifts 2 squares.		
② Tratnyr (standard; at-will) ♦ Weapon Ranged 10/20; +11 vs. AC (+12 while bloodied); 1d8 + 6 damage, and the spearfighter shifts 2 squares.		
③/4 Tripping Tratnyr (standard; requires a <i>tratnyr</i> ; at-will) ♦ Weapon Ranged 10 or melee; +11 vs. AC (+12 while bloodied); 1d8 + 6 damage, and the target is knocked prone.		
← Dragon Breath (minor; encounter) ♦ Lightning Close blast 3; +10 vs. Reflex (+11 while bloodied); 1d6 + 5 lightning damage.		
Alignment Any	Languages Common, Draconic	
Skills Acrobatics +11, Athletics +12, Intimidate +16		
Str 19 (+7)	Dex 16 (+6)	Wis 13 (+4)
Con 14 (+5)	Int 11 (+3)	Cha 16 (+6)
Equipment scale armor, 3 <i>tratnyrs</i>		

DRAGONBORN SPEARFIGHTER TACTICS

A dragonborn spearfighter employs the traditional dragonborn wingspear—the *tratnyr*—in both melee and ranged combat. He uses *tripping tratnyr* whenever possible, reserving his *dragon breath* until he is hemmed in by multiple foes.

ENCOUNTER GROUPS

Mishva's forces are mainly dragonborn, but she has a significant number of lizardfolk and kobolds among her followers. In addition to drakes, snakes, and other reptilian beasts, a half-dozen dragonspawn and three young blue dragons work with Mishva's army to help ensure its success.

Level 10 Encounter (XP 2,500)

- ♦ Mishva Garodya Stormhorn (level 12 elite soldier)
- ♦ 2 dragonborn spearfighters (level 6 skirmisher)
- ♦ 2 dragonborn soldiers (level 5 soldier, MM 86)
- ♦ 1 rage drake (level 5 brute, MM 92)

THE SHADOW MARCHES

For the folk of Khorvaire, talk of the Shadow Marches summons up images of endless marshland—a fetid home to insects, snakes, swamp creatures, and barbarian orc hordes. But for travelers who actually journey to the Marches, the mysteries and wonder of this land extend far beyond initial impressions.

LORE OF THE SHADOW MARCHES

ARCANA

Arcana DC 15: The Shadow Marches are known for Eberron dragonshard fields that are some of the richest in Khorvaire. House Tharashk has a virtual lock on the shard trade in the Marches, which accounts for nearly all the export trade from that land.

HISTORY

Common Knowledge: The Shadow Marches are not a recognized nation. Rather, the Marches are an independent territory whose established relationships with its neighbors and the outside world comes largely from the presence of House Tharashk. The folk of the Shadow Marches have a reputation for xenophobia, and outsiders are rarely welcomed here.

Orcs make up more than half the population of the Marches. Humans, half-orcs, and members of other races also dwell here. The Shadow Marches feature two distinct cultures—the orc tribes that settled these lands, and the clans formed by later human migrants.

The orc tribes are an insular society, but humans and half-orcs are sometimes accepted into an orc tribe if they can prove themselves. The tribes are territorial, and typically attack trespassers on sight.

Closer to the outer edges of the Marches, mixed clans of humans and half-orcs are more accepting of the outside world, mostly through their association with House Tharashk. The clans have more in common with the folk of "civilized" Khorvaire than do their kin in the orc tribes, and they demonstrate a greater level of trust toward outsiders.

History DC 15: House Tharashk originated in the Shadow Marches, and the house retains strong ties to this land. Today, Tharashk makes a majority of its profits shipping Eberron shards from the Marches to the rest of Khorvaire. The swamps of the Marches contain some of the largest Eberron dragonshard fields in Khorvaire, and Tharashk operates prospecting and distribution centers throughout the region.

History DC 20: The Mark of Finding appeared shortly after humans came to the Shadow Marches 1,500 years ago, but the sheer isolation of this land meant that it remained unknown for centuries thereafter. Only when explorers from House Sivis came to the Marches was the Mark of Finding discovered. Subsequently, Sivis gnomes shepherded the humans and half-orcs of this realm through the process of creating House Tharashk. The Mark of Finding is never found on orcs, though the half-orcs and humans of the Marches are equally as likely to bear it.

History DC 25: The first humans to enter the Shadow Marches were not native Khorvairians, but a second wave of refugees from Sarlona, fleeing east across the Barren Sea. Over long years, conflicts between these migrants and the native orcs slowly subsided. However, it was the war with the daelkyr that forged a lasting bond between both races.

History DC 30: The daelkyr incursions laid waste to these lands, and ruins from that long-ago conflict are still scattered throughout the swamps.

NATURE

Common Knowledge: The Shadow Marches are a vast swampland teeming with insects, reptiles, and vermin. The territory contains little dry land and no trade routes. Settlements in the Marches are typically constructed on stilts and pilings to keep them above the shifting water levels of the swamp.

Nature DC 15: Though much of the Marches' swampland is shallow enough to wade through, virtually all travel here is by boat. Predators, disease, and other hazards make finding food and drinking water here more difficult than in other wilderness areas.

Nature DC 20: The richest dragonshard fields in the Marches can be found on the western bank of the Glum River between Glumtown and Zarash'ak, in shallow water. Such finds are marked by a pale red glow beneath the muck.

RELIGION

Religion DC 15: Two old and starkly opposed religious traditions hold sway in the Shadow Marches—the druidic path of the Gatekeepers and the Cults of the Dragon Below.

Religion DC 20: The orc tribes of the deep swamps are split evenly between the Cults of the Dragon Below and the Gatekeepers. However, the orcs of the Marches remain equally hostile toward outsiders regardless of their faith.

The more civilized human and half-orc clans typically follow the Gatekeepers. Where the Cults of the Dragon Below hold sway, its followers are typically less violent than the other orcs of the Marches.

In recent years, a small number of clan folk have taken up the path of the Sovereign Host, typically choosing a single deity as a patron. This new faith is believed to be a result of the influence of travelers from the Five Nations.

STREETWISE

Common Knowledge: The Shadow Marches are the wildest corner of Khorvaire, and laws are an unknown concept here. Zarash'ak is the only exception, largely as the result of House Tharashk needing its business to run in a smooth and orderly fashion.

Streetwise DC 15: The Shadow Marches are not a nation, and this territory has no central government. Other nations or business concerns looking to deal with the Marches inevitably deal with House Tharashk. In the same way, nothing prevents Tharashk from exerting whatever influence it sees fit over the local tribes and clans. Anyone who hopes to do business in the Marches—or to stay alive while traveling here—knows to keep on the house's good side.

SETTLEMENTS AND FEATURES

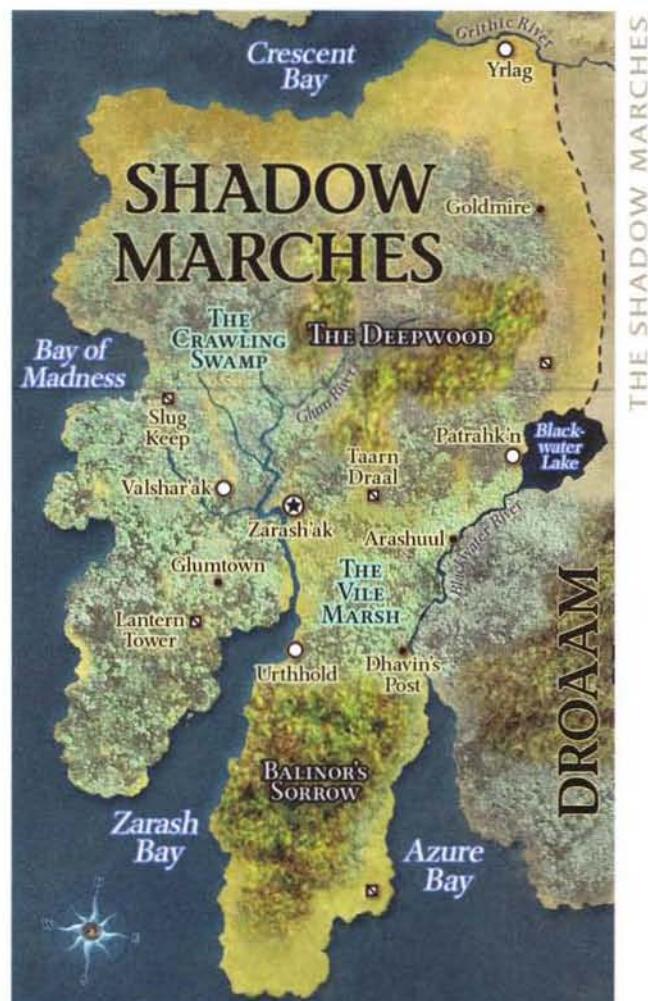
The Shadow Marches contain some of the most inhospitable terrain in Khorvaire, and most of its people dwell in clusters of huts that can barely be called villages. These settlements typically consist of up to a half-dozen closely set structures connected by ladders, ropes, and stairs, all held above the water on deep-set pilings. The higher a building, the greater its importance, and elders' huts and village meeting halls can rise to 30 feet or more above the high-water mark.

ZARASH'AK

Unofficial Port Town Capital; Population 5,900

Zarash'ak is the only town of any size in the Shadow Marches, and its existence is a recent development. With no trade road through the Marches and precious little land on which to construct one, House Tharashk built this port town in order to ship dragonshards from the Marches to the rest of the world.

When attempts to build a permanent settlement on the swampland of Zarash Bay failed, Tharashk constructed Zarash'ak some 100 miles inland. Ocean-going vessels anchor in the bay, sending trade goods upriver on skiffs and barges, then awaiting the return of dragonshard shipments the same way.



Built above the water like most Marches settlements, Zarash'ak has become a central gathering place for tribes and clans wishing to trade crafts and other goods. Local clans have built an economy around ferrying goods to and from the town.

HOUSE THARASHK MINING CAMPS

As new shard fields are discovered in the Marches, House Tharashk builds permanent outposts from which it can stringently oversee and control its prospecting operations. Dozens of small working camps are spread throughout the swamps, each consisting of a handful of communal huts. Larger numbers of former outposts now stand abandoned and rotting where the local shard fields were cleaned out. From these scattered sites, dragonshards are gathered and shipped back to Zarash'ak on well-guarded boats.

House Tharashk does not take kindly to outsiders tripping through the middle of its shard prospecting operations. Travelers can seek shelter in a mining camp, though they should be prepared to explain their business in the Marches. An abandoned Tharashk outpost might serve as an excellent temporary base for exploration, but a good number of

these former mining camps have already been taken over by the dangerous denizens of the swamps.

PLOTS AND ADVENTURE SITES

Dragonshard Fields: With no history of conquests or nation-building, the Shadow Marches contain little in the way of treasure for adventurers to plunder. However, the Marches are home to some of Khorvaire's richest Eberron dragonshard fields. Though the Marches' larger shard finds have been marked and cataloged by House Tharashk or the local tribes, undiscovered fields still lurk in the deeper swamps for those explorers brave enough to seek them.

Daelkyr Ruins: When the daelkyr came to Eberron at the end of the Age of Monsters, the area that would become the Shadow Marches was overrun. The rune-scribed ruins of the unearthly structures that the daelkyr and their servants constructed here can still be found within the swamps—sometimes used as foundations for the huts of unsuspecting villagers. The Gatekeepers shun these sites, but they are revered by the Cults of the Dragon Below. They might hold information important to historians, or could reveal treasures lost for millennia. Elsewhere,

the foul creations of the daelkyr might still lurk beneath the mire.

The Cave of Vvaraak: Legend says that the black dragon Vvaraak journeyed from Argonnessen to Khorvaire thousands of years ago, and that the Shadow Marches are the site where she first taught the traditions of the Gatekeepers to the ancient orc tribes. Vvaraak lived with the orcs for centuries before slipping away to an unknown resting place. Vvaraak's followers claim that, before she died, she bade them awaken her when the end of the world came.

Great secrets are said to be hidden in Vvaraak's cave, including legends related to the Draconic Prophecy. The Gatekeepers have long sought this site, but the dragons of Argonnessen, the Twelve, and other factions would be even more interested in its discovery.

The Pond of Shadows: North of the Glum River lies a misty pool of black water. It is said that creatures who look into this pool can see visions of the past, present, and future, and that the waters are attuned to the most significant events in Eberron.

Countless nobles, merchants, and ambitious adventurers have sought out the Pond of Shadows, and the PCs might be hired on as guides for such an expedition. Alternatively, the pond might reveal a secret important to one of the PCs—or show a possible future that must be prevented at any cost.

Slug Keep: A half-buried castle of the sort built during the early years of the kingdom of Galifar, Slug Keep has never known a master. No legends or records make mention of its construction, nor even of the importing of its stones, which could have originated no closer than central Droaam. At particular times each year, the walls of the keep are overrun by slugs, snails, and other slimy denizens of the swamp, granting the site its name. Tharashk or another of the dragonmarked houses might mount an expedition to the ruined keep that the characters become a part of—or that they might be forced to rescue. Alternatively, what secrets from before the Last War might be hidden here?



THE WARLOCK OF THE ABERRANT SCAR

In the northwest Shadow Marches, a glistening spit of stone protrudes from the Crawling Swamp. Its surface is marred by jagged cracks that bear a strange resemblance to aberrant dragonmarks, and that seem to spell out the letters of a forgotten script. Whatever their source, these *runes have power*. Mages who have studied this so-called Aberrant Scar swear that the markings are mystical in nature, and that a possible future can be read within their weathered lines.

Sages and explorers have claimed to find secret meaning and portents of the future in the markings of the Scar. More than a few have gone mad in the attempt to decipher those secrets. The last concerted effort occurred in the earliest years of the kingdom of Galifar. An expedition sent by the Twelve was charged with learning the Aberrant Scar's secrets. This group built a great tower of black stone beside the protruding rock to serve as a place of study and research. When contact was lost with the tower, a follow-up expedition was dispatched. It found the members of the original party dead—murdered by one of their own, who finally took his own life in madness.

The tower has remained vacant for centuries, but in recent years, lights have been seen in its ivy-curtained windows. The warlock Ghalerath has taken up residence here, believing that she alone understands the prophecies locked within the Aberrant Scar, and that only she can prevent the horrific future they portend—a goal she pursues at any cost. The PCs might encounter Ghalerath as a result of her plans to kill an ally, an important personage, or even one of the party—an action the warlock believes to be vital to preventing the dark future she sees.

Within the tower, Ghalerath discovered a number of aberrant creatures that had been drawn to the power of the Scar—creatures that now do her bidding. Shortly after her arrival, a nearby tribe of Marcher orcs besieged the tower in an attempt to drive her out. Soon corrupted in mind and body, they too now serve the warlock.

ABERRANT SCAR LORE

Arcana or History DC 15: In the early years of Galifar, a tower in the northern reaches of the Crawling Swamp was constructed by the Twelve as a place of research. All the members of the initial expedition sent here were murdered when one of them went mad.

Arcana or History DC 20: The tower overlooks the Aberrant Scar, a rocky protrusion set with strange markings said to have mystical meaning and prophetic power.

Streetwise DC 15: The local orc tribes of the Marches avoid the tower and the Aberrant Scar, considering both to be cursed.

Ghalerath	Level 8 Controller (Leader)
Medium natural humanoid, human	XP 350
Initiative +7	Senses Perception +6
Aberrant Endurance aura 3; each ally within the aura gains a +2 bonus to saving throws.	
HP 90; Bloodied 45	
AC 22; Fortitude 20, Reflex 19, Will 21	
Speed 6	
① Withering Touch (standard; at-will) ♦ Necrotic +12 vs. Fortitude; 1d8 + 7 necrotic damage, and the target is weakened until the end of its next turn.	
② Dire Radiance (standard; at-will) ♦ Psychic, Radiant Ranged 10; +11 vs. Fortitude; 2d6 + 4 radiant damage, and if the target ends its next turn within 3 squares of Ghalerath it takes 10 psychic damage.	
④ Wracking Word (standard; encounter) ♦ Psychic Close burst 3; targets enemies; +10 vs. Fortitude; 2d8 + 3 psychic damage, and the target is dazed (save ends). <i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends).	
Alignment Chaotic evil	Languages Common, Deep Speech, Giant
Str 11 (+4)	Dex 17 (+7)
Con 18 (+8)	Int 13 (+5)
	Wis 14 (+6)
	Cha 21 (+9)

GHALERATH'S TACTICS

Ghalerath remains at a distance, picking off foes with *dire radiance*. She saves *wracking word* until surrounded, and she will flee if it means she survives to save Eberron another day.

Scarbrand Orc Berserker	Level 6 Brute
Medium natural humanoid	XP 250
Initiative +6	Senses Perception +6; low-light vision
HP 87; Bloodied 43; see also <i>scarbrand shriek</i>	
AC 18; Fortitude 19, Reflex 18, Will 18	
Speed 6 (8 while charging)	
① Greataxe (standard; at-will) ♦ Weapon +9 vs. AC; 1d12 + 5 damage (crit 1d12 + 17).	
④ Scarbrand Shriek (standard; usable only while bloodied; encounter) ♦ Healing, Psychic Close burst 3; +7 vs. Fortitude; 1d6 + 2 psychic damage, and the berserker regains 10 hit points.	
Alignment Chaotic evil	Languages Common, Deep Speech, Giant
Skills Endurance +11, Intimidate +8	
Str 19 (+7)	Dex 16 (+6)
Con 17 (+6)	Int 9 (+2)
	Wis 16 (+6)
	Cha 10 (+3)

SCARBRAND BERSERKER TACTICS

A scarbrand berserker attempts to overwhelm its foes with *greataxe* attacks. It emits a *scarbrand shriek* when surrounded to tell its foes it will fight to the finish.

ENCOUNTER GROUPS

Ghalerath stays close to her orc bodyguards and the aberrant creatures that serve her.

Level 8 Encounter (XP 1,950)

- ♦ Ghalerath (level 8 controller)
- ♦ 5 scarbrand orc berserkers (level 6 brute)
- ♦ 1 foulspawn mangler (level 8 skirmisher, MM 112)

THE TALENTA PLAINS

Thousands of square miles of pristine grasslands bordering the expanse of the Blade Desert, the Talenta Plains are the most unspoiled territory in central Khorvaire. This great land and the halflings who live there have remained essentially unchanged since before humans first set foot on the continent.

LORE OF THE TALENTA PLAINS

HISTORY

Common Knowledge: The Talenta Plains is a nation unlike any other in Khorvaire, with no central government and nothing in the way of real cities or towns. The halflings of the Talenta Plains are known as shrewd negotiators and capable tacticians. They live in nomadic tribes, traversing the territory on their dinosaur mounts.

Though the halflings live at a distance from the events of greater Khorvaire, they are fully cognizant of those events, and of the world beyond their pastoral homeland. They live in tribes of up to several dozen extended families. However, significant numbers of halflings have chosen to leave the Plains for lives elsewhere in Khorvaire, demonstrating their ability to not only survive but to thrive in modern society.

History DC 15: The Talenta halflings had no aspirations to nationhood before the Last War. Despite

their desire to remain uninvolved in that conflict, the halflings found themselves caught up in the struggles of other nations when those struggles spilled out into the Plains. Extensive campaigns between Karrnath and Cyre—both of which had laid claim to parts of the Plains in the past—ruined grazing land and destroyed countless herds of cattle and dinosaurs.

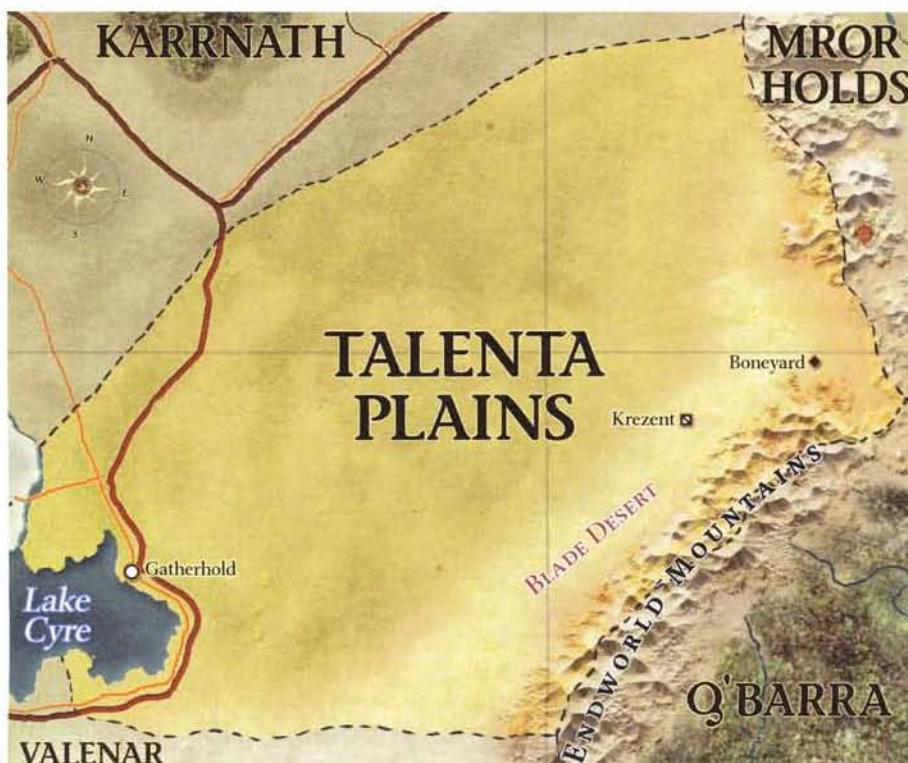
Forgetting old feuds, the halflings chose to speak with a unified voice, with elders from every tribe meeting in council to decide a course for their people. For the remainder of the Last War, they defended their lands as a unified force. When Khorvaire's new borders were drawn at Thronehold, the halflings sued for and won recognition as a sovereign nation.

History DC 20: Halfling culture treats every member of a tribe as an equal. A halfling tribe is ruled by an elected leader known as a *lath*, whose authority depends on retaining the confidence and respect of the tribe as a whole. Every few generations, a truly great leader arises, inspiring not just his or her tribe but other tribes and their *laths*. Such a halfling is given the title of *lathon* and is granted the power to render decisions for the halfling nation as a whole.

Lathon Halpum organized the tribes during the Last War and represented them in the negotiations at Thronehold. He is considered the father of this land, and without his example, the halfling nation would likely never have come to pass. Although he has since stepped down from his position, Halpum has the respect of nearly every living halfling.

History DC 25: The halflings lived, hunted, and wandered Khorvaire for thousands of years before the arrival of humans. Their nomadic tribes once journeyed across the entire central continent, sometimes not returning to the Talenta Plains for a generation or more. As humans and other races expanded into what would eventually become the Five Nations, the halflings found themselves slowly forced back until only the Plains remained open to them.

Within the kingdom of Galifar, Talenta was considered part of Cyre, though that made little difference to the tribes. To a halfling,





claiming ownership over the land makes little more sense than claiming ownership of the wind or rain. Although a tribal council nominally rules the halfling nation, its primary task is simply maintaining the appearance that the Talenta Plains are a unified land—thereby preventing other nations from encroaching on the halflings' territory.

NATURE

Common Knowledge: The Talenta Plains include not only broad grasslands but also a large portion of the Blade Desert, which has been expanding. Rainfall patterns in the Talenta lowlands have changed in recent years, and each new spring sees another mile of prairie turned to sand.

The halflings of the Plains keep and tend numerous herd animals and herbivorous dinosaurs. They also train deadly clawfoot dinosaurs for use as mounts.

Nature DC 15: The halflings revere the clawfoots, and the relationship between a rider and his mount is as important as his relationship with his other tribe members. Halfling hunters show this relationship by the hunting masks they wear, each representing a mystical connection between dinosaur and rider. It is believed that when a halfling dons her mask, her spirit and her mount's become intertwined. Hunting masks are sacred relics to the Talenta halflings, and stealing or defacing one is a capital crime.

RELIGION

Common Knowledge: The Talenta halflings combine a worship of ancestral and animal spirits with reverence for Balinor, god of beasts and the hunt.

Religion DC 15: The highest spiritual authority in the Talenta Plains is the priest known as Holy Uldra. Plainsfolk who follow her believe Holy Uldra to be an avatar or chosen representative of Balinor.

Religion DC 20: Holy Uldra hopes to lead the Talenta tribes back to their traditional ways, and she believes that the human nations have tainted the halflings and their relationship with the land. A charismatic figure, Holy Uldra could one day be installed as *lathon*—which would spell trouble for the Plains.

STREETWISE

Common Knowledge: Halflings outside the Talenta Plains are descendants of wanderers who left their homeland, or characters who split their time between civilization and the Plains. Those traveling halflings serve as intermediaries for their folk in both worlds, carrying news of greater Khorvaire to the tribes and keeping tribal culture and values alive in the cities and towns.

Streetwise DC 15: The Talenta Plains contains only one permanent settlement—Gatherhold. The town is the headquarters of House Ghallanda, and it is here that the halfling tribes buy or barter what few

supplies they cannot craft themselves. Though Gatherhold appears similar to any small town, no tribal halflings make permanent homes there. Rather, it is maintained by House Ghallanda, and it is sometimes viewed as less a town than an extended house enclave.

Streetwise DC 20: Gatherhold is the meeting place for the tribal council that governs the Talenta Plains. Leaders from all the tribes journey here several times a year for debate and decision-making, though representatives from other nations frequently comment that the council's irregular schedule means that its discussions come too late to make any difference.

SETTLEMENTS AND FEATURES

Aside from Gatherhold, the only settlements on the Plains consist of easily struck camps and temporary tent cities. The tribal council has agreed to allow Karrnathi forts within the Plains, created as a defense against Valenar war bands ranging north to strike at halfling camps and the Karrnathi frontier. However, such installations must be moved every few years to allow the surrounding grasslands to recover from military traffic and maneuvers.

GATHERHOLD

Capital Town; Population 2,300

Built into a rocky outcropping along the eastern shore of Lake Cyre, Gatherhold has space for 3,000 or more halflings, though its population approaches that number only a few times a year. Fewer than 500 residents live here full time, and these are nearly all representatives of the dragonmarked houses.

House Ghallanda built and maintains Gatherhold, both as its headquarters and as a place where all the Talenta tribes might gather and meet as equals. Gatherhold's houses are for the use of visitors from other parts of Khorvaire. The halflings prefer to put up their tents along the surrounding hills rather than stay cooped up inside "boxes," as they call even the most lavish set of rooms.

House Jorasco has a strong presence in Gatherhold, though its headquarters was moved years before to Vedykar in Karrnath. Many Talenta halflings resent what they see as Jorasco's abandonment of their homeland and values for the world of the human cities. However, the house continues to operate a handful of mobile clinics that travel throughout the Plains, dispensing healing and comfort to the tribes they meet.

At least three times a year, Gatherhold hosts a meeting of the tribal council. All tribes are welcome to attend, but attendance by the *lathon* and the *laths* of the five largest tribes is mandatory. During the five or ten days that the council remains in session, the town's population swells as a continuous stream of tribes passes through.

PLOTS AND ADVENTURE SITES

For characters who do not live there, the Talenta Plains are an endless expanse of grassland, scrub, and desert whose lack of landmarks makes navigation all but impossible. More than a few seasoned explorers have entered the Plains never to be heard from again, and House Jorasco's traveling clinics spend much of their time undertaking search-and-rescue efforts.

No matter what business brings the PCs here, the endless plains combine with the threat of wolves, carnivorous dinosaurs, and predatory fey to challenge even the most seasoned explorers.

The Boneyard: At the eastern end of the Blade Desert, where the Ironroot and Endworld mountain ranges meet, a hidden valley is filled with the skeletons of countless dragons. Ancient skulls form hillocks beneath the thin soil, and bones jut from the ground like weathered ivory trees. Whether this place is an ancient burial ground or the site of a long-forgotten draconic battle remains unknown. Halfling legends say that creatures that disturb the remains here draw the attention of living dragons. The plainsfolk take these tales seriously, and local tribes drive off all outsiders foolish enough to approach the site.

The only regular visitors the Boneyard receives are also the only ones to whom the halflings grant unfettered access. Dragonborn pilgrims from Q'barra

travel for weeks to cross the Endworld Mountains and skirt the desert to visit the site, but their reasons for doing so remain unspoken. Many outside the plains would love to learn what secrets this site holds, and the humans of Q'barra have begun to speculate on the plots the dragonborn might be hatching in this ancient ossuary.

The Wandering Inn: Aside from Gatherhold, the Wandering Inn is House Ghallanda's most significant presence in the Talenta Plains. The Inn is a traveling fair and trading post that makes a regular circuit across the Plains, setting up its colorful stalls and tents as a gathering place for halfling tribes in the area. The caravans of the Wandering Inn provide a place of refuge and healing for the nomadic tribes, and even those halflings who resent Ghallanda's movement out of the plains and into the wider world embrace the spirit of fellowship that the Wandering Inn represents.

Krezent: In the eastern expanse of the Blade Desert stands what might be the last couatl fortress on Eberron. The ruins of Krezent are said to be built in an unearthly reptilian style, and the halfling tribes and all sensible outsiders avoid the site. An extended tribe of yuan-ti dwells here, worshiping both the ancient couatls and the Silver Flame. Though they keep to themselves and make no threats against the halflings of the Plains, the yuan-ti of Krezent are marked by the dark reputation of their more well-known kin in Xen'drik.



The Tribal Council: The congregation of the tribes at Gatherhold represents the best opportunity for PCs to meet with specific plainsfolk, or to become caught up in the freestyle intrigue of the Plains. The Talenta halflings have little interest in embracing the cutthroat politics of the Five Nations, but lingering threats in the aftermath of the Last War continue to spill conflict into the Plains whether they want it or not.

War bands from Valenar travel north across the desert to test their speed and their blades against the halfling dinosaur riders. Karrnath controls a line of forts across the Talenta frontier, ostensibly as an aid to the defense of the plains against threats from the mountains and the Mournland. The PCs might become caught up with the deliberations of the tribal council as it is forced to deal with these issues. Alternatively, they might become agents of an outside power or dragonmarked house seeking to forge a stronger relationship with—or to undermine the authority of—the Talenta tribes.

HOLY ULDRA

Characters who meet the young priest known as Holy Uldra are hard-pressed to guess that she is the single most powerful religious figure in the Talenta Plains. Holy Uldra speaks of herself as a simple cleric, but she makes no attempt to hide the devoted following she has acquired. Although she does not covet power for her own gain, she is deadly earnest in her belief that the path she espouses is the best one for her people.

Holy Uldra believes that the mere act of creating a nation encompassing the Talenta Plains is an affront to halfling culture and the will of Balinor. Land is a gift of the gods, and to claim ownership over it is a senseless desecration of the kind practiced by humans and other races. She believes that if these new ways are allowed to continue, emotional bankruptcy and spiritual genocide can be the only results.

HOLY ULDRA LORE

Religion DC 15: Holy Uldra is the lath of a small tribe, but her powers of oratory and persuasion have made her one of the most important leaders in the Plains. Her contempt for House Ghallanda, House Jorasco, and Lathon Halpum is well known, as is her belief that the actions of the halfling houses and the tribal council threaten to debase the Plains' traditional culture and the spiritual core of halfling life. Her often strident followers share these beliefs.

Religion DC 20: Holy Uldra and her acolytes have no formal organization yet, and she gives her followers no specific mandate or orders. However, in some instances militant halfling tribes have used her teachings as motivation for attacks against the dragonmarked houses and even the tribal council.

Religion DC 25: Holy Uldra travels with a group of bodyguards and mystical guard animals whenever

she attends large gatherings. Her guards are typically halfling prowlers, at least half of which stay incognito in the crowd in case of trouble. When they watch over Uldra, these guards are deferential to nonbelievers. However, Uldra's forces have been known to target plainsfolk who publicly oppose their master's views.

Holy Uldra

Small natural humanoid, halfling

Level 8 Controller (Leader)

XP 350

Initiative +6 Senses Perception +12

Balinor's Frenzy aura 5; each ally that begins or ends a charge within the aura gains a +2 bonus to damage rolls.

HP 89; Bloodied 44; see also *frenzy of the hunt*

AC 22; Fortitude 19, Reflex 19, Will 21; see also *nimble reaction*

Saving Throws +5 against fear effects

Speed 6

① **Talenta Sharrash*** (standard; at-will) ♦ **Weapon**

+13 vs. AC; 1d8 + 7 damage, and the target is immobilized until the end of Holy Uldra's next turn.

④ **Balinor's Reaping** (standard; requires a Talenta sharrash; recharge [] []) ♦ **Weapon**

Close burst 1; +11 vs. AC (+13 against immobilized targets); 2d6 + 7 damage, and the target is immobilized (save ends).

④ **Frenzy of the Hunt** (standard; encounter) ♦ **Fear, Healing, Psychic**

Close burst 5; +10 vs. Will; 1d10 psychic damage, and the target is immobilized and grants combat advantage to all attackers (save ends both). Holy Uldra and allies within the burst regain 5 hit points.

Nimble Reaction

Halflings gain a +2 racial bonus to AC against opportunity attacks.

Second Chance (immediate interrupt, when Holy Uldra is hit by an attack; encounter)

The attacker must make a second attack roll and use the new result.

Alignment Evil Languages Common, Draconic

Skills Acrobatics +11, Religion +12, Thievery +11

Str 13 (+5) Dex 15 (+6) Wis 16 (+7)

Con 17 (+7) Int 17 (+7) Cha 20 (+9)

Equipment leather armor, Talenta sharrash*

*New weapon described in the *Eberron Player's Guide*.

HOLY ULDRA'S TACTICS

Holy Uldra targets lightly armored foes with Talenta sharrash attacks, using *Balinor's reaping* as soon as she has at least two foes adjacent to her. When she and her bodyguards have all been injured, she calls them close to use *frenzy of the hunt*. She reserves *second chance* to reverse a critical hit.

ENCOUNTER GROUPS

As a priest of the god of the hunt, Holy Uldra does not shy away from combat, though she is more accustomed to tracking wild animals on the Plains than engaging in all-out melee.

Encounter Level 8 (XP 1,850)

♦ Holy Uldra (level 8 controller)

♦ 4 halfling prowlers (level 6 lurker, MM 153)

♦ 2 shadow hounds (level 6 skirmisher, MM 160)

VALENAR

Although less than a century old, this nation at the southeastern tip of Khorvaire claims a heritage that goes back more than ten millennia. Valenar is the only elven nation in Khorvaire, and it remains one of the least understood.

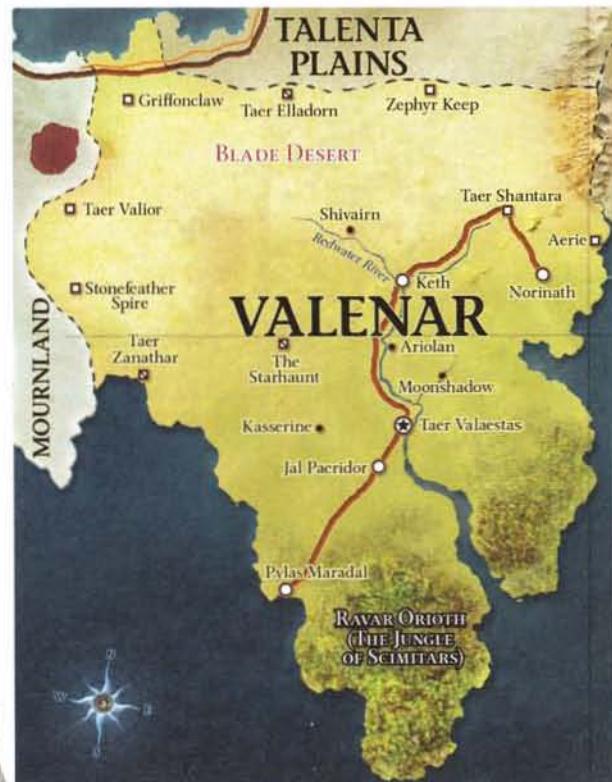
Valenar is a society shaped by martial tradition and spiritual belief. Its folk are isolationist and aggressive, having signed the Thronehold treaty before immediately breaking its terms. Valenar elves spend their lives serving High King Shaeras Vadallia as members of the Host of Valenar, or traveling with their war bands in search of glory and honor. The Valenar elves claim an ancient connection to their land, but they seem profoundly disinterested in building a thriving nation.

LORE OF VALENAR

HISTORY

Common Knowledge: The only elven nation in Khorvaire, Valenar was born in the heat of the Last War. High King Vadallia came from the elves' home continent of Aerenal as the leader of a host of elf mercenaries. Although humans and half-elves still reside in Valenar, most of these folk are former subjects of Cyre who now give fealty to foreign rulers.

During the Last War, the leaders of Cyre bought the allegiance of the Valaes Tairn—the largest faction of the Tairnadal, the elven warclans of northern



Aerenal. Establishing their war camps at the southern tip of Cyre, the elves quickly became the most devastating component of Cyre's cavalry and commando forces.

Led by Vadallia, the elves targeted halfling war bands, hobgoblin mercenaries, and the forces of Breland and Karrnath. Though Cyre's enemies tried to buy the elves' services, the Valaes Tairn stayed unfailingly loyal to Cyre for over thirty years. It was thus a shock when elves turned on their Cyran paymasters and seized the lands they had defended for decades. Shaeras Vadallia proclaimed himself high king of the new nation of Valenar, using an ancient elven claim to the land to justify his actions.

History DC 15: Tracing their roots to the island nation of Aerenal, the Tairnadal elves of Valenar are a militaristic offshoot of the dominant Aereni culture. These warriors revere the heroes of the elves' ancient struggle to free themselves from slavery on Xen'drik, and honor their ancestors by emulating their deeds.

Young elves sometimes leave Valenar to further their military experience abroad in Khorvaire, hiring themselves out as mercenaries or joining adventuring bands. In the aftermath of the Last War, the Valaes Tairn remains the deadliest cavalry and commando force in Khorvaire. Though their betrayal of Cyre earned the elves a measure of distrust, individual Valenar war bands are often hired by other nations for specialized assignments.

History DC 20: Though it has a high king, Valenar is less a nation than a league of individual warclans. As proof of their title in Valenar, the members of the Valaes Tairn speak of an ancestral connection to this land, and of an elven dominion in southern Khorvaire contemporary with the goblin Empire of Dhakaan.

More than forty of Aerenal's warclans are represented in Valenar. However, most of the elf noncombatants remain on Aerenal, making Valenar more of a military staging ground than a country. Although High King Vadallia rewards bravery with title and territory, few elves take up the life of landed nobility. The pursuit of battle is the Valenar elves' only focus, and they are happy to leave their lands in the care of the humans and half-elves who work it.

For their part, the peasants and farm folk of Valenar live their lives as they have for centuries, noting few differences between Cyran rule and the new elf regime. If anything, life under the Valaes Tairn is easier. The elves tax less harshly than Cyre once did, since the self-sufficient warclans have little need for material wealth or tribute. As such, Valenar's nonelf population is largely left in a state of benign neglect.

Over the last few decades, House Lyrandar has formed an alliance with the elves of Valenar. Lyrandar half-elves have taken on many administrative

positions within the nation, and some claim that Lyrandar is creating a half-elf homeland under Vadallia's nose.

History DC 25: At the height of the Dhakaani Empire, the elves of Aerenal founded settlements on the plains north of Ravar Orioth—sites that coexisted and traded peacefully with the goblins for nearly a century. Eventually, the goblins came to distrust and fear the militaristic elves. The war between the Valaes Tairn and the Dhakaani goblins was hard-fought, with the skill of the elves offset by the numerical superiority of the goblins. In the end, a draconic attack on Aerenal itself forced the leaders of the Valaes Tairn to sue for peace and abandon their holdings in Khorvaire in order to focus their efforts on defending Aerenal.

When Vadallia led his warriors to Khorvaire to fight under the flag of Cyre, it was for the glory of war. The Tairnadal elves devoted their lives to martial training, but war games were no match for a chance to engage in true battle. War in Khorvaire promised the elves a chance to win glory in their ancestors' names, even as entering the fight on the side of beleaguered Cyre provided a fine opportunity to hone the skirmisher tactics they had perfected over generations.

For five decades, the elves fought for Cyre and found the glory they sought. But as the struggle settled into a routine, the challenges faded. Some say the Queen of Cyre insulted Vadallia, but most believe that it was the desire for glory that drove the war leader to turn on Cyre and annex the lands he once defended. In the wake of this betrayal, the elves of Valenar sold their services to every nation, though few would employ them in large numbers. Today they continue to launch raids into neighboring nations, and it is certain that they hunger for new opportunities for glory.

NATURE

Common Knowledge: The warhorses of the elves of Valenar are the finest mounts in Khorvaire. These animals are kept and carefully bred by the elves, with bloodlines that can be traced back for millennia. The Valenar elves are highly protective of their horses and consider them kindred spirits. The riders of the Valaes Tairn value their horses and their patron ancestors above all else.

Nature DC 15: Elven horses are bred only in Aerenal and in a small number of highly secret and well-guarded ranches in southern Valenar. All Valaes Tairn warhorses are gelded before being sent into the field in an effort to prevent others from obtaining access to the bloodlines of these magnificent steeds. Few people are foolish enough to attempt to steal a Valaes Tairn warhorse, but the price such a mount can fetch on the black market inspires some to try.

RELIGION

Common Knowledge: The Valenar elves follow the same faith as their kin in Aerenal, revering their ancestors and following the guidance of clerics of the Undying Court.

Religion DC 15: The Tairnadal faith is more complex than most believe. Though the Valaes Tairn respects the councilors of the Undying Court, the faith of the elves of Valenar is a variant of the traditional beliefs prevalent on Aerenal. Valenar's spiritual leaders are the Keepers of the Past, a religious tradition particular to the Tairnadal. Rather than revering the deathless elves of the Undying Court, the Valaes Tairn focuses its faith on the legendary warriors who fought to bring the elves out of slavery in Xen'drik.

Religion DC 20: When a Valenar elf is born, a Keeper of the Past determines his or her patron ancestor—the spirit of a great warrior of the past that watches over the child from that day forth. The warriors of the Valaes Tairn emulate and honor their patron ancestors in all they do. It's said that an elf who emulates the deeds of an ancestor can become a vessel for that hero's spirit.

Patron ancestors are not unique to each individual, and hundreds of elves can share a given spiritual lineage. This connection leads to lifelong competitions between warriors, as they attempt to prove themselves the most faithful embodiment of a particular hero.

STREETWISE

Common Knowledge: The Last War is over, but the elves of Valenar show no signs of giving up the lust for battle that brought them to Khorvaire. Elf war bands routinely raid into the neighboring territories of the Talenta Plains and Q'barra, and range far enough north across the Plains to strike at Karrnath.

Valenar's government is tightly organized around the military structure of the Valaes Tairn. The warclans account for the entire elf population of Valenar. The nonelves who make up the farming and crafting classes have little standing, but they enjoy more freedom than they did as subjects of Cyre. In recent decades an alliance with House Lyrandar has drawn many half-elves to the Valenar, and most civic administration falls to this half-elf middle class.

The elves' disinterest in their subjects makes the borders of Valenar relatively easy to breach, provided that the intruders are willing to wear a humble disguise. A party whose members pose as common laborers can gain easy access to most parts of the country, while travelers who display a warlike demeanor can expect to be challenged on a regular basis.

Streetwise DC 15: Members of the Valaes Tairn dedicate their lives to valor and martial skill. They are warriors with a long and proud tradition, and they make a strong distinction between honorable combat and meaningless brawling. If a foe or



a situation is deemed unworthy, a Valenar elf is more likely to walk away than to engage in a fight beneath his dignity.

The end of the Last War has seen many Valenar elves granted leave from their warclans to put their skills to use in the wider world. Such elves become mercenaries or join adventuring bands, seeking out danger by which their bravery might be tested.

Valenar is a young nation, and the elves have little interest in pursuing official relationships with Khorvaire's other powers. Elven raids into the Talenta Plains, Q'barra, and Karrnath put Valenar on poor terms with its closest neighbors, and most dragon-marked houses have only a limited presence in Taer Valaestas. House Vadalis operatives are banned from Valenar on pain of death because of the house's incessant efforts to obtain elven warhorses and breeding stock, and the spies of Thuranni and Phiarlan are universally shunned by the Valaes Tairn. However, the half-elves of House Lyrandar wield significant influence in the court of Vadallia, and they have been granted extensive territories within Valenar.

Streetwise DC 20: All Valenar elves are part of active military units, whether in service to the high king or undertaking the border skirmishes of individual warclans. Any elf not fit and willing for battle is repatriated to Aerenal. Valenar raids against neighboring territories are typically quick strikes and sorties that make the most effective use of the elves' advanced cavalry skirmish tactics. The elves make token raids for supplies or trade goods, but their primary goal is glory in the defeat of an equal or superior foe.

Streetwise DC 25: Each of the forty-five warclans of the Valaes Tairn is obligated to take a turn serving High King Vadallia as part of the Host of Valenar. The host consists of twenty warclans—ten tasked with maintaining order throughout the realm, and ten engaged in military operations as directed by the crown. A warclan serves on the Host of Valenar for ten years before being released to conduct independent operations and raids, though warclans can be recalled to assist and support the Host of Valenar by the high king.

Valenar is a land built on preparations for war, and even after the peace of Thronehold, the

nation of the Valaes Tairn resembles a military staging ground more than a country. Permanent elven settlements are few in number and uniformly fortified, both along Valenar's northern borders and deep into the safer lands of the south.

The warclans of Valenar have only one goal—glory in combat. And while the Valaes Tairn's border raids are seen as little more than posturing by disaffected troops, it has been suggested that High King Vadallia has an ulterior motive. Valenar's raids are carried out by independent warclans, never by the Host of Valenar. However, Vadallia makes no real effort to stop the incursions, and many believe that with the Last War ended, the Valaes Tairn are attempting to goad Valenar's neighbors (particularly Karrnath) into a full-blown military response. If war does erupt again in southern Khorvaire, the elves are well prepared for a long and glorious campaign.

SETTLEMENTS AND FEATURES

Small farming communities dot the plains of Valenar, dating from the days when this land was Cyre. The new masters of this realm spend their lives in motion, and their building efforts extend only to the forts and military outposts that define their readiness for war.

TAER VALAESTAS

Capital City; Population 19,000

The elves of Valenar have little love for cities, but they recognize that their nation and their king require a capital. Taer Valaestas is a walled city built with military precision. The wall surrounding the city is a massive thicket of bronzewood thorns. Its narrow streets are designed to thwart attack by armored forces, and its buildings are constructed of stone and dense wood for strength and resistance to fire.

Royal Palace: Though unimpressive by the standards of other nations, the royal palace is the most ostentatious structure in Valenar. High King Vadallia's quarters are austere, but the palace's regal courtyard with its towering columns evokes memories of the forests of Aerenal and the great city of Shae Cairdal.

Peasants' Market: Despite its name, the peasants' market is a good source of quality wares from Aerenal and across Khorvaire. The market is so named because of the fact that few Valenar elves can be bothered to undertake tasks as mundane as shopping, entrusting such jobs to the Cyran peasants and laborers who take responsibility for the elves' land.

Temple of the Ages: The Temple of the Ages is the primary place of worship and training for the Keepers of the Past. It is also the site where High King Vadallia hosts annual tournaments and contests of military and equestrian skill.

PLOTS AND ADVENTURE SITES

Taer Sadaen: The fortress of Taer Sadaen was raised by the Aereni who settled these lands 10,000 years ago. According to legend, the citadel was the site of a terrible battle between goblins and elves shortly before those ancient settlers returned to Aerenal. The ruins of Taer Sadaen have never been found, and some say that the fortress was shifted out of the world by a powerful elven curse. When the stars and moons properly align, Taer Sadaen is said to reappear with that ancient battle still raging around its walls.

PCs traveling in Valenar might find themselves in the right place at the right time when the fortress crosses back into the mortal realm. Or, interests in Aerenal or the Five Nations might have information that points to the location of the fortress—and reasons for the PCs to find it before the Valaes Tairn does.

Onward to Glory: The easiest place for PCs to face off against a Valaes Tairn war band isn't deep within Valenar but along the borders with the Talenta Plains and Q'barra. Valenar raiding parties cross into both nations with great frequency, and the PCs might easily be caught up in one such incursion. Whether the elves are in search of supplies, seeking vengeance for a perceived slight, or simply spoiling for battle, PCs who stand against a war band are in for a memorable fight.

Breeding Stock: The warhorses ridden by the Valaes Tairn are all geldings, and the elves are deadly serious in the protection of their brood mares and stallions. However, a high-ranking operative of House Vadalis believes that she has found a way to magically infuse the bloodline of Valenar geldings into magebred horses. Testing her theory requires only a dozen or so warhorses to be stolen out from under the Valaes Tairn and transported from Valenar to the Eldeen Reaches. Stealing even a single Valenar warhorse is not an assignment for the faint of heart, but the house will pay handsomely for delivery.

Nation Building: The Valaes Tairn is perhaps the best band of warriors in Khorvaire, but these elves are notoriously indifferent to the plight of their nonelf subjects. Peasants from Valenar approach the PCs to beg for their aid, whether against monsters plaguing local farmsteads or a group of bandits too unskilled for the Valaes Tairn to consider an honorable challenge.

In Service to the King: The elven penchant for violence means that few civilized nations allow an unescorted Valaes Tairn war band to freely enter or cross their territory. When High King Vadallia has important business needing attention in the Five Nations, his operatives must seek out adventurers to see it done. The PCs might be approached by a representative of the king, or could even be invited to the court at Taer Valaestas to be engaged in high-level intrigues.

IRRISTIA IMMIAR, VALENAR WARLORD

It's a common misconception that the Valaes Tairn believe in honor in battle. Some do, but what matters most to a Valenar warrior is emulating the deeds of one's patron ancestor. And while some of those heroes were chivalrous, others were ruthless or cruel—and their descendants are expected to follow in their mold.

Like many young Valaes Tairn, Irristia Immiar saw extensive action during the Last War but failed to distinguish herself before the peace of Thronehold took her opportunities away. Now the leader of her own warclan, she is among those disaffected elves who yearn to prove themselves on the frontier—and to goad Valenar's neighbors into an ongoing conflict that will grant her the chance for glory.

So far, Irristia's efforts have been in vain. Her clan's attacks against Karrnathi fortresses and caravans in the northern Talenta Plains, nomadic halfling warriors on the southern frontier, and the human militias of Q'barra have been easy victories. Aware of the reputation of the Valaes Tairn, the Karrnathi garrisons are eager to avoid full-scale conflict, choosing instead to maintain a defensive posture.

In her frustration, Irristia has begun attacking civilian targets along the border between Karrnath and the Plains, raiding villages and burning cropland between Vulyar and Irontown. She has no enmity for the farmers and herders her clan has slain, but she means to have her glorious war no matter the cost in suffering.

IRRISTIA IMMIAR LORE

History DC 20: The warclans of the Valaes Tairn instigate conflict with their neighbors, hoping for the chance to prove themselves in combat. Although most of them target military units, civilian settlements are coming under attack with greater frequency.

Streetwise DC 20: The Valenar elves expected the peace of Thronehold to be short-term at best, and the younger warclan leaders are chafing at being denied the opportunities in combat that their older kin enjoyed for a hundred years. Valenar's incursions across its neighbors' borders are increasingly designed not as mere tests of combat skill but as bold provocation to open war.

Streetwise DC 25: Irristia Immiar is one of those young chiefs, a fierce leader striving to prove herself in battle. Seeking to provoke Valenar's neighbors into open war, she has led her clan in raids upon civilian targets in Karrnath, the Talenta Plains, and Q'barra.

IRRISTIA'S WAR BAND

Any party of PCs passing through Valenar or along its borders might be targeted by Irristia and her followers. Likewise, the PCs could be called upon to defend a civilian settlement in Karrnath or a noncombatant

halfling clan against a Valaes Tairn attack. Once the PCs have made an enemy of Irristia, it is inevitable that she will cross their path again.

Alternatively, the PCs might be forced to ally with Irristia's clan against the greater threat of a primitive horror from the depths of Q'barra, or an even more violent Valenar war band. Irristia is passionate in her need to prove herself, and she undertakes any challenge worthy of her people and her patron ancestor.

IRRISTIA IMMIAR

Medium fey humanoid, elf

Level 9 Soldier (Leader)

XP 400

Initiative +11 Senses Perception +13; low-light vision

HP 97; Bloodied 48

AC 25; Fortitude 20, Reflex 22, Will 20

Speed 7; see also *wild step*

① **Rapier** (standard; at-will) ♦ **Weapon**

+16 vs. AC; 1d8 + 8 damage, and the target is marked until the end of Irristia's next turn.

② **Shortbow** (standard; at-will) ♦ **Weapon**

Ranged 15/30; +16 vs. AC; 1d8 + 8 damage, and the target is marked until the end of Irristia's next turn.

† **Twin Fang Charge** (standard; at-will)

Irristia charges and then makes two rapier attacks.

† **Twin Fang Strike** (standard; at-will)

Irristia makes two rapier attacks.

♂ **Draw Attention** (standard; requires a shortbow; encounter) ♦ **Weapon**

Ranged 15/30; +16 vs. AC; 3d8 + 5 damage; the target is marked, and any creature currently marked by the target is no longer marked by the target.

Sustained Mark

If Irristia ends her turn adjacent to a target marked by her, that target remains marked until the end of her next turn.

Elven Accuracy (free; encounter)

Irristia can reroll an attack roll. She must use the second roll, even if it's lower.

Wild Step

Irristia ignores difficult terrain when she shifts.

Born in the Saddle

Irristia bestows her *wild step* power on any mount she rides.

Alignment Unaligned Languages Common, Elven

Skills Nature +13, Stealth +14

Str 14 (+6) Dex 20 (+9) Wis 14 (+6)

Con 17 (+7) Int 13 (+5) Cha 17 (+7)

Equipment leather armor, rapier, short bow with 20 arrows

IRRISTIA'S TACTICS

Though they are not averse to battling on foot, Irristia and her followers prefer to fight mounted on Valenar warhorses. These steeds have the statistics of a standard warhorse (MM 159) but with speed 12.

Irristia attacks the strongest-looking foes with *twin fang charge*, weaving across the battlefield unless hemmed in, when she switches to *twin fang strike*. Only if all enemies flee from melee does she take up her shortbow, marking with shortbow attacks in the hope of drawing a foe back into combat.

Irristia seeks glory, not death, on the battlefield. She retreats if a fight turns against her, though the shame of doing so causes her to redouble her efforts at provocation in the future.



Valaes Tairn Outrider

Medium Fey humanoid, Elf

Initiative +11 Senses Perception +12; low-light vision

HP 87; Bloodied 43

AC 22; Fortitude 19, Reflex 21, Will 19

Speed 7; see also *roll with the punches*, *wild step*

① **Spear** (standard; at-will) ♦ **Weapon**
+13 vs. AC; 1d8 + 7 damage.

② **Shortbow** (standard; at-will) ♦ **Weapon**
Ranged 15/30; +13 vs. AC; 1d8 + 7 damage.

† **Spear Charge** (standard; recharge 2) ♦ **Weapon**

The outrider makes a charge attack that deals 1d8 extra damage.

The charge movement does not provoke opportunity attacks.

Elven Accuracy (free; encounter)

An elf can reroll an attack roll. It must use the second roll, even if it's lower.

Roll With the Punches (immediate reaction, when an enemy makes a melee attack against the outrider; encounter)

The outrider shifts 2 squares.

Wild Step

An elf ignores difficult terrain when it shifts.

Born in the Saddle

An outrider bestows its *wild step* power on any mount it rides.

Level 8 Skirmisher

XP 350

Alignment Unaligned	Languages Common, Elven	
Skills Nature +12, Stealth +14		
Str 17 (+7)	Dex 20 (+9)	Wis 17 (+7)
Con 15 (+6)	Int 12 (+5)	Cha 14 (+6)
Equipment leather armor, spear, shortbow with 20 arrows		

VALAES TAIRN OUTRIDER TACTICS

Irristia's outriders make *spear charge* attacks against their foes' front line, then pull away to make shortbow attacks while staying in motion. If forced into melee, they trade off targets with their allies, making *spear charge* and spear attacks until they can move back to bow range.

Valaes Tairn Plainswalker

Level 8 Controller

Medium Fey humanoid, Elf

XP 350

Initiative +7 Senses Perception +14; low-light vision

HP 89; Bloodied 44

AC 22; Fortitude 19, Reflex 19, Will 21

Speed 7; see also *wild step*

① **Spear** (standard; at-will) ♦ **Weapon**
+13 vs. AC; 1d8 + 7 damage.

② **Shortbow** (standard; at-will) ♦ **Weapon**

Ranged 15/30; +13 vs. AC; 1d8 + 7 damage, and the target is slowed until the end of the plainswalker's next turn.

↗ **Storm Shot** (standard; requires a shortbow; encounter) ♦ **Thunder, Weapon**

Ranged 20; targets up to three creatures; +12 vs. Fortitude; 1d8 + 3 thunder damage, and the target is knocked prone.

✿ **Thorn Maze** (standard; recharge 2) ♦ **Zone**

Area burst 2 within 12; +12 vs. Reflex; 2d4 + 4 damage, and the target is immobilized (save ends). Effect: The burst creates a zone of difficult terrain that lasts until the end of the encounter.

Elven Accuracy (free; encounter)

An elf can reroll an attack roll. It must use the second roll, even if it's lower.

Wild Step

An elf ignores difficult terrain when it shifts.

Born in the Saddle

A plainswalker bestows its *wild step* power on any mount it rides.

Alignment Unaligned Languages Common, Elven

Skills Nature +14, Stealth +12

Str 13 (+5) Dex 16 (+7) Wis 20 (+9)

Con 17 (+7) Int 12 (+5) Cha 14 (+6)

Equipment leather armor, spear, shortbow with 20 arrows

VALAES TAIRN

PLAINSWALKER TACTICS

A plainswalker stays at the edge of the fray, blasting heavily armored targets with *storm shot* and using *thorn maze* to hinder fast-moving foes.

ENCOUNTER GROUPS

Irristia rides with no fewer than a half-dozen warriors, all well versed in Valaes Tairn tactics and spoiling for a fight.

Level 10 Encounter (XP 2,500)

- ♦ Irristia Immiar (level 9 soldier)
- ♦ 4 Valaes Tairn outriders (level 8 skirmisher)
- ♦ 2 Valaes Tairn plainswalkers (level 8 controller)

ZILARGO

At first glance, Zilargo seems a paradise—a colorful land filled with magic, music, and song, and featuring the most peaceful cities of any nation in Khorvaire. This is the land of the gnomes, and visitors are met with good cheer and warm hospitality. However, Zilargo is also a land filled with conspiracy and intrigue, and its people have little tolerance for violence or unrest. For characters who stay out of trouble, Zilargo can be as pleasant and peaceful as it appears. Those who disturb that peace run the risk of disappearing without a trace.

LORE OF ZILARGO

ARCANA

Arcana DC 15: The gnomes of Zilargo are the foremost authorities in a number of mystical arts, from alchemy to a process called glamorweaving, which binds illusion into cloth and can even render a wearer invisible. However, the gnomes are best known for their mastery of elemental binding, creating the magic vessels by which modern Khorvaire's transportation and communication infrastructure is defined.

Arcana DC 20: Xen'drik explorers have seen evidence of elemental binding magic in use among the drow of that land, and some suggest that the gnomes

of Zilargo discovered the fundamental principles of elemental binding during an expedition to that continent. Whatever its origins, the Zil guard the secrets of elemental binding ruthlessly.

Arcana DC 25: The first Zil gnomes came to Eberron from Thelanis long ago, possibly by way of the feyspire of Pylas Pyrial. Records from the Dhakaani Empire describe encounters with primitive gnomes that fought a vicious guerrilla war with the goblins. The contemporary culture of Zilargo evolved over the centuries between the downfall of the goblins and the arrival of humans in Khorvaire.

HISTORY

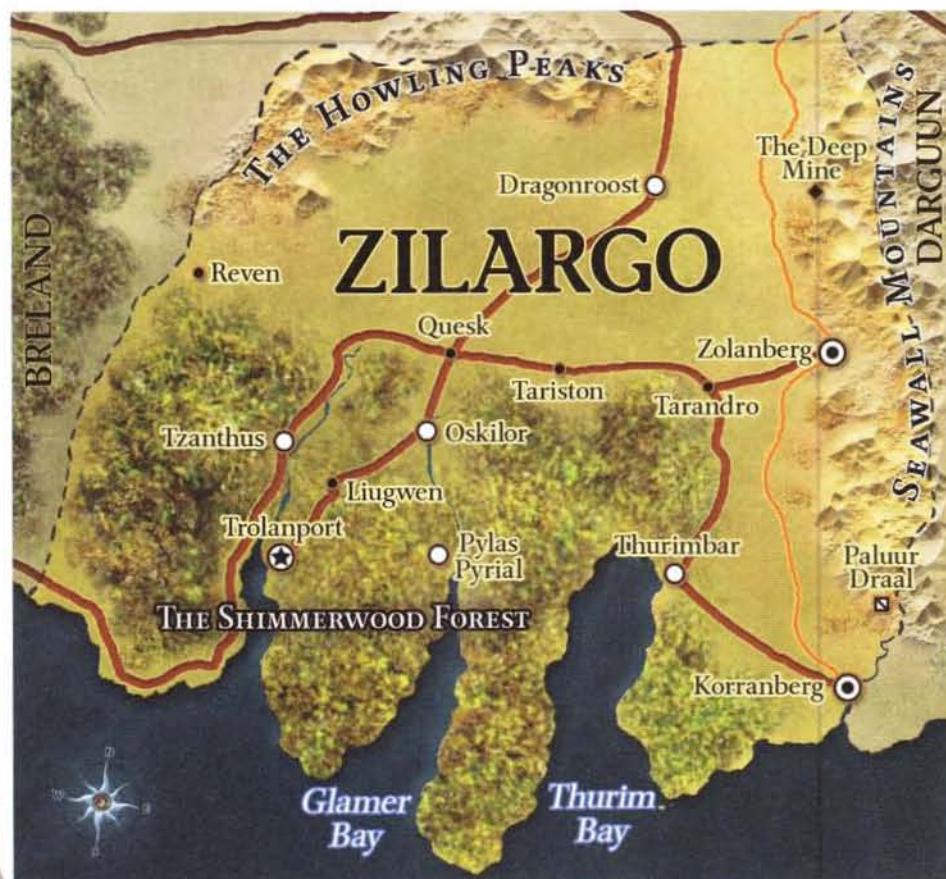
Common Knowledge: Zilargo is a peaceful land whose people have always sought to avoid conflict, and a knack for diplomacy has helped the gnomes prosper throughout the ages. The Zil place great importance on hospitality, and they welcome strangers into their settlements and homes with open arms.

An independent province within the kingdom of Galifar, Zilargo remained neutral during much of the Last War before aligning with Breland in 962 YK. Though the gnomes committed few troops to the war effort, their alchemical and elemental weapons were devastatingly effective, and Zil spies were said to provide substantial intelligence to Breland.

The gnomes consider information to be a priceless treasure. The Library of Korranberg is the greatest

repository of general knowledge in Khorvaire, and the doyens of the library regularly fund scholarly expeditions that take explorers across Eberron. The Korranberg Chronicle is the most reliable source of daily news in Khorvaire, and the gnome House Sivis controls the *message stones* that make international communication possible.

History DC 15: The Zil have always been skilled shipwrights and dedicated explorers, and they build many of the watercraft that ply the Thunder Sea. In particular, they are responsible for the construction and elemental binding of the magic vessels of House Lyrandar. It is said that the gnomes discovered the secret of elemental



binding in Xen'drik, and that they guard this process jealously from any who might seek to steal it.

Zilargo is ruled by the Triumvirate, a council composed of representatives from the cities of Korranberg, Trolanport, and Zolanberg. Each city is ruled by a Council of Nine—representatives of its most powerful families. Family plays an important role in Zil society, with multiple families bound together to form powerful houses. The betrayal of a family member is a serious crime under Zil law.

History DC 20: The laws of Zilargo are maintained by a secret police force known as the Trust, whose members answer only to the Triumvirate. They are authorized to take any action necessary to preserve the peace, and Zilargo has almost no crime as a result. People who threaten the social order can be eliminated by the Trust without warning or trial, whether citizens or not.

History DC 25: The Trust began as an oversight force within the Library of Korranberg, eventually expanded to encompass the entire nation. Over the last two centuries, it has spread beyond Zilargo, becoming one of the most efficient intelligence-gathering agencies in Khorvaire. The Trust intervenes only in matters that threaten the public peace or the security of the nation. As a result, private intrigues abound in Zilargo, but their perpetrators must be careful to keep their schemes and conflicts from escalating from private to public.

RELIGION

Religion DC 15: The Zil take faith seriously, to the extent that many gnomes explore different religions before settling on one faith. Others continue to adhere to multiple (and sometimes conflicting) beliefs all their lives. Shrines and temples for every faith can be found in the major Zil cities, from the Sovereign Host to the Cults of the Dragon Below (though Zil devotees embrace the Cults on a strictly philosophical level).

STREETWISE

Common Knowledge: The gnomes of Zilargo abhor public violence, but they have no aversion to blackmail, bribery, and other sorts of unethical schemes. Such intrigues are seen as a form of entertainment and mental exercise, and every Zil—from the Korranberg librarian to the dowdy innkeeper—is likely engaged in a half-dozen plots at any given time.

More serious machinations linger beneath the surface of Zil society, affecting the balance of power between families and even which families will sit on the Triumvirate. Travelers who don't watch their step can find themselves caught up in the web of intrigue that underlies Zilargo—sometimes with unpleasant results.

Streetwise DC 15: See History DC 20.

Streetwise DC 20: See History DC 25.

SETTLEMENTS AND FEATURES

Villages and towns are scattered across Zilargo, all of them friendly and welcoming. The gnomes go to great lengths to make their homes accessible to foreigners. In virtually every community, buildings have doors and furniture sized for Medium creatures, and even the smallest village has a roadhouse designed to accommodate larger visitors. However, unwary outsiders can quickly be drawn into local intrigues, which can be dangerous. The Trust has eyes in even the smallest Zil village.

KORRANBERG

City of Knowledge; Population 17,500

The ancestral home of House Sivis, Korranberg has long been a seat of learning and a haven for folk who love the written word. The offices of the *Korranberg Chronicle* are located in the Bookbinder's Quarter, along with a diverse range of scribes, printers, and the finest cartographers in Khorvaire. Old scrolls, maps, and weathered tomes can be bought and sold in the quarter's Paper Market, and explorers and adventurers make up a sizable portion of the clientele here.

The Street of a Hundred Temples: The number is an exaggeration, but this single ward of Korranberg has more shrines and temples than some Khorvairian cities. Every member of the Sovereign Host and the Dark Six is represented here, in addition to multiple temples dedicated to both pantheons as a whole. A sanctuary of the Path of Light sees gnomes meditate alongside kalashtar mentors, and the Blood of Vol has a sanguinary where folk peacefully contemplate the divinity within. Shrines to the Cults of the Dragon Below and to the overlords of the Age of Demons can be found here, though worshipers who take their beliefs too seriously face the wrath of the Trust. The centerpiece of the street is the Codex Vault, the largest temple to Aureon in Khorvaire.

The Library of Korranberg: The Library and its related buildings dominate a full quarter of the city. In addition to the actual repository of lore—a heavily secured edifice whose vaults extend deep beneath the ground—the library is an institute of learning that attracts students from across Khorvaire. Eight colleges each have their own specialty: Aureon's Holt (law and oratory), Balinor's Horn (natural sciences), Blackdragon (alchemy), Drystone (engineering), Lyriss (art and literature), Morridan (mathematics), Soladas (history), and the Tabernacle (religion and philosophy). The colleges have an intense rivalry, which gives rise to academic, athletic, and arcane competitions. Every citizen of the city is required to devote four years of service to the library in exchange for free education.

The Library of Korranberg is a great repository of knowledge, and PCs might seek advice from its sages or attempt to borrow (or steal) rare tomes. The library also funds expeditions to excavate ruins and explore strange lands, and it can become a valuable patron for a low-level party.

PYLAS PYRIAL

Mercantile Feyspire; Population 3,900

Known as the Gate of Joy, Pylas Pyrial is a glittering tower of alabaster and gold. Its population includes more gnomes than eladrin, and it is widely thought that the first Zil were settlers from the Gate of Joy. Over the centuries, the Zil maintained a close relationship with Pylas Pyrial when it appeared. In the aftermath of the Mourning, the folk of the feyspire have adapted to their new lives, even as they hold out hope that they will return to Thelanis once more.

Pylas Pyrial is home to artisans and artificers of great skill, and PCs interested in purchasing fey goods or negotiating with eladrin lords will find this to be the most accessible of the feyspires. However, an ancient rivalry undercuts the relationship between Pylas Pyrial and Shae Loralyndar, and PCs who seek an alliance with the lords of Pyrial might be drawn into that conflict.

Pylas Pyrial is ruled by the Summer Council, which includes gnomes and eladrin. The Trust has no formal power within the Gate of Joy. However, it is widely rumored that even before Pylas Pyrial's recent appearance in the world, the Trust had infiltrated the council and has a long-established clandestine presence in the feyspire.

TROLANPORT

Capital Port City; Population 27,500

The Tower of the Triumvirate rises over the center of Trolanport, the center of the gnome shipbuilding trade and a major mercantile hub. Traders arrive here regularly from Aerenal, Breland, Stormreach, and even more distant ports. It is said that anything can be found in the Trolanport markets, from Sarlonan tapestries to Karrnathi blades and incense from distant Seren Island.

Trolanport is also home to the great elemental binding guilds. All the dragonmarked houses are represented in the city, and House Lyrandar, House Cannith, and House Kundarak have large enclaves that reflect their close ties to the gnomes.

ZOLANBERG

Mountain Mining City; Population 11,200

The smallest of the cities of Zilargo, Zolanberg maintains its power through wealth. Nestled in the Seawall Mountains, the city is the heart of a rich mining territory. The Zil prefer to fight with words instead of weapons, but endless battles against the

kobolds of the mountains have made the Zolanberg gnomes the toughest in Zilargo. House Tharashk has long sought prospecting rights along the Seawalls, but the gnomes have fiercely refused.

PLOTS AND ADVENTURE SITES

Family Feuds: The intrigues of Zilargo make it all too easy for PCs to become drawn into potentially dangerous plots, often without realizing it. Extortion, espionage, and even murder are beneath the notice of the Trust as long as such crimes pose no threat to the greater social order. At the same time, the Zil do their utmost to maintain the appearance of decorum, and they seek outside agents—willing or otherwise—to carry out their schemes. Although this business can be a dangerous one, the gnomes take their debts seriously. PCs who are owed a favor by a powerful Zil house can find their status in Zilargo suddenly improved, and their dealings with guilds and government running more smoothly.

Kobold Wars: The conflict between gnomes and kobolds in Zolanberg can flare up without warning. PCs in the region might become caught up in this struggle, whether tasked with rescuing miners taken hostage or infiltrating the kobold kingdom beneath the mountains.

Paluur Draal: This ancient Dhakaani city was one of the centers of imperial goblin power before it was destroyed by the daelkyr. Over the centuries, gnomes and kobolds have explored the ruins, but some believe that its greatest secrets still lie hidden within. A powerful priest of the Dragon Below has recently returned to Paluur Draal, and whispered rumors speak of the vile relic he plans to seize from the darkness there.

THE TRUST

If the peaceful streets of Zilargo seem too good to be true, it's because they are. The security enjoyed by the gnomes of this land comes at a price. The nation is patrolled by an order of secret police—spies and assassins who answer only to the Triumvirate, and who are authorized to preserve the peace by any means necessary.

A foreigner who finds himself on the wrong side of a first offense in Zilargo is likely to be given a second chance. Perhaps he'll find a mild poison in his drink, along with a warning to watch his step. A thief might have her ill-gotten gains stolen back before she can fence them, replaced with a note ordering her to flee the country at once. Targets who do not listen, or who go too far, are simply eliminated.

Agents of the Trust do their best to perform assassinations quietly. Poison is a favorite tool, but not the only one at their disposal. However, the Trust seeks to act before a crime has been committed whenever

possible. Characters planning sedition or a heist are likely to receive a whispered *ghost sound* warning from unseen agents—a warning they would be wise to heed.

It is possible to outwit the Trust, since its agents can't be everywhere at once. However, the air of omnipresence and omniscience generated by the order is enough to keep most would-be criminals in line.

LORE OF THE TRUST

See the History and Streetwise lore entries for Zilargo.

ORGANIZATION

Despite its official standing, the Trust is perhaps the most secretive organization in Khorvaire. Outside of its membership, virtually nothing is known of its operations.

Leaders: Only the members of the Triumvirate know the leader of the Trust, and communication with this individual is conducted by magical means to prevent outsiders from discovering his or her identity. If the PCs become involved with the Trust (intentionally or otherwise), it is up to you to decide who this leader is, and what innocuous role he or she appears to play in everyday Zil life.

Headquarters: The Trust has safe houses scattered across Zilargo and in greater Khorvaire, but its primary base of operations is a secret. Many assume it to be in Trolaport, where the Triumvirate is based, but others reject this guess as too obvious by far.

Hierarchy: The majority of the members of the Trust are known as *ganos*, or “eyes.” Their job is to gather information, which they pass on to superiors

they have likely never met. These *shalons* (“minds”) give orders to the *valos* (“hands”)—the assassins and rogues who enforce the law. As a general rule, eyes and hands perform their duties in isolation.

Most Trust agents are tied to a specific community. However, the *corliganos* (“roving eyes”) are a special order dedicated to gathering intelligence throughout Khorvaire. PCs could become caught up in the work of the roving eyes, receiving missions and rewards from the Trust (including the use of safe houses or a cache of healing potions) in exchange for service.

Members: Whether in Zilargo or across Eberron, any gnome the PCs encounter could be an agent of the Trust. Rumors abound that the organization has begun to recruit members of other races, but many believe the group to be too paranoid to trust outsiders.

FOES OF THE TRUST

If the PCs cause trouble in Zilargo, the Trust won't fight directly or fairly. It will use poison, theft, or similar tricks to deal with adventurers, attempting to murder them in their sleep if need be. The Trust is a threat that PCs must take into consideration when planning virtually any activity in Zilargo, and the reputation of its agents is legendary. Between their training and their inherent fey powers, the gnomes of the Trust are as elusive and deadly as ghosts.

Outside Zilargo, the Trust is a powerful player in the intrigues brewing after the Last War. It has no particular loyalty to any of the Five Nations; the Trust's only concern is for the acquisition of information and the protection of Zilargo.



BEYOND KHORVAIRE

ALTHOUGH THE Last War was confined mostly to Khorvaire, the dragonmarked houses operate primarily on that continent, and the Draconic Prophecy seems focused on the events of Khorvaire's mortal races, Khorvaire isn't all of Eberron. Exciting and dangerous locales also await adventurers who brave the seas or delve deep underground to explore the mysteries of the subterranean realm.

This chapter discusses the rest of Eberron—four additional continents, as well as the vast subterranean realm of Khyber.

- ◆ **Aerenal:** The island empire of the elves, Aerenal is a mysterious land of wild jungles and ancient necropolises.
- ◆ **Argonnessen:** The land of dragons is virtually unknown to the inhabitants of Khorvaire.
- ◆ **Sarlona:** The birthplace of humanity, Sarlona is now ruled in large part by the Inspired—mortal vessels of sinister interlopers from another plane of existence.
- ◆ **Xen'drik:** Once the location of a great empire of giants, Xen'drik is now an untamed wilderness full of perils and potential.
- ◆ **Khyber:** Eberron's Underdark is a vast expanse of enormous caverns suffused with the influence of both the Elemental Chaos and Xoriat, the Realm of Madness.





AERENAL

Aerenal, the island continent of the elves, is infused with magic. Manifest zones allow astral and shadow energy to flow over the land, creating a center of power unique in the world. The island's nature and elven religious beliefs combine to allow Aerenal's inhabitants to distort the line between life and death.

On most of the island, the honored dead walk among the living, and the living revere them. Worthy elves gain immortality among the undying. Whether sage or soldier, benevolent undead aid and advise the living in the hope that such service will one day qualify them to join the powerful undead elves that make up the Undying Court.

LORE OF AERENAL

ARCANA

Arcana DC 30: As History DC 33.

HISTORY

History DC 15: Aerenal's elves divide themselves into distinct units called "lines." These lines contain multiple familial houses tied together by their relationship to a particular ancient tribe. A noble house bearing the same name as the line rules that line. The maintenance of a line is vital; arranged marriages dictated by prominent family members, nobles, priests, or even one of the undying are common among the elves.

A noble house isn't actually a blood family. Existing nobles choose heirs from among those most worthy in their whole line. Thus, any elf can rise to nobility, and from the nobility to the Undying Court. Nobles also have "siblings" within the line who are unrelated to them by blood.

The elves of Aerenal's northern plains hold slightly different traditions. These horse-riding warriors are known as the Tairnadal and have three distinct lines: the Valaes Tairn (who now reside mostly in Valenar), the Silaes Tairn, and the Draleus Tairn. They call their houses "warclans."

From among the noble houses, the Undying Court chooses a brother and a sister to rule Aerenal as Sibling Kings. Whenever either monarch dies, whether he or she becomes undying or not, the Undying Court selects a new pair. Living Sibling Kings rule Aerenal day to day, but the Undying Court ultimately guides the nation.

The current Sibling Kings are Balaereth (male) and Tezaera (female) of the Mendyrian line.

History DC 20: Elven civilization started on the continent of Xen'drik, where giants snatched eladrin from the Feywild and kept them as slaves for

millennia. During their long captivity, the enslaved eladrin lost their connection to the Feywild and became the distinct race of elves. Eventually, the elves revolted against the giants, using powerful magic and bloody warfare. The giants fought back in kind, and it seemed the war would destroy both peoples, the continent of Xen'drik, and perhaps the world. Then the dragons of Argonnessen intervened, shattering Xen'drik and driving the elves to a new home.

A prophet named Aeren foresaw the coming of Xen'drik's doom. To save her people, she gathered multitudes for an exodus from the continent. Most of those elves fled across the sea to an enormous tropical island they named Aerenal, which means "Aeren's Rest" in Elven, though Aeren never made it to Aerenal's shores.

History DC 25: Dragons have attacked Aerenal many times, only to be turned back by the unified might of the elves. Centuries sometimes pass between battles, but elves and dragons have been at war for thousands of years. The battles are often magical in nature, and the lion's share of the war effort falls on the shoulders of the Undying Court.

Some scholars believe that the dragons know the ultimate plans of the Undying Court, and that those plans are at odds with the Draconic Prophecy. Others, citing that dragons could easily have eradicated the elves if they chose, say that the dragons are molding the elves toward an unknown purpose. Whatever the truth, the majority of elves hate dragons, especially elves whose ancestors were slain in the conflict.

History DC 30: The traditions of the Undying Court and the beliefs of the warclans were not the only creeds among elves. A third belief system rooted in the line of Vol involved darker necromancy. Vol's methods created creatures such as vampires and liches that required life energy or blood from living creatures. The idea of preying on the living to support the dead was repugnant to the followers of the Undying Court, and it became a point of conflict between the sects. The appearance of the Mark of Death in the line of Vol only made matters worse.

The schism erupted into war when the Cairdal Blades, the elite soldiers and agents of the Sibling Kings, discovered an alliance between the line of Vol and a cabal of dragons. The Undying Court declared that the line of Vol was to be destroyed. For the first and last time in history, the dragons of Argonnessen joined with the elves to annihilate Vol. It is believed that the line of Vol was destroyed, and any who practiced Vol's traditions abandoned those ways or fled Aerenal.

Common citizens of Aerenal knew little of the reasons behind the assault on the line of Vol. Some of those who bore the Mark of Shadow feared that they would be next in this pogrom, while others believed that the spilling of elf blood by elf hands tainted

Aerenal. Most bearers of the Mark of Shadow fled to Khorvaire, where they eventually formed House Phiarlan. Some of those who carry the mark, however, are still born among the Aereni.

History DC 33: In Xen'drik, the struggle between elf and giant was a long and bitter war. The elves relied on cunning and mobility to match the overwhelming arcane might of the giants, striking hard and fleeing before the giants could react. In time, the giants began developing a terrible magic weapon that could end the war, but at an untold cost to Eberron. This activity drew the attention of the dragons of Argonnessen, who ultimately leveled Xen'drik before the weapon was completed. An elf slave named Aeren foresaw this devastation. Using magical knowledge stolen from the giants, Aeren and her followers struck a mighty blow against them with a powerful ritual. In the ensuing chaos, Aeren led a group of elves drawn from many tribes to freedom, escaping Xen'drik before the coming of the dragons.

History DC 35: An obscure myth holds that Aeren gave a prophecy to the founders of Aerenal. This plan for the elves is one of the purposes of the Undying Court. Aeren's word might be a portion of the Draconic Prophecy, or the two could conflict. Whatever the case, a faction of Argonnessen's

dragons has tried for eons to wrest Aeren's prophecy from Aerenal.

NATURE

Common Knowledge: Aerenal is a tropical island-continent surrounded by a number of smaller islands. Jungle covers most of the isle, but it has mountains in the south and broad steppes in the north. Elves claim the entire island.

Nature DC 15: Aerenal is noted for its exotic plants, especially its magic-infused trees and herbs. The Aereni are among the world's best woodworkers, and they use wood and leaves from their trees to make all sorts of fine items. Aerenal elves are also masterful herbalists who harvest plants useful for alchemy, potions, rituals, and magic items, especially those related to healing or death.

RELIGION

Religion DC 15: The Aereni revere their ancestors and the Undying Court, a council of undead elves. A portion of the elf population also strongly esteems heroic elf ancestors and emulates the behavior of the storied departed. Priests of the Undying Court are called Priests of the Transition, and those

THE ISLANDS OF AERENAL



who stress reverence for ancestors take the title Keepers of the Past.

Religion DC 20: The death of thousands of elves in the war against the giants of Xen'drik led to an elven obsession with preserving the greatest among their people. The elves' exploration of the mysticism of death created the religion of the Undying Court, which involves the veneration of ancestors and the pursuit of personal perfection. The reward for success on this mystical path is immortality in an undying body.

Other elves show reverence for their predecessors by emulating the deeds of elf heroes through displays of boldness and action. The Tairnadal, including the Valenar elves, primarily practice this religion, which they call the Spirits of the Past. Many practitioners of the Spirits of the Past are warriors or people of action, making the religion appealing to younger elves and increasing its influence within Aerenal society.

Religion DC 25: Although the Tairnadal don't share this custom, all other Aereni prefer styles of adornment that recognize death's influence on life. Most wear ancestral symbols and stylized clothing, such as death masks. Others go as far as permanently tattooing their bodies with stylized bone images, including a skull on the face. And a very few use alchemical processes to appear like a well-embalmed corpse or mummy, despite being alive.

Religion DC 28: As History DC 25.

STREETWISE

Streetwise DC 20: Aerenal is open to travelers. After arriving at a port, a visitor can explore freely. However, the elves don't give foreigners a warm welcome. Crime is rare in Aerenal, and punishments are severe. Lawbreakers can expect swift capture and punishment, often involving exile or execution.

SETTLEMENTS AND FEATURES

In the southern jungles of Aerenal, most elves dwell on estates, which are small, self-sufficient communities ruled by one noble line. On the northern plains, the Tairnadal live an itinerant lifestyle with their prized steeds, maintaining only a few settlements and forts.

PYLAS TALAEAR

Port Town; Population 10,000

Foreigners enter Aerenal through this port, although most never go any deeper into the land of the elves. The dragonmarked houses maintain facilities in the town, which serves as the primary trade center with foreign powers. The elves export limited quantities of elven goods, especially plants and lumber, and import small amounts of foreign

commodities, including information about the outside world.

Few of the undying inhabit the city. The elves of Pylas Talaear are more accepting of nonelves than those of any other city in Aerenal. However, the city authorities maintain strict order with only slightly more tolerance than elsewhere.

Hall of the Bereaved: The secret center of the Skullborn cabal (see page 178) festers under the city. Here, the Skullborn induct new members and perform vile experiments. Experienced members of the group help their fellow cabalists alter themselves, sometimes permanently, to appear undead.

SHAE CAIRDAL

Capital City; Population 53,000

Shae Cairdal is the largest city in Aerenal and the royal seat of the Sibling Kings. The elves carved the city from the jungle shortly after they arrived from Xen'drik. It meshes with the surrounding vegetation beautifully; many of its structures are formed from the still-living wood of the jungle canopy. Trees of immense size protect and hold aloft portions of the city. The fortress and home of the Sibling Kings, which is shaped from several enormous trees with iron-hard trunks, sits at the center of the city.

In addition to affairs of state, political dealings between influential Aerenal families take place in Shae Cairdal. The city houses a large portion of Aerenal's army, as well as numerous arcane universities and marketplaces where elves learn and trade.

Shae Cairdal is also home to the largest population of the undying outside Shae Mordai. The city's temples to the Undying Court are second only to Shae Mordai's religious edifices.

Hall of Blades: The headquarters of the Cairdal Blades takes up an entire great tree within the fortress of the Sibling Kings. Here, the Blades train and prepare for missions that take them across Aerenal and to other lands. They also watch the population for those who manifest the Mark of Shadow, so that such individuals can be inducted into their order.

Temple of the Deathguard: The Deathguard is an order of knights sworn to eradicate evil and corrupted undead, along with any who would deal with such vile creatures. The order was formed to destroy the line of Vol, and it built this pyramid-temple in Shae Cairdal as its first base of operations. The knights consider the Blood of Vol to be their greatest enemy and their greatest failure. Most in the order follow the custom of appearing undead by having skull tattoos inscribed upon their faces.

SHAE MORDAI

City of the Dead; Population 42,000

Shae Mordai is the seat of the Undying Court and the spiritual heart of Aerenal. Built on a flow of astral

and shadow energy within a manifest zone of the domain of Irian, Shae Mordai has more undying than living among its population. Undying soldiers guard its walls and patrol its streets, which are named for the most honored dead. Undying councilors and undying mystics walk among its monuments and eternal flames, enjoy its gardens, and haunt its libraries, occasionally advising living visitors. Priests of the Undying Court outnumber the breathing residents. Most of the locals live in fine stone homes in or below the city.

The city is a center for study and devotion, open only to the privileged. Its libraries house a copy of every important record in Aerenal. Despite Shae Mordai's size, little commerce takes place here except for basic goods and materials required for rituals.

A single gate on the northern wall is the only entrance into the city. Only elves who have particular authorization, such as a summons from a priest or one of the undying or close ties to one of the city's dwellers, are admitted.

Shae Mordai is the most revered city in Aerenal because it is the place where the Transition ritual, which transforms a living elf into one of the undying, is performed. Numerous temples in the city have the facilities to perform this ritual.

Ascended Plaza: Within Shae Mordai is a vast plaza enclosed by ancient, sculpted walls. Tremendous monoliths that display the names of departed elves flank its single ornate gate, and the greatest step-pyramid temple in all of Aerenal rises from its center. Members of the Undying Court live within halls built into the outer walls that allow access to the inner plaza, which they use as their private garden and reserve.

Dragon bones incorporated into the walls and ancient magic as old as the exodus from Xen'drik protect the plaza and attest to the fact that no enemy or thief has ever breached it. Widespread tales even claim that its interior defies the laws of space and time.

The only living beings allowed within the plaza, also known as the Undying Court, are Priests of the Transition and the Sibling Kings of Aerenal. The rulers of the land come to speak with long-dead monarchs and others among the court. Priests petition the court for intercession and take its pronouncements to lesser clergy members. They also maintain the temple, which serves as the quarters for the most devout and influential priests in Aerenal, as well as for those who have come to the City of the Dead on pilgrimage.

Councilors' Fane: Second only in grandeur to the temple inside the Ascended Plaza, this temple is open to any in the city who wish to honor (not worship) the Undying Court or other ancestors. Priests hold regular devotional rites here. It's also the primary place in which the living, other than priests

and the Sibling Kings, can meet with a member of the Undying Court.

Well of Memories: Beneath Shae Mordai is the deepest catacomb in Aerenal. It houses death records, countless interred remains, and hundreds of soul idols—each one the preserved corpse of an elf in which a soul sleeps. A ritual caster can awaken one of these souls easily, and that soul can provide information on subjects it knew about in life.

SHAE THORIDOR

Port City; Population 23,000

Tairnadal elves control this fortress, which is also a secondary port for Aerenal. Foreigners come here to trade, to learn, and to gain a reputation among the Tairnadal elves. The city has an arena for displaying contests of arms, equestrian skills, and athletics.

Shae Thoridor can also be dangerous for outsiders away from the arena. Elf warriors are sometimes overeager to prove their strength in the shadow of ancestral monuments, and elves who support the Valenar warclans live here in large numbers. The undying don't dwell in the city, however, making the place more appealing to those who are wary or afraid of Aerenal's undead.

PLOTS AND ADVENTURE SITES

Aeren's Legacy: All versions of Aeren's tale agree that the knowledge she gained from the giants is the source of the techniques the elves use to create the undying. They also concur that, although the Aereni have never again used it, the terrible ritual that Aeren and the other elf heroes used at great personal cost to escape the giants still exists deep within the catacomb libraries of Shae Mordai. The accounts differ only as to whether Aeren survived its use.

Some stories say that she died and was buried on Aerenal, but no known tomb exists. Others tell that, unlike her martyred peers, the ritual made her the first of the undying, and she used her newfound power to secretly aid her kin in their eventual escape. A few even say that the elf heroes who joined in Aeren's ritual merged to become one powerful being that shared Aeren's undead body.

The truth might never be known. If Aeren still exists, she does not walk among the members of the Undying Court.

Blood of Vol: The leaders of the Blood of Vol teach that the undying of Aerenal are an abomination, largely because they seek to seize Aerenal for the land's necromantic energy. Although few of the devotees of the faith know the true motivation behind this teaching, many would consider it a great victory to slay one of the undying or to infiltrate Shae Mordai and steal the secrets of the undying. Such plots can

be found in Pylas Talaear, Shae Thridor, and even within Khorvaire. Recent ties to the Skullborn have allowed Blood of Vol worshipers to gain a foothold in Aerenal and brought the faith closer to its goals.

THE SKULLBORN

One must earn a place among the undying. Conceit, an overblown sense of entitlement, or grief over the loss of a loved one has led a few young elves to demand access to the Transition ritual. The nobility ignores these pleas, forcing the Skullborn, as they call themselves, to seek other paths. That search led them to form an uneasy alliance with the Blood of Vol. To the Skullborn, becoming a vampire or a lich in the near future is an acceptable alternative to waiting for, or being denied, the Transition.

ORGANIZATION

The Skullborn is a loose organization with few tenets. Its members believe that the Undying Court is guilty of allowing elves to die needlessly and that the Transition should be performed on any elf who desires it. Many of the group's members dabble in necromantic rituals, and some have magical powers.

Skullborn Necromancer

Medium fey humanoid, elf

Level 5 Controller

XP 200

Initiative +3 **Senses** Perception +10; low-light vision
HP 61; **Bleeding** 30
AC 18; **Fortitude** 16, **Reflex** 17, **Will** 18

Speed 7

① **Draining Touch** (standard; at-will)

+9 vs. Reflex; 1d8 + 2 damage, and the target takes a -2 penalty to Fortitude and Will until the end of the Skullborn necromancer's next turn.

② **Bone Dart** (standard; at-will) ♦ **Cold, Necrotic**

Ranged 10; +9 vs. Reflex; 1d6 + 3 necrotic damage plus 1d6 cold damage.

④ **Grave Chill** (standard; at-will) ♦ **Cold, Implement, Necrotic**

Close blast 5; targets enemies; +9 vs. Fortitude; 1d6 + 3 necrotic damage, and the target is slowed and takes a -2 penalty to attack rolls (save ends both).

④ **Mortal Terror** (standard; recharge ; at-will) ♦ **Fear, Implement, Psychic**

Close blast 3; targets enemies; +9 vs. Will; 1d6 + 3 psychic damage, and the target moves its speed away from the Skullborn necromancer by the safest route possible.

Elven Accuracy (free; encounter)

The Skullborn necromancer can reroll an attack roll. It must use the second roll even if it's lower.

Wild Step

A Skullborn necromancer ignores difficult terrain when it shifts.

Alignment Evil **Languages** Common, Elven

Skills Arcana +9, Bluff +10, Religion +9

Str 11 (+2) **Dex** 12 (+3) **Wis** 12 (+3)

Con 13 (+3) **Int** 15 (+4) **Cha** 17 (+5)

Equipment robes, bone rod



TACTICS

A Skullborn necromancer begins combat with *bone dart* until it can close to use *draining touch*, which leads the way for *grave chill*. It reserves *mortal terror* for driving away a threatening melee attacker, possibly to open an escape route. The Skullborn necromancer prefers areas of rubble or difficult terrain in which it can shift when its enemies can't. It fears death more than typical Aereni and is likely to retreat when bled.

ENCOUNTER GROUPS

Skullborn elves can be encountered in the company of evil undead and various other unsavory creatures. They can also be found among Blood of Vol followers and alongside warriors of the Order of the Emerald Claw. A member of the Skullborn might head up a group looking into vile mysteries or practicing evil rituals, as far away as Khorvaire.

Encounter Level 5 (XP 1,000)

- ♦ 1 Skullborn necromancer (level 5 controller)
- ♦ 3 ghouls (level 5 soldier, MM 118)
- ♦ 1 blazing skeleton (level 5 artillery, MM 234)

Encounter Level 5 (XP 1,150)

- ♦ 1 Skullborn necromancer (level 5 controller)
- ♦ 1 Emerald Claw marshal (level 5 soldier, page 88)
- ♦ 6 zombies (level 2 brute, MM 274)

ARGONNESSEN

The vicious tides of the Dragonreach break against rocky shores that are watched over by wyrm-headed monoliths carved by no known mortal hand. Great reptilian wings slice through the clouds, casting monstrous shadows over a realm few people have ever seen. Those who find their way past the barbarian tribes inhabiting the rocky beaches, wend through the craggy, winding passages of the Great Barrier, and shelter long enough from the eyes of the circling beasts above might find themselves one of the blessed few—or perhaps merely the lucky fools—to set living eyes upon the interior of Argonnessen.

LORE OF ARGONNESSEN

HISTORY

None: No History lore is given for Argonnessen. Only those born on the continent, and an exceedingly rare few from outside it, have ever explored the interior of the continent and survived. Although a few tales relate some information about the history of Eberron's dragons—see the Chamber (page 26), Xen'drik (page 193), and Eberron's overall history (page 32)—the only way for someone to learn about Argonnessen is to travel there.

NATURE

Nature DC 25: Argonnessen is as large as Khorvaire, but nearly impossible to reach. Bizarre and unnatural currents, razor-sharp reefs, wild elementals, and sudden storms prevent a ship from landing anywhere except for a few specific rocky beaches, largely on northern shores near the isle of Seren. Even if a safe landing is made, the mountain range called the Great Barrier makes access to all but the northernmost reaches of the continent exceedingly difficult.

RELIGION

Religion DC 25: The dragons believe that fifteen of their number have risen to become “Sovereigns”—lesser gods that serve the draconic deities. Each of these Sovereigns corresponds to one of the gods of the Sovereign Host or the Dark Six.

Religion DC 30: The primary faith of Argonnessen is a religion called Thir. It involves worship of a number of draconic deities, including Bahamut, Tiamat, Io, and Chronepsis, as well as Eberron, Siberys, and Khyber, the three progenitor dragons.

STREETWISE

Streetwise DC 25: Hostile barbarians, both human and dragonborn, reside on the isle of Seren. Most of the human barbarian tribes worship the

dragons as gods, but the dragonborn barbarians revere them as kings and ancestors. Both seek to prevent outsiders from traveling any farther into Argonnessen.

Streetwise DC 30: Contrary to popular belief, Argonnessen has a substantial nondragon population under the authority of the dragons. Although some communities are ruled harshly, it is rumored that nondragon creatures—including humans, dwarves, dragonborn, goblins, and various species of giants—live together in relative peace and harmony.

TERRITORIES, PLOTS, AND ADVENTURE SITES

Few if any beyond Argonnessen's borders realize it, but the continent is divided into its own nations and cultures. The four primary territories fall under the rule of the Conclave (see page 182). The differences among these four territories are largely cultural but can be substantial. A dragon can move its permanent home to a different territory, but few choose to do so.

THE LIGHT OF SIBERYS

Named for the militant faction that rules it, this region is the territory of Argonnessen's powerful armies. Once the heart of fiendish power on Argonnessen during the Age of Demons, it still bears the scars of ancient battle. Twisted and warped demonic ruins, protected by magic so potent that even the dragons can't topple them, rise from the land, and ghosts older than the most ancient wyrm haunt the landscape. The Light of Siberys faction makes its home here partly to protect Argonnessen from those remaining threats, partly to watch over the prisons that house powerful demonic overlords, and primarily as a sign that dragons will never again bow to any power.

Life in the Light of Siberys is one of constant duty. All aspects of life are determined by rank and military structure. The majority of humanoid inhabitants tend fields and farms; the majority of dragon inhabitants are involved in the military or a related activity. These related activities include the creation of arms and armor, magic items, and battlements, as well as training and patrols. Leisure is all but unknown in western Argonnessen.

Of all the territories, outsiders from beyond Argonnessen's shores can expect the least friendly reception in this region. Many dragons assume that any outsider is an enemy agent sent to instigate trouble or to release an overlord from its prison in Khyber.

The Pit of Five Sorrows: One of the most infamous sites in all of Eberron is the prison of Tiamat, the Daughter of Khyber and an overlord of godlike power in her own right. Legend tells that the Pit of Five Sorrows is the single deepest chasm in Khyber

that doesn't eventually lead to any other plane. The great dome of force that prevents entry glows with the slowly cycling chromatic hues of the dragonshard below it that imprisons Tiamat's essence. In addition to Tiamat, the pit holds other powerful entities, as well as deadly secrets, and it is the most strongly guarded location on Argonnessen. Guarding the pit is a great honor, and many dragons volunteer for this duty, even with the knowledge that they will be executed at the completion of their tour to prevent the spread of Tiamat's corrupting essence.

Vale of the Fallen Rajah: This vale is the site of the first great draconic victory in the war against the demons. It was here that the rakshasa Yad-Raghesh was slain after a violent rampage, taking an entire flight of Light of Siberys soldiers with him. The victory was short-lived, however, because over time Yad-Raghesh's essence corrupted and weakened the land, allowing demons to escape from Khyber's depths. Despite their vigilance, the dragons of the Light haven't been able to stop the slow but steady spread of corruption.

Verthicha'vivex: This fortress, called the "Mountain of Victory" by its inhabitants, is the primary bastion of the Light of Siberys. Lairs across its slopes house dozens of dragons, and in times of war it is capable of hosting hundreds. Dwarves and giants toil in its great forges, crafting an endless flow of weapons and magic items. Rituals and eldritch machines provide an uncountable array of mystical defenses. If any spot in Eberron is truly impregnable, it is Verthicha'vivex.

THE TAPESTRY

The youngest of the Argonnessen territories—a mere 4,000 years old—the Tapestry of Thought is a gathering place for mostly younger dragons who seek to broaden draconic culture. These free thinkers want to mix draconic lineages, rather than clinging to flights and families, and to separate the notion of age from that of status. Only the fact that so many of them are talented students of the Prophecy prevents more tradition-bound dragons from dismissing them utterly.

The other dragons of Argonnessen ignored the Tapestry movement until the first appearance of dragonmarks on humanoids—an event that dragons of the Tapestry had been predicting for years. Eventually, convinced by their accuracy in interpreting the Prophecy, the Conclave allowed these dragons to observe and even influence events beyond Argonnessen in the form of the organization known as the Chamber.

The Tapestry has a far looser social structure than other domains; a dragon's standing is based more on its ideas and abilities than on age or bloodline. Despite their interest in the dragonmarks, the

dragons of the Tapestry still consider other creatures to be beneath them. The humanoids of the Tapestry are no more than second-class citizens.

The Crystal Library of Azalakardon: The blue dragon Azalakardon was one of the greatest students of the Prophecy, but he grew paranoid and reclusive. Tales say he unearthed knowledge that slowly drove him mad. Whatever the truth, Azalakardon is long gone. His library, said to be one of the greatest repositories of both arcane and Prophecy lore, lies hidden by epic magic, waiting to be rediscovered.

Vorel'Arux: The Valley of Beauty is the physical and spiritual heart of the Tapestry. Warded by great magic to prevent divination, the valley is a meeting place for the dragons of the Tapestry, although none make it their permanent home.

THE THOUSAND

Draconic culture was built upon the Thousand Flights of Argonnessen. This region, which has the longest history and is as tradition-bound as the Light of Siberys, boasts lairs and lore reaching back to before the Age of Demons. It's also the heart of the religion of Thir, the ancestral home of the greatest draconic lines, and the dominant force in the Conclave and its politics.

The dragons of the Thousand are divided into extended families called flights, and each rules its own territory. With very few exceptions, status is determined by a combination of age and the value of a dragon's hoard. The eldest living member of a flight serves as its leader and assigns duties, decides who speaks for the flight at the Conclave, and makes decisions on all other such matters. Each flight is self-sufficient, except for occasional trade, and must remain so or else slowly die off.

To weed out the weak and teach young dragons the realities of the world, all dragons of the Thousand must spend fifty years either dwelling in the Vast or serving in the Light of Siberys. The most favored nondragons are retainers for a particular dragon or flight, as their ancestors have been for generations, while others are serfs laboring on behalf of their wyrm overlords. In some particularly hidebound domains, nondragons are unwelcome and executed on sight.

The Thousand Flights represents traditional dragon culture—one of power, greed, and arrogance, but also of ancient knowledge and even older pride.

The Face of Eberron: This sculpture of a dragon's head measures three miles from snout to horns. Some priests of Thir believe it to be the head of Eberron herself and await the day she speaks her will and knowledge for all to hear.

The Great Eyrie: This mountain, an artificial monolith erected through ancient magic, is the meeting place of the Conclave. When the Conclave isn't in



THE CONTINENT OF ARGONNESSEN

0 500 1000 miles

session, it is occupied only by the giants and golems that maintain it.

The Valley of the Three: This valley is the primary shrine of the Thir religion and contains enormous idols of all the dragon deities, arranged in a circle. Each idol is covered in enough gems and precious metals to buy Galifar whole. Smaller, poorer sculptures of the Sovereigns sit at their feet. This is a holy site for the dragons of Argonnessen, and many make pilgrimages to worship or to learn from the priests who dwell here.

THE VAST

For dragons who wish to make their own rules, there is the Vast. Here, dragons do what they like, when they like, and to whom they like, as long as they're strong enough to do so. For some, the Vast is a proving ground in which they dwell only long enough to earn respect; for others, it's home.

Dragons strong enough to hold territory in the Vast are called dominion lords and rule their domains as they see fit. Younger dragons obey, depart, or die. Nondragon servants are considered an extension of their master's hoard, to be bought, sold, traded, protected, stolen, or destroyed as the dominion lord chooses. In some cases, generations of servants have

served the same dominion lord, worshiping that dragon as a deity. Draconic rivalries in the Vast can stretch for decades or longer, and although bloodshed is common, games of deception and espionage are more frequent still.

The dragons of the other territories appreciate the Vast as a proving ground or a place of exile, but they hold little respect for those dragons who choose to dwell there permanently, seeing them as undisciplined anarchists.

Fang Crater: This blasted crater is a field of glass and shattered rock hundreds of miles across. It's the site of a great planar incursion that occurred in the ancient past, and it is still a potent manifest zone to the elemental fury of Fernia.

Totem Beach: By far the most accessible landing point on Argonnessen is at Totem Beach. Here, great monolithic dragon sculptures gaze down at all who would enter their land. The Seren barbarian tribes come here frequently, viewing the monoliths as holy idols. The tribes doesn't hesitate to slay outsiders who would defile the site with their presence.

Io'LOKAR

City of Knowledge; Population 46,000

An experiment started 3,000 years ago by a small cadre of dragons known as the Warders, Io'lokars

and its ruined sister city of Io'vakas are considered myths even by many inhabitants of Argonnessen, and are rarely heard of at all beyond the continent. Humanoids of nearly all known races, brought together by the Warders and allowed to develop on their own with only moderate draconic interference, are Io'lokar's sole inhabitants. The city is protected by great magic wards, and many of its residents are potent warriors or casters. The city is as rich in magic as Sharn though far less ostentatious, lacking such obvious wonders as floating towers. Many dragons still desire the destruction of Io'lokar, begrudging its population even the modicum of draconic magic and knowledge granted to them by the Warders, but the city's wards and isolated location have kept it safe.

POWERS OF ARGONNESSEN

Argonnessen boasts a great many factions and powers. The four greatest organizations on the continent are described below.

THE CONCLAVE

The Conclave is the ruling body of Argonnessen, made up of elder members of flights and domains from across the continent. It meets once every decade, with emergency meetings called as needed, to discuss subjects such as military matters, interpretations of Prophecy, and the enforcement of tradition and law throughout Argonnessen.

THE EYES OF CHRONEPSIS

One hundred fifty dragons chosen by the Conclave are responsible for overseeing draconic behavior throughout all of Eberron. Answerable only to one another and not even to the Conclave, the Eyes of Chronepsis are the judges and executioners of any dragon who threatens the stability of Argonnessen or the flow of the Prophecy.

THE LIGHT OF SIBERYS

The armies of Argonnessen eschew typical draconic solitude in favor of intricate military tactics and overwhelming force. The Light of Siberys operates in squads as small as three dragons or as large as legions consisting of hundreds of wyrms. Members are tasked with protecting Argonnessen and maintaining the prisons of the fiendish overlords, but they occasionally conduct offensives beyond the continent's borders when the Conclave (or the leaders of the Light) dictate it.

THE CHAMBER

The Chamber is a loose alliance of mostly younger dragons who seek to guide and manipulate the younger races in pursuit of specific outcomes of the Draconic Prophecy (see page 15).

CLAWS AND FANGS, HANDS AND EYES

Religious cultists, household slaves, operatives of cabals such as the Chamber—there are far more humanoid servants of dragons in the world than there are dragons themselves. Those presented here represent the most common (and some of the most infamous) dragon servitors.

Seren Barbarians: The humanoid tribes of Seren worship the dragons as gods. They are fiercely devoted to their faith and to keeping Seren and the northwestern beaches of Argonnessen free of invaders.

Ancestral Vassals: Members of some dragonborn bloodlines believe that they are descended directly from specific dragons and devote themselves to zealous, lifelong service to those dragons and their descendants. Although this belief is questioned by some critics, many dragons encourage it.

The Talons of Tiamat: The Daughter of Khyber stirs in her prison, and her dreams corrupt the minds of the waking world.

The Talons of Tiamat is the greatest of her cults. It is led by dragons (some of whom are physically warped), but its ranks contain dragonspawn, humanoids, and even demons. Many of its humanoid members have been mystically infused with draconic, fiendish, or arcane abilities that have warped them as well.

DRACONIC SERVANT LORE

History or Religion DC 25: Many of the humans and dragonborn of Argonnessen, and particularly those from the isle of Seren, worship the dragons as gods. These tribes are truly vicious when it comes to defending their territories.

Dragonborn don't worship the dragons as gods, but they are fanatically loyal to them. Some believe that the dragons are their distant ancestors.

History or Religion DC 30: The Talons of Tiamat is a cult of mad dragons and humanoids devoted to Tiamat, the Daughter of Khyber. It's said that Tiamat can see through the eyes of any evil dragon, and that any of her cultists can commune with her.

USING DRACONIC SERVANTS

The Seren barbarians are likely adversaries of the PCs because of their efforts to keep groups from landing on Argonnessen (or escaping, if those groups raided an Argonnessen treasure). They could be long-term adversaries in exploratory or survival-based adventures, or even allies against mutual enemies.

Servants of individual dragons, such as the ancestral vassals, are allies or enemies of the PCs based entirely on the goals of their masters.

The Talons cult makes an excellent long-term adversary. Its goals can range from the simple acquisition of treasure or political power to the strangest, maddest objectives of a Khyber cult.

You can also use these NPCs as models on which to build other, similar characters.

Seren Dragon-Cult Barbarian

Medium natural humanoid, human

Initiative +10 Senses Perception +12

HP 171; Bloodied 85

AC 27; Fortitude 28, Reflex 25, Will 26

Saving Throws +2 against fear effects

Speed 6

① War Pick (standard; at-will) ♦ Weapon

+17 vs. AC; 2d8 + 7 damage (crit 2d8 + 23).

② Hurling Axe (standard; at-will) ♦ Weapon

Ranged 5/10; +17 vs. AC; 2d6 + 7 damage.

† Pounding Tide (standard; requires a war pick; at-will) ♦ Weapon

+17 vs. AC; 2d8 + 7 damage (crit 2d8 + 23), the barbarian pushes the target 3 squares, and the barbarian shifts 3 squares into a square that is adjacent to the target.

Alignment Unaligned Languages Common, Draconic

Str 24 (+14) Dex 16 (+10) Wis 20 (+12)

Con 21 (+12) Int 10 (+7) Cha 12 (+8)

Equipment hide armor, war pick, 3 throwing axes

SEREN DRAGON-CULT BARBARIAN TACTICS

The barbarian charges his foes and beats the life out of them, using pounding tide to separate weak targets from their guardians. He isn't a subtle warrior.

Ancestral Vassal

Medium natural humanoid, dragonborn

Level 22 Elite Soldier

XP 8,300

Initiative +16 Senses Perception +15; low-light vision

HP 418; Bloodied 209

AC 40; Fortitude 37, Reflex 36, Will 35

Resist 15 lightning

Saving Throws +2

Speed 5, fly 4 (clumsy)

Action Points 1

① Short Sword (standard; at-will) ♦ Lightning, Weapon

+29 vs. AC; 3d6 + 8 damage plus 1d6 lightning damage, and the target is marked until the end of the vassal's next turn.

② Crackling Claw (standard; at-will) ♦ Lightning

+29 vs. AC; 2d6 + 8 lightning damage.

† Dragonblood Fury (standard; at-will)

The vassal makes both a short sword attack and a crackling claw attack.

† Bloodied Fury (free, when first bloodied; encounter)

The vassal makes a dragonblood fury attack against an adjacent enemy.

↔ Lightning Breath (standard; recharge 11) ♦ Lightning

Close blast 3; +25 vs. Reflex; 3d6 + 8 lightning damage.

Impetuous Spirit (immediate reaction, when an enemy leaves a square adjacent to the vassal; at-will)

The vassal makes a melee basic attack against the triggering enemy, even if the enemy is shifting.

Martial Recovery (free, when the vassal misses with a melee attack; recharges when the vassal uses impetuous spirit)

The vassal makes another melee attack against the same target.

Alignment Unaligned

Languages Common, Draconic

Skills History +25

Str 27 (+19) Dex 16 (+14)

Wis 19 (+15)

Con 25 (+18) Int 24 (+18)

Cha 23 (+17)

Equipment scale armor, short sword

ANCESTRAL VASSAL TACTICS

In melee, the vassal focuses on one foe at a time. He uses lightning breath against foes who refuse to approach him.

Talon of Tiamat

Medium natural humanoid

Level 17 Controller

XP 1,600

Initiative +11 Senses Perception +10; low-light vision

HP 165; Bloodied 82

AC 31; Fortitude 28, Reflex 30, Will 30

Resist 20 fire

Speed 6

① Dagger (standard; at-will) ♦ Fire, Weapon

+22 vs. AC; 1d4 + 5 damage plus 2d6 fire damage.

② Burning Blood Spittle (standard; at-will) ♦ Acid

Ranged 10; +21 vs. Reflex; 2d8 + 7 acid damage.

③ Corrupting Blood (standard; recharge 11) ♦ Charm

Ranged 12; +21 vs. Will; the target is dominated (save ends).

The talon of Tiamat can dominate only one creature at a time.

Aftereffect: The target is dazed (save ends).

④ Corrupting Soul (standard; at-will) ♦ Psychic

Ranged 12; targets a creature dominated by the talon; +21 vs. Will; 2d8 + 7 psychic damage.

⑤ Geyser of Blood (standard; encounter) ♦ Acid, Zone

Area burst 3 within 20; +21 vs. Reflex; 2d10 + 5 acid damage, and ongoing 5 acid damage (save ends). Effect: The burst creates a zone that lasts until the end of the encounter. Each creature other than the talon of Tiamat that starts its turn within the zone falls prone.

↔ Burning Blood Spray (standard; recharge 11) ♦ Acid

Close blast 3; +21 vs. Reflex; 3d8 + 7 acid damage, and the target is blinded until the end of the talon's next turn.

Alignment Evil

Languages Abyssal, Common, Draconic

Str 20 (+13)

Dex 17 (+11)

Wis 14 (+10)

Con 21 (+13)

Int 24 (+15)

Cha 20 (+13)

Equipment dagger

TALON OF TIAMAT TACTICS

The talon opens battle with geyser of blood, hoping to impede as many foes as possible. She uses corrupting blood early, hoping to turn one of her foes against the others. After that, she focuses on keeping her distance and whittling her enemies down, allowing allies to take all the risks.

A target killed while dominated by the talon of Tiamat doesn't die. Instead, its soul is enslaved to Tiamat, and the creature develops an unswerving religious loyalty to the talon. Only the talon's death or a Remove Affliction ritual cast by someone of higher level than the talon can end this enslavement and domination.

SARLONA

Sarlona is a land defined by millennia of war, rampant magic, human exodus, and alien oppression. Even these points of reference are pieced together from legends or speculation. Every bit of information about Sarlona has a differing counterpart or an outright contradiction.

LORE OF SARLONA

ARCANA

Arcana DC 20: A land out of place and precariously balanced in reality, Sarlona is home to uncontrolled planar effects like no other realm in Eberron. Breaches, manifest zones, and reality storms that temporarily alter the landscape are common. The Riedrans have managed to protect Riedra from the worst of these, making places they call “wild zones” or “wild reserves” by walling off vast tracts of land tainted by planar energy.

Arcana DC 25: Sarlona appears to be part of Eberron, yet outside it. The Draconic Prophecy holds little influence there, except in Adar. No dragonmarks appear in Sarlona, and no dragonshards are found on its surface; only Khyber shards, though scarce, can be found at all.

NATURE

Nature DC 20: Sarlona, the birthplace of the human race, is a continent slightly larger than Khorvaire. It has all types of terrain, including the vast Tashana Tundra, the plains of Syrkarn, the towering mountains of Adar, and the desert of Riedra. The weather on the continent is harsher than that of Khorvaire, with terrible storms often focused on Adar.

RELIGION

Religion DC 20: As the original home of humanity, Sarlona is also where the worship of the Sovereign Host and the Dark Six is thought to have begun.

RIEDRA

Monolithic Riedra, also called the “Land of Unity” and the “Land of the Inspired,” now stands where once many human nations squabbled for power. Riedra is ruled by the quori—spirits of nightmare who reached out from Dal Quor, the Region of Dreams, to dominate Sarlona through psionic obfuscation and control. Although Riedra appears to be peaceful and orderly, this image is a lie perpetrated by the quori, who possess the Inspired leaders of Riedra.

LORE OF RIEDRA

ARCANA

Arcana DC 20: Riedrans enjoy conveniences powered by psionics through towering monoliths of crystal and metal that cover the land. Many of these benefits resemble the everyday magic of Khorvaire. The monoliths also broadcast telepathic messages, providing news, encouragement, and instruction to the populace.

Arcana DC 25: The monoliths seem to be focal points for the psionic powers of the Inspired and the Chosen. A Chosen is one who can be a vessel for an enlightened soul, becoming one of the Inspired when such a soul enters his or her body.

Arcana DC 30: The monoliths also allow the Inspired to control emotions, influence thoughts, and shape dreams.

HISTORY

History DC 20: Sarlona was once ruled by militaristic city-states that became a dozen nations, only to shatter again and again—a period known as the Sundering. Then the Inspired appeared, uniting or conquering these warring states. They established the nation of Riedra and launched a thousand-year period of peace and isolation known as the Age of Unity.

History DC 25: Riedrans have few freedoms, living according to the will of the Inspired. This will dictates all aspects of Riedran life, including education, livelihood, and marriage. Those Riedrans who violate the social order often disappear . . . forever.

History DC 30: While creating Riedra, the Inspired stamped out all opposing belief systems and magical traditions, and they subjugated or destroyed nonhumans. They consolidated the population into huge cities, abandoning inhospitable lands. Those who wouldn’t submit were forced into the most desolate parts of Sarlona. Others fled to Adar or Khorvaire.

RELIGION

Religion DC 20: The Path of Inspiration is the prescribed faith of the Riedran people. Riedrans show no interest in other creeds, and proponents of other religions are not welcome in Riedra. The Inspired teach that spiritual enlightenment can be gained over the course of multiple lifetimes. The enormous monoliths of Riedra are revered as centers of spiritual power.

Religion DC 25: Riedrans believe that enlightened souls guide the Inspired. All other gods and spirits are thought to be misguided or evil, and Riedrans fear their influence. Nonhumans have souls that haven’t advanced far enough on the Path of Inspiration, but such creatures can still progress by serving the Inspired. Loyal service can mean reincarnation as a human for a nonhuman, or as one of the Chosen for a human.



Religion DC 30: The Inspired deal regularly with the quori of Dal Quor. It is rumored that they allow these beings to possess their bodies in exchange for power.

STREETWISE

Common Knowledge: Riedra isolates itself from the outside world. Its imposing rulers, the Inspired, hold sway over the nation. These Inspired keep most of their land closed to outsiders.

Streetwise DC 20: Riedra's government has ambassadors and property in Khorvaire, as well as holdings in Xen'drik. Riedrans treat the Inspired as living deities guided by enlightened souls. The Inspired enforce strict laws, but no single Inspired holds absolute authority in Riedra. These leaders instead follow a hierarchy of peers, similar to the lords and ladies of Khorvaire. Some Inspired have more authority than others, but none acts as a monarch of Riedra.

Streetwise DC 25: Riedrans live their daily lives by the tenets of their religion, which dictates industriousness, honesty, and devotion to the Inspired. They reside communally and live by a strict moral code. They are highly contented in their lives.

Nonhumans are second-class citizens in Riedra. They can earn a higher station only by serving in

difficult roles, such as the military. Thus, shifters, changelings, and ogres make up much of the Riedran military, although the officers are always Chosen or Inspired.

Most Riedrans view foreigners with a mix of disdain and pity, for non-Riedrans lack the guidance of the Inspired. Riedrans are accepting of the divine guidance of the Inspired; dissent, crime, and hardship are almost unheard of.

SETTLEMENTS AND FEATURES

Massive metropolises called bastion cities make up the majority of the settlements in Riedra. With the population collected under the watchful eyes of the Inspired, these cities are major military and industrial centers, and each has a staggering population compared to their Khorvairian counterparts. Small satellite settlements supply each city's basic needs.

Bastion cities have concentric wards divided into districts based on industry. Each district has central facilities for its industry, housing for its workers, and an assembly hall near the district's monolith. Many Riedrans never leave their district.

Bastion cities look as if they were blown from colored glass rather than built. Complex patterns within their walls and buildings glow with inner light.

Every bastion city has a psionic teleportation circle for the Inspired to use.

Fortresses: Military forces are located in every bastion city, but the Inspired also maintain military outposts on every Riedran frontier and near every important resource. Numerous citadels exist along the Adaran border, housing vast numbers of troops that constantly patrol the Riedran periphery. Psionic teleportation circles link many of these keeps to bastion cities, making the movement of personnel and supplies easier.

Monoliths: Every city has at least one huge monolith. A monolith is a holy site for the Path of Inspiration, a center of power for the Inspired, and an energy conduit for powering psionic conveniences.

DAR JIN

Primary Riedran Port City; Population 400,000

This massive metropolis extends for miles along the eastern coast of Riedra on the Barren Sea. The city contains six huge districts. These districts would be five perfect circles centered on the city's inner fortress, but the outermost circle is broken in half where it meets the coast. Therein lies Dar Jin's foreign quarter (the Jhodra), foreign harbor (Harbor of Tranquility), and a harbor for Riedran ships and business only (Harbor of Tureya).

Dar Jin is Riedra's biggest and best-known port. Here, ships come from Riedran holdings in Xen'drik and from Khorvaire. Travelers who have business in Riedra come to Dar Jin first, and few need to go farther. Foreigners aren't allowed to leave the foreign quarter without permission and proper papers, and most have no need to do so, since the dragonmarked houses' outposts provide all the comforts of Khorvairian civilization. A large contingent of Riedran soldiers maintains a highly visible presence in the city and keeps the peace. Criminal activity usually results in deportation or execution.

PLOTS AND ADVENTURE SITES

Dissidents: Some Riedrans suspect the truth of the Inspired and rebel against them. Others find the lure of ancient magic, lost religions, and bygone traditions too strong to resist. Desire for power, wealth, or other worldly pleasures draws others away from the Path of Inspiration.

Many dissidents are villains, such as the Dream Merchants, who ply the narcotic dream lily across the world. The Path of Inspiration teaches that those who stray from it are damned, so numerous dissidents believe that morality no longer matters. Meddling with forgotten magic corrupts others, and some "rebellious" groups are, in reality, fronts for Inspired plots.

Edgewalkers: Riedra's wild zones spawn terrors that would cause a typical Riedran to die of fright. As they consolidated power, the Inspired recognized that they would need an elite cadre to protect Riedra from extraplanar threats. Those brave souls, known as Edgewalkers, fight all sorts of monsters on the Riedran frontier. Among Riedrans, they're the best equipped to learn the truth about the Inspired. They're also the most likely to be infected with supernatural evil.

Heirs of Ohr Kaluun: The Inspired tried to wipe arcane magic from Sarlona. They failed, and a secret cabal still lurks in the heart of the land of the Inspired. Although those who oppose the Inspired might consider this turn of events a good thing, the Heirs of Ohr Kaluun are anything but good.

Wizards and priests of fell power ruled the ancient Sarlonan kingdom of Ohr Kaluun, forging pacts with evil forces that turned them into the race of tieflings. The Heirs of Ohr Kaluun delve into the remnants of this sinister power. Members, many of them tiefling descendants of the ancient rulers, use whatever means they can to elevate and protect themselves, and to harm the Inspired. Any damage to or corruption of innocent creatures is of little concern to them.

THE TASHANA TUNDRA

Frigid beneath a vast sky, the taiga and grasslands of the Tashana Tundra support nomadic tribes of humans and shifters, including the oldest shifter nations on Eberron. Goliaths and dwarf clans as ancient as those of the Mror Holds call Tashana's mountains home. None of these people bear any love for the Inspired. Tashana is also host to the most violent planar upheavals in Sarlona.

The Kalaaks: Longstanding rumors say that a rakshasa rajah, one of three in Sarlona, sleeps below Tashana. The

savage Kalaak barbarians might be evidence of this fact. Like the Carrion Tribes of the Demon Wastes, the Kalaaks are inhuman in their savagery and have dealings with fiends.

Whitetooth: At the mouth of the Tiiki River is the port of Whitetooth. Once a communal meeting place for the Tashanan tribes, Whitetooth became a mercantile center when Lhazaar traders discovered magical properties in Tashana's minerals and herbs.

Resembling a land plucked from an elemental realm, Adar rises like a wall of rock in southern Sarlona. This hostile land has always supported hardy folk, and it has long been the dwelling place of those who couldn't find acceptance in other reaches of Sarlona. Now it's the home of the kalashtar, who wish to throw down the nightmare age of Dal Quor and the Inspired of Riedra along with it.

LORE OF ADAR

ARCANA

Arcana DC 20: Adar has strong connections to the planar realms of Lamannia and Kythri. These connections could explain Adar's strange weather.

Arcana DC 25: Some great magic prevents magical travel into and out of Adar.

Arcana DC 30: A psionic shroud covers Adar. It is believed that Adar's leaders created the shroud as an additional means of protecting the area from the intrusions of the Inspired. The shroud is said to prevent travel from other planes into Adar and hinder attempts to use scrying rituals on people and places within its lands.

HISTORY

History DC 20: Riedra does not welcome the dissidents of Adar, and has closed its borders to that wild area. The kalashtar explain that Adar means "refuge" in the Riedran tongue. The kalashtar know that the Inspired aim to annihilate their race, but the formidable terrain, supernatural weather, and Adaran guardians keep the Riedrans at bay. The strongest of these guardians gather in temple-keeps, which are hidden citadels dedicated to martial training, arcane practice, mental powers, and the Path of Light (see page 255).

History DC 25: Adar is a sparsely populated nation of those descended from exiles, mystics, and hermits, as well as hardy mountain tribesfolk. No central authority rules the "Land of Refuge." Each settlement has a council of elders who see to the needs of its citizens and the defense of Adar. Each council communicates with the others and offers aid when needed.

Kasshta Keep, the most prominent temple-keep, houses an order known as the Keepers of the Word. The Keepers maintain ancient magical traditions from Sarlona's past, but their citadel includes magicians of other traditions. The Keepers have spread to other temple-keeps to prevent their ways from disappearing if Kasshta ever falls.

Elders of this order form the Council of the Wise and have always been considered the spiritual leaders

NATURE

Nature DC 20: Mystics and hardy mountain people inhabit Adar, a storm-beaten, mountainous land. Adar is also the original home of the kalashtar.

Nature DC 25: Adar's geography and weather aren't natural. As if some supernatural force raised the land from the ocean floor, the coast is a line of sheer cliffs a mile high plunging into a sea full of hidden stone spires. Although Adar has pleasant, fertile valleys, most of the land is arid. The wind blows constantly, and ferocious storms arise suddenly.

Nature DC 30: Adarans believe that dragons drove Adar up out of the sea to bury a great evil. Ruins from the Age of Demons support this claim. Some dragons live among the highlands, and the greatest among them are called the Storm Guardians of Korrander.

RELIGION

Religion DC 20: The kalashtar religion is called the Path of Light. It is the most influential religion in Adar, although a variety of other religions are practiced there. Adarans also revere their ancestors, but not to the same extent as the Aerenal elves.

SETTLEMENTS AND FEATURES

In the highlands where the kalashtar originated, most live in secret temple-keeps or remote villages. The eight temple-keeps—Dvaarnava, Ghoza, Haztaratain Monastery, Kasshta Keep, Malshashar, Ruukosi, Shalquar, and Tashalatora—also house Adar's defenders.

DVAARNAVA

Secluded Port Temple-Keep; Population 7,000

This temple-keep, a massive sea cavern on Adar's southern horn, is the only point in all of Adar where ships can dock. Stone spires jut like teeth from the ocean floor near Dvaarnava, forming a deadly labyrinth made even more lethal by Adar's storms.

Dvaarnava's population lives in high grottos safe from the raging sea. The people glean a living from the calm waters that fill the lower levels of the cavern, as well as by farming in areas where sunlight reaches through the cracked stone. A market (an unusual feature for a temple-keep) generates a small amount of trade with travelers.

Dvaarnava is one of the few places where people pass into and out of Adar regularly. Ships sail to and from Ardhmen (see the Syrkarn sidebar) and points west, including Khorvaire. Most ship captains know the way to Dvaarnava, but few are willing to sail there.

KASSHTA KEEP

Renowned Temple-Keep; Population 18,000

This fabled fortress, known even in Riedra and Khorvaire as the home of the mysterious Keepers of the Word, lies in northwestern Adar. All Adarans know it as the place where the kalashtar Taratai passed from the world in her stand against the Inspired.

Carved from the heart of a mountain, the fortress has an outer face set into a cliff thousands of feet above the Kasshta River, looking westward into Syrkarn. Ships from the river can be ferried by magic lifts to a magically maintained lake nearly a mile up the cliff. From the east, overland routes converge to form a trail that winds to Kasshta's great gate.

The keep is frequently engulfed by unnatural weather, such as violent storms or mists arcing with lightning.

Most of the keep's inhabitants live in subterranean chambers. To illuminate the depths, the Keepers of the Word created magic lights that nourish people and plants as sunlight does. Other magical effects keep Kasshta's air fresh and pleasant.

PLOTS AND ADVENTURE SITES

Couatl and Dragon Ruins: Tumbled ruins of draconic origin dot Adar, obvious evidence of the wars fought during the Age of Demons. Adarans avoid these ruins, although many are sized for humanlike creatures and are rumored to contain ancient treasures. Unknown to most Adarans, some

SYRKARN

Steppes, savannahs, and deserts punctuated by hills, mountains, and a few rivers and lakes make up the harsh terrain of Syrkarn. Unnatural weather and roving planar disturbances reinforce the inhospitable nature of the place. But life survives there nonetheless, in small villages and nomadic tribes. Most of the residents are ogres, goliaths, or humans descended from Riedran refugees. These races live and trade on the plains, in the mountains, and in permanent settlements, interrupted by intermittent intertribal wars usually fomented by the Inspired.

Four kingdoms of old Sarlona once claimed portions of Syrkarn, and yuan-ti ruled there before humans ever did. They named the land Syrkarn, and the remnants of their civilization linger among the ruins of the four kingdoms and those from the Age of Demons. Ancient lore suggests that a rakshasa rajah once escaped a prison in Syrkarn, only to be bound again. This legend, combined with the ruggedness of the land, explains why the Inspired never conquered Syrkarn.

Ardhmen: Lhazaar and Q'barran ship captains know the way to this lawless southern port. Those who desire a way into or out of Sarlona can find it easily here.

of these ruins are inhabited by the shulassakar—a race of yuan-ti with brightly colored feathers, kin to the yuan-ti of Krezent (see page 160). Servants of the forces that protect Eberron from Khyber's demons, the shulassakar in the ruins work secretly to keep Adar safe, and most who discover them willingly join their mission.

Korrondar: Mighty Korrondar, the tallest peak in Eberron and the holiest site in Adar, cuts into the sky like a massive dragon's horn. The crag, midway between Tashalatora and Kasshta Keep, is frigid and merciless, and is usually shrouded in violent storms of cutting ice and snow, tearing winds, lightning, and supernatural forces. Its terrain is inhospitable at best, and made even worse by eldritch energy storms and planar breaches.

Korrondar is home to the Storm Guardians, an ancient cabal of blue dragons who watch over the mountain and protect its secrets. Many believe that Korrondar marks the resting place of a terrible rakshasa rajah. Others have had visions of a weather-affecting draconic artifact hidden deep in the mountain. It's possible that this device can aid in the protection of Adar, and the Storm Guardians might allow Adar's defenders to access the device if doing so is in accord with the Draconic Prophecy.

Regardless of the truth of these stories, Adarans who live near Korrondar sometimes pray and give offerings to the Storm Guardians in shrines near the base of the mountain. The treasure stores of Korrondar must be impressive indeed.

THE INSPIRED

The Inspired are the lords of Riedra. They serve as hosts to immortal spirits, and through this symbiosis they gain access to potent psionic powers. Riedrans believe that their leaders are guided by ascended ancestors—a state to which all humans can aspire. The truth is something different. The Inspired are vessels of the quori, nightmare lords of the Region of Dreams. The quori seek to control all mortal dreams, thus ensuring the survival of their nightmare realm. They have spent over 1,000 years securing their empire in Sarlona. Now they are turning their gaze upon the dreams of Khorvaire.

LORE OF THE INSPIRED

ARCANA

Arcana DC 20: Members of the ruling class of Riedra are known as the Inspired. Riedrans believe that the Inspired are guided by divine powers, and these individuals are treated as living deities.

Arcana DC 25: The powers displayed by the Inspired are psionic in nature, not arcane or divine.

Arcana DC 30: Some of the kalashtar followers of the Path of Light claim that the Inspired are possessed by fiends and allied with the force known as the Dreaming Dark. However, because the Inspired have proven to be helpful allies in the aftermath of the war, few Khorvairians take these claims seriously.

HISTORY

History DC 20: As Arcana DC 20.

History DC 25: Throughout the reign of Galifar, the Inspired remained isolated in Sarlona. Over the course of the Last War, they made contact with the inhabitants of Khorvaire, providing considerable humanitarian aid and assistance with reconstruction in the wake of the war. Inspired ambassadors can be found in all the major cities of Khorvaire; so far they have asked for little in return for their assistance.

RELIGION

Religion DC 20: As Arcana DC 20.

Religion DC 25: As Arcana DC 30.

Religion DC 30: The Path of Inspiration holds that devoted work in life results in reincarnation to a higher station. The pinnacle of spiritual evolution is to become one of the *il-alas*, which is the Quori word for the spirits that are said to guide the Inspired.

GOALS OF THE INSPIRED

The quori are immortal. The death of a host body drives the quori within it back to Dal Quor, and even if a host is killed in Dal Quor, a quori is eventually reborn. Thirty thousand years ago, after the conflict between Dal Quor and the giants of Xen'drik, Dal Quor changed, becoming the nightmare world it is today. The kalashtar believe that another change is coming; they prophesize that the darkness will end and an age of light will begin. The quori fear such an event, because it would mean the rebirth of Dal Quor and a transformation of all the spirits associated with it.

Dal Quor, also known as the Region of Dreams, can be shaped by mortal desires. The quori believe that by controlling the waking world, they can prevent the wheel of the age from turning. Riedra is the blueprint for this principle. Riedrans are indoctrinated from childhood to be devoted to their Inspired masters. By using the network of psionically resonant monoliths spread across Riedra, the quori are able to telepathically determine the dreams of the Riedran people, ensuring that the Riedrans never dream of freedom.

Now the Inspired are looking to Khorvaire. They are gaining a foothold in the Five Nations and earning the trust of the people of Khorvaire. They have no intention of attacking directly. Instead, they intend to take advantage of the chaos created by the wars and feuds within Khorvaire. Once the people of Khorvaire destroy themselves, the Inspired will arrive as saviors and begin their work.



LIVING ON TWO PLANES

An Inspired exists in two worlds. The vessel for the spirit has a mind of its own, although the quori spirit is dominant when present. But at any time, the quori can leave the host and return to Dal Quor, where it can discuss plans or share information with other quori. It can even return to Eberron in a different host body; as such, a quori might have a vessel in Breland, one in Riedra, and another in Aundair. It takes some time for a quori to develop the rapport with a vessel that enables the use of the quori's full psionic abilities. Thus, the death of a host is a blow to a quori, but it is not insurmountable. PCs must learn to recognize an Inspired by its actions and personality rather than by a face.

FORMS OF INSPIRATION

The Inspired are bred to serve as hosts for the quori, but a quori spirit can affect the physical world in a number of ways. Here are four of the most common.

The Inspired: Over the course of a millennium of careful breeding, the quori have developed a race of ideal hosts. These vessels (known as the Chosen) are mostly human, though their features have traces of elf and fiend blood that gives them an unnatural beauty. Each of the Chosen is tied to a particular quori spirit, and the spirit can possess this host at any time; the host has no choice and no way to resist. Once first possessed, a Chosen becomes known as an Inspired and retains that status even if the quori departs for a time (only other Inspired would recognize the absence). While in the vessel body, the quori can make full use of both its own skills and those of the host, using whichever gives it the greatest advantage. It can also channel its psionic powers through the vessel. This makes the Inspired ideal hosts; however, their extreme beauty makes them stand out in Khorvaire.

Voluntary Possession: The network of psionically resonant monoliths in Sarlona is drawing Dal Quor closer to Eberron. As a result, it has become possible for a quori to possess any natural humanoid who agrees to let the spirit in, typically in a dream. The victim doesn't have to fully understand the consequences of his or her actions, but must knowingly allow the spirit to enter his or her body. Once this is done, the quori gains full control of the host and can remain until it chooses to leave or is driven out by magic. It can use the powers and skills of the host, along with its own skills, but it can't use its own psionic abilities in the host body. If the quori leaves, the host has to give it permission to return, this time knowing the result.

Mind Seed: The most powerful quori are the kalaraq. They have the ability to devour the thoughts of a victim, slowly replacing that being's personality and rendering the victim a willing servant of the kalaraq. The process is a mental disease that attacks the victim's will instead of the body. It is used sparingly by the kalaraq, since there have been incidents where the victim of a mind seed has gone rogue. Nonetheless, it's an effective means of placing a mole in an enemy organization.

Dream Manipulation: Dreams are powerful. A devout priest or paladin might be swayed by what appears to be a divine message. Dreams can fuel love, ambition, hate, and other emotions. Although the quori can't force a victim to perform a particular action by manipulating dreams, they can plant ideas, and over the long term, this device can be a powerful tool.

USING THE INSPIRED

The quori are cautious and patient foes. They spent centuries conquering Riedra, and they are prepared to take an equally long time gaining control of Khorvaire. The Last War played to their advantage, shattering peaceful Galifar and creating tensions and chaos. The quori would like to see the war begin anew. However, it is vital that Riedra be seen as a benevolent force. As a result, no Inspired ambassador engages in sinister actions. As far as the world knows, the Inspired are generous allies, helping Khorvaire recover from war.

The quori have agents who are actively pursuing their agenda—the Dreaming Dark. Characters who challenge the Dark soon learn that all the Inspired are allied with this force, but proving this fact is difficult. The Inspired ambassador is a diplomat for his or her nation and might assist the characters, even when both sides know the game the ambassador is playing.

MIND SEED

This affliction, created by a kalaraq quori, acts like a disease, except that the victim makes Wisdom checks in place of Endurance checks to recover, and the Heal skill can't be used to help someone who is afflicted with it. The Cure Disease ritual won't remove the effect, but the Remove Affliction ritual affects it normally. No physical symptoms appear, and most victims dismiss the effects as the result of exhaustion and stress.

When a PC succumbs to mind seed, several options exist for how to deal with this event. One method is to

treat it like character death—the player must create a new character as though the afflicted character had died without hope of resurrection. Another method is to let the player continue playing the character, but with new motivations hidden under the surface. Lastly, it might be only a temporary setback; the player creates a new character to play until the party finds a way to free the original character from the mind seed, at which point the player resumes control of the previously afflicted character.

Mind Seed

An implanted quori thought slowly takes root and grows until the victim is completely under its control.

The target is cured and gains immunity to mind seed for one year.

Initial Effect: None. The target sleeps fitfully and has disturbing dreams.

Level 20 Disease

Attack: +23 vs. Fortitude

Wisdom improve DC 30, maintain DC 22, worsen DC 21 or lower

The target takes a -2 penalty to Will and to all skill checks due to poor sleep, difficulty concentrating, and general absentmindedness.

Final State: The target becomes a faithful servant of the quori in all things.

THE DREAMING DARK

The quori believe that they must conquer Eberron to preserve their world. Those publicly known as Inspired rarely engage in any wrongdoing; they govern the people of Riedra and serve as charismatic emissaries to Khorvaire. But there are other agents of Dal Quor whose actions are secret and deadly. They serve the Dreaming Dark—the hidden hand of nightmare.

LORE OF THE DREAMING DARK

Kalashtar characters raised in a kalashtar community automatically know the following information.

Arcana DC 30: Some among the kalashtar speak of a force of evil they call the Dreaming Dark. The agents of the Dark are similar to the Inspired lords of Riedra—humans voluntarily possessed by spirits. Some of their agents are Riedrans, but they also work to subvert the people of Khorvaire.

Religion DC 30: The kalashtar say that a consciousness defines Dal Quor. They call it *il-Lashtavar*, the great darkness that dreams. It is said that a host of nightmare spirits serves the great darkness, similar to the way angels serve deities. This sinister cabal is known as the Dreaming Dark.

ORGANIZATION

The Dreaming Dark is as elusive as a dream. All it takes is one person to submit to possession or be affected by a mind seed to give the Dreaming Dark a foothold in a new region.

Leaders: The leader of the Dreaming Dark is a powerful kalaraq quori known as the Devourer of Dreams; he is the only being ever to have entered the heart of *il-Lashtavar* and return. The Devourer guides the Dark from Dal Quor. His right hand on Eberron is the dominator Tirashana. She is the foremost spreader of mind seeds among the Dark, and her works are spread across the world.

Headquarters: The Dreaming Dark is based in Dal Quor, the Region of Dreams. A quori can leave a host and return to Dal Quor. For this reason, most of the quori's plans are laid in the nightmare realm where no mortal can spy upon them. They also have strongholds in Riedra and safe houses hidden across the world, but since their method is to subvert other organizations, these protections are rarely necessary.

Hierarchy: The Dreaming Dark has three levels of followers. At the top are the quori. The quori's ranks are set by the Devourer of Dreams, and no quori questions the "Voice of *il-Lashtavar*." The next tier is made up of mortals who knowingly serve the Dark, and the last of mortals who have been tricked into service. Each cell of the Dreaming Dark follows its own path.

Members: The quori that comprise the Dreaming Dark have the same loyalty to their cause that angels feel toward the deities they serve. It is the reason for their existence, and their service is its own reward. They think that through their actions, they might preserve the existence of the entire quori host. Beyond that mindset, most quori are cruel spirits that enjoy playing with mortals. Their schemes are games meant to give them a pleasant diversion from immortality.

The majority of the humans who knowingly serve the Dreaming Dark are Riedrans raised in "shadow lines." These individuals belong to families dedicated to serving the Dark. They are aware of the nature of the quori, but know nothing more about their masters or the goals of the Dark. Additionally, groups in Khorvaire, and even a few rogue kalashtar, have sworn themselves to the cause of the Dark. Some believe that the quori can grant them immortality. Others want the psionic powers the quori bring. And some, of course, are interested in the wealth or influence they can gain through their allegiance.

But many agents of the Dreaming Dark never know what they serve. Some could be guided by dreams. For example, a quori might use dream manipulation to convince a cult of the Dragon Below to perform a particular action. Others might be victims of mind seeds, or might be tricked into accepting possession and made to use their influence to turn their allies into unwitting tools of the Dark.

USING THE DREAMING DARK

The Dreaming Dark is engaged in dozens of schemes at any time. Its overall goal is to sow discord in the world, turning allies into enemies and bringing down those that could threaten their eventual goal of conquering Khorvaire. The agents of the Dark are patient, and they are prepared for this conquest to take centuries. But if a shortcut appears, they'll pursue it. For example, the Dreaming Dark could be searching for an artifact that will reopen the gates between Eberron and Dal Quor, allowing a direct physical invasion from the nightmare realm. But it's more likely that they will act on a smaller scale. They cause guild wars, instigate the persecution of heretics or foreigners, and inflame nationalist movements to the point of rioting and terrorism. An outsider might never realize that the quori are involved until he or she tries to stop the troublemakers and discovers that the leader of the disturbance is a quori.

Opposing the Dreaming Dark might seem like an impossible undertaking. When a quori is killed, it can take another host body. PCs' allies might be overcome by mind seeds. Given this power, the Dark is a daunting foe, but one that still can be beaten.

Despite its power, the Dreaming Dark has several weaknesses. One of these is overconfidence; another

is cruelty. The third is the scope of its schemes. A single defeat means little to the Dark. If a hero defeats the Dreaming Dark repeatedly, the quori might pursue vengeance, but in general the quori don't feel threatened by mortals. As a result, they are more likely to spend years setting up an elaborate revenge—tricking PCs into killing loved ones, turning allies against them, and so on—than simply killing their foes. The greater the thorn the PCs become, the more the Devourer wishes to see them suffer.

FORCES OF THE DARK

Anyone can be seduced into the service of the Dreaming Dark, and a normal human possessed by a quori uses his or her standard statistics. The following two creatures are Inspired agents of the Dark that have no ties to the Riedran government.

Dreaming Dark Thoughtstealer		Level 10 Elite Lurker
Medium natural humanoid, Inspired		XP 1,000
Initiative +13	Senses Perception +12, truesight 6	
HP 164; Bloodied 82		
AC 26; Fortitude 22, Reflex 25, Will 25; see also <i>dual mind</i>		
Saving Throws +2		
Speed 6		
Action Points 1		
① Mindblade (standard; at-will) ♦ Psychic	+15 vs. AC; 2d6 + 5 damage, and ongoing 5 psychic damage (save ends).	
✗ Thought Theft (minor 1/round; at-will)	Ranged 10; no attack roll; until the end of the thoughtstealer's next turn, the thoughtstealer gains a +5 bonus to AC and Reflex against attacks made by the target, and a +5 bonus to Insight checks against the target.	
↔ Cloud Minds (standard; at-will)	Close burst 3; no attack roll; each enemy within the burst suffers the effect of <i>thought theft</i> until the end of the thoughtstealer's next turn.	
† Mindblade Whirlwind (standard; at-will) ♦ Psychic	Close burst 1; targets enemies under the effect of <i>thought theft</i> ; +15 vs. AC; 2d6 + 5 damage, and ongoing 5 psychic damage (save ends).	
Weakness Revealed	A thoughtstealer's melee attacks deal 2d6 extra damage against any target under the effect of <i>thought theft</i> .	
Dual Mind	Any creature that attacks a thoughtstealer's Will must make two attack rolls and use the lower result.	
Alignment Evil	Languages Common, Quori, telepathy 10	
Skills Bluff +18, Diplomacy +18, Intimidate +18, Insight +17, Stealth +14		
Str 14 (+9)	Dex 20 (+12)	Wis 20 (+12)
Con 18 (+11)	Int 24 (+14)	Cha 22 (+13)

THOUGHTSTEALER TACTICS

The Dreaming Dark thoughtstealer is a spy sent to gather intelligence. It remains invisible, using *thought theft* to shield itself from attack. If forced into the open, a thoughtstealer affects as many enemies as possible with *cloud minds* before using *mindblade whirlwind*.

Dreaming Dark Assassin

Level 14 Elite Skirmisher

Medium natural humanoid, Inspired

XP 2,000

Initiative +14	Senses Perception +12
Repulsion aura 3; while a Dreaming Dark assassin is bloodied, each enemy (including a flying enemy) treats the area within the aura as difficult terrain.	
HP 276; Bloodied 138	
AC 30; Fortitude 25, Reflex 30, Will 29; see also <i>dual mind</i>	
Saving Throws +2	
Speed 6	
Action Points 1	
① Nightmare Touch (standard; at-will) ♦ Psychic	+17 vs. Reflex; 2d8 + 5 damage, and ongoing 10 psychic damage (save ends).
† Nightmare Flurry (standard; at-will)	The assassin makes two <i>nightmare touch</i> attacks.
† Slayer's Puppets (minor 1/round; at-will) ♦ Charm	+17 vs. Will; the target is dominated (save ends).
↔ Primal Fear (standard; at-will) ♦ Fear, Psychic	Close burst 3; targets enemies taking ongoing psychic damage; +17 vs. Will; 1d8 + 5 psychic damage, and the target is dazed (save ends).
↔ Psychic Escape (standard; recharge 3; 3d8 + 5 psychic damage. The assassin teleports 10 squares after the attack.	
Dual Mind	Any creature that attacks an assassin's Will must make two attack rolls and use the lower result.
Alignment Evil	Languages Common, Quori, telepathy 10
Skills Bluff +18, Diplomacy +18, Intimidate +18, Insight +17, Stealth +14	
Str 14 (+9)	Dex 20 (+12)
Con 18 (+11)	Int 24 (+14)
	Wis 20 (+12)
	Cha 22 (+13)

DREAMING DARK ASSASSIN TACTICS

A Dreaming Dark assassin uses Bluff and Stealth to avoid detection. The Dreaming Dark assassin tries to deal ongoing psychic damage with its *nightmare flurry* before unleashing *primal fear*. When cornered by opponents who aren't taking psychic damage, it uses *psychic escape* to achieve a more advantageous position.

ENCOUNTER GROUPS

Dreaming Dark assassins act in small groups to avoid revealing their identities to any pawns they're manipulating. Thoughtstealers can be found in the company of any sort of creature. Although quori possession is limited to humanoids, members of any race could be tricked into serving the Dreaming Dark through dream manipulation or promises of wealth.

Level 9 Encounter (XP 2,000)

- ♦ 1 Dreaming Dark thoughtstealer (level 10 elite lurker)
- ♦ 2 dragonborn gladiators (level 10 soldier, MM 86)

Level 14 Encounter (XP 5,000)

- ♦ 2 Dreaming Dark assassins (level 14 elite skirmisher)
- ♦ 1 githzerai mindmage (level 14 artillery, MM 131)

XEN'DRIK

South of Khorvaire, Xen'drik is a land of mystery. This continent was home to the first mortal civilization in Eberron, but it has been largely ignored by the world for thousands of years. Secrets and treasures from the Age of Giants still lie there, hidden deep within a forbidden landscape of jungles, deserts, and mountains. Little is known about the heart of the continent, and uncounted scholars and adventurers have given their lives in the attempt to map that dark terrain.

LORE OF XEN'DRIK

ARCANA

Common Knowledge: Xen'drik is a land of secrets and mystery, and only the hardest journey there. The continent is best known for its impenetrable jungles, harsh deserts, and impassable mountain ranges. Yet even more deadly are the strange supernatural effects that permeate this land, many dating back to the Age of Demons.

Arcana DC 20: Ruins of the ancient giant civilization cover Xen'drik, concealing powerful magic and relics. Xen'drik is also home to rich beds of Siberys dragonshards and deep pockets of Khyber shards. Such wealth draws adventurers to the continent.

Arcana DC 25: The giants were the first mortal civilization on Eberron, and over the millennia when they ruled Xen'drik, they raised up mighty monuments. The giants gained arcane knowledge from the dragons of Argonnessen, and magic was the foundation of their continent-spanning civilization.

Arcana DC 30: Forty thousand years ago, the quori came through into the world through planar gates linking Eberron and Dal Quor. The giants used their magic to seal those gates, but at great cost. Xen'drik was devastated, and the giants' civilization shattered as parts of the continent sank beneath the seas.

HISTORY

Common Knowledge: Xen'drik was home to Eberron's first mortal civilization during the Age of Giants. Giant ruins are common, but explorers who seek them must survive the perils of that land.

Pirates on the Thunder Sea have made Xen'drik their base of operations for centuries, and it was only 100 years before the Last War that the Five Nations routed these corsairs and raised the city of Stormreach on the site of a pirate outpost. This port is now the gateway through which virtually all visitors to Xen'drik pass.

History DC 20: Scholars are divided as to whether the giants of Xen'drik forged a single empire or maintained an alliance of independent kingdoms. Some claim that the giants' inherent rivalries would

have prevented the creation of a unified society, while others maintain that the different strains of giants in the world today developed only after their empire's fall.

History DC 25: Dragon magic was the foundation of the Age of Giants, but slavery was its lifeblood. Captured eladrin from the Spire of Dreams (see page 143) were the precursors of the original elves and drow—slave races whose labor allowed the giants to erect the great cities and temples that survive only as ruins in the present day.

The power of the giants was broken by the arrival of the quori, and a protracted war laid ruin to the giant nation. In the end, the conflict was halted when the giants used dragon magic to destroy the planar gateway, but the power of this magic destroyed what was left of the giants' domain.

History DC 30: Even as the giants attempted to rebuild in the aftermath of destruction, they faced open revolt by their drow and elf slaves. That war of rebellion thwarted the reconstruction of the empire and drove the giants to seek the elves' destruction with the same dragon magic that had crushed the quori.

Before that drastic step could be taken, the dragons of Argonnessen attacked, determined to thwart the potential cataclysm that the giants' single-minded fury might wreak. In a brutal campaign, Xen'drik was laid waste and the giants' civilization was destroyed.

NATURE

Common Knowledge: The continent of Xen'drik lies south of Khorvaire, across the Thunder Sea. The most common routes between the continents go through the dangerous archipelago known as Shargon's Teeth. The journey to Xen'drik can be as dangerous as any expedition in the continent's interior.

Nature DC 20: The folk of Khorvaire speak of the jungles of Xen'drik, but the continent is home to a wide variety of terrains and environments. Although tropical jungle does cover the northern and eastern reaches of the continent, its western half is dominated by a blistering desert. Towering mountain ranges and active volcanoes scar the landscape, and the continent's southern coast is an icy wasteland that merges with the Icemaw Sea and the Everice.

Xen'drik is home to a wide variety of flora and fauna, including plants and animals found nowhere else in Eberron. All the varieties of giants are common here, including some not found in Khorvaire. However, these barbaric tribes are mere shadows of the giants that once ruled this land.

The drow are Xen'drik's most notable humanoid race. Unlike their elf cousins, these former slaves lingered in Xen'drik after their giant masters were struck down. The drow build vast underground cities,

but are more commonly encountered as they travel the jungles in hunting parties that kill Khorvairians on sight.

The waters around Shargon's Teeth are home to sahuagin clans that make sorties against ships running between Stormreach and Khorvaire. Captains who regularly sail the route across the Thunder Sea make arrangements with the sahuagin whose underwater territories they pass through, paying guides to guarantee a peaceful passage and to help navigate the treacherous waters of the Teeth.

Nature DC 25: Though originally native to Sarlona, the yuan-ti fled that land centuries ago and spread across Khorvaire. Most are found in Xen'drik now, living in dark cults that ambush travelers and explorers, using them for food and as the subjects of dark rituals.

Nature DC 30: Xen'drik is thought to be considerably larger than Khorvaire, but no accurate surveys of this land exist. A mysterious force covers the entire continent like a shroud, defying logical or magical explanation. Commonly called the Traveler's Curse, this effect twists time and distance. If two parties of explorers set out for the same destination along an identical path, one group might make the trip in two days, while another spends nearly a week to cover the same ground. Explorers might search in vain for a well-documented and commonly visited site, and another group might discover previously unknown ruins a day's walk from Stormreach.

The Traveler's Curse is thought to be a lingering remnant of the powerful arcane forces that destroyed the continent. Whatever its source, this effect makes mapping Xen'drik all but impossible, and it is notably stronger on creatures not native to this land.

STREETWISE

Common Knowledge: The city of Stormreach is Xen'drik's only known major settlement. The frontier villages and towns scattered across the continent depend on supplies from Stormreach. Far from the laws of the Five Nations, the city is a freewheeling trade center where merchants, mercenaries, and expatriates from every continent do business.

Stormreach is a combination of ancient and contemporary construction, a bustling modern port built atop giant ruins forty millennia old. The city began as a haven for pirates operating in the Thunder Sea, but pirate traffic was put down by Galifar and the dragonmarked houses. By 802 YK, the corsairs' former base was converted to a trading port from which the modern settlement arose.

Streetwise DC 20: Stormreach was originally settled in the name of Galifar, but the city now prosters independent of any king or country. A hereditary council known as the Storm Lords governs the city, and the peace is kept by the Stormreach Guard. However, everything—including the law—is for sale here.

SETTLEMENTS AND FEATURES

Xen'drik is sparsely populated, and a majority of its permanent settlements can be found within striking distance of the Skyfall Peninsula. Settlements in the interior are few and far between, and the folk there are hostile to unexpected visitors.

STORMREACH

Free Port City; Population 11,600

The gateway to Xen'drik, Stormreach sits on the coast of the Skyfall Peninsula, built on the ruins of an ancient giant settlement. This port was once a haven for the pirates and smugglers who plied the Thunder Sea intercepting the earliest expeditions from Khorvaire to Xen'drik. The kingdom of Galifar drove the pirates from the peninsula, and the city of Stormreach was founded in 802 YK. Today, Stormreach and its people are not part of any country.

Nearly all mercantile, exploratory, and scholarly expeditions into the heart of Xen'drik begin in Stormreach. There, one can purchase high-quality supplies, hear news of the world, or get a decent meal and a hot bath. All the dragonmarked houses have enclaves in the city, as do Morgrave University, the Library of Korranberg, and the University of Wynarn.

The Chapterhouse: This joint venture between House Phiarlan and House Ghallanda provides accommodations and entertainment, and it is a favorite spot for information peddlers and high-priced mercenaries. The Chapterhouse is the place to find out what ships have recently arrived in or left port, what they were carrying, who was on board, and what their business in Xen'drik is. PCs will soon discover that their business in Xen'drik quickly becomes common currency at the Chapterhouse.

The Black Iron: Outside the walls of Stormreach, nomadic giant tribes occupy a shifting tent city called Rushemé. The Black Iron, a smithy run by a family of half-giants, serves as a trading post for people wanting to deal with the giants for goods and information. It is also the only place in the city that deals in equipment, armor, and weapons sized for larger creatures. For PCs returning with giant-sized plunder from the Xen'drik ruins, the Black Iron is a necessary stop.

The Citadel of the Twelve: This arcanists' enclave is jointly owned and operated by all twelve dragonmarked houses. The citadel is one of the only places in Xen'drik where reliable ritual casting services can be found, and it is an invaluable resource for travelers with enough coin to pay its going rates. Members of a dragonmarked house, or adventurers working in service to one, receive prompt attention and a substantial discount, paying only the component cost for the desired ritual. Other clients pay an additional 10%-20% fee to the ritual caster.

House Jorasco Enclave: The Healers Guild maintains what is essentially an urban hospital near Stormreach's harbor. It provides the best medical attention on the continent, and it is the only place in the city that advertises casters capable of performing the Raise Dead ritual. (Other hospices and temples have that capability, but they do not speak of it openly for fear of incurring the house's wrath.)

The use of revivifying spells in Stormreach is often accompanied by strange effects. Tales abound of bodies returning to life but bound to foreign spirits. Other times, a newly revived character has unexplained episodes of clairvoyance or is plagued by memories of events that never occurred.

Temples: Numerous faiths are represented in Stormreach, and temples are spread across the city. The keep of the Silver Flame is the largest, and it was established before the beginning of the Last War. The church sends numerous missions into the Xen'drik heartland in an attempt to spread the faith of the Flame to the settlers and prospectors there. Its missionaries' success rate remains low, as do the number of expeditions that return at all.

Smaller temples are dedicated to the deities of the Sovereign Host or the Dark Six. However, more than a few shrines feature those familiar deities in strange

guises, including a pantheon of ancient giant gods that bear a striking resemblance to the Sovereign Host.

DAR QAT

Inspired Enclave; Population 6,400

Though most Khorvairians think of Stormreach as the first settlement on Xen'drik, the smaller enclave of Dar Qat was a thriving port for centuries before the pirates were driven from the Skyfall Peninsula.

An outpost of the far-off Riedran Empire, Dar Qat is the embarkation point for nearly all goods and passengers traveling between Xen'drik and Sarlona. The Riedrans run Dar Qat as a closed colony, and they have no tolerance for intruders. Those approaching by land or sea are attacked if they attempt to gain entry.

LAST CHANCE

Travelers' Way Station; Population 45

Dozens of minor farming communities are scattered across the countryside around Stormreach, but Last Chance is notable because of the inn that gives the settlement its name. The Last Chance is a joint venture between House Ghallanda and House Jorasco, and it is the only place where guild-sanctioned healing and accommodations can be found in the wilderness.



PLOTS AND ADVENTURE SITES

Scholarly Exploration: The most common reason for traveling into the heart of Xen'drik is at the behest of one of Khorvaire's universities. Wynarn, Morngrave, and the gnome colleges at Korranberg send an endless parade of scholars, relic hunters, natural historians, and mercenaries through Stormreach—though more people head into the wilds than ever come out again.

Explorers who do return from successful expeditions invariably come back laden with treasure. Though the best spoils are typically spoken for by the organization funding the excursion, Xen'drik is rich in minor relics, antiquities, and magic. PCs hiring on to a scholarly expedition are provided with letters of credit and essential supplies, along with maps (such as exist in Xen'drik) and information to guide them.

Giant Ruins: Ruins from the Age of Giants can be found throughout Xen'drik, both crumbling piles of rock and overgrown foundations where towns and cities once stood and temples and other structures protected from the ravages of time by powerful magic. The secrets and treasure abound, but the ruins of Xen'drik are not for the faint of heart. Deadly magic traps, undead guardians, and bands of feral drow await the unwary, but the risks of exploring the ruins of the past are offset by the potential rewards.

The Lost Feyspire: Millennia ago, the feyspire of Shae Tirias Tolai crossed over from Thelanis to Xen'drik, where the giants used powerful magic to shatter its protective wards and destroy it. After the feyspire's people were taken as slaves, the ruins of the site were quickly swallowed by the jungle.

Today, those ruins stand as a memorial to a brutal time. Numerous expeditions seek the lost feyspire, but the Traveler's Curse is particularly potent in the dark valley where the ruins are said to stand. The PCs might be charged with locating Shae Tirias Tolai, either as part of an academic expedition or at the behest of one of the feyspires bound to Eberron after the Day of Mourning. Perhaps the ancient magic that still protects the ruins offers a clue to reconnecting the existing feyspires to Thelanis, or to thwarting the vengeance of Taer Lian Doresh in the Fortress of Fading Dreams (see page 143).

The Law of the Jungle: Disaster can take many forms in Xen'drik. Bad weather and natural disasters strike without warning, augmented by powerful magical effects. The Traveler's Curse can cause the best-prepared party to go astray on even familiar trails, or to expend its resources as a journey of three days drags on for a week or more.

An expedition that trespasses into drow, yuan-ti, or giant territory, or that desecrates a holy site, inevitably comes under attack. Nothing makes a trip out of the Xen'drik heartland more memorable than a drow warband hard on the PCs' heels.

Bad Business: The free-wheeling environment of Stormreach can be a dangerous place, particularly for a party making its first Xen'drik expedition. Rival adventurers can be a threat as deadly as any drow attack or yuan-ti cult, and the veterans of Stormreach will go to any lengths to cut down on the competition. PCs looking for information and resources in Stormreach can end up sidetracked by false directions, doctored maps, or even poisoned rations and sabotaged gear. Sadly, scholarly expeditions are no less susceptible to this sort of sabotage. The sages and field agents of the Khorvairian universities will stop at nothing to be the first to explore a new ruin or bring back the relic that can make or break a reputation.

DROW

Within the cyclopean ruins of Xen'drik, the drow are the self-proclaimed inheritors of the Age of Giants. The descendants of eladrin slaves, the drow dwell now in the homes of their former masters, guarding the relics and holy places that fate has entrusted to them. With a culture based on savagery, magic, and rebellion, the drow are deadly enemies to any who would attempt to steal or debase the history of this land.

LORE OF THE DROW

HISTORY

History DC 20: The drow are the descendants of slaves of the Xen'drik giants. Spread across the jungles of the continent in tribal bands, they consider the ruins and magic of the giant empire to be theirs.

History DC 25: Several societies of drow have branched off from the main culture. The Sulatar ("firebinders" in the Giant tongue) remained loyal to the giants during the slave uprisings. Maintaining the teachings and customs of their ancient masters, the Sulatar are the practitioners of an arcane tradition that grants them mastery over elemental fire. Condemning other drow as faithless traitors, they eschew the jungles in favor of great settlements of stone, including a legendary capital known as the Obsidian City.

The Umbragen are the descendants of drow that fled the giants and found refuge underground, spending generations dwelling in the caves of Khyber. There, they tapped into a mysterious magical shadow they called the Umbra, and although they have since returned to the surface, they retain a spiritual and physical connection to the darkness.

RELIGION

Religion DC 25: The tribal drow worship a fierce scorpion-god called Vulkoor, whose faith is unknown beyond Xen'drik. Such drow refer to themselves as

the Vulkoori. Some theologians of the Sovereign Host and the Dark Six believe Vulkoor to be an aspect of the Mockery.

Religion DC 30: The Sulatar worship “the Promise of Fire,” an abstract force that they believe will eventually lead them to an afterlife of elemental fire. The Umbragen worship the Umbra as a holy force, binding themselves to it, body and soul.

PLOTS AND THREATS

Drow can function purely as one-off monsters, such as a tribe guarding a ruin the PCs wish to explore. At the same time, the race’s claim to be the masters of Xen’drik can introduce the PCs to far-reaching plots. A Vulkoori band might seek to unearth an artifact from the Age of Giants, or the Sulatar could plan to open a permanent portal between Xen’drik and Fernia.

The drow of Xen’drik comprise a range of distinct societies and cultures. The Vulkoori are savage tribal hunters; the Sulatar are pseudo-civilized fanatics; the Umbragen are grim skulks and murderers. However, all of Xen’drik’s drow share a violent distrust of outsiders.

VULKOORI

The Vulkoori clad themselves in leather or with chitin armor assembled from the giant scorpions they revere. They cover their flesh with white tattoos of scorpion venom, and wield the deadly stingblade, a longsword laced with poison.

Drow Stingblade

Medium fey humanoid

Level 14 Skirmisher

XP 1,000

Initiative +16 Senses Perception +15; darkvision

HP 138; Bloodied 69

AC 28; Fortitude 22, Reflex 26, Will 22

Resist 10 poison

Speed 8, climb 6 (spider climb)

① **Stingblade** (standard; at-will) ♦ Poison, Weapon

+19 vs. AC; 1d8 + 8 damage, and ongoing 5 poison damage (save ends).

② **Xen’drik Boomerang** (standard; at-will) ♦ Poison, Weapon

Ranged 5/10; +19 vs. AC; 2d6 + 7 damage, and ongoing 5 poison damage (save ends).

† **Whirling Dervish** (standard; requires a stingblade; recharge 3) (

The drow stingblade shifts 4 squares, making a stingblade attack within each square it shifts into against an enemy within reach.

③ **Darkfire** (minor; encounter)

Ranged 10; +17 vs. Reflex; until the end of the drow stingblade’s next turn, the target grants combat advantage to all attackers and cannot benefit from invisibility or concealment.

Battle Dancer

If, on its turn, a drow stingblade ends its move at least 4 squares away from its starting position, it deals 2d6 extra damage on its melee and ranged attacks until the start of its next turn.

Alignment Unaligned Languages Giant

Skills Nature +15

Str 17 (+10) Dex 25 (+14) Wis 16 (+10)

Con 18 (+10) Int 11 (+7) Cha 13 (+8)

Equipment bone armor, stingblade, 10 Xen’drik boomerangs



PEOPLE OF THE SPIDER QUEEN

The drow of Xen’drik are markedly different from the traditional drow described in the *Monster Manual*, but those drow can easily be used in an Eberron campaign. Mechanically, the drow warrior and drow blademaster make perfect Umbragen with their martial skill and darkness-related powers. Changing the blademaster’s *cloud of darkness* to *smoke* and having its sword attacks deal fire damage makes it an excellent Sulatar.

Alternatively, the *Monster Manual*’s spider-worshiping drow can be recast as an offshoot of the Xen’drik drow. Corrupted by centuries within Khyber, these isolated tribes have given up the worship of Vulkoor for the dark cult of Lolth—a fiendish overlord from the Age of Demons.

DROW STINGBLADE TACTICS

A stingblade launches boomerang attacks from hiding if it can, then wades into combat with a whirling dervish attack. While it waits for that power to recharge, it makes scorpion chain attacks against a single, lightly armored foe.

SULATAR

With skin the dark gray of ash, the Sulatar dress in bronze armor engraved with patterns of flame. Similar patterns are burned into their flesh.

Sulatar Flamespinner

Medium fey humanoid, drow

Level 18 Controller

XP 2,000

Initiative +12 Senses Perception +13; darkvision

HP 174; Bloodied 87

AC 32; Fortitude 31, Reflex 29, Will 29

Resist 15 fire

Speed 7

➊ Burning Touch (standard; at-will) ♦ Fire
+23 vs. AC; 2d8 + 8 fire damage.

➋ Flaming Orb (standard; at-will) ♦ Fire
Ranged 10; +23 vs. AC; 2d8 + 8 fire damage, and the target is dazed until the end of the flamespinner's next turn.

➌ Darkfire (minor; encounter)
Ranged 10; +22 vs. Reflex; until the end of the flamespinner's next turn, the target grants combat advantage to all attackers and cannot benefit from invisibility or concealment.

➍ Soul Burn (standard; at-will) ♦ Fire
Area burst 1 within 10; +20 vs. Reflex; 2d8 + 4 fire damage, and ongoing 5 fire damage.

➎ Web of Fire (standard; recharge ➏) ♦ Fire, Zone
Area burst 2 within 20; +22 vs. Reflex; 3d8 fire damage, and the target is restrained (save ends). Effect: The burst creates a zone that lasts until the end of the encounter. Each creature that begins its turn within the zone takes 10 fire damage.

Alignment Unaligned Languages Giant, Primordial

Skills Religion +20

Str 12 (+10)

Dex 16 (+12)

Wis 19 (+13)

Con 22 (+15)

Int 19 (+13)

Cha 17 (+12)

SULATAR FLAMESPINNER TACTICS

A flamespinner stays in constant motion on the battlefield, using *web of fire* to create multiple zones that hem its foes in. While that power recharges, it targets the strongest-looking enemies with its *soul burn* and *flaming orb* attacks.

UMBRAGEN

Shadows given flesh, the Umbragen are lighter of hue than the Vulkoori. Their dusky tones cause them to all but disappear into the shadows.

Umbragen Shadow Walker

Medium fey humanoid, drow

Level 9 Elite Lurker

XP 800

Initiative +13 Senses Perception +5; darkvision

HP 154; Bloodied 77

AC 25; Fortitude 20, Reflex 24, Will 22

Resist see *shadow form*; Vulnerable see *shadow form*

Saving Throws +2

Speed 7

Action Points 1

➊ Shadowblade (standard; at-will) ♦ Necrotic, Psychic
+12 vs. Fortitude; 2d6 + 5 necrotic and psychic damage.

➋ Shadowbolt (standard; at-will) ♦ Necrotic, Psychic
Ranged 15; +12 vs. Fortitude; 2d6 + 5 necrotic and psychic damage.

➌ Double Attack (standard; at-will)

The Umbragen shadow walker makes two shadowblade attacks.

➍ Soulblade (standard; at-will) ♦ Necrotic, Psychic

+12 vs. Fortitude; 3d8 + 5 necrotic and psychic damage, and the target cannot spend healing surges until the end of the shadow walker's next turn.

➎ Dancing Shadows (standard; encounter) ♦ Psychic

Area burst 3 within 12; +12 vs. Will; 1d8 + 2 psychic damage, and the target is blinded until the end of the shadow walker's next turn.

➏ Cloud of Darkness (minor; encounter)

Close burst 1; this power creates a cloud of darkness that remains in place until the end of the shadow walker's next turn. The cloud blocks line of sight for all creatures except the shadow walker. Any creature entirely within the cloud (except the shadow walker) is blinded until it exits.

➐ Shadow Form (minor; recharge ➏)

Until the end of its next turn, the shadow walker gains the insubstantial and phasing qualities, gains a +5 bonus to Stealth checks, and gains vulnerable 5 radiant.

Alignment Evil Languages Deep Speech, Giant

Skills Stealth +14

Str 12 (+5)

Dex 20 (+9)

Wis 12 (+5)

Con 17 (+7)

Int 11 (+4)

Cha 17 (+7)

UMBRAGEN SHADOW WALKER TACTICS

The shadow walker attacks from hiding whenever possible, then uses *shadow form* to allow it to move freely among its foes, using *soulblade* and *double attack*. It reserves *dancing shadows* until it is surrounded, and is not afraid to use that power or *cloud of darkness* to flee a fight it cannot win.

KHYBER

In the time before time, the great progenitor dragons turned upon one another. Khyber struck down his brother Siberys and was opposed by Eberron in turn. But the Dragon Between could not, or would not, kill her only living sibling. She wrapped Khyber in her unbreakable coils and transformed herself into a cage of stone and metal, grass and water. She became the world, holding Khyber forever trapped within.

Only a myth? Probably. But if so, it's a perfectly understandable one. The folk of Eberron can hardly be blamed for seeking some explanation, any explanation, for the alien world beneath their feet.

And make no mistake, it is an entire world. Khyber is larger than the lands of Eberron, stretching beneath the ocean floors as thoroughly as it winds beneath the continents above. Thousands upon thousands of miles stretch and wind and bulge through the heart of Eberron, and every person on all the continents, working together, couldn't map its reaches.

It's an alien world. Tunnels wind in impossible patterns, their seeming randomness hiding maddened designs invisible to a sane mind. Great caverns of stalagmites serve as the grazing fields of basilisks and gorgon herds. Chasms large enough to encompass mountains are home to forgotten cities of grimlocks, mad dwarves, or other, older races never seen by surface dwellers. Carved, or sometimes grown, from the rock, these cities spread across the massive hollows. Their citizens subsist on fields of fungi grown taller than wheat, and think thoughts never illuminated by the light of the sun. Yet they are thriving communities, ready to trade with visitors—at least until those visitors do or say something wrong and find themselves sacrificed to powers of the eternal dark.

Rivers sink to depths unimagined, feeding vast seas black as darkest night. Islands, some tiny, some the size of small continents, lurk within those darkened waters, and even the eldest dragon sages don't know what dwells upon them.

Far beneath the earth, farther than most mortals dare to dream of descending, imprisoned horrors of past epochs bide their time, waiting for the day their shackles fail. Overlords remain where they were thrown down in the Age of Demons. Some are mere essence, imprisoned within Khyber dragonshards; others still retain their bodies, held within cells of arcane device. Remnants from the time of the Xoriat incursion, when madness walked the surface of Eberron clad in mortal flesh, the daelkyr and their minions still stalk the tunnels below. They too are imprisoned, prevented from returning to the surface, but in Khyber their steps are unhindered, and they carve out kingdoms of their own. Aboleths lurk in pools of foul fluid and dream of enslaving

the minds of mortals. Mind flayers, the first harbingers of the daelkyr, oversee cities of humanoid slaves and hatch their plans to extend the borders of Khyber until all of Eberron is a sunless, blasted land of madness.

Near the prisons of the overlords, within the dominions of the daelkyr, and in the almost infinitely deep reaches of Khyber's passages, the world warps and shifts into something other. Khyber is not Eberron, and the laws of Eberron hold no sway in the depths. Colors never seen by human eyes glow from crystals unlike any dragonshard and press ominously against the mind. Rivers of liquid stone flow through passages that follow no rules of physics or geometry. Tunnels open into a darkness so thick that it has weight, scent, taste, and life. Some say that these passages lead to Dolurrh or Mabar. Others claim that the deepest reaches of Khyber drop away into Fernia, Risia, and the other depths of the Elemental Chaos, including the cancerous Abyss eating away at its heart. These aren't manifest zones, but true walkways into other worlds where Khyber eats away at his prison. And if no people alive today can confirm these legends, well, neither can any say that they are false.

This is Khyber: passage and prison, city and sea, bridge and barrier, darkness and death.

LORE OF KHYBER

ARCANA

Arcana DC 20: A second world of dark passages, echoing caverns, sunless seas, and maddening horrors lies beneath the skin of Eberron; this is Khyber, the Dragon Below.

Khyber is the only reliable source of Khyber dragonshards. For some, the powers and value of these dragonshards make them worth the risk of retrieving.

Arcana DC 25: The deepest reaches of Khyber are said to contain pathways to the Elemental Chaos.

DUNGEONEERING

Dungeoneering DC 20: As Arcana DC 20.

Dungeoneering DC 25: Khyber is home to many foul creatures, including a wide variety of demons and aberrations. Some are spawned by the horrors imprisoned there, while others are drawn from elsewhere.

Dungeoneering DC 35: A character who succeeds at this check knows basic details and the approximate location of a specific prison or region of Khyber (including, if appropriate, the name of a specific daelkyr or overlord). This knowledge doesn't include an exact location, but rather an approximate or cryptic description. For example, a character might know that a particular overlord is imprisoned "beneath the greatest bastion of dwarven greed." This description probably refers to one of the largest vaults of the Mror Holds, but it still provides only a starting point.



HISTORY

History DC 20: As Arcana DC 20.

History DC 25: Many overlords from the Age of Demons remain imprisoned deep in Khyber, held by ancient and powerful magic.

History DC 30: A character who succeeds at this check knows one or more specific entrances to Khyber (see *Doorways to the Deep*, page 201).

Daelkyr and other horrors of Xoriat, imprisoned by Gatekeeper druids 9,000 years ago, are trapped within Khyber. These creatures roam entire regions of the Underdark, rather than being imprisoned in a specific cell or dragonshard.

History DC 35: As Dungeoneering DC 35.

NATURE

Nature DC 20: As Arcana DC 20.

ADVENTURES IN THE UNDERWORLD

There's no reason a "standard" adventure such as a dungeon crawl or a quick trading expedition can't happen in the passages of Khyber, just as it can in any mundane complex of tunnels. Doing so isn't "wrong." On the other hand, Khyber can provide unique locations and encounters for players, and a Khyber-based adventure is the perfect opportunity to vary the feel of a campaign. Here are some suggestions for making Khyber-based adventures stand out.

Alternate Cultures: Khyber-based adventures are perfect opportunities to introduce alien cultures. Try presenting humanoids not normally seen on the surface, such as kuo-toas or grimlocks, or just play with cultural mores. Want to have a city that combines the sacrificial traditions and priestly castes of the Aztecs with the psionic "thought police" from the most nightmarish cities of Sarlona and can't think of a place for it in Eberron? An enormous cavern in Khyber might be just the place.

Attrition: Many D&D campaigns don't track details such as food or ammunition; for many people, such bookkeeping violates the aesthetic of high adventure. But a prolonged series of adventures in Khyber presents the perfect opportunity to experience a grittier existence. The PCs don't have an easy means of retreat and resupply. Suddenly, scavenging for food becomes important, and a scarcity of arrows might force more close-quarters combat, or more frequent retreat. It might even prove difficult to find a safe place to rest, forcing the party to face more than a day's worth of encounters at a stretch. Don't put the players through this situation too often, because it can become frustrating for them, but a few days of careful planning and hoarding provides a different feel to a game.

Historical Importance: Khyber contains places and creatures of great historical importance. PCs who

enter its depths could have to deal with creatures that devastated the world in the ancient past, uncover lost relics, or learn the fate of past explorers. The chance to interact with the greatest villains of history might be a more memorable reward than any treasure.

Impossible Environments: Some regions of Khyber—particularly those near the prisons of overlords, the center of a daelkyr lord's domain, or the borders of other planes—don't follow natural laws. Want to play out a chase or a running battle through a series of caves where a given archway doesn't necessarily take you to the same room twice? How about an encounter on a bridge of solid flame above a river of rushing stone, or on a series of ledges at different angles, resembling an M.C. Escher painting? Or a battle with a horde of undead that continue to rise when they're slain, until the energy emanating from a particular dragonshard is contained? Khyber is the place.

Khyber is also useful if you want to run a game that features aspects of the Elemental Chaos, but don't want the adventure to fully cross over into that realm. The regions of Khyber nearest Risia or Fernia, for example, might affect cold or fire powers (see page 263).

New Game Features: Want to introduce a new mechanic to your campaign? Maybe a new monster, a new class, or an old classic you've never used before? It's possible to do so on Eberron's surface, but if you don't think such a feature fits the mood you've established above, consider using the lost cities and isolated islands described below.

Wild Mechanics: Khyber is a great excuse to just go wild. Have in mind a trap of otherworldly tendrils slowly drawing its victims through the surface of an otherwise solid wall? Or a chamber in which light is dark and dark is light? How about having the PCs face a gorgon whose breath petrifies them, yet somehow they remain animate and must find a means of restoring themselves as they slowly grow more resilient but also less mobile? Such options are possible in the peculiar depths of Khyber.

DOORWAYS TO THE DEEP

Entrances to Khyber can be present anywhere. Natural crevices might descend far enough to open up within the confines of the Dragon Below. Ancient dungeons and ruins might contain winding stairs that seem to descend indefinitely, or magic portals that transport hapless travelers farther down than they ever wanted to go. Western Khorvaire, which was the center of the greatest battles with the daelkyr, has the largest number of these entrances, some of which were found and sealed by the Gatekeepers.

With the proper History check (see *Lore of Khyber* History DC 30, page 200), a character might know of one or more of these entrances.

Cazhaak Draal: This ancient hobgoblin city in Drowam, now ruled by a tribe of medusas, sits atop a shaft leading into Khyber's upper reaches.

Goradra Gap: The Goradra Gap is a vast chasm in the mountains of the Mror Holds that is over a hundred miles in length and deeper than any instrument can measure. Those who would use this passage as an entry to Khyber must first win past the beast said to dwell within, reportedly larger than even the mightiest dragon.

Lair of the Keeper: Located in the northern reaches of the Demon Wastes, this is the abode of a great dragon—possibly undead—believed by some to be a manifestation of the deity known as the Keeper, one of the Dark Six (see page 244). In the depths of his lair, he keeps dragonshards filled with the souls of the lost. Adventurers who delve deeper than that find themselves beneath the skin of Eberron.

Pyramid of Ebon Flame: One of the scattered creations of the giant wizard-king Addis-Ro, the Pyramid of Ebon Flame is a surviving ruin of Xen'drik's ancient empires. Although primarily a necromancer, Addis-Ro was said to have experimented with powers drawn directly from the depths of Khyber, and this huge, unbreakable, black glass monolith supposedly marks the passage through which he made his journeys below.

Sharn: This most famous city reaches for the heavens, but its roots are planted firmly in hell. Through the deepest of its tunnels, sealed since the War of the Mark, intrepid or foolhardy explorers might find paths into Khyber.

PLOTS AND ADVENTURE SITES

Following are a few suggestions for adventures set within or involving Khyber. Consider this section a jumping-off point only; Khyber is vast enough to support entire campaigns.

Arak Yor: In a chasm whose ceiling is higher than any mountain stands the abandoned city of Arak Yor. Up and down the enormous walls, multiple layers of dwellings are carved into the stone. This ancient but clearly humanoid construction surrounds a central community of utterly alien make, with towering spires and pod-shaped masses grown or melted directly from the rock. Those who have had the misfortune to meet the illithid servants of the daelkyr recognize these central features as of mind flayer construction, yet even those fearsome creatures abandoned the city centuries ago. Legend says that something is imprisoned at the peak of the city's central spire that is neither demon nor daelkyr, and whose presence drove even the mind flayers to madness. Today the city is inhabited only by golems and other constructs of ancient design, mindless caretakers of a forgotten dwelling.

The Citadel of Lidless Eyes: Home of Belashyrra, one of the most horrific of the daelkyr lords, this citadel appears to have been molded from molten stone, chitin, and flesh. From its warped and liquid shape, thousands of eyes of every size and shape peer into the endless darkness. Beholders and even stranger aberrations dwell within the halls—perhaps the only place where so many such creatures are willing to live side by side—and set out on errands for their insane lord and master. It's rumored that anyone within the citadel's throne room can touch the walls therein and see through the eyes of any living creature on Eberron or in Khyber.

The Darkest Tides: At the edge of a great sunless sea, the low tide reveals the ruins of ancient towers barely protruding above the water's depths. Within this crumbling city, an empire of aboleths seeks to rebuild the falling structures and re-create the ancient lore inscribed upon the walls. Their slaves work tirelessly, and those who aren't assigned to the rebuilding effort venture forth to find more victims for enslavement.

New Noldrunthrone: Far above, the dwarven city of Noldrunthrone lies abandoned, a clanhold with no clan. Below, the pale descendants of those dwarves dwell in a thriving city. Magnificent buildings rise from the stone and are surrounded by great groves of fungi and fields where all manner of lizards graze. The dwarves here are traders who welcome all to their city. But if visitors find themselves still within

its walls for the monthly ceremony of Balatham's Feast—a great sacrifice to some hideous power of the darkness—they must make their escape through an army of ravenous, cannibalistic zealots.

The Southwest Passage: One of the few explorers to return from Khyber claimed to have discovered a winding, convoluted passage that leads from southern Khorvaire to northern Xen'drik, not far from Stormreach. If this claim is true, such a passage would provide a means of transporting vast cargoes between continents without the expense of elemental galleons or elemental airships, and without the cost of negotiation with the sahuagin. Any who could verify the truth of this claim and find a way to make such a passage safe, if that's even possible, would have one of the greatest economic finds in years. Unless, of course, it's just a story meant to lure fools into the depths for some sinister purpose.

FOULSPAWN

Some of Eberron's most nightmarish and repulsive monsters were crafted by the daelkyr. As the lords of Xoriat invaded Eberron, they twisted and corrupted the races they conquered, shaping them into forms more pleasing to their maddened eyes.

Of these, perhaps the most infamous are the twisted corruptions known as foulspawn. These terrors prefer to work with one another, but sometimes serve as leaders of lesser aberrations, or as soldiers serving more potent masters such as mind flayers.



FOULSPAWN LORE

DUNGEONEERING

Dungeoneering DC 15: Foulspawn prefer to lair in existing caves or structures, rather than tunneling or building their own. They modify and decorate their lairs with horrible symbols that are dizzying to view. Occasionally, they incorporate the mauled bodies of their foes, what they call “flesh art,” into these decorations in mimicry of their daelkyr creators.

Dungeoneering DC 20: Dolgaunts lead groups of dolgrims and dolgarrs, although they are in turn subservient to more powerful aberrant creatures.

Dungeoneering DC 25: The daelkyr twisted the foulspawn into their current forms. The dolgaunts were sculpted from hobgoblins, the dolgarr from bugbears, and the dolgrim from melding two goblins together.

HISTORY

History DC 25: As Dungeoneering DC 25.

USING FOULSPAWN

Foulspawn are the shock troops of more powerful aberrations and the occasional Khyber cult. Those without leaders form such cults themselves.

DOLGAUNT

Dolgaunts are grim, emaciated humanoids with disease-hued flesh. Their eye sockets gape, open and empty, above a mouth with a protruding, wormlike

Dolgaunt Monk

Medium aberrant humanoid (blind)

Level 8 Controller

XP 350

Initiative +9 Senses Perception +7; blindsight 20

HP 86; Bloodied 43

AC 22; Fortitude 20, Reflex 21, Will 20

Speed 8

① Tentacle (standard; at-will)

Reach 2; +13 vs. AC; 2d4 + 5 damage, and the target is grabbed. The dolgaunt monk can't grab more than two creatures at once; see also *clutch of death*.

① Fist (standard; at-will)

+13 vs. AC; 2d6 + 5 damage.

† Inexorable Drag (minor; at-will)

Targets a creature grabbed by the dolgaunt monk; +12 vs. Fortitude; the monk slides the target 2 squares.

Clutch of Death

A dolgaunt monk can grab with up to two tentacles at a time. While grabbing an enemy, it can act normally, but it can't use that tentacle for another attack. Enemies can attack the tentacle. An attack that hits the tentacle doesn't harm the dolgaunt monk, but it causes the tentacle to release the grab. The tentacle's defenses are the same as those of the dolgaunt monk.

Vitality Leech ♦ Necrotic

A target that begins its turn grabbed by the dolgaunt monk takes 10 necrotic damage, and the dolgaunt monk gains 10 temporary hit points.

Alignment Evil Languages Deep Speech, Goblin

Skills Acrobatics +14, Stealth +14

Str 17 (+7)

Dex 20 (+9)

Wis 17 (+7)

Con 14 (+6)

Int 11 (+4)

Cha 12 (+5)

tongue. Wriggling cilia cover their bodies, with longer tendrils around their heads; two wiry tentacles protrude from their bare shoulders.

TACTICS

Graceful and swift, dolgaunt monks prefer to take advantage of their reach, using their tentacles to slide foes around or to grasp and drain the life from them.

DOLGRIM

Possibly the strangest of the foulspawn, dolgrims are squat, deformed things. Their skin is covered in a variety of corpse-white tattoos, and they wear armor made of ragged leather. A dolgrim's dwarfish body boasts four arms and a pair of twisted mouths that gibber and slather at the front of its headless torso. The mouths have been known, on occasion, to carry on demented conversations and arguments with one another. Despite what this behavior might imply, a dolgrim has only a single sadistic, bloodthirsty, and brutal personality.

Dolgrim Warrior

Small aberrant humanoid

Level 4 Skirmisher

XP 175

Initiative +6 Senses Perception +3; low-light vision

HP 53; Bloodied 26

AC 18; Fortitude 16, Reflex 15, Will 16

Vulnerable 5 psychic

Saving Throws +2 against charm and fear effects

Speed 6

① Club (standard; at-will) ♦ Weapon
+8 vs. AC; 1d6 + 3 damage.

⑤ Crossbow (standard; at-will) ♦ Weapon
Ranged 15/30; +8 vs. AC; 1d8 + 1 damage.

Double Actions

At the start of combat, the dolgrim warrior makes two initiative checks. Each check corresponds to one of the warrior's brains, and the warrior takes a turn on both initiative counts. The warrior has a full set of actions on each of these turns, and its ability to take an immediate action refreshes on each turn.

Dolgrim Tactics (immediate reaction, when missed by a melee attack; at-will)
The dolgrim warrior shifts 1 square.

Combat Advantage

A dolgrim warrior deals 1d6 extra damage against any creature granting combat advantage to it.

Alignment Evil Languages Deep Speech, Goblin

Str 17 (+5) Dex 15 (+4) Wis 13 (+3)

Con 13 (+3) Int 9 (+1) Cha 9 (+1)

Equipment light shield, club, crossbow with 20 bolts

TACTICS

Dolgrim warriors are straightforward, unimaginative combatants. They move in and out of melee range, attempting to bash their foes with clubs or perforate them with crossbow bolts.

DOLGARR

A hulking humanoid with glistening pink flesh and arms that droop to its knees, a dolgarr resembles an ape with its skin turned inside out. Watery mucus drains from a dolgarr's recessed naval cavity into the corners of its mouth, which gapes open to reveal ridges of teeth that look like jagged fingernails.

Dolgarr Berserker	Level 6 Brute
Large aberrant humanoid	XP 250
Initiative +5	Senses Perception +6; low-light vision
HP 86; Bloodied 43	
AC 18; Fortitude 19, Reflex 16, Will 17	
Immune fear	
Speed 6	
Club (standard; at-will) ♦ Weapon	
+9 vs. AC; 2d6 + 5 damage.	
Meaty Fist (standard; at-will)	
Reach 2; +7 vs. Reflex; 1d8 + 7 damage.	
Foe-Hurler (standard; recharge 3) ♦	
Reach 2; +8 vs. Reflex; 2d8 + 5 damage, and the dolgarr berserker pushes the target 3 squares and knocks it prone; the berserker slams the target to the ground and then throws the target at another creature, making a secondary attack against an enemy adjacent to the primary target after the push. Secondary Attack: +7 vs. Reflex; 2d8 + 5 damage.	
Berserk Rage (free, when first bloodied; encounter)	
The dolgarr berserker gains 5 temporary hit points and makes a club attack and a meaty fist attack.	
Alignment Evil	Languages Deep Speech, Goblin
Str 20 (+8)	Dex 14 (+5)
Con 16 (+6)	Int 7 (+1)
Equipment club	Wis 16 (+6)
	Cha 9 (+2)

TACTICS

Smash. Grab. Hurl. Smash some more. Dolgarr berserkers make even dolgrims look like subtle tacticians; they understand nothing but mindless savagery.

BELASHYRRA, THE LORD OF EYES

They are the lords of Xoriat, a realm so utterly alien that mortal minds can't survive even the briefest exposure. In ages past, they came to Eberron from the Realm of Madness and shaped the world to their whims. At their touch, life becomes corrupt, dreams become nightmares, and reality warp, its laws and patterns forgotten.

They are the daelkyr, and though the doors to Xoriat have long since been sealed, a few remained behind. Although they are trapped in the dark corridors of Khyber by the magic of the Gatekeepers, their influence reaches into the light of day.

Legend has it that six daelkyr yet walk in Khyber, although this number is impossible to confirm. Each of them is immortal, each schemes endlessly, and each is possessed of nigh-godlike power. Perhaps the most infamous and active of them, although not necessarily the greatest, is foul Belashyrra, the Lord of Eyes.

From his Citadel of Lidless Eyes, Belashyrra is said to be able to see through the eyes of any living being. He touches the dreams of cultists who pray in his name and commands foulspawn, mind flayers, aboleths, and, of course, his personal and favorite creation, beholders.

And what does he want? To what purpose does he send arcane knowledge to his cultists and burning ambitions to his aberrant soldiers? As far as any mortal mind can comprehend, Belashyrra sees himself as an artist, and all of Eberron and its people as his canvas. When Belashyrra is done, all the world will be a testament to his talents and beautiful to his eyes alone—and those eyes will be everywhere, so that he might look upon his entire work and smile.

Like most daelkyr, Belashyrra appears in the form of a male human. Yet he wears his human features like a mask, his expressions failing utterly to match the emotional content of his words and body language. When any creature looks into Belashyrra's face, its own eyes stare back at it.

BELASHYRRA LORE

Dungeoneering or History DC 30: Belashyrra, called "the Lord of Eyes," was one of the most infamous daelkyr during the Xoriat invasion. Most legends agree that he was imprisoned in Khyber and lives to this day. Belashyrra is responsible for the existence of several aberrant creatures, the most infamous of which are the beholders.

Dungeoneering or History DC 35: Belashyrra rules an enormous underworld realm from his Citadel of Lidless Eyes. It's said that he can see all the world from within it, and that no threat or foe can avoid his attentions.

(See also History, page 32, Khyber, page 199, and the Cults of the Dragon Below, page 251, for lore related to the daelkyr.)

SYMBIANTS

Symbionts are organic items that are grown and shaped into weapons, armor, and other tools by the power of the daelkyr. They have enough intelligence to commune with their wearer and respond to its desires, essentially granting that creature additional actions. The minds of symbionts are as alien as those of their creators, and symbionts function reliably only for the daelkyr and other powerful aberrations. When used by others, they often act unpredictably or even drive the wearer mad.

Belashyrra makes use of a symbiont breastplate that absorbs damage, a deadly tentacle whip, and an artificial eye-amulet that enhances some of his own powers. These features are part of Belashyrra's physical nature; they cannot be separated from him, nor can they be claimed as treasure if Belashyrra is defeated.

Belashyrra

Medium aberrant humanoid

Initiative +19 **Senses** Perception +27; all-around vision, darkvision, truesight 4; see also *sight in blindness*

Shroud of Madness aura 4; each enemy that starts its turn within the aura takes 20 psychic damage, and takes a -2 penalty to all defenses until the start of its next turn.

HP 1,024; Bloodied 512

Regeneration 20

AC 42; Fortitude 40, Reflex 40, Will 42

Resist 20 poison, 20 psychic; **Vulnerable** radiant (if Belashyrra takes radiant damage, his regeneration doesn't function on his next turn)

Saving Throws +5**Speed** 8**Action Points** 2④ **Corrupting Touch** (standard; at-will)

+32 vs. Fortitude; 3d8 + 10 damage, and the target is weakened until the end of Belashyrra's next turn.

④ **Tentacle Whip** (standard; at-will) ♦ **Weapon**

Reach 3; +30 vs. Fortitude; 3d8 + 10 damage, and ongoing 15 poison damage (save ends).

④ **Gaze of Agony** (minor; at-will) ♦ **Psychic**

Ranged 10; +32 vs. Will; 3d8 + 8 psychic damage.

† **Lashing Flurry** (standard; at-will)

Belashyrra makes a *corrupting touch* attack and a *tentacle whip* attack.

† **Swift Corruption** (immediate interrupt, when an enemy moves or shifts into a square adjacent to Belashyrra; recharge  Belashyrra makes a *corrupting touch* attack.

† **Hypnotic Gaze** (minor; at-will) ♦ **Charm**

Ranged 10; +32 vs. Will; the target is dominated (save ends).

Aftereffect: The target is dazed (save ends).

† **Eye Thief** (minor; recharges when first bloodied)

Ranged 10; +32 vs. Will; the target is blinded (save ends). Belashyrra can see through the otherwise blind eyes of the target and use the target as the origin point for his ranged attacks. **Second Failed Saving Throw:** If the target fails two saving throws against this power, the blindness becomes permanent. The Remove Affliction ritual will remove this effect, but the skill check takes a -15 penalty. Otherwise, only Belashyrra's death can remove the effect.

↔ **Reality Rift** (standard; recharges when first bloodied) ♦ **Psychic, Teleportation**

Close burst 3; +30 vs. Reflex; 5d8 + 10 psychic damage. **Effect:** Belashyrra teleports up to 10 squares or to any square adjacent to a creature currently blinded by *eye thief*.

Alien Mind

If an enemy attacks Belashyrra's Will and hits with a charm or psychic attack or with a mind-reading power, that enemy takes 20 psychic damage and is dazed until the end of its next turn.

Sight in Blindness

When blinded, Belashyrra has blindsight 20.

Alignment Evil **Languages** All**Skills** Insight +27**Str** 26 (+22)**Dex** 21 (+19)**Wis** 26 (+22)**Con** 24 (+21)**Int** 27 (+22)**Cha** 30 (+24)**USING THE LORD OF EYES**

Although only epic tier characters can stand up to Belashyrra directly, his presence can loom over an entire campaign. Between his cults, his minions, and his inscrutable goals, the PCs can face an almost infinite variety of adversaries who are tied, to a greater or lesser extent, to the Lord of Eyes—while Belashyrra watches every moment.

With some alteration, Belashyrra's statistics can also be used as the basis for one of the other daelkyr.

TACTICS

Belashyrra uses his ranged attacks to soften up foes for his allies, engaging in melee only when his enemies have been weakened or when he is fighting alone.

Belashyrra is willing to retreat from danger, but his great power, madness, and immortality often prevent him from recognizing "mere mortals" as true threats.

OTHER DAELKYR

According to legend, Dyrn the Corruptor is the mightiest of the daelkyr, responsible for the creation of the dola-gaunts, dolgrims, and dolgarrs. Dyrn is said to be trapped beneath the Eldeen Reaches, and alleged to be responsible for the horrors that lurk in the deep woods.

Kyrzin is a prince of slime and ooze. It is said to lurk beneath the Shadow Marches, spreading terror throughout the swamps. Kyrzin has created all manner of oozes. Stories tell of sentient slimes, and of oozes that can enter human bodies. In some cases these slimes control the actions of their hosts; in others, they simply wait for the proper moment before boiling out of the victim, burning through flesh and bone.

DRAGONMARKS

DRAGONMARKS MIGHT well be the defining element of the current age. They are believed to be a manifestation of the mysterious Draconic Prophecy, yet even the draconic sages of Argonnessen are uncertain about their true nature and purpose. Clearly more than random genetic mutations, dragonmarks have appeared only on members of certain bloodlines and races. In the 3,000 years that they have appeared on the flesh of living beings, why do dragonmarks appear in some families and not others? Why do some children of a line develop a mark when other children do not? What is the meaning of the aberrant marks that have begun to appear in great numbers throughout the populace—or of those heroes who have developed dragonmarks without any blood connection to one of the great houses? Is possession of a dragonmark a sign of destiny, branding the bearer as part of the greater puzzle—a living symbol of the Prophecy?

These are among the great secrets of Eberron, and they might never be revealed. But whatever role the dragonmarks serve in the larger universe, their existence has changed the balance of power in this world. Over the centuries, the families that carry these marks have come to dominate the economy of Khorvaire, establishing guilds that control every major trade. In the past, the strength of the united kingdom of Galifar held the houses in check. Now, it remains to be seen whether the ambitions of these merchant princes will eventually challenge the dominion of kings.

The dragonmarked houses can affect a campaign in many ways. They can be patrons that drive an adventure, especially if one or more of the player characters are heirs of a dragonmarked bloodline. They can be a source of services or information. And they can be dangerous enemies if PCs interfere with their plans.

Although the dragonmarked houses work together under the banner of the Twelve, each house has its own goals and ambitions, which can easily set the houses at cross-purposes. There are bitter rivalries between House Tharashk and House Deneith, House Thuranni and House Phiarlan, and House Lyrandar and House Orien. Feuds can arise within a house, as shown by the widening schism within House Cannith. The following chapter explores each house in turn.



WILLIAM O'CONNOR



THE HISTORY OF THE HOUSES

The first dragonmarks appeared over 3,000 years ago, and it was not until many centuries later that the houses assumed their current forms. During this time, aberrant marks began to spread across the land, in part because of the mingling of pure dragonmarked bloodlines. The stories told by the houses' historians say that the bearers of aberrant marks had terrible powers, and were often gripped by madness. The fear and enmity engendered by those tales led to the War of the Mark. More about this struggle can be found in the sidebar on the facing page; it served to unify the newly formed houses, as they joined forces to exterminate the perceived aberrant threat. In the wake of the war, many of the current customs and structures of the houses were set into place, including the taboo on marriage between members of different houses. Following the war, House Cannith drew the other houses into the alliance known as The Twelve, a foundation formed to pursue the mutual interests of the houses and to undertake interdisciplinary research.

The second major factor in the history of the houses occurred when Galifar Wynarn I united the nations of Khorvaire. At the time, the houses didn't have the strength to challenge Galifar's rule; recognizing the threat they could pose, the king instituted the Korth Edicts. These laws prevent a member of a dragonmarked house from owning land or holding any title of nobility, and place limits on the size of house enclaves and the troops they can maintain (with special dispensations for House Deneith).

With the fall of Galifar, it is questionable whether the Five Nations are sufficiently unified to continue to enforce the Korth Edicts.

HOUSE STRUCTURE AND HIERARCHY

With the exception of House Tharashk, the ultimate power within a dragonmarked house is held by a single individual, typically known as a baron.

Beneath the baron stand the lords seneschal, who oversee all operations within a particular country; the viceroys, who manage regions within a country; the ministers, who manage house affairs; and the masters, who maintain the guilds. Any member of a dragonmarked house who has a dragonmark is allowed to use the honorary title of "lord" or "lady," but the presence or absence of a mark on someone has no effect on that individual's standing within the house. The dragonmarked Lord Carren d'Cannith could end up working the bellows of a forge, while the unmarked Cainan d'Cannith rises to the rank of viceroy.

The mercantile holdings of a house are split, with one portion staffed entirely by members of the house and the other made up of the licensed businesses of the house's guild. A smith licensed by House Cannith will put that house seal on his trade sign. However, the smith is not a member of House Cannith. Most of the artisans and laborers of Khorvaire fall into this category—licensed and often trained by one of the houses, but not bound to them by blood.

Excoriation: On occasion, the baron of a dragonmarked house banishes a member of the house who has committed a major crime or brought terrible dishonor on the house. In the past, the process of excoriation involved cutting away the dragonmark of the offender, which often resulted in death. Today, excoriation does not carry physical punishment, but an excoriate cannot hold any rank in the house or make use of the house's name or its resources. Members of all dragonmarked houses are forbidden to aid or associate with an excoriate of any house.

THE POWER OF THE HOUSES

In dealing with the dragonmarked houses, it is important to understand the nature of their power and how they gained it. It has taken the houses over a thousand years to reach the level of influence they enjoy today, and each of the following factors has played a role.

Unity and Wealth: These two elements are related. The dragonmarked families were drawn together by their marks. This unifying factor (along with the mystical powers of the marks) gave these early guilds a competitive edge over independent artisans, and so they prospered. Over the centuries, each house has become quite wealthy, and many of them have used this wealth to eliminate rivals. House Cannith doesn't care about a single independent blacksmith in Wroat. But if that smith somehow began producing warforged or remarkable magical goods and refused to join the Cannith guild, there's a good chance that the house would arrange to have the smith eliminated, whether through a smear campaign or by hiring Thuranni assassins.

Rituals and Focus Items: Rituals didn't appear out of thin air; every ritual had to be created, and many of them have gone through multiple stages of development, as new innovations lowered the cost and requirements to use them. Many breakthroughs in ritual magic were pioneered by dragonmarked heirs tapping into the powers of their marks: For example, the Wordsmiths of House Sivis were the first to perfect the Sending ritual. Although most

rituals can be used by any ritual caster, there are magic tools that can be used only by someone who has a particular dragonmark. Only those who bear the Mark of Storm can reliably control an elemental airship, and only those who have the Mark of Scribing can use a Sivis speaking stone. Eberron is a world in which magic is a part of everyday life. But some of the most vital parts of that magic-tools used in communication, transportation, medicine, and industry-can be operated only by the dragonmarked houses.

Training: After centuries of consolidation, most major trade schools are run by the dragonmarked houses. An apprentice agrees to serve in a house guild in exchange for training—thus strengthening the control of the house guild over that trade.

Industry Standards: Whether it denotes a licensed business or a direct arm of the house, a guild seal promises a certain level of quality that the people of Khorvaire have come to rely upon. This is reflected by the standards for goods set down in the *Player's Handbook*. A sunrod made to House Cannith specifications burns for 4 hours and costs 2 gp. If you go to an unlicensed alchemist, you might be able to get a sunrod at half the price—but it might last for half the expected time, or might not work at all. Of course, an unlicensed business could also exceed guild standards. There's no way to know.

It is important to understand that beyond the dragonmarks themselves, the influence of the houses is derived from over a thousand years of work—product development, propaganda, and the elimination of rivals. The houses have helped shape the modern world, developing rituals and

techniques now taken for granted. Although the houses are neither omnipotent nor omnipresent, it's always worth considering whether a business is a house arm, licensed by the house, or independent—and if it's independent, whether it meets the standards people have come to expect, and what the cost might be for doing business with it.

THE TWELVE

Founded 1,500 years ago, at the end of the War of the Mark, the Twelve is an institute of arcane learning that enjoys the patronage of the dragonmarked houses. The Twelve operates out of a thirteen-tiered keep that floats above the city of Korth in Karrnath, pursuing its mission to study dragonmarks, their magical and practical applications, and their potential for profit.

The Committee of Twelve oversees the institute. In theory, the committee is made up of one member from each of the dragonmarked houses, although its membership has fluctuated over time. At present, House Cannith has three representatives (one for each branch of the house), and the split of House Thuranni from House Phiarlan means that the committee actually numbers fifteen representatives.

An adventurer who has a significant reputation within a dragonmarked house might be able to draw on the vast resources of the Twelve. The institute has a tremendous array of mystical supplies, and it maintains vast libraries of arcane learning and rituals. Its members and fellows are experts on nearly every topic imaginable.

THE WAR OF THE MARK

The War of the Mark, a terrible and bloody conflict, changed the face of Khorvaire, firmly establishing the dragonmarked families that hold power to this day. The war began about five hundred years before the establishment of Galifar, when the dragonmarked houses launched a sort of inquisition to put an end to the proliferation of aberrant and mixed marks. The houses had the advantage of greater numbers, but the aberrant marks of the time carried tremendous destructive power.

In the third year of the war, Lord Halas Tarkanan began organizing his aberrant kindred into a proper military force to oppose the dragonmarked houses. Tarkanan, known as “The Earthshaker,” carried an aberrant mark that gave him great influence over the elemental forces of earth and fire, but his strategic brilliance was even more important to the course of the war. His consort was an enigmatic woman called the Lady of Plague. Though she is commonly seen as a monster, the records of the war suggest that she was loath to use her power unless forced to, and might even have despised the aberrant mark she carried.

Though Tarkanan's efforts extended the conflict, the aberrants fell in the end. Tarkanan himself was trapped in the siege of Sharn, which he had made his stronghold and base of operations. When it became clear that he and his followers were doomed, he and the Lady of Plague unleashed the full power of their marks—power sufficient to destroy the city. Terrible quakes caused parts of the city to collapse, and rivers of lava flowed up from the fiery lake deep below. Swarms of vermin and deadly plagues ravaged the invaders and defenders alike. Some claim that the Lady of Plague's death-curse still lingers in the depths of Sharn.

The War of the Mark ultimately solidified the position of the dragonmarked houses in Khorvaire, and it laid the foundation for the prominent place of both House Cannith and House Deneith, which played central roles in the war. It led to the foundation of the Twelve as an avenue for the houses to cooperate toward common aims.

HOUSE CANNITH

Creator of the warforged and the lightning rails, House Cannith profited most from the century-long Last War—and was perhaps most hurt by the Day of Mourning and the Treaty of Thronehold ending the war. Members of House Cannith bear the Mark of Making, and are among the most gifted inventors, magicians, and artisans of the age. But the Mark of Making compels House Cannith to continue blending the magical and the mundane—even when its creations are forbidden or spectacularly dangerous.

Every warforged PC has some connection to House Cannith—although not actual membership—because that PC was given life in a Cannith forgeholt. Any PC who seeks powerful magic—especially magic contained within a crafted object—will eventually encounter the schemes and schemers of House Cannith.

HISTORY

The Mark of Making first appeared among the human traveling tinkers and artisans of the Cannith clan of Cyre almost 2,500 years ago. Between the magic of the mark and its members' natural inventiveness, Clan Cannith steadily increased its power and influence, creating its own areas of jurisdiction throughout Cyre and central Khorvaire. An active and enthusiastic participant in the War of the Mark, House Cannith found itself one of the most powerful of the dragonmarked houses after the war.

House Cannith used that power to forge partnerships. At the end of the War of the Mark, House Cannith worked with the other dragonmarked houses to establish the Twelve. They allied with the elemental binders of Zilargo and the scions of House Lyrandar to create elemental ships to sail Eberron's seas. Emboldened by that success, House Cannith's mage-wrights collaborated with House Orien on the lightning rail. House Cannith also helped to establish the network of message stations that House Sivis uses to facilitate communication across Khorvaire.

The Last War: When the Last War began, House Cannith found itself acting as arms dealer to all five of the combatant nations, a position that allowed it to amass fantastic wealth and an unparalleled degree of influence among the Five Nations. But selling weapons and armor was only the beginning. In 965 YK, the first warforged soldiers marched out of Cannith's forgeholt at Whitehearth, and soon House Cannith

was supplying not only weapons but also the soldiers that wielded them.

House Cannith's unbounded prosperity lasted almost thirty years. But in a single moment on the Day of Mourning, House Cannith lost its leader, Baron Starrin d'Cannith, many of its dragonmarked heirs, and the Whitehearth forgeholt. The Treaty of Thronehold made matters worse for the house, because it set the warforged free and banned House Cannith from making more. With the Five Nations at peace, Cannith's role as arms dealer to the world diminished.

These recent setbacks have made House Cannith's leaders more determined than ever before to reverse the house's fortunes, and have highlighted the rivalry among the house's leadership. At any given moment, Cannith's inventors are sequestered in secret laboratories across Khorvaire, trying to create something even more dramatically world-changing than the towers of Sharn, the lightning rail, or the warforged.

KEY LOCATIONS

Sharn Enclave: Deep within the Ashblack district beneath Sharn's shining towers is Merrix d'Cannith's personal domain, a heavily warded cluster of forges, laboratories, storage vaults, and a hidden creation forge where Merrix personally oversees highly illicit experiments designed to further refine the warforged form. Because inventors and artisans who have the Mark of Making are reluctant to destroy their own creations, the vaults within this forgeholt contain failed experiments, dangerous concoctions, and strange devices that the Canniths have locked away for future study.

House Cannith has a second enclave in the Dragon Towers district of Sharn that Merrix d'Cannith uses for diplomatic purposes.

Aundair Enclave: A sprawling villa just outside Fairhaven, Cannith's enclave in Aundair is home to Jorlanna d'Cannith. This enclave has almost as many libraries and map rooms as it does

laboratories and workshops. Under particular study are some rare plants and ancient treasures brought back from the Eldeen Reaches—the result of Jorlanna's influence with the druids of the Wardens of the Wood.

Korth Enclave: Zorlan d'Cannith is nominally in charge of this enclave, but many of Jorlanna's functionaries (and sometimes Jorlanna herself) spend time in Korth because the Council of the Twelve is headquartered here. This walled compound is the site of much scheming among the factions of House Cannith.



INFLUENTIAL MEMBERS

Since 998 YK, Cannith has been a house divided. So many of Starrin's heirs and the house's elders died on the Day of Mourning that not only was it unclear who would succeed Starrin, but in the weeks and months after the disaster, House Cannith couldn't gather together enough leaders to enable the succession to be determined. Eventually three rivals emerged, each having only a distant link to Starrin d'Cannith. The contenders claim roughly equal support within the house, so the matter cannot be resolved through consensus. Each would-be baron is involved in multiple plots against the other two.

Merrix d'Cannith: Merrix is the grandson of the creator (also named Merrix) of the first warforged, and he is Starrin's grandnephew. He is twenty years younger than his rivals—a fact that both his supporters and his detractors point to. Like his grandfather, Merrix is a brilliant inventor, but his ambitions go far beyond the laboratory. Merrix has concealed a functional creation forge within Cannith's enclave in Sharn, and he continues to make new warforged there in secret. He is also keen to extend House Cannith's reach to Xen'drik, which promises new materials to fuel Cannith creations—and where the prohibitions of the Treaty of Thronehold won't apply.

Jorlanna d'Cannith: The daughter of Starrin's second wife, Elsabet, Jorlanna takes a diplomatic approach to the struggle for control of the house. Merrix promises new creations; Jorlanna promises better relations with the Five Nations and the other dragonmarked houses. Her detractors say those better relations are exactly the problem. In her youth, Jorlanna fell in love with an heir of House Deneith and might have borne a child. (Marriage and interbreeding between members of different houses has been forbidden since after the War of the Mark.) Many scorn her for that romance, and find her too accommodating of the other houses.

Zorlan d'Cannith: From the house's enclave in Karrnath, Zorlan schemes against both Merrix and Jorlanna. Starrin's cousin was Zorlan's mother, and when he was young, Zorlan was one of Starrin's chief financial advisors. But he is as dry and calculating as the ledgers he pores over, say his enemies. Others decry his worship of the Blood of Vol; although the faith is common in Karrnath, it is less so within the ranks of House Cannith. Zorlan finds inspiration in the teachings of the Blood of Vol, however, and many of the best minds in the house are working on inventing the necromantic creations that Zorlan first conceived.

GUILDS AND ORGANIZATIONS

The house has two guilds that are responsible for the lion's share of Cannith's postwar profits.

Fabricators Guild: This guild runs shops that produce all manner of mundane equipment, much of which it creates with the aid of magic. The stamp of the gorgon—the symbol of House Cannith—is a sign of good quality and reasonable price, and can be found on items as varied as horseshoes, longsword hilts, and watertight barrels.

The guild maintains some retail establishments, but it is largely content to focus on production and leave the selling to others. Cannith goods can be found everywhere, both in the emporiums of Khorvaire's largest cities and in the general stores on the edges of civilization.

Tinkers Guild: Harkening back to the Cannith family's original profession, members of this guild go from town to town, using magic to repair broken or damaged items. Much of Cannith's popularity among those who do not have dragonmarks can be attributed to periodic visits from Cannith tinkers. House elders maintain that the wandering life of a tinker is a character-building exercise, and most of the important dragonmarked heirs spend some of their adolescence traveling among the tinkers.

Cannith Magewright

Medium natural humanoid, human

Level 6 Artillery

XP 250

Initiative +5 Senses Perception +6

HP 55; Bloodied 27

AC 18; Fortitude 16, Reflex 18, Will 19

Speed 6

① Mace (standard; at-will) ♦ Weapon

+13 vs. AC; 1d8 + 2 damage.

② Wand Spark (standard; at-will) ♦ Fire, Implement

+11 vs. Reflex; 2d4 + 8 damage.

③ Magewright's Fiery Wand (standard; at-will) ♦ Fire, Implement

Ranged 10; +11 vs. Reflex; 1d4 + 4 fire damage, and each enemy adjacent to the target takes 4 fire damage.

④ Alchemical Explosion (standard; recharge 2/3) ♦ Fire

Area burst 2 within 10; +11 vs. Reflex; 1d6 + 4 fire damage and ongoing 5 fire damage, and the target is knocked prone.

⑤ Lightning Withdrawal (immediate reaction, when an enemy enters an adjacent square; encounter) ♦ Lightning, Teleportation

Close burst 1; +11 vs. Fortitude, 2d6 + 4 lightning damage, and the Cannith magewright teleports 5 squares.

Alignment Unaligned Languages Common

Skills Arcana +12

Str 16 (+6) Dex 14 (+5) Wis 16 (+6)

Con 13 (+4) Int 19 (+7) Cha 12 (+4)

Equipment wand

HOUSE DENEITH

House Deneith, whose members bear the Mark of Sentinel, is Khorvaire's foremost provider of bodyguards and mercenaries. And in a time of fragile peace, business is booming. During the Last War, House Deneith managed to maintain its neutrality while supplying soldiers to all of the Five Nations. Today, members of the house guard monarchs across Khorvaire, hunt down criminals who flee across the Five Nations' porous borders, and even guard the empty throne in Thronehold. Few outside House Deneith have any expectation that the monarchy of Galifar will ever be



restored, but the Throne Wardens of the house seem to believe that the day will come when the Five Nations are united under a new dynasty.

If the PCs are capable combatants, they might wind up augmenting House Deneith's forces in one of Khorvaire's hot spots, or pitted against one of its best cadres.

HISTORY

The first humans to exhibit dragonmarks were members of a militant noble family with ancestral lands in what is now Karrnath. With the dragonmark bolstering their military prowess, the Deneith family conquered most of the region; only famine prevented them from carving out their own kingdom in what is now western Karrnath. The Deneith homeland was also the home of Karrn the Conqueror. Although he was not a member of the family, House Deneith pledged fealty to Karrn during his rise to power. When Galifar I united the Five Nations, he charged the house with the protection of his vast new realm.

The Last War: Most members of House Deneith are culturally Karrnathi, but the house refused to choose sides in the Last War. Instead, House Deneith offered mercenaries from its Blademarks Guild to all of the Five Nations. Deneith crafted its contracts to ensure that Deneith fighters would never cross swords with other Deneith. (One Cyran general was infuriated when the blademarks under his command wouldn't attack a Deneith-guarded garrison. The Cyrans attacked the blademarks who refused to fight, but were routed by the combined forces of the blademarks and the Deneith garrison guards.)

House Deneith generally remains at arm's length from political maneuvering among the other dragonmarked houses. But since the Last War, it has started to make cautious moves against House Cannith and House Tharashk. The reason is simple: In the latter days of the war, both made significant inroads against Deneith's dominance in the soldiers-for-hire market. Every warforged soldier built by House Cannith and every (sometimes monstrous) mercenary offered by House Tharashk is direct competition.

KEY LOCATIONS

Sentinel Tower: Older than Karrnath itself, the ancient keep known as Sentinel Tower is the main enclave of House Deneith, the headquarters of the Sentinel Marshals, and a fortress charged with repulsing periodic monster attacks from the Mournland, just across the river. Its history is rich; Karrn the Conqueror commissioned the first of his generals atop Sentinel Tower. The keep is a confusing maze of fortifications, since its defenses have been renovated and augmented numerous times.

Graywall Outpost: Early in the Last War, House Deneith accepted a contract from Breland to guard a key mountain pass in the Graywall Mountains between

central Breland and what is now Deroam. In 987 YK, when King Boranel's armies retreated from the Gray-walls, House Deneith remained in a stubborn effort to hold up its end of the contract. For the next nine years, the soldiers of the house were often near starvation, frequently under siege, and always surrounded, but they held the mountain pass. Even the war's end couldn't dislodge House Deneith, and it has built a small but nearly impregnable keep. Although Deroam (for military reasons) and Breland (for political reasons) would like to see the outpost abandoned, House Deneith shows no sign of leaving.

Rhukaan Draal Enclave: Many of House Deneith's goblin mercenaries rebelled in 969 YK (an event that led to the founding of Darguun). House Deneith has carefully reestablished relations with the Lhesh Haruuc (leader of the insurrection and now of Darguun). This relationship is one of convenience: Darguun gets diplomatic legitimacy through the association, and House Deneith gets a steady stream of goblin mercenaries. But some within the house are still bitter about Haruuc's insurrection; the enclave in Darguun is a tense place to do business.

The Rhukaan Draal enclave has two parts: a diplomatic enclave within Rhukaan Draal called Fort Cail (after Lord Cail d'Deneith, who first recruited goblins to fight under the Deneith banner more than a century ago), and a fortress known as the Gathering Stone just outside the city, where many blademarks receive their initial training in large-unit tactics.

INFLUENTIAL MEMBERS

Baron Breven d'Deneith: Breven commands the largest army remaining after the end of the Last War, but he's not inclined to use it for his own ends. He is surrounded by aggressive advisors, however, who would like to see a Deneith sitting on the throne at Thronehold.

Sigor d'Deneith: While commanding a brigade of House Deneith blademarks on a Cyran contract in 994 YK, Sigor led a small reconnaissance team across the Cyre River into Karrnath shortly before dawn on the Day of Mourning—and thus was spared the fate of the rest of the brigade, which was instantly obliterated.

Sigor has become obsessed with finding out what caused the Day of Mourning. An influential heir to House Deneith, Sigor has the resources to indulge this obsession, and he frequently leads forays into the Mournland to search for clues. He is increasingly involved with House Thuranni, hoping that the shadowmarked house might know something about the Day of Mourning that it hasn't revealed.



Lalia and Tasra d'Deneith: These identical twins are the leading Sentinel Marshals in Sharn. They can be inconsistent about which fugitives they chase down, leaving some high-profile but potentially long-term pursuits to other marshals. Nonetheless, they are a fugitive's worst nightmare: implacable, but likely to toy with their quarry before ending the chase.

GUILDS AND ORGANIZATIONS

Blademarks Guild: Most ambitious members of the house spend a year or two serving as soldiers in the Blademarks Guild. The guild has fewer soldiers than it did five years ago, to be sure, but those blademarks under contract are as busy as ever. The end of the war just meant that the blademarks were available to be hired by entities other than armies in the field, such as other dragonmarked houses, local nobles, and countries beyond the Five Nations.

Protectors Guild: Some of the gap in House Deneith's income has been filled by an explosion in the demand for Deneith's bodyguards and garrison troops. Trade caravans, mining operations, and ambitious noble families all need protection.

Sentinel Marshals: Like many dragonmarked houses, House Deneith won major dispensations in the Treaty of Thronehold. Perhaps the most important was confirmation that even though Galifar is gone, Deneith's Sentinel Marshals can still pursue criminals across the Five Nations. Operating out of Sentinel Tower in Karrnath, marshals work alone or in small groups to apprehend Khorvaire's greatest criminals. And Khorvaire is replete with war criminals, many of which have protection or influence in their home countries... until a Sentinel Marshal appears.

Deneith Blademark Grunt	Level 3 Soldier
Medium natural humanoid, human	XP 150
Initiative +3	Senses Perception +7
HP 46; Bloodied 23	
AC 19; Fortitude 17, Reflex 14, Will 15	
Speed 5	
① Longsword (standard; at-will) ♦ Weapon +10 vs. AC; 1d8 + 5 damage.	
④ Seize the Good Ground (standard; encounter) ♦ Weapon +10 vs. AC; 1d8 + 5 damage, and the Deneith blademark grunt shifts 3 squares to a space adjacent to the target.	
Mark of the Sentinel	
A Deneith blademark grunt shifts 1 square before or after it makes an opportunity attack.	
Alignment Unaligned	Languages Common
Skills Intimidate +8	
Str 19 (+5)	Dex 10 (+1)
Con 14 (+3)	Int 11 (+1)
	Wis 13 (+2)
	Cha 15 (+3)
Equipment leather armor, heavy shield, longsword	

HOUSE GHALLANDA

The halflings of House Ghallanda control more enclaves than any other dragonmarked house—and every one of those enclaves lies beyond the legal reach of the Five Nations, the other dragonmarked houses, and the other great powers of Khorvaire. House Ghallanda takes the mandate of the Mark of Hospitality very seriously.

With the end of the Last War, House Ghallanda's enclaves are crowded with dispossessed nobles, wrongly accused fugitives, deserters, war criminals, and other sorts of misfits and malcontents. Even though House Ghallanda has enclaves in all the major cities of Khorvaire, the house is engaged in building enclaves on the edge of civilization as well. Although few travelers ever see these frontier enclaves, the House Ghallanda leaders say that they're guided by the Draconic Prophecy to construct them.

HISTORY

More than 3,000 years ago, the Mark of Hospitality started appearing among the nomadic halfling tribes of the Talenta Plains. Those who manifested the mark tended to congregate together and eventually took the name Ghallanda, meaning "helpful hounds." Moving from oasis to outpost across eastern Khorvaire, the Ghallandas offered food and shelter to any fellow travelers, and they were instrumental in quelling feuds, monster depredations, and other local concerns at each stop.

When Karrn the Conqueror explored the Talenta Plains, the other dragonmarked houses discovered the Ghallandas. After countless hours at the bargaining table, the other houses recognized the Ghallandas as a full-fledged house, and House Ghallanda started spreading across Khorvaire, first establishing inns and taverns and then constructing enclaves from the Barren Sea to the Lhazaar Sea.

The Last War: When House Deneith mercenaries marched into battle early in the Last War, they had a contingent from House Ghallanda marching with them to provide food and shelter in the field. Other armies noticed how useful the magical creations of the Ghallandas were, and eventually all sides were hiring House Ghallanda to furnish provisions and supplies for their rear echelons. In the chaos of war, House Ghallanda sometimes found itself on the front lines, and its promises to remain a noncombatant weren't always kept. As a result, House Ghallanda has more than a few capable veteran soldiers among its ranks today.

KEY LOCATIONS

Gatherhold: A great stronghold on the eastern shore of Lake Cyre, the cliff dwellings of Gatherhold are the jumping-off point for many an adventure in eastern Khorvaire. The ramps that connect one cliff dwelling to another are always teeming with nomadic Talenta tribesmen, caravans en route to Valenar or Q'barra, or adventurers embarking on expeditions into the eastern Mournland. The house's baron, Yoren d'Ghallanda, has his personal domain deep in the cliff-tunnels.

Ghallanda Hall: One Deneith Sentinel Marshal has said that Ghallanda Hall in Sharn (in the Underlook district of Middle Dura) has "more fugitives, scoundrels, and mysterious strangers per square foot than anywhere else in Eberron"—and that's likely an accurate assessment. The Sentinel Marshals, the Dark Lanterns, the Sharn Watch, spies from across the Five Nations, the Order of the Emerald Claw, and elements from many of the other dragonmarked

houses would very much like to extract specific people from the hospitality of the Ghallandas here, but House Ghallanda's ironclad diplomatic immunity and a cadre of well-trained veteran Ghallanda soldiers ensure that the house's guests remain unmolested as long as they remain within the walls of Ghallanda Hall.

Wandering Inn: Moving across the Talenta Plains much as it has for hundreds of years, the massive wagons of this traveling fair promise hospitality at whatever oasis they occupy. When members of House Ghallanda grow weary of life in an enclave and yearn for the open sky, they spend a year or two traveling with the Wandering Inn and living off the land.



INFLUENTIAL MEMBERS

Baron Yoren d'Ghallanda: Yoren has delegated responsibility for the Hostelers and Dragontail guilds to regional councils of viceroys, and he spends much of his time on diplomatic missions to ensure the continued independence of the Ghallanda enclaves. An elderly halfling, Yoren is increasingly interested in the Draconic Prophecy and has given one of his trusted heirs, Chervina, free rein to establish new enclaves in accordance with the Prophecy.

Chervina the Architect: Her rivals within the house whisper that she's mad, but most of the house's viceroys believe that Chervina d'Ghallanda, a powerful wizard, has a mystical connection to the Draconic Prophecy. Chervina has convinced Yoren (and, by extension, House Ghallanda) that there is a prophetic imperative for the house to build enclaves and offer hospitality in specific places—even if those places

are almost deserted at present. So far, Chervina has overseen construction of new Ghallanda enclaves on the southeast border of the Demon Wastes, the shore of Lake Dark in Karrnath, the middle of the Desert of Blades, and even on the Xen'drik coast.

Keslo d'Ghalland: The viceroy in charge of Ghallanda Hall in Sharn, Keslo is a harried halfling indeed. Since the end of the Last War, he has been spending more and more of his time keeping his guests from attacking each other (a natural consequence when bitter enemies live in proximity to one another). One of the few actions that will cause the Ghallandas to withdraw their hospitality is for one guest to attack another, and Keslo has had to forcibly remove more guests in the last two years than in the previous twenty. Because his job involves careful negotiations with nearly every powerful group in Sharn, he's one of the best-connected people in the city. Not much happens in Sharn that Keslo d'Ghalla doesn't find out about eventually.

GUILDS AND ORGANIZATIONS

Hostelers Guild: Many of the inns and restaurants across Khorvaire are run by the Hostelers Guild—and most of the rest have (or are seeking) licenses from the house. Displaying a House Ghallanda license in one's establishment adds a certain cachet and is an implicit promise of quality.

Dragontail Guild: During the Last War, the Dragontail Guild provided food and shelter to armies in the field in exchange for gold and a guarantee of neutrality. Since the Treaty of Thronehold, this guild has been shrinking dramatically; most national armies and mercenaries are garrisoned, not in the field. Many war veterans within the guild are seeking their fortunes in other areas of the house's operations, or are trying to find their own way in the world.

Dawn-Builders: Chervina the Architect maintains a retinue of several hundred masons and other

artisans—and enough guards to keep the local monsters and bandits at bay—so that she can build new House Ghallanda enclaves. These Dawn-Builders never know where they'll be going next, because Chervina doesn't announce the location of her next project in advance. They might spend their summer building an enclave in the Shadow Marches, then construct another in the Eldeen Reaches in the autumn, before heading to the Aundair-Breland border to start an enclave that Chervina says must be finished before spring. Sometimes Chervina employs mercenaries from House Deneith or rangers from House Tharashk to keep her Dawn-Builders safe, but often she relies on House Ghallanda guards or local adventurers.

Ghalla	Enclave Guard	Level 5 Soldier (Leader)	XP 200
Small natural humanoid, halfling			
Initiative +9	Senses Perception +9		
HP 58; Bloodied 29			
AC 21; Fortitude 17, Reflex 19, Will 17			
Speed 5			
① Longsword (standard; at-will) ♦ Healing, Weapon	+12 vs. AC; 1d8 + 5 damage, and the target is marked until the end of the Ghallanda enclave guard's next turn. One ally adjacent to the target regains 3 hit points.		
② Shortbow (standard; at-will) ♦ Healing, Weapon	+12 vs. AC; 1d6 + 5 damage, and the target is marked until the end of the Ghallanda enclave guard's next turn. One ally adjacent to the target regains 3 hit points.		
Advantageous Ground (minor; encounter)	The Ghallanda enclave guard and all allies adjacent to him or her gain a +2 bonus to all defenses until the end of the guard's next turn.		
Nimble Reaction	Halflings gain a +2 racial bonus to AC against opportunity attacks.		
Second Chance (immediate interrupt, when the enclave guard is hit by an attack; encounter)	The attacker must make a new attack roll and use the new result.		
Alignment Unaligned	Languages Common		
Skills Insight +9			
Str 15 (+4)	Dex 20 (+7)	Wis 14 (+4)	
Con 10 (+2)	Int 11 (+2)	Cha 13 (+3)	
Equipment plate armor, longsword, shortbow with 20 arrows			

SANCTUARY AT A GHALLANDA ENCLAVE

When the PCs (inevitably) anger the local authorities, they can seek refuge at a nearby House Ghallanda enclave. Doing so buys them a measure of safety and time to extricate themselves from whatever trouble they're in. House Ghallanda won major concessions in the Treaty of Thronehold, making its enclaves legally nations in their own right. More important, House Ghallanda keeps a strong garrison at each enclave to discourage local authorities from invading the enclave to seize any fugitives inside.

Ghalla enclaves aren't free—they're the equivalent of fine hotels (although depending on the enclave's location, it might not have the amenities to match its price). As long as the PCs are well behaved within the walls of

an enclave, they can remain until their money runs out. Violence is grounds for being kicked out of an enclave (sometimes even when it's self-defense), and so is repeatedly sneaking in and out of one. The viceroy in charge of each enclave is by necessity a shrewd negotiator. If House Ghallanda is being pressured to turn over the PCs, then the viceroy will stand firm, but might ask the PCs for extra compensation (probably a quest performed on behalf of the house) to cover the extra effort required to maintain the PCs' sanctuary.

When it comes time for the PCs to leave an enclave, House Ghallanda will show them the front door if they've been troublesome guests, or a secret way out if they've been well behaved and helpful.

HOUSE JORASCO

Few dragonmarked houses are as simultaneously loved and loathed as House Jorasco, Khorvaire's preeminent healers. House Jorasco healers have ended many a plague, healed many a life-threatening wound, and assisted at many a difficult birth, and those whose lives have been saved by Jorasco magic are grateful. But House Jorasco has little sense of charity, and its mercenary approach to what some regard as indispensable acts of mercy engenders a fair amount of resentment.

When PCs need healing beyond what they can provide for themselves, they might come into contact with the halflings of House Jorasco. Since the end of the Last War, House Jorasco has been taking an increasingly expansive view of what constitutes healing, so the PCs might work with (or against) House Jorasco to maintain quarantines, find rare healing herbs, or bring an end to one of the mysterious magical plagues that have been on the rise in the last few years. Perhaps the PCs will become involved in a new House Jorasco effort to heal the land itself—starting with the Mournland.

HISTORY

Like House Ghallanda, House Jorasco has its roots among the nomadic halfling tribes of the Talenta Plains. The Mark of Healing appeared on the plains not long after the Mark of Hospitality. When Karrn the Conqueror marched southeast, he—and by extension the rest of central Khorvaire—made contact with the Jorasco tribes and the Mark of Healing for the first time. After lengthy negotiations with Karrn's governors and the barons of the other dragonmarked houses, Jorasco became a full-fledged house. Unlike the Ghallandas, the Jorascos took pains to integrate themselves into their new society as quickly and completely as possible. In a great migration outward, House Jorasco members established hospitals across Khorvaire, adopting Khorvairan customs and leaving of their tribal heritage behind.

The Last War: When the Last War began, House Jorasco immediately started fielding entreaties from the armies of the Five Nations, each of which wanted medics who bore the Mark of Healing tending to their war casualties. House Jorasco quickly found itself with lucrative contracts with all of the Five Nations—contracts that were extended and renegotiated over the course of the next century. Every major campaign of the war had a contingent of House Jorasco healers on the march—and many

campaigns had Jorasco healing behind the lines on both sides.

KEY LOCATIONS

Vedykar Enclave: Baron Ulara d'Jorasco rules the house from a walled neighborhood in the Karrnathi city of Vedykar. She rarely leaves her villa except when her expertise is required, but she's far from a recluse. Advisors and functionaries come in and out of her villa in a continuous stream from sunup to sundown.

The rest of the Vedykar enclave is a series of buildings devoted to particular ailments (one for wasting illnesses, one for trauma, a well-guarded one for madness and other afflictions of mind and spirit, and so on). In the middle of the enclave is a small lake that is one of House Jorasco's greatest attractions. Anyone who bathes in the lake at dawn gains almost complete amnesia, remembering only his or her name and basic life skills such as eating, walking, and speaking. The spot is popular among veterans of the Last War who experienced horrors they wish to forget, and House Jorasco commands a high price for the privilege of bathing in the lake's waters.

Great Healing Hall: A city with hundreds of thousands of residents keeps its healers busy, and House Jorasco has several hospitals scattered throughout the City of Towers. The grandest of all is in the Dragon Towers district. PCs can find accomplished ritual healers there, including those capable of performing the Raise Dead and Remove Affliction rituals. Healers at the

Great Healing Hall are also familiar with many of the exotic diseases and poisons brought back from Xen'drik.

Hall of a Thousand Mirrors: In the jungles northeast of the Q'barran city of Newthrone is a House Jorasco enclave built on ancient ruins of uncertain origin. The halflings of the enclave maintain their distance from but are not overtly hostile to the dragonborn, the Cyran settlers, and the lizardfolk living nearby. They are cautious about unexpected visitors, however, because their enclave is built atop ancient ruins that contain powerful magic.

The Hall of a Thousand Mirrors is accurately named. Below the stone and wood of the enclave is a maze of corridors; a full-length mirror stands at each junction, making navigation difficult. For most, walking through the Hall of a Thousand Mirrors is merely unnerving. But those suffering from magical curses or madness find that the mirrors somehow display their afflictions—and then their nightmares walk out of the mirrors. If a cursed or maddened visitor can somehow fight off the images and walk



through the Hall of a Thousand Mirrors, then the last mirror shows a normal reflection, and sanity and normal life return.

INFLUENTIAL MEMBERS

Baron Ulara d'Jorasco: Baron Ulara is beloved by the rest of her house—and indeed, by many in western Khorvaire. Ulara is a scholar first and foremost, and her expertise in ancient plagues proved instrumental in combating an epidemic that ran rampant through northwest Khorvaire a decade ago. But she has less appetite for politics and diplomacy than most of the other leaders of the dragonmarked houses, so she prefers to remain among her tomes and grimoires at her Vedykar villa, directing house business through intermediaries and delegates.

Sahemi the Emissary: Sahemi was one of House Jorasco's brightest young healers when he was called to tend to the flood of refugees and wounded fleeing what was once Cyre on the Day of Mourning. Dealing with that crisis changed him somehow, and one night he started walking northwest, disappearing into the wilds of southern Thrane.

After a two-year absence, Sahemi returned to tell House Jorasco that the Mark of Healing should be used not just to heal people, but to heal the land as well. Using druidic knowledge he learned in the Eldeen Reaches, Sahemi has started training young members of House Jorasco in the ways of the druids and shamans there. Eventually, Sahemi wants to find a way to ritually cleanse the Mournlend and make it habitable again. He has not yet learned the entire ritual, but every night he gains another piece of the information while he dreams. A charismatic speaker, Sahemi is something of a polarizing figure within House Jorasco. Many of the elders distrust him, but Sahemi's expansive view of what the Mark of Healing is capable of appeals to younger Jorascos.

Hanra d'Jorasco: Hanra rose through the ranks of the Medics Guild and was instrumental to Breland's victory at the siege of Orcbone in 989 YK, using the power of her dragonmark to keep the entire garrison in fighting shape throughout months of Droam onslights. After the war, King Boranel made Hanra an honorary member of his royal guard in recognition of her heroism—and was more than a little surprised when she reported to work the next day in full uniform. Since then, she has become the king's personal physician and one of his trusted diplomatic advisors.

GUILDS AND ORGANIZATIONS

Healers Guild: Nothing fills House Jorasco's coffers as capably as its network of hospitals and healing houses devoted to the treatment of minor

diseases and traumas. Using a combination of magic, alchemy, herbalism, and the Heal skill, members of the Healers Guild will treat anyone who can pay for the privilege. Healers Guild facilities can be found in almost any town across Khorvaire.

Most members of the Healers Guild are accomplished at healing but don't concern themselves overmuch with house politics or the Draconic Prophecy. But because every Jorasco from Baron Ulara on down must devote at least a few days a year to assisting the Healers Guild, PCs convalescing in a guild hospital might come into contact with influential members of House Jorasco.

Medics Guild: Originally part of the Healers Guild, the Medics Guild became a distinct entity about fifty years ago, when the Last War was at its height. The armies of the Five Nations wanted healers who could march with them. As soon as the national armies demonstrated that they would pay handsomely for that privilege, House Jorasco started establishing mobile hospitals, relying on House Vadalis for sturdy draft animals and on House Deneith for military training. Like House Ghallanda's Dragontail Guild of field provisioners, the Medics Guild has contracted somewhat now that the Last War is over. But House Jorasco has been more aggressive in finding new ways to put mobile healers to use. House Tharashk, for example, is increasingly hiring the Medics Guild to assist its dragonshard prospecting operations in the Shadow Marches, where diseases (and battle wounds, for that matter) run rampant.

Jorasco Field Medic		Level 4 Artillery (Leader)
Small natural humanoid, halfling		XP 175
Initiative +2	Senses Perception +6	
HP 45; Bloodied 22		
AC 17; Fortitude 16, Reflex 16, Will 18		
Speed 6		
④ Spear (standard; at-will)	+11 vs. AC; 1d8 + 2 damage.	
④ Hand Crossbow (standard; at-will)	+11 vs. AC; 1d6 + 6 damage.	
④ Emergency Healing (minor 1/round; at-will) ♦ Healing	Ranged 10; targets one ally; the target regains 5 hit points and can make a saving throw.	
↔ Healing Word (minor; encounter) ♦ Healing	Close burst 5; targets one ally in burst; the target spends a healing surge and regains an additional 1d6 hit points.	
Nimble Reaction		
Halflings gain a +2 racial bonus to AC against opportunity attacks.		
Second Chance (immediate interrupt, when the field medic is hit by an attack; encounter)		
The attacker must make a new attack roll and use the new result.		
Alignment Unaligned	Languages Common	
Skills Heal +11		
Str 14 (+4)	Dex 10 (+2)	Wis 19 (+6)
Con 15 (+4)	Int 15 (+4)	Cha 14 (+4)
Equipment uniform, spear, hand crossbow with 20 bolts		

HOUSE KUNDARAK

House Kundarak is the banker of choice for the wealthy and the powerful—including national governments and other dragonmarked houses. Bearers of the Mark of Warding, the dwarves of the house have unparalleled expertise in constructing vaults, fortresses, and strongholds. The financial empire of House Kundarak stretches across Khorvaire, and its influence ensures that the house has a say in any major undertaking that requires great wealth.

HISTORY

Once a small but honorable clan within an ancient underground empire of dwarves, the Kundarakks volunteered to settle aboveground to watch over twelve rebellious dwarf clans exiled to the surface. For centuries, the Kundarakks guarded the sealed gates



between the surface world and the dwarf empire to prevent the exiles' return.

The Mark of Warding emerged about 2,500 years ago, shortly before Karrn the Conqueror seized what is now the Mror Holds and subjugated the exiled dwarf clans. With the Kundarakks' consent, the sealed gates were opened. But the empire was gone, destroyed by the daelkyr. This tragic discovery meant that the Kundarakks' task was finished. With the aid of the gnomes of Zilargo and of House Sivis, the Kundarakks became a full-fledged dragonmarked house in 106 YK.

The Last War: House Kundarak's involvement with the Last War was financial rather than military. Twenty years after the Last War began, the Mror Holds declared their independence from Karrnath; thanks to an immediate financial infusion from House Kundarak, the dwarves were able to make their independence stick. When years of war turned into decades, the Five Nations became increasingly cash-strapped and turned to House Kundarak for hard currency to pay, provision, and equip their armies. The Treaty of Thronehold guaranteed that the Five Nations would make good on their wartime obligations. Not only is House Kundarak among the wealthiest of the dragonmarked houses, but it has a ongoing source of income.

KEY LOCATIONS

Korunda Gate: High in Kundarakhold, in the Ironroot Mountains, the largest enclave of House Kundarak is home to Lord Morrikan d'Kundarak and nearly 20,000 dwarves. Although the house's wealth is spread out across Khorvaire, more of it resides in the underground vaults below Korunda Gate than anywhere else. But Korunda Gate holds more than rooms full of gold and platinum. Its armories and weapon arsenals contain spectacular examples of both mundane craftsmanship and magical potency.

The Deep Mine: This mining operation in the mountains of northern Zilargo is a collaboration between House Kundarak, Clan Mroranon (possibly the best miners and smelters in Khorvaire), House Tharashk (which found the site in the first place), and House Sivis (which handles relations with the Zilargo government). This mine extracts pure platinum from veins more than a mile below the surface. Clan Mroranon's smiths make ingots of the platinum bullion, which House Kundarak uses as internal currency when transferring wealth from a Kundarak bank to a national government or to another Kundarak bank. Security is omnipresent, both to prevent theft by surface dwellers and because the miners sometimes disturb monsters from the depths of Khyber.

INFLUENTIAL MEMBERS

Lord Morrikan d'Kundarak: Morrikan has ruled the house for more than a century—he is the only head

of a dragonmarked house who remembers life before the Last War. Accordingly, he has an attitude that outsiders would call world-weary. His memory is sharp enough that he remembers the last four times over the century that his advisors have suggested a given course of action. In keeping with the nature of his house, Morrikan is cautious and circumspect.

Although Morrikan is known for caution, once he has decided on a course of action he backs it to the hilt. In the last five years, he has been urging younger members who bear the Mark of Warding to travel to the Eldeen Reaches and the Shadow Marches to establish "ties of honor" with the Gatekeeper druids. A natural connection exists between the work of the Gatekeepers and the work of House Kundarak: The Gatekeepers are essentially engaged in a large-scale warding project.

Daphané d'Kundarak: Morrikan's grand-niece Daphané d'Kundarak is as aggressive a banker as can be found in western Khorvaire. President of the Bank of Kundarak in Sharn (located in the financial district of Korranath), she maintains a strong voice in public policy by offering or withholding bank loans for major projects. Her blunt style wins her few friends: She is seen as stubborn (by parliament) and as too much of a risk-taker (by many of Boranel's advisors).

Blaurath d'Kundarak: Morrikan's nephew Blaurath believes his mission is to recover items stolen from House Kundarak's vaults. Every such theft is a stain on the honor of Kundarak, Blaurath believes, so he hunts down the thieves, kills them, and returns the goods to the house. Blaurath's home is in Korunda Gate, but he spends his time crossing Khorvaire, pursuing thieves or performing inspections of Kundarak's vaults.

GUILDS AND ORGANIZATIONS

Banking Guild: The interest that House Kundarak charges for loans is responsible for the lion's share of the house's income. Its banks can be found in cities across the Five Nations and eastern Khorvaire—all magically warded and watched over by house guards. The Banking Guild regulates commerce in gem cutting and jewelry manufacture, money changing, and moneylending. It also advises (some would say dictates to) national governments about consistent standards for coinage. It works closely with House Sivis on accounting matters and with House Cannith on price stability for basic goods.

House Kundarak's vaults are magically linked across Khorvaire and even to the city of Stormreach in Xen'drik. A customer who rents a safe-deposit vault can access that vault from any Kundarak bank.



Warding Guild: This guild is best known as the licensing authority for locksmiths, but it also includes magical warders and some security guards. House Kundarak and House Deneith have a tacit agreement: Guarding things is the domain of House Kundarak, and guarding people is that of House Deneith.

Golden Door: This division of the Warding Guild is responsible for elaborate security devices, such as complex locks and magic wards. Affordable only by the very rich, most of its work is performed on behalf of Kundarak itself or other dragonmarked houses.

Iron Gate: Also part of the Warding Guild, the Iron Gate supplies guards to augment the security devices of the Golden Door. Members of the Iron Gate keep a low profile and are rarely seen beyond the locations they guard. Although they avoid taking jobs for which House Deneith's Defenders Guild is better suited, they do provide bodyguards for most of the important clan lords of the Mror Holds.

Ghorad'din: This shadowy group of sneaks and assassins is little known beyond the membership of House Kundarak. Answering only to Lord Morrikan and his six hereditary chieftains, members of the Ghorad'din are expert at bypassing security—even House Kundarak's security—and at a variety of assassination techniques.

Kundarak Iron Gate Guard

Medium natural humanoid, dwarf

Level 6 Soldier

XP 250

Initiative +5	Senses Perception +10; low-light vision
HP 76; Bloodied 38	
AC 22; Fortitude 21, Reflex 16, Will 18	
Saving Throws +5 against poison effects	
Speed 5	
① Waraxe (standard; at-will) ♦ Weapon	+13 vs. AC; 1d12 + 5 damage, and the target is marked until the end of the guard's next turn.
④ Shield Bash (minor 1/round; encounter)	+12 vs. Fortitude; 1d6 + 5 damage, and the Iron Gate guard pushes the target 1 square. If the target is marked by the guard, the guard can shift into the space the target vacates.

Guard Ward

When within 4 squares of a creature or object it is guarding, or within a guarded area, an Iron Gate guard gains a +2 bonus to all defenses and a +1 bonus to attack rolls.

Stand Your Ground

When an effect forces a guard to move—through a pull, a push, or a slide—the guard moves 1 square less than the effect specifies. When an attack would knock a guard prone, the guard can make a saving throw to avoid falling prone.

Alignment Unaligned Languages Common, Dwarven Skills Dungeoneering +7, Endurance +10

Str 15 (+5) Dex 11 (+3) Wis 14 (+5)

Con 20 (+8) Int 10 (+3) Cha 11 (+3)

Equipment plate armor, large shield, waraxe

HOUSE LYRANDAR

The half-elves of House Lyrandar, masters of sea and sky, bear the Mark of Storm. The Lyrandars use their mark to alter Khorvaire's weather and, with the aid of the gnomes of Zilargo, to operate elemental airships and sail the swiftest elemental galleons in the world.

Thanks to its elemental airships, House Lyrandar is one of the most glamorous of the dragonmarked houses, but it is not without enemies and rivals. Pirates harry its trade routes, and House Orien regards transport of passengers and cargo by elemental airship as encroachment on its turf. Other dragonmarked houses are starting to chafe at what they perceive as House Lyrandar's arrogance and recklessness. Lyrandar's de facto ownership of land at Stormhome and in Valenar, for example, is more flagrant in flouting the Korth Edicts than the other houses would like.

HISTORY

According to House Lyrandar lore, the Mark of Storm first appeared more than 2,000 years ago on two half-elves, Lyran and Selavash, who saw visions of Arawai and Kol Korran promising that the half-elves would become masters of both nature and commerce. The duo traveled across Khorvaire, encouraging half-elves to divorce themselves from both human and elven society. Over time, the children of Selavash and Lyran—the Lyran'dar—became a dragonmarked house.

The Last War: In the early stages of the Last War, House Lyrandar was less involved than other dragonmarked houses, since its elemental airships hadn't yet been invented and the Five Nations had little need for sea transport. But as the war ground on, various governments approached House Lyrandar about using weather control to gain an advantage on the battlefield or to augment farm production at home. House Lyrandar agreed, but limited its manipulation to improving the weather. For the right price, House Lyrandar would provide plentiful spring rainfall or an early thaw in the mountains, but refused to cause a drought or bog down an army in mud or snow. Nations and dragonmarked houses paid well for such services.

KEY LOCATIONS

Stormhome: Just off the northern coast of Aundair at the mouth of Scions Sound, Stormhome is the house's largest enclave. This weather-controlled island is a private fiefdom for House Lyrandar and its guests.

In the final years of the Last War, Stormhome was a neutral meeting place for spies and power brokers from all sides. After the war, House Ghallanda constructed several luxurious inns, making the island a popular holiday destination for the wealthy. The island is more than a vacation destination, however. Large dry docks repair and maintain Lyrandar's elemental galleons and its fleet of elemental airships. One of the oldest buildings on the island, Slate Keep, is where young members of House Lyrandar learn seacraft.

Valenar Holdings: On the plains east of the Valenar capital of Taer Valaestas are a number of villas and small keeps maintained by important heirs of Lyrandar. Some young members of House Lyrandar spend a year riding with a Valenar warclan, and it's not uncommon to see one of the Valaes Tairn working on the deck of a Lyrandar elemental vessel.

Sharn: After Stormhome, Sharn is the second-busiest hub for elemental airship and elemental galleon traffic. House Lyrandar does its diplomatic and administrative business in the Dragon Towers district and has several private docks in the Cliffside and Lower Dura districts. But many prefer to conduct business at the elemental airship docking tower in the Highest Towers district, since it has the best vantage point in Sharn.

INFLUENTIAL MEMBERS

Baron Esravash d'Lyrandar: Within the house, the title given the head of House Lyrandar is "Firstborn." Because she is the youngest leader of a dragonmarked house, Lyrandar elders sometimes call Esravash "Just-born" behind her back. But what an elder sees as impetuous, a teenage Lyrandar sailor calls bold. Esravash is adored by the rank-and-file members of the Windwrights Guild in particular.

Esravash's immediate goal is to expand elemental airship service as much as possible, building docking towers in more cities and paying House Cannith and the gnomes of Zilargo for more elemental airships. To finance these plans, Esravash scrutinizes the house's bottom line, and she doesn't tolerate shipping losses.

Esravash plans to stop losses to the pirates of the Lhazaar Principalities. Elemental galleons are now fitted with catapults, and House Lyrandar's spies are busy following the rumors of experimental, magic naval weapons said to have been developed by Aundair and Karrnath near the end of the Last War.

Torval Enkiliost: Torval, dragonmarked heir of an obscure branch of the Lyrandar family, leads a shadowy operation known as the Stormwalkers.





Throughout the latter half of the Last War, the Stormwalkers smuggled fugitives and spies to Stormhome, where they could attend clandestine meetings and engage in cloak-and-dagger activities on neutral ground. The intelligence that Torval gathered along the way kept House Lyrandar one step ahead of its rivals. Even though the war is over, many still pay handsomely for a secret voyage to Stormhome.

Solia d'Lyrandar: Solia is in charge of Lyrandar's affairs in Sharn. Troubleshooting various shipping crises keeps her constantly en route from the elemental airship docking tower at the city's pinnacle to the Cliffside docks at its base. Ever since it became known that Solia was considering new routes to Xen'drik, every elemental airship captain has been vying for her favor.

GUILDS AND ORGANIZATIONS

Windwrights Guild: Most of House Lyrandar's members work with the Windwrights Guild, which provides crews, dockside support, stevedoring, and repairs for seafaring and airborne ships. Any job on an elemental galleon or an elemental airship is prized over one at the dry docks or in the warehouses.

The Windwrights Guild also allows independent shipping concerns to pay for the right to fly the House Lyrandar flag and to get shipping contracts directly from the Windwrights. Most independent ship captains consider the Lyrandar flag to be a deterrent to pirates. Some think that it wards off bad weather, too.

Raincallers Guild: Masters of weather magic, the guild also includes architects and engineers who construct canals, aqueducts, and reservoirs. Many of the members are constantly on the move, traveling from place to place according to climate and season.

Sela's Path: House Lyrandar maintains its own priesthood, venerating Arawai, Kol Korran, and the house's founders Lyran and Selavash. Those who follow Sela's Path believe that Arawai and Kol Korran sent Lyran and Selavash their dragonmarks to bring unity and prosperity to the half-elf people.

Lyran's Gift: The arcane researchers of Lyran's Gift work with House Cannith to make better, faster elemental airships and galleons. At secret laboratories in Stormhome and on islands in the Bitter Sea, they also test magic catapults and other defensive naval devices.

Storm Front: This hidden cult holds that the Mark of Storm is a gift from the Devourer, not Arawai and Kol Korran. The Storm Front believes that great bearers of the Mark of Storm live on after death as krakens in the deeps and will arise when called to ensure Lyrandar dominance over sea, sky, and even land.

Storm Front Cultist

Medium natural humanoid, half-elf

Level 8 Skirmisher

XP 350

Initiative +11 Senses Perception +4; low-light vision

HP 88; Bloodied 44

AC 22; Fortitude 20, Reflex 22, Will 20

Speed 6

④ Rapier (standard; at-will) ♦ Weapon
+20 vs. AC; 1d8 + 7 damage.

⑤ Storm Strike (standard; at-will) ♦ Implement, Lightning
Ranged 5; +16 vs. Fortitude; 1d8 + 7 lightning damage, and the cultist slides the target 1 square.

Thundering Advantage ♦ Thunder

The Storm Front cultist deals 2d6 extra thunder damage against any creature granting combat advantage to it, and slides the target 1 square.

Rapid Shift

A Storm Front cultist can shift 2 squares as a move action.

Alignment Chaotic evil Languages Common

Skills Athletics +12, Diplomacy +9, Insight +6, Stealth +14

Str 17 (+7) Dex 21 (+9) Wis 10 (+4)

Con 16 (+7) Int 11 (+4) Cha 17 (+7)

Equipment leather armor, rapier, wand

HOUSE MEDANI

House Medani is the smallest and one of the youngest of the dragonmarked houses. Yet its members, bearers of the Mark of Detection, are seemingly everywhere, acting as sentries, magic researchers, advisors, inquisitives, and spy-catchers. The half-elves of House Medani pride themselves on their circumspect nature and their powers of observation both mundane and magical.

Moreso than most dragonmarked houses, House Medani has a strong geographical association. The Mark of Detection first emerged among the half-elves of Breland, and to this day, more than half of the members of the house still live within Breland's borders.

HISTORY

The Mark of Detection appeared more than 1,500 years ago in the collection of half-elf families that would become House Medani. Members of the house were so effective at using their power quietly that the other houses initially thought they were bearing an aberrant mark when House Cannith discovered them in the middle of the War of the Mark. Because House Medani had no aspirations beyond a few provinces in Breland, it took a great deal of negotiation—and not a few veiled threats—to persuade it to join the other dragonmarked houses.

Even after formally becoming a dragonmarked house, the Medanis remained at arm's length from the politics of the other houses. Many call them aloof or inscrutable, and the other dragonmarked houses question whether House Medani is closer to the Brelish crown than it is to the other houses. The distance between House Medani and the other houses is the result of more than suspicions over Brelish influence, however. Fundamentally, a house that notices everything, apprehends spies (many Phiarlans and Thurannis among them), and keeps its secrets to itself is a house that's bound to make everyone else nervous.

The Last War: The other houses' suspicions about House Medani's connections to the crown of Breland have some merit. As the Last War raged on, House Medani increasingly became the counterintelligence arm of the Brelish government. Although the house didn't engage in espionage directly, it did apprehend dozens of spies from other nations and power groups, and it performed a lot of investigative law enforcement while most able-bodied watchmen and guards were off at war. That connection between house and crown

survived the war intact, and House Medani has a subtle but pervasive influence on the Brelish king.

KEY LOCATIONS

Tower of Inquisition: A blocky stone tower in Wroat midway between Brokenblade Castle (King Boranel's palace) and Parliament Hall, the Tower of Inquisition is used for the interrogation of prisoners apprehended by House Medani or by King Boranel's agents. It is also where Baron Trelib d'Medani manages the Warning Guild's affairs. Those who visit as diplomats see only a few well-appointed pavilions near the top of the tower. Those who are subject to Medani interrogation in the warrens below rarely speak of what they've seen—and since they're usually imprisoned by Breland or another authority afterward, they have few opportunities to describe their experiences.

Arythawn Keep: This fort in southeast Thrane, heavily damaged in the Last War, has recently seen an influx of House Medani personnel, all members of the Thousand Yard Stare, which is charged with patrolling the borders of the Mournland. The house has entered into an arrangement with Thrane: The Medanis will repair the keep in exchange for the right to garrison the riders of the Thousand Yard Stare there. Columns of cavalry are always arriving and departing to the east—a quick ford of the river, and the riders are in the Mournland.



INFLUENTIAL MEMBERS

Baron Trelib d'Medani: A longtime friend of King Boranel, Trelib knows exactly what this friendship costs him: anti-Medani suspicion among the other dragonmarked houses and diplomatic difficulties for Boranel. Yet he remains at the king's side.

Some suspect darker motives for Trelib's close connection to the Brelish crown, and wonder just how many Medani agents and sympathizers live and work in Brokenblade Castle. But most court observers say there's a simpler reason for Trelib's omnipresence. King Boranel has charged Trelib with figuring out who murdered Boranel's first wife, Queen Chaseva. House Medani elders know that Trelib is consumed with finding the killer, even to the point of neglecting house business.

Taldor d'Medani: Taldor leads the Basilisk's Gaze, a group charged with hunting war criminals from the Last War. Even among the cerebral Medani, Taldor is considered something of an eccentric. He claims to have sharpened his powers of observation and reasoning through rigorous mental training and to have left "extraneous thought and

counterproductive emotion" behind. If the typical House Medani member projects calm rationality at all times, then Taldor is like a living statue. Some say he doesn't even blink without considering eyelid movement first.

Channara d'Medani: Head of the Thousand Yard Stare, Channara d'Medani is torn between the crisis-a-day matter of rebuilding Arythawn Keep and assessing the field reports from the Mournland patrols, and wanting to venture out into the field herself. Neither Channara's counterparts in the Thrane and Brelish governments nor her superiors within House Medani have any idea how vast the Mournland's western border is. The Thousand Yard Stare is stretched to the limit, and Channara regards every Mournland monster that makes it into Thrane or Breland as a personal failure.

Channara is also aware that the Thousand Yard Stare doesn't venture far into the Mournland. She's curious about what the interior of the Mournland is like, but she doesn't have the personnel to find out herself. She's willing to contract with explorers to scout deeper into the Mournland than her patrols can go, but given the reputation of the Mournland, she has found no takers so far.

GUILDS AND ORGANIZATIONS

Warning Guild: Bodyguards, inquisitives, and sentries across Khorvaire either are members of the Warning Guild or pay dues to obtain certification from House Medani. There's some conflict with House Deneith over the market in bodyguards, but House Medani is small and subtle enough that it hasn't caused a major rift yet. In general, people hire a House Deneith bodyguard when they expect to be attacked, and they hire a House Medani bodyguard when they suspect someone might be plotting against them, but they aren't sure who.

The Warning Guild also provides some intelligence functions to the House Medani leadership (and, by extension, to Breland). But the members of this guild aren't spies—they're the people who catch spies. Their information is often better at explaining the motives behind another nation's actions than it is at predicting and countering what that nation will do. After all, when Medani learns what a captured spy was trying to find out, that knowledge reveals a lot about what the spy's masters don't know yet but would like to.

Thousand Yard Stare: House Medani secured a contract from the governments of Breland and Thrane to have its members patrol the periphery of the Mournland and provide early warning of monsters or strange magical phenomena crossing into settled lands. House Medani gave the riders a typically circumspect name (the "Western Mournland Working Group"). But after the first patrols came

back to civilization with a haunted look in their eyes, the Thrane locals started calling them the "Thousand Yard Stare," and the name stuck. In the three years that the Thousand Yard Stare has been watching the border of the Mournland, its members have provided early warning of everything from strangely twisted giants on the march to living spells spinning out of control. But the Thousand Yard Stare can't be everywhere, so the dangers of the Mournland sometimes cross the Brey River or the dead-gray mist.

Basilisk's Gaze: Secret codicils to the Treaty of Thronehold listed war criminals wanted by each of the Five Nations, and ever since the end of the Last War, a group of Medani operatives known as the Basilisk's Gaze has been charged with tracking down and apprehending these war criminals. Many of those named in the codicils are living openly elsewhere in Khorvaire. In the two years since the war's end, the Basilisk's Gaze has apprehended dozens of terrorists and war criminals, but that's only a small portion of the names listed in the codicils.

Medani Inquisitive	Level 8 Skirmisher	XP 350
Medium natural humanoid, human		
Initiative +6	Senses Perception +14	
HP 87; Bloodied 43		
AC 24; Fortitude 18, Reflex 19, Will 20		
Speed 6		
④ Dagger (standard; at-will) ♦ Weapon +11 vs. AC; 1d4 + 4 damage.		
④ Repeating Crossbow (standard; at-will) ♦ Weapon Ranged 10/20; +11 vs. AC; 1d4 + 4 damage.		
④ Inquisitive's Eye (minor; recharge 11) Ranged 10; targets one enemy; the Medani inquisitive deals 2d6 extra damage on the next attack it makes against the target before the end of the inquisitive's next turn.		
④ Blinding Powder (standard; encounter) Close burst 3; +11 vs. Will; the target is blinded and slowed (save ends both).		
Slippery Customer (move; at-will) The inquisitive shifts 3 squares and ignores difficult terrain.		
Alignment Unaligned	Languages Common	
Skills Insight +14		
Str 11 (+4)	Dex 14 (+6)	Wis 20 (+9)
Con 15 (+6)	Int 21 (+9)	Cha 12 (+5)
Equipment dagger, repeating crossbow with 20 bolts, 1 dose of blinding powder		

ENCOUNTER GROUPS

Medani inquisitives often work alone, but if they expect trouble, they join in small groups and bring some muscle along.

Encounter Level 6 (XP 1,300)

- ◆ 2 Medani inquisitives (level 8 skirmisher)
- ◆ 4 human guards (level 3 soldier, MM 162)

Encounter Level 6 (XP 1,300)

- ◆ 2 Medani inquisitives (level 8 skirmisher)
- ◆ 3 dwarf hammerers (level 5 soldier, MM 97)

HOUSE ORIEN

Members of House Orien carry the Mark of Passage, and they dominate the business of overland travel. From caravan trains to couriers, the members of House Orien are the masters of the road. Their trade has little glamor, and the denizens of House Orien are practical, with no patience for arrogance or conceit. But they are proud: They have kept the lines of trade flowing across Khorvaire for nearly 2,000 years. Although only humans carry the Mark of Passage, House Orien is a cosmopolitan house: Elves,



half-elves, eladrin, half-orcs, and even doppelgangers and shifters have all married into the line over time.

The Trade Roads: Centuries before the creation of the lightning rail, House Orien built the major trade roads connecting the Five Nations. Rune-carved stones are buried beneath the surface of these roads. Orien's caravans and the tack of their messengers' mounts are inscribed with arcane sigils. A bearer of the Mark of Passage can perform a ritual to increase the speed of a caravan or a mount that travels these roads.

The Lightning Rail: Since its creation in 811 YK, the lightning rail has been the symbol of House Orien. Faster than any caravan, it is a safe and secure method for transporting goods and people across Khorvaire. Only a bearer of the Mark of Passage can control the elemental that powers a coach. Many lightning rail lines were damaged during the Last War, and the house is still rebuilding the network.

Teleportation: Orien's First Step mageswrights are the foremost experts on teleportation in the Five Nations. They developed the Linked Portal ritual, and most permanent teleportation circles in Khorvaire are Orien's. However, teleportation is still a fledgling science, and many people are nervous about using it; a ride on a lightning rail or a Lyrandar elemental airship might take longer, but it is seen as safer.

HISTORY

The Mark of Passage appeared in the region of Aundair about 1,900 years ago. The merchants and teamsters who developed the mark were experienced travelers who soon discovered their common bond. Initially, there was some competition between the marked families, but members soon realized what they could accomplish by working together.

Through a combination of magic and diplomacy, House Orien secured safe passage for its caravans. As its fortunes grew, the house improved existing roads and developed new ones. In the days before the Sivis speaking stone network, House Orien ran a post system that was used across the Five Nations.

The lightning rail was developed with House Cannith and the elemental binders of Zilargo. This technology revolutionized House Orien's business,

TELEPORTATION CIRCLES

Other, vanished cultures also developed portal rituals and left teleportation circles behind. Dragons, demons, the wizards of Ohr Kaluun in Sarlona, the giants of Xen'drik—all left teleportation circles in the world, waiting to be found.

You could reflect the fact that the science of teleportation is still in its early stages by having unusual mishaps occur. Aside from sending people to the wrong destination, a teleportation error could accidentally open a planar portal, or call a dangerous creature through the gate.

and soon the Trailblazers were laying *conductor stones* across Khorvaire.

The Last War: The Last War was difficult for House Orien. Bridges were destroyed. Lightning rail lines were broken. And toward the end of the war, House Lyrandar took to the air. House Orien's dominance in the field of transportation is no longer assured. With this changing situation in mind, House Orien has redoubled its work with teleportation.

KEY LOCATIONS

House Orien is one of the most widespread of the houses, with outposts across Khorvaire. It has way stations in many remote villages as well as outposts in the Eldeen Reaches and Droam. These way stations primarily support the caravans that pass through, but they are also trading posts. The original Orien families were merchants as well as teamsters, after all. Permanent teleportation circles can be found in every major city.

Journey's Home: House Orien's base of operations is located in the city of Passage in Aundair. This massive enclave takes up almost a third of the city. Lightning rail coaches, *conductor stones*, and many other goods are produced here. It is the heart of the house, and all Orien heirs come to Journey's Home at some point in their lives to learn the ways of the house.

INFLUENTIAL MEMBERS

Baron Kwanti d'Orien: Baron Kwanti is a dynamic, energetic human who hates to stay in one place. He spends most of his time on his personal lightning rail coach, the Silver Unicorn, traveling from enclave to enclave to monitor affairs. Despite his wanderlust, he is a clever businessman. It was Kwanti who diverted funding to the First Step program. Now he's searching for a way to get enough funds to repair the lightning rail lines shattered during the war, and to create new lines to bypass the Mournland. He could be a patron for a group of PCs, if he comes up with an adventure that could bring profit to the house; a party working for the baron would have full access to the lightning rail, caravans, and teleportation circles.

Jaunt: Jaunt is one of the few eladrin in House Orien, a child of explorers who fell in love with Eberron and chose to abandon Shae Loralynar two centuries ago. Jaunt is one of the most respected wizards in the First Step; she is fascinated by teleportation, and has been exploring traditional ritual magic, her human housemates' Mark of Passage, and her own racial abilities in her quest to unlock greater secrets. She is brilliant, but overconfident and impetuous.



GUILDS AND ORGANIZATIONS

Couriers Guild: This guild specializes in the delivery of small goods, including the post. The guild licenses independent messengers and couriers, and maintains an elite force trained to make deliveries into dangerous locations. The development of teleportation circles is revolutionizing the Couriers Guild.

Transportation Guild: Perhaps the largest of all the dragonmarked guilds, the Transportation Guild deals with both cargo and passengers. Tens of thousands of people work for the guild, preparing goods for shipment, running the lightning rail, maintaining the trade roads, and performing the many unseen jobs that keep people and goods moving across Khorvaire.

Trailblazers: Someone needs to lay the *conductor stones* and plant the runic anchors. The Trailblazers are the scouts who explore new routes and lay the first stones. A player character who has ties to the house could easily be called in to work with the Trailblazers.

Unicorn's Horn: Even though House Orien employs Deneith mercenaries for general security, the house maintains an elite force to deal with high-risk situations. Among the members of the Unicorn's Horn are the Hands of Orien, dragonmarked heirs who have learned to use their mark to warp time and space.

Hand of Orien

Medium natural humanoid (human)

Level 7 Controller

XP 300

Initiative +5 Senses Perception +11

HP 77; Bloodied 38

AC 21; Fortitude 18, Reflex 19, Will 20

Speed 6

① **Dagger** (standard; at-will) ♦ **Weapon**
+12 vs. AC; 1d4 + 2 damage.

② **Disrupting Warp** (standard; at-will) ♦ **Force, Teleportation**
Ranged 10; +11 vs. Will; 2d6 + 5 force damage, and the Hand of Orien teleports the target 1 square.

③ **Painful Jaunt** (standard; recharge 2) ♦ **Teleportation**
Ranged 10; +11 vs. Will; 3d8 + 5 damage, and the Hand of Orien causes the target and one ally within range to swap positions.

④ **Temporal Disruption** (standard; encounter)
Area burst 1 within 10; +9 vs. Will; the target is dazed and slowed (save ends both). **Aftereffect:** The target is slowed (save ends).

Dimension Hop (standard; recharge 2) ♦ **Teleportation**
The Hand of Orien teleports 3 squares and gains a +2 bonus to all defenses until the start of its next turn.

Alignment Unaligned Languages Common

Skills Endurance +9, Insight +11

Str 13 (+4) Dex 14 (+5) Wis 16 (+6)

Con 13 (+4) Int 19 (+7) Cha 13 (+4)

Equipment dagger

HOUSE PHIARLAN

The elves of House Phiarlan carry the Mark of Shadow, a gift that lends itself to illusion and deception. It comes as no surprise that House Phiarlan has two faces. To the public, it is the house of entertainment, a source of actors, bards, and artists of great skill. But those who have the wealth to afford its services might learn of the house's dark side—the Serpentine Table, an organization of spies with eyes in every shadow.

The Entertainers and Artisans Guild is more than a cover for Phiarlan spies. Its five demesnes are the foremost centers for the arts in the Five Nations, and Phiarlan bards are found in every city in Khorvaire. Of course, some of these entertainers are spies, or have agents in their retinues; a skilled entertainer can gain access to places a spy could never reach.

House Phiarlan has close ties with House Ghallanda, because Phiarlan performers often work at Ghallanda's hostels. The houses generally stand together when there are disagreements among the Twelve.

HISTORY

House Phiarlan traces its history back to when the enslaved elves of Xen'drik rose up against their giant masters. A traveling band of scouts and bards raised morale and brought news and information to the scattered tribes. They called themselves "phiarlans," an Elven word that translates roughly as "spirit keepers."

When the elves founded the island nation of Aerenal, the Phiarlans traveled between the city-states as troubadours and mediators. Sometimes mediation worked, but the Phiarlans also learned the power of passing information to the right people. With the rise of the Undying Court, they served the Sibling Kings as spies in an effort to help maintain order in the land.

Then the dragonmarks appeared. Though their nature was a mystery, it was clear that they were connected to the Draconic Prophecy—and the dragons had long been enemies of Aerenal. Suspicion fell upon the dragonmarked and grew worse when it was shown that the line of Vol (bearers of the Mark of Death) were allied with dragons. Fearful that they might share Vol's fate, the Phiarlans fled to Khorvaire, where they joined to become House Phiarlan. Their artistic skills earned them a place in the Five Nations, and in time the Serpentine Table offered its services to those in power there.

The Last War: During the Last War, House Phiarlan served every nation in the conflict. As the war raged on, however, different family lines within

the house developed conflicting loyalties and found themselves working at cross-purposes. The resulting Shadow Schism split the house, resulting in the creation of House Thuranni and the near extermination of the Paelion family. In the wake of the Shadow Schism, House Phiarlan retains greater resources and better intelligence-gathering capabilities, while House Thuranni has trained assassins and the willingness to use them.

KEY LOCATIONS

Phiarlan influence is strongest in Aundair, Thrane, and Breland; the house lost most of its holdings in Karrnath and the Lhazaar Principalities during the Shadow Schism.

The Demesnes: Phiarlan tradition divides the arts into five disciplines. Although Phiarlan enclaves can include those who practice any of the disciplines, the most important enclaves are the five centers known as demesnes where the greatest artists and teachers of each discipline can be found.

The Demesne of Memory is located in Fairhaven in Aundair. Embodying the discipline of the written word, it houses Phiarlan's stories and history.

The Demesne of Motion in Breland's capital, Wroat, focuses on physical arts such as dance, gymnastics, and contortion. Acrobats of the Carnival of Shadows, a traveling circus sponsored by the house, and spies of the Serpentine Table study here.

The Demesne of Music is in Flamekeep, the capital of Thrane. This discipline includes both vocal and instrumental music, and the demesne's vaults hold instruments and works from every culture.

The Demesne of Shape is in Thaliost, in Thrane. It is focused on material arts such as sculpting and painting. Most masters of these arts left the house during the Shadow Schism.

The Demesne of Shadow, originally located in Metrol, the one-time capital of Cyre, was reestablished in Sharn following the Day of Mourning. This demesne teaches the arts of deception—illusion and puppetry as well as oratory and acting. A storyteller learns his tales at the Demesne of Memory, but at the Demesne of Shadow he learns how to bring them to life.

Taer Syraen: The elves of House Phiarlan discovered this feyspire, and over the course of several centuries, a mixed clan of eladrin and elves bearing the Mark of Shadow grew to prominence there. Unhindered by the Korth Edicts, this clan serves the prince of the Winter Citadel as spies and secret police. Now that they appear to be stranded in Karrnath, the clan leaders are exploring their relationship with their distant kin in House Phiarlan and House Thuranni, unsure how to proceed.



INFLUENTIAL MEMBERS

Baron Elvinor Elorrenthi d'Phiarlan: Head of House Phiarlan and leader of the Demesne of Shadow, Elvinor is a bard of exceptional skill. Her years weigh upon her, and she is looking for a successor—not someone to lead the house, but someone to learn the secrets that she has borne for centuries. She knows tales long forgotten—stories that might be the key to great adventures. If she takes a PC Phiarlan as her apprentice, these secrets could inspire a campaign.

The Hydra: A potential customer cannot contact the Serpentine Table directly. Instead, the Table contacts the client. Using the Disguise Self ritual, the Table's spokesperson can appear in any number of guises, but always refers to himself or herself as the Hydra. It's possible that there is only one Hydra, but in all likelihood many agents assume this role. A cunning PC could falsely represent himself or herself as the Hydra—but those few known to have done so were all assassinated shortly thereafter.



GUILDS AND ORGANIZATIONS

Entertainers and Artisans Guild: This guild is House Phiarlan's public face. It runs most of the theaters, music halls, circuses (including the traveling Carnival of Shadows), and similar establishments in Khorvaire, which employ only guild-licensed talent. Phiarlan heirs are among the finest performers in the world, but anyone can be licensed who meets the guild's standards and pays its annual fee.

The Serpentine Table: The agents of this covert espionage organization are spies, not assassins. Even lower-echelon agents of the Serpentine Table know little of its structure and membership. Its deep agents have spent centuries establishing their covers.

Every Phiarlan enclave has a liaison that acts as the go-between with the Serpentine Table, but this agent knows little of the operations in the city; the true spymaster will always be hidden. The services of the Table are available by invitation only. Those in a position to benefit from the Table's services might be visited by the Hydra, who negotiates terms.

Phiarlan Spy		Level 6 Lurker	XP 250
Medium fey humanoid, elf			
Initiative +12	Senses Perception +13; darkvision		
HP 55; Bloodied 27			
AC 20; Fortitude 17, Reflex 20, Will 19			
Resist see shadowform			
Speed 7			
① Dagger (standard; at-will) ♦ Weapon	+11 vs. AC; 1d4 + 5 damage. The Phiarlan spy shifts 1 square before or after the attack.		
† Shadow Blade (standard; requires dagger and combat advantage against the target; at-will) ♦ Weapon	+9 vs. Reflex; 3d4 + 5 damage, and the target is slowed and takes ongoing 5 necrotic damage (save ends both). On a hit, this attack recharges shadowform.		
Shadowform (minor; see shadow blade)			
	The Phiarlan spy assumes a shadowy form until the end of its next turn. In this form, it gains total concealment and insubstantial.		
Veil of Shadows (minor; at-will) ♦ Illusion			
	The Phiarlan spy can disguise itself to appear as any Medium humanoid. A successful Insight check (opposed by the spy's Bluff check) pierces the disguise.		
Elven Accuracy (free; encounter)			
	The Phiarlan spy can reroll an attack roll and must use the second roll.		
Wild Step			
	A Phiarlan spy ignores difficult terrain when it shifts.		
Alignment Unaligned	Languages Common, Elven		
Skills Acrobatics +13, Bluff +15, Insight +11, Nature +8, Stealth +13, Thievery +13			
Str 13 (+4)	Dex 20 (+8)	Wis 16 (+6)	
Con 14 (+5)	Int 14 (+5)	Cha 18 (+7)	
Equipment dagger			

HOUSE SIVIS

Bearers of the Mark of Scribing, the gnomes of House Sivis are masters of communication. It is the arcane mark of a Sivis gnome that proves the veracity of a Kundarak letter of credit, and the *speaking stones* of Sivis that let a person in Sharn send a message to someone in Q'barra. Working as mediators, translators, and vessels for long-distance communication, the heirs of House Sivis have played an invaluable role in bringing people and nations together. They have maintained a reputation for absolute neutrality and confidentiality for nearly 3,000 years, a vital shield for a business that carries the messages of spies, criminals, and kings. Yet some wonder what secrets the house might have. Who was responsible for the death of King Jarot? Who destroyed the Glass Tower of Sharn? It's possible that the answers lie hidden in the vaults of House Sivis.

House Sivis is divided into twelve families, including the Torralyns, Severins, Lyrrimans, Syrralans, Corralyns, and Santors. The gnomes of House Sivis love political intrigue, and although this penchant is rarely allowed to threaten the operations of the house, any heir might be drawn into the schemes of his or her family.

HISTORY

Zil society has long been dominated by influential clans, and the families within Clan Sivis were well established long before their mark appeared. To avoid the jealousy of rival clans, the Sivis gnomes made themselves as useful to their neighbors as possible, establishing the code of neutrality that they have upheld to this day. House Sivis has always been a sensible, impartial voice among the Twelve, and has often helped mediate disputes between the other dragonmarked houses.

The greatest turning point in the history of the house came in 783 YK, when Tasker Torralyn d'Sivis invented the first *speaking stones*. Today, Sivis message stations are found in every major city in the Five Nations, carrying words swiftly across the continent.

The Last War: House Sivis prospered during the war, as generals and kings relied on it to transmit messages to officers in the field. House Sivis held fast to its neutral stance, and in those cases where messages were intercepted, it was never the fault of the house. This refusal to take sides resulted in record profits for the house, and Baron Lysse Lyrriman d'Sivis has invested this gold in a new project—unlocking the secrets of the Draconic Prophecy.

KEY LOCATIONS

The Labyrinth: The ancestral citadel of House Sivis is located in Korranberg. The name refers not to the towers that rise toward the sky, but to the maze of caverns stretching out below the enclave and under the Seawall Mountains. Once home to the ancestors of the clan, these caverns are festooned with carvings—historical records dating back to the Age of Dhakaan, etched carefully into the stone walls. Today, these tunnels also serve as the vaults of the house, holding records of vital communications and other secret lore.

INFLUENTIAL MEMBERS

Doyenne Lysse Lyrriman d'Sivis: Lysse Lyrriman is a brilliant administrator and a cunning strategist, as demonstrated by her having held her post for the last ninety years. In addition to maintaining the traditional businesses of the house, she has invested considerable capital in Tasker's Dream. It is under her direction that this organization has been investigating the Draconic Prophecy.

Talia Torralyn d'Sivis: Talia is an agent of Tasker's Dream, and the youngest heir to master the potent skills of the Wordsmith. She prefers to conceal her true intelligence and power from strangers, playing the part of a curious apprentice or an absent-minded sage.



GUILDS AND ORGANIZATIONS

Notaries Guild: The Notaries Guild oversees services tied to the written word. In addition to producing legal documents and authenticating letters of credit for House Kundarak, the guild licenses cartographers, bookbinders, scribes, translators, accountants, and others in related professions. A

SIVIS STONESPEECH

The gnomes of Tasker's Dream created the artificial language known as Stonespeech for the purpose of condensing large amounts of information into small linguistic packages. It is a difficult language to master, and counts as two languages for the purpose of the Linguist feat (PH 198); however, when someone who knows Stonespeech uses *Sending* or any other power or ritual that carries a limited word count, he or she can triple the length of the message by using Stonespeech to communicate it. (The recipient of the message must also know Stonespeech for the communication to succeed.) The language is a trade secret of House Sivis, and it would be quite unusual for an outsider to know it.

number of smaller branches within the Notaries Guild handle specialized work: Aureon's Press is the primary source of arcane ritual scrolls in the Five Nations, and the Hidden Word is a division that works on cryptography and code-breaking techniques.

Speakers Guild: The Speakers Guild maintains and operates the network of *speaking stones* and provides *Sending* ritual services. It also oversees a number of professions tied to the spoken word. The guild trains and licenses barristers, mediators, heralds, interpreters, and other similar professions. Although some of these services overlap with those of House Phiarlan, as a rule the Speakers Guild handles practical matters of communication, while House Phiarlan focuses on artistic endeavors.

Oversight: Oversight is the security arm of House Sivis. Oversight is charged with protecting the house from all manner of spying and theft of information, but it also polices the house's members. House Sivis's reputation relies on the assurance of absolute confidentiality for clients; if an heir leaks confidential information, Oversight will act swiftly and ruthlessly. Oversight has strong ties to House Phiarlan, House Thuranni, and the Trust of Zilargo, and might call on these groups for assistance.

Tasker's Dream: Tasker's Dream is a think tank dedicated to developing new forms of magical and linguistic communication. In addition to working to improve upon the *Sending* ritual and the *speaking stones*, Tasker's Dream is exploring the potential of telepathy and even developing new languages.

These practical projects provide cover for the true work of the unit. Tasker's Dream is dedicated to unlocking all secrets of linguistic magic, including the Draconic Prophecy itself. The Wordsmiths of Tasker's Dream will pursue any lead that could shed more light on the Prophecy, and are especially interested in Prophecy marks found etched into the earth. A PC who has ties to House Sivis could be recruited to help the Dream unlock the secrets of the Prophecy, or to undermine its work if the Dream's plans go beyond house interests.

Sivis Wordsmith	Level 12 Controller (Leader)	
Small fey humanoid, gnome	XP 700	
Initiative +7	Senses Perception +8, low-light vision	
HP 123; Bloodied 61		
AC 26; Fortitude 25, Reflex 24, Will 25		
Speed 5		
① Dagger (standard; at-will) ♦ Weapon +16 vs. Reflex; 2d8 + 5 damage.		
⑦ Word of Stasis (standard; at-will) ♦ Charm, Psychic Ranged 10; +16 vs. Will; 2d8 psychic damage, and the target is dazed (save ends).		
⑦ Dictate Destiny (standard; recharge 1) ♦ Charm Ranged 10; +16 vs. Will; the target is dominated (save ends).		
④ Voice of Reason (minor; encounter) Close burst 5; each ally in the burst can make a saving throw against any charm or fear effect, with a +3 bonus.		
Fade Away (immediate reaction, when the wordsmith takes damage; encounter) ♦ Illusion The Sivis Wordsmith becomes invisible until after he or she attacks or until the end of his or her next turn.		
Reactive Stealth		
If a Sivis Wordsmith has cover or concealment when he or she makes an initiative check at the start of an encounter, he or she can make a Stealth check to remain hidden.		
Alignment Unaligned	Languages Common, Elven, Draconic, Giant, Stonespeech	
Skills Arcana +18, History +16, Religion +16, Stealth +9		
Str 8 (+5)	Dex 13 (+7)	Wis 15 (+8)
Con 19 (+10)	Int 20 (+11)	Cha 22 (+12)
Equipment dagger		

ENCOUNTER GROUPS

Player characters might encounter a Sivis Wordsmith anywhere the Prophecy is manifested in the world—in a Prophecy mark that appears in an enormous cavern in Xen'drik; in the Sky Caves of Thieren Kor, lifted from the dust of the Mournland to float in the sky for a brief time, their twisting passages both inscribed with and actually forming letters of the Prophecy; or in an ancient vault where the treasure of a dragon is unearthed. A Wordsmith always travels with protection appropriate to the anticipated danger, which might include hired muscle or even monstrous mercenaries.

Encounter Level 11 (XP 3,400)

- ◆ 1 Sivis Wordsmith (level 12 controller)
- ◆ 3 minotaur warriors (level 10 soldier, MM 190)
- ◆ 1 ogre warhulk (level 11 elite brute, MM 199)

HOUSE THARASHK

The humans and half-orcs of House Tharashk have the Mark of Finding, a gift they use as prospectors, inquisitives, and bounty hunters. They are one of the younger houses, ambitious and energetic, and dragonshard prospecting has brought them considerable wealth. An alliance with Droaam has increased their influence, allowing them to broker the services of monstrous mercenaries and laborers.

The families that form House Tharashk include many full-blooded orcs. It might be the Mark of Finding that locates a vein of dragonshards, but it's orc strength that recovers the precious crystals. Many

orcs also serve in Droaam, since the natives are often more comfortable with orcs than with humans.

Over the years, a rivalry has developed between House Tharashk and House Deneith. Tharashk bounty hunters compete with the Sentinel Marshals of Deneith, and the Liondrake's Roar has broken Deneith's monopoly on the mercenary trade. Arrogant and ambitious, House Tharashk also seeks to increase its own influence among the dragonmarked houses by taking House Cannith down a notch, particularly since Cannith's once-prominent position has already been diminished by the catastrophe of the Mourning. To date, House Cannith's need for the dragonshards provided by House Tharashk has kept this feud from escalating, but that could change.

HISTORY

The Mark of Finding manifested about 1,000 years ago among three Shadow Marches clans—the Torrns, the Velderans, and the Aashtas. The exploits of dragonmarked hunters quickly became legendary. Three hundred years ago, a team of Sivis gnomes came to the Shadow Marches searching for this dragonmark. Assisted by the gnomes, the clans bearing the Mark of Finding joined to form their own house. They named the house *Tharashk*—a Goblin word meaning “united.”

The newborn house quickly carved out a niche for itself. The heirs of Tharashk have always been survivors, and they quickly adapted to life in the Five Nations. The Shadow Marches have rich deposits of dragonshards, and upon learning the value of these stones the clans of Tharashk used this mineral wealth to craft a foundation for their house. Since then, their power and influence has slowly grown. There are still those in the Five Nations who distrust the “graybloods,” but by and large House Tharashk has flourished.

The Last War: Initially, the war had little impact on House Tharashk; its prospecting work occurred in the wilds, far from the battlefields. The house was often called upon for search-and-rescue work, but the profits from this activity were minor compared to prospecting.

The aspect of the war that had the greatest impact on the house was the rise of Droaam. House Tharashk has formed strong ties with the Daughters of Sora Kell. The house is helping the Daughters



THARASHK CLANS AND NAMES

Clan lineage is very important to Tharashk heirs, and few use the d'Tharashk name in daily life. The three primary clans are Velderan, Torrn, and Aashta, but there are a number of lesser clans tied to the house, so a PC heir doesn't have to use one of these three names. Although the clans work together for the good of the house, heirs also work for the good of their clans, and PCs could be caught up in clan feuds.

locate and mine the resources of their lands, and brokering the services of monstrous mercenaries . . . and profiting from both.

KEY LOCATIONS

Zarash'ak: The seat of House Tharashk is located in the port city of Zarash'ak in the Shadow Marches. Given the difficulty of overland travel through the Marches, the port is a vital point of contact with the outside world, and ships arrive regularly from Sharn and Stormreach.

Graywall: Graywall is the home of the Liondrake's Roar, and it is here that Tharashk recruits its monstrous mercenaries. The Daughters of Sora Kell have given House Tharashk authority over the foreign quarter of Graywall; the half-orc Khundran Torrn administers justice in the quarter.



INFLUENTIAL MEMBERS

The Triumvirate: Tharashk is governed by a council of three, one representative from each major clan.

Maagrim Torrn: The female half-orc Maagrim is the oldest of the triumvirs. A skilled druid, she has ties to the Gatekeepers of the Shadow Marches.

Khandar'aashta: Clever and charismatic, the male half-orc Khandar has great ambition and a dark heart. He is ruthless in matters related to expanding the power of the house.

Daric Velderan: This male human is the gentlest of the triumvirs. Daric would like to see the house become a positive force in the war-torn world.

Kava Velderan: A human heir of the house, Kava makes her home in the Dragon Towers district of Sharn. She runs the Globe Information Agency, the largest inquisitive service in the city. Kava is utterly dedicated to her work, and once she takes on a case, she will go to any length to see it through.

GUILDS AND ORGANIZATIONS

The Finders Guild: The Finders Guild oversees a range of different services. The most lucrative of these is the prospecting division. In addition to locating dragonshards and other precious resources, the guild undertakes more mundane tasks, such as helping villages find sources of water or helping archaeologists locate relics. The guild has even worked with Riedrans in Xen'drik, finding the crystals that the Riedrans use in their architecture.

The Finders Guild also dominates the urban inquisitive trade, providing a wide range of investigative services. Its primary competition in this field is House Medani, but whereas Medani provides counter-

espionage to wealthy clients, the Finders Guild makes its services available to the common folk.

Finally, the Finders Guild trains and licenses bounty hunters—both those who hunt fugitives (and who must compete with the Sentinel Marshals of House Deneith) and those who eliminate dangerous monsters.

Liondrake's Roar: A new branch of the house, the Liondrake's Roar was established to broker the services of monstrous mercenaries from Droam. The group includes soldiers and laborers, and it is through this service that some of these creatures have become more common in the wider world. Thanks to the Roar, ogre laborers can be seen hauling goods in many western cities—places where before the war, they would likely have been attacked on sight. A portion of the profits returns to the Daughters of Sora Kell; the hags believe that the Roar will raise Droam's standing in the eyes of the world.

Cults of the Dragon Below: The Cults of the Dragon Below have deep roots in the Shadow Marches. Many among the Aashta clan and its allies cling to these old ways. Every sect is different, and many are not actually dangerous—but they can certainly be disturbing to outside observers. Some among them do hope to use the resources of the house to call up the ancient darkness from the world below.

The Gatekeepers: Although some Tharashk heirs follow the path of the Dragon Below, others respect the teachings of the Gatekeeper druids. This tradition is especially strong in the Torrn clan; PCs who have ties to the Gatekeepers might receive aid from Torrn heirs.

Tharashk Hunter	Level 6 Artillery
Medium natural humanoid, human	XP 250
Initiative +7	Senses Perception +11
HP 56; Bloodied 28	
AC 18 (20 vs. ranged attacks); Fortitude 19, Reflex 19, Will 18	
Speed 7	
① Longsword (standard; at-will) ♦ Weapon +11 vs. AC; 1d8 + 4 damage.	
② Longbow (standard; at-will) ♦ Weapon Ranged 20/40; +13 vs. AC; 1d10 + 5 damage.	
Pinpoint the Prey (standard; recharge ② ② ②) +13 vs. AC; 1d10 + 5 damage, and the target grants combat advantage to each ally that can see it (save ends).	
Cripple the Prey (standard; recharge ②) +13 vs. AC; 2d10 + 5 damage, and the target is slowed (save ends).	
Ranged Awareness	A Tharashk hunter gains a +2 bonus to AC against ranged attacks.
Swift Stalker	A Tharashk hunter can move its speed without taking any penalty to Stealth checks.
Alignment Unaligned	Languages Common, Goblin
Skills Athletics +12, Insight +11, Nature +11, Stealth +12	
Str 18 (+7)	Dex 19 (+7)
Con 14 (+5)	Int 10 (+3)
Equipment hide armor, longsword, longbow with 20 arrows	Wis 16 (+6)
	Cha 10 (+3)

HOUSE THURANNI

Once part of House Phiarlan, the elves of House Thuranni are now the rivals of their kin, competing in the fields of entertainment and espionage. The Thuranni elves bear the Mark of Shadow, and they have the same skills and powers as their Phiarlan cousins. However, House Thuranni is smaller than House Phiarlan and has fewer resources. This discrepancy gives Phiarlan an edge when it comes to entertainment and information-gathering. But Thuranni is unmatched in one field: assassination. Like the displacer beast they use as their seal, House Thuranni elves are deadly and all but untouchable.

HISTORY

Even though the agents of House Phiarlan's Serpentine Table are spies and espionage experts, the leaders of the house have always sought to be a force for order and balance. On more than one occasion they helped a rightful heir of Galifar defeat would-be usurpers, and if Queen Mishann had called on the house for help, the Last War might have come to an abrupt end. House Phiarlan did good business during the war: Every nation needed intelligence. However, this work put the house under tremendous pressure. Shadowmarked elves from different families often found themselves working at cross-purposes, and some lost sight of their neutrality and developed attachments to a particular nation.

This situation came to a head in 972 YK, when Thuranni assassins turned on another family within House Phiarlan—the Paelion line. The few Paelions who survived this attempt at extermination went into hiding. Baron Elvinor Elorrenthi d'Phiarlan condemned the action and called for the excoriation of the entire Thuranni family. Elar Thuranni refused to accept this judgment, declaring his family to be a new house. After years of argument, the Twelve agreed, and House Thuranni was born.

This is the official story of the Shadow Schism, but many questions remain. What triggered the massacre of the Paelions? Elar claims to have uncovered a Paelion plot to assassinate kings and dragonmarked barons. But there are those who say that both Elar and Elvinor wanted the split, and used the Paelions as scapegoats. If this is true, what could be the reason?

The Last War: For most of the Last War, the Thuranni were part of House Phiarlan. The Thuranni line was concentrated in northwestern Khorvaire and performed much of its work for Karrnath. It worked closely with the Order of the Emerald Claw, and some say that House Thuranni continues to work with the Emerald Claw today.

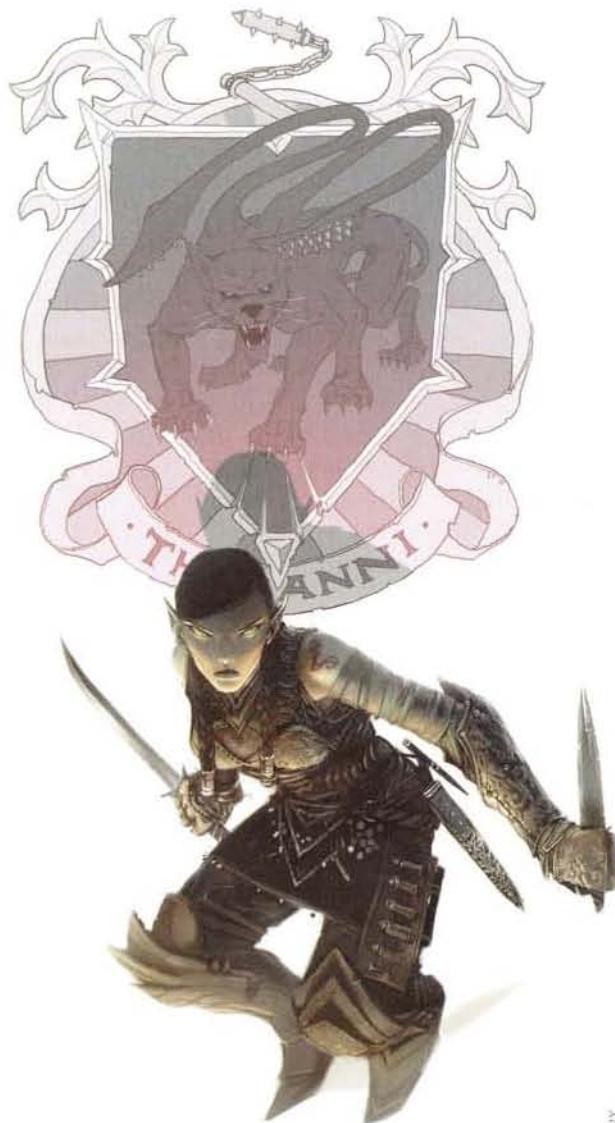
KEY LOCATIONS

The Shadow Network has safe houses hidden across Khorvaire, but the major enclaves of House Thuranni are found in Karrnath and the Lhazaar Principalities. Since the Schism, House Thuranni has been expanding its operations and has established small enclaves in Q'barra and Droaam.

Regalport: The oldest and largest House Thuranni enclave is in Regalport, the capital city of the Lhazaar Principalities. This is the home of Baron Elar d'Thuranni, who divides his time between this city and a smaller outpost in the Dancing Shadows district of Sharn.

Stonespur: There are rumors that Baron Elar has been constructing secret enclaves for activities that the Shadow Network wants to hide even from trusted clients. Sailors claim to have seen a black citadel near the island of Stonespur, protected with powerful magic; this could be one of Elar's secret fortresses.

Tantamar: This town, centrally located in the mainland portion of the Lhazaar Principalities, is the



heart of House Thuranni's activities on Khorvaire proper. The house has established a grand theater in Tantamar, and the finest artists of the Shadow Network perform on this stage.

The True Shapers: When the Thuranni were part of House Phiarlan, they oversaw the Demesne of Shape, home to the material arts. Following the Shadow Schism, House Thuranni retained possession of the demesne, located in Atur in Karrnath. When House Phiarlan established a new Demesne of Shape in Thaliost, House Thuranni renamed its enclave the True Shapers. It is home to some of the finest masters of architecture, costuming, sculpture, and painting; students come from across Khorvaire to learn from them.

INFLUENTIAL MEMBERS

Baron Elar d'Thuranni: Baron Elar is an enigmatic figure, driven and charismatic. It was Elar who ordered the extermination of the Paelion line, and who forced the Twelve to accept a new dragon-marked house. Always working to strengthen his line, Elar is willing to make great sacrifices to accomplish his goals, and he expects the same of those around him.

Elar's connection to the Mark of Shadow is exceptionally strong. He is accompanied by two sword wraiths named Wrem and Wrek, who serve as bodyguards and advisors. The origin of these spirits remains a mystery; some say that they are embodiments of the Mark of Shadow itself, made manifest to guide the baron. (These sword wraiths do not have the *spawn wraith* power, but are otherwise as described in the *Monster Manual*.)

The nature of Elar's schemes could affect a Thuranni PC drawn into his service. If you decide that Elar seeks only to expand the influence of his family, PCs might be called upon to hunt down surviving Paelions or to undermine House Phiarlan. But if you decide that Elar has ties to the Order of the Emerald Claw—or to the Shadowfell itself—a PC might have to decide whether to embrace Elar's purposes or challenge them.

GUILDS AND ORGANIZATIONS

Shadow Network: Unlike House Phiarlan, House Thuranni combines its espionage and artistic activities in a single guild. Although some heirs specialize in one path or the other, every Thuranni is to some degree involved in espionage. As with House

Phiarlan, House Thuranni's covert services are made available only to clients chosen by the house; one can't simply hire a Thuranni spy.

House Thuranni excels both in the shaping arts and in the field of assassination. Members of House Thuranni are concerned with the prosperity of their house, not with abstract ideals of order or balance.

The Bloody Shadows: Although there is a strong rivalry between House Thuranni and House Phiarlan, there is a strict limit to the feud: no assassination. If a Phiarlan interferes with the mission of a Thuranni, he'll try to prove his superior skills, but he won't expose the rival spy. It's a game. But there is a third player, and it doesn't follow the rules. The Bloody Shadows are the survivors of

the Paelion line, those skilled or lucky enough to escape the extermination attempt. Though few in number, the Bloody Shadows are lethal assassins, careful and patient. The Shadows want to make their cousins suffer; a Bloody Shadow might draw out his vengeance against a Phiarlan PC over months or years, causing as much pain as possible before striking the final blow.



Thuranni Assassin

Medium fey humanoid, elf

Level 10 Lurker

XP 500

Initiative +15 Senses Perception +14, darkvision

HP 160; Bloodied 80

AC 24; Fortitude 20, Reflex 23, Will 21

Speed 6

① Dagger (standard; at-will) ♦ Weapon

+13 vs. Reflex; 1d4 + 7 damage.

② Crossbow (standard; at-will) ♦ Weapon

Ranged 15/30; +15 vs. AC; 1d8 + 5 damage.

③ Shadowblind (standard; recharge [] [])

Ranged 10; +11 vs. Will; 2d6 + 5 damage, and the target is blinded (save ends).

Cloak of Shadows (standard; at-will)

The Thuranni assassin gains total concealment from all creatures until it hits with an attack.

Combat Advantage

A Thuranni assassin deals 2d8 extra damage on attacks against any creature granting combat advantage to it.

Mark of Shadow

When a Thuranni assassin misses with an attack while hidden, it remains hidden.

Elven Accuracy (free; encounter)

A Thuranni assassin can reroll an attack roll and must use the second roll.

Wild Step

A Thuranni assassin ignores difficult terrain when it shifts.

Alignment Unaligned **Languages** Common, Elven

Skills Acrobatics +16, Bluff +13, Stealth +16, Thievery +16

Str 16 (+8) **Dex** 22 (+11) **Wis** 18 (+9)

Con 12 (+6) **Int** 12 (+6) **Cha** 16 (+8)

Equipment leather armor, 2 daggers, crossbow with 20 bolts



HOUSE VADALIS

The humans of House Vadal is bear the Mark of Handling, which gives members a bond to natural creatures. The most significant business of the house is the breeding and sale of animals. Through use of the mark and primal magic, House Vadal is has developed the art of magebreeding—weaving magic into natural bloodlines, binding new strengths into mundane creatures. The Mark of Handling has also allowed Vadal is to domesticate creatures that few unmarked trainers could manage. If one wants a griffon mount or a warhorse with preternatural strength and speed, House Vadal is is the place to find it.

House Vadal is is a family first and a business second. Although many heirs choose to work on one of the massive ranches, others prefer to wander the world, and are often found in places too small to support dragonmarked enclaves. A village with no Sivis message station might have a Vadal is heir who raises birds, using the Animal Messenger ritual to help his community speak to the outside world. Wherever they go, whether they work for a house business or find their own paths, Vadal is heirs are expected to respect the bond of blood and to help one another in times of trouble; the family comes before all else.

The Mark of Handling has a primal aspect, and House Vadal is has produced a number of gifted druids. Over the course of the last century, the house has sought to strengthen ties to the druids of the Eldeen Reaches. The Wardens of the Wood are on good terms with House Vadal is, but the Ashbound druids despise the magebreeders, and have attacked Vadal is ranches on many occasions.



HISTORY

Around 2,000 years ago, a few human families traveled west to settle in what is now the Eldeen Reaches. It was a hard land, but they endured—and two centuries later, the Mark of Handling appeared on their children. This event was seen as a gift from the Sovereign Host, a way to help the Vadal is families survive and prosper in the hard lands.

Today House Vadal is is seen as fairly benevolent, but there are dark secrets in its past. The Seryan line of the house has always been interested in the dark power of the natural world. While others focused on breeding better livestock, the Seryans studied the displacer beast and the dire wolf. Their research came to the fore during the War of the Mark. House Vadal is takes bloodlines seriously, and it was quick to join

the other houses in the effort to eliminate bearers of aberrant dragonmarks.

During that war, the Seryans revealed the fruits of their labors: horrific living weapons. Much of their work was so terrible that records of it have been suppressed. Following the war, their creations were destroyed and their practices outlawed by the new Council of the Twelve.

Following the War of the Mark, the heirs of House Vadal is settled into their work, breeding mounts and livestock and wandering the world.

House Vadal is has never been one of the most powerful or profitable houses, and it has never tried to be. The Vadal is heirs are a family, and they do what they love.

The Last War: The Last War was good for house business. House Vadal is produced magebred bears for the Brelish special forces, dragonhawks for Aundair, and all manner of mounts and warbeasts. It was during the war that the organization known as the Feral Heart rose within the house—a group that sought to re-create and improve upon the forbidden

MAGEBRED ANIMALS

Vadal is magebreeders combine ritual magic and science in their work, drawing on both mystical power and ancient traditions of animal husbandry to strengthen a breed and draw out those characteristics that will prove most useful to the clients of the house.

As far as the public knows, Vadal is magebreeding techniques can be used only on natural beasts. The simplest way to approach magebreeding is to add one of the improvements below to a standard creature. The most superior beasts have templates. The DM could certainly create additional and unusual magebred creatures by adding fantastic improvements or allowing templates that can normally be applied only to humanoids to be applied to beasts. For

example, a magebred war tiger might have the savage berserker template from the *Dungeon Master's Guide*.

MAGEBRED IMPROVEMENTS

Improved Physique: +2 bonus to Strength, Dexterity, and Constitution.

Tireless: +3 bonus to Endurance checks.

Sharpened Senses: +3 bonus to Perception checks and Insight checks.

Bred for Speed: +1 bonus to speed.

Durable Beast: an additional healing surge.

Quiet: +3 bonus to Stealth checks.

Hard to Hurt: +1 bonus to Fortitude, Reflex, or Will.

techniques of the Seryan line, including the practice of magebreeding humans.

During the Last War, the Eldeen Reaches seceded from Aundair. Even though its seat of power lay within the newly independent Eldeen Reaches, House Vadalis remained neutral in this struggle and still takes no side in the clash between the two nations.

Toward the end of the war, the hunters of Balinor's Blessed ignited a bitter feud between House Vadalis and the Valenar elves when they sought to steal a herd of Valenar horses. House Vadalis is fascinated by these animals, and is always interested in acquiring a Valenar steed; however, to date it has not managed to breed one of the fey horses.

KEY LOCATIONS

House Vadalis has a smaller footprint than most of the other dragonmarked houses. A city might have a small outpost where Vadalis breeders come to sell their stock, but the house has only a few major enclaves—the ranches where breeding occurs.

Foalswood: The ancestral seat of the house and the largest of its ranches lies near the city of Varna in the Eldeen Reaches. Foalswood has come under attack by the Ashbound druids on multiple occasions.

The Hearth: This ranch is located near the city of Wroat. Since the destruction of Cyre in the Mourning, the Hearth has become the new home of the Feral Heart.

INFLUENTIAL MEMBERS

Dalin d'Vadalis: Dalin is the current leader of House Vadalis, but like most of his kin, he doesn't bother with titles. Dalin is a friendly man with a good heart, who truly believes that his house is helping to make the world a better place. He is only beginning to uncover the activities of the Feral Heart, and might employ Vadalis PCs in efforts to investigate or shut down the organization.

Mazina d'Vadalis: The chief magebreeder of the Hearth, Mazina is also a driving force behind the Feral Heart... and a faithful cultist of the Dragon

Below. She is drawing on the forces of Khyber and binding them to the beasts of the Feral Heart as part of a greater scheme to spread chaos across the world.

Sasik d'Vadalis: Dalin's brother Sasik is the consort of Queen Aurala of Aundair. Although he has formally severed ties to House Vadalis and forgone his birthright, he has held onto the family name—an act forbidden by the Korth Edicts. Some fear that Aurala intends to abandon the Korth Edicts, and that this marriage is an effort to bind House Vadalis to her throne.

GUILDS AND ORGANIZATIONS

Handlers Guild: The Handlers Guild oversees research into the breeding, sale, care, and training of animals. In addition to managing the House Vadalis ranches, licensed handlers can be found working with farming communities, stables, and caravans across Khorvaire, seeing to the care and training of animals. Although magebreeders might have the higher public profile, guild members also serve as drovers, shepherds, and stable hands. Anything tied to the care of animals is within the purview of the Handlers Guild.

Balinor's Blessed: These dragonmarked hunters specialize in the live capture of exotic animals. Balinor's Blessed bring griffons' eggs and live displacer beasts back to the ranches, and when some new and interesting beast is discovered, it is the Blessed who are sent to investigate. A PC who is a member of the Blessed could have many adventures tied to the capture of such marvelous creatures.

The Feral Heart: This is the dark shadow hidden within House Vadalis. The magebreeders of the Feral Heart seek to unleash the full potential of the natural world—no matter how horrific. They have been uncovering the forbidden techniques of the Seryan line, and even searching for the tools of the daelkyr in hopes of creating living weapons of war. The Dragon Below cultist Mazina is secretly using the Heart as a cover to bring fiendish spirits into the world. Will PCs who fight the beasts of the Feral Heart discover the secrets of their makers?

HOUSE VADALIS AND THE DRUIDS

With its headquarters in the Eldeen Reaches, House Vadalis is in frequent contact and occasional conflict with the druidic sects of the Reaches (see page 132).

House Vadalis makes extensive use of primal power in its work, and claims a significant number of druids, shamans, and wardens among its members. The Handlers Guild generally gets along fine with the Wardens of the Wood and the Greensinger sects, who view the work of the house as an acceptable use of nature's power to serve the needs of civilized society.

The Ashbound sect, however, views all the operations of House Vadalis as an abomination, a warping of nature's

pure and perfect state. The Ashbound wage a constant war of sabotage and vandalism against Vadalis holdings, and they have been known to slaughter magebred animals wherever they find them. In certain areas of the Reaches, farmers refuse to buy magebred draft animals from House Vadalis, fearing that the Ashbound will simply kill the animal.

All of the druid sects oppose the practices of the Seryan line and would condemn the Feral Heart and its operations if they were aware of that branch of the house. There's a good reason the work of the Feral Heart is centered outside the Eldeen Reaches.

HOUSE TARKANAN

A shadow has fallen across the Draconic Prophecy. A dark time lies ahead. This assertion might be borne out in the resurgence in aberrant dragonmarks, unpredictable marks that hold deadly magical powers. Fifteen hundred years ago, the founders of the modern dragonmarked houses fought a war to exterminate all who carried aberrant marks, and for centuries it seemed that they had succeeded. Now aberrant marks are returning to Eberron. This time, the aberrant lords intend to be ready for battle. House Tarkanan is both a haven for aberrants and an assassins guild; here, those with aberrant marks are taught to harness their powers and prepare for the battles ahead.

HISTORY

The War of the Mark occurred 1,500 years ago, when the dragonmarked houses exterminated the bearers of aberrant marks. The greatest aberrant leader was Halas Tarkanan, who took refuge in the city of Dorasharn with his troops and his consort, the Lady of the Plague. When it became clear that the war could not be won, Halas and his lady destroyed the city with their death curses, shattering the towers with earthquakes and calling up hordes of vermin from the depths. Modern Sharn was eventually built upon the ruins of Dorasharn.

For over 1,000 years, aberrant marks have been rare and relatively weak. Over the last decade, however, aberrant marks have been appearing in far greater numbers, some with remarkable power. House Tarkanan was founded in defiance of the Twelve; it is



actively searching for those who bear aberrant dragonmarks and training them in the use of their powers. A criminal guild specializing in assassination and theft, House Tarkanan is set up as a mockery of a dragonmarked house. Most of House Tarkanan's members use the surname Tarkanan as a sign of their allegiance.

Unlike other dragonmarks, aberrant marks are not bound to any bloodline, and can appear on anyone, of any race. Members of House Tarkanan come from all walks of life. Those who serve in the house guild are experienced killers and thieves: Some are former spies and soldiers, and others have been trained by the guild itself. Members of House Tarkanan come from many nations and all levels of society. Some have lost everything because of their marks. Others have managed to hide their marks from the world at large, and these agents serve the interests of House Tarkanan in the wider world.

KEY LOCATIONS

At the moment, House Tarkanan is far smaller than any of the other dragonmarked houses. But it is actively expanding, as Tarkanan seekers roam Khorvaire looking for aberrant heirs.

Sharn: House Tarkanan is based in the city of Sharn. Thora Tarkanan runs the business side of the house out of her mansion in the Dragon Towers district of Sharn. Other operations are based in a buried tower in Khyber's Gate, below Sharn—an old remnant of Dorasharn uncovered by the Son of Khyber (see below). Recently the house has begun to expand operations, and it has established safe houses in Fairhaven, Korth, and other cities.

USING HOUSE TARKANAN

If the PCs are closely allied with one of the houses of the Twelve, House Tarkanan can be an enemy. The Son of Khyber seeks vengeance against the other houses and plans to sabotage house holdings; PCs could easily be caught in the crossfire of such actions. Other houses—particularly House Thuranni—want to eliminate the aberrant house, and PC heirs could be placed in the vanguard of such assaults.

On the other hand, if one or more of the PCs have an aberrant dragonmark, they could be recruited into House Tarkanan. House Tarkanan can provide the PCs with valuable resources, but will expect them to help the house. If they aren't willing to be assassins, the PCs could be asked to help in other ways—finding other aberrants and bringing them to a Tarkanan safe house; battling Thuranni assassins; acquiring

lost treasures from the War of the Mark; or stopping House Cannith or House Jorasco from developing weapons or diseases designed to attack aberrants.

The choice is yours. House Tarkanan can easily be a sinister cabal of assassins with disturbing powers. Or it can be a courageous band of outsiders joining together to battle the oppressive power of the dragonmarked houses. Do what best suits the story you want to tell.

Whichever path you take, aberrant dragonmarks should be frightening; there's a good reason why common folk are afraid of them, and until a character learns to control his or her mark, that character is a threat to others. You might use House Tarkanan as an unexpected savior—but it should always be a grim house.

GUILDS AND ORGANIZATIONS

Tarkanans' operations fall into two categories. The business side of the house sells the services of assassins and thieves. Senior assassins are known as barons; junior members are called lords and ladies.

The house also recruits people with aberrant dragonmarks and teaches them both to use their marks and to fight or steal.

Tarkanian Soldier		Level 5 Soldier
Medium natural humanoid, human		XP 200
Initiative +6	Senses Perception +3	
HP 63; Bloodied 31		
AC 20; Fortitude 19, Reflex 17, Will 16		
Speed 5		
① Battleaxe (standard; at-will) ♦ Weapon		
+12 vs. AC; 1d10 + 4 damage, and the target is marked until the start of the Tarkanian soldier's next turn.		
② Handaxe (standard; at-will) ♦ Weapon		
Ranged 5/10; +12 vs. AC; 1d6 + 4 damage.		
③ Khyber's Grasp (standard; encounter) ♦ Necrotic		
Close blast 3; +9 vs. Fortitude; 2d8 + 4 necrotic damage, and the target is immobilized (save ends).		
Watchful Eye (immediate reaction, when a marked enemy leaves an adjacent square; at-will)		
The Tarkanian soldier makes a melee basic attack against the enemy, even if the enemy is shifting.		
Alignment Unaligned	Languages Common	
Skills Athletics +11, Intimidate +7		
Str 18 (+6)	Dex 15 (+4)	Wis 12 (+3)
Con 15 (+4)	Int 10 (+2)	Cha 10 (+2)
Equipment chainmail, battleaxe, handaxe		

Tarkanian Assassin		Level 9 Elite Skirmisher
Medium natural humanoid, human		XP 800
Initiative +11	Senses Perception +10	
HP 152; Bloodied 76		
AC 26; Fortitude 22, Reflex 25, Will 25		
Saving Throws +2		
Speed 6		
Action Points 1		
① Dagger (standard; at-will) ♦ Weapon		
+14 vs. AC; 1d4 + 5 damage.		
② Tear through Space (standard; recharges when first bloodied) ♦ Teleportation, Weapon		
The Tarkanian assassin teleports up to 6 squares, and each enemy adjacent to the square where it appears grants combat advantage to it; the assassin then makes the following attack: +14 vs. AC; 2d4 + 7 damage.		
③ Khyber's Veil (minor 1/round; at-will) ♦ Illusion		
Close burst 3; targets one creature; the Tarkanian assassin is invisible to that target until the end of the assassin's next turn.		
Combat Advantage		
A Tarkanian assassin deals 2d6 extra damage against any creature granting combat advantage to it.		
Fearsome Blade		
A Tarkanian assassin can score a critical hit on a roll of 18-20 when making a dagger attack.		
Alignment Unaligned	Languages Common	
Skills Bluff +13, Stealth +17, Streetwise +13, Thievery +14		
Str 14 (+6)	Dex 20 (+9)	Wis 12 (+5)
Con 16 (+7)	Int 13 (+5)	Cha 18 (+8)
Equipment dagger		



INFLUENTIAL MEMBERS

Thora Tarkanian: The house was founded by Thora Tavin—now Thora Tarkanian—in 990 YK. In 998 YK, Thora relinquished her leadership role to a human known within the organization as the Son of Khyber. Even though the Son of Khyber now leads the house, Thora remains its public face. It is Thora who arranges assassination contracts with the nobles of the Five Nations, while the Son of Khyber remains out of sight, building an aberrant army.

The Son of Khyber: Little is known about this figure or his relationship with Thora, but he bears the strongest aberrant mark seen in this age and the skills of a military commander. Some say that he is Halas Tarkanian born again, and that he is preparing to lead his people into battle.



GODS AND COSMOLOGY

EBERRON IS a world of many religions, half a dozen continents, and an uncountable array of races, cultures, and creeds. Faith is a potent force: a shaper of history, an instigator of wars, a source of magic. Not everyone chooses a faith, and many who choose do not devoutly practice—but for those who do, religion stands above government, above mortal law, above even arcane magic as the ultimate power of Eberron.

This chapter discusses the seven major faiths of Eberron in turn, and concludes with a discussion of the planes that surround the world.

- ◆ **The Sovereign Host:** The most widespread faith of Khorvaire, the nine gods of the Sovereign Host rule over every aspect of civilized life. This faith is highly inclusive, teaching that every religious belief is an echo of the teachings of the Sovereigns.
- ◆ **The Dark Six:** The malign shadows of the Sovereign Host, these six deities embody the destructive aspects of the natural world and the worst aspects of civilized life.
- ◆ **The Silver Flame:** The Church of the Silver Flame is perhaps the greatest force for justice and good in the world. The greatest paladins of legend, mighty heroes who dedicate their lives to purging the world of demonic horrors and other great evils, were champions of the Silver Flame.
- ◆ **The Blood of Vol:** Often misunderstood and feared, the faith of the Blood of Vol teaches its followers to seek divinity through undeath.
- ◆ **Cults of the Dragon Below:** Not a unified religion, these scattered cults serve forces of madness and destruction embodied in the Dragon Below.
- ◆ **The Path of Light:** The teachings of the kalashtar encourage their followers to usher in a new age of light and peace.
- ◆ **Elf Religion:** The elves of Aerenal and Vale-nar revere their ancestors, either embodied in undead forms or incarnated in their heroic descendants.
- ◆ **The Planes:** Though they are not the homes of Eberron's gods, the planes above, below, and around the world have a profound influence on the world.

CIBRAN JOSIC







The Sovereign Host



The Dark Six



The Silver Flame



Cults of Khyber



The Path of Light



The Undying Court

THE PANTHEONS AND DEITIES OF EBERRON

Faith, Pantheon, or Deity	Alignment	Areas of Influence
The Sovereign Host	Good	All the world, focused primarily on aspects of civilized life
♦ Arawai	Good	Agriculture, fertility, the wilderness as natural resources
♦ Aureon	Unaligned	Knowledge, law, arcane lore and magic
♦ Balinor	Unaligned	Beasts, the hunt, the cycle of life
♦ Boldrei	Good	Community, home, hearth
♦ Dol Arrah	Lawful good	Light (physical and metaphorical, the goodness of the soul), honor, selflessness, military strategy, war
♦ Dol Dorn	Unaligned	Courage, duty, physical prowess, soldiers and warriors, war
♦ Kol Korran	Unaligned	Wealth, trade, commerce
♦ Olladra	Good	Fortune, luck, success
♦ Onatar	Unaligned	Forges, crafts, industry, fire
The Dark Six	Evil	All the world, especially the primal wilderness and nature's destructive forces
♦ The Devourer	Chaotic evil	Storm, flood, famine, other aspects of nature's wrath; also, the sea
♦ The Fury	Chaotic evil	Wrath, passion, vengeance
♦ The Keeper	Evil	Gluttony, greed, necromancy
♦ The Mockery	Evil	Violence, betrayal, dishonorable victory, love of carnage, war
♦ The Shadow	Chaotic evil	Ambition, dark magic, corruption
♦ The Traveler	Unaligned	Change, cunning, innovation, deception
The Silver Flame	Lawful good	Protection, generosity, destruction of evil and the unnatural
The Blood of Vol	Unaligned or Evil*	Divine power of the blood, immortality, undeath
Cults of the Dragon Below	Chaotic evil	Madness, destruction, aberrant creatures, darkness
The Path of Light	Lawful good	Light, progress, self-improvement, freedom
Elf Religion	Unaligned	The elf people and society
♦ The Undying Court	Unaligned	Immortality, elven society, history
♦ The Spirits of the Past	Unaligned	Glory, elven history and heroes

*Although the general precepts of the Blood of Vol are grim, they are not necessarily evil, and the majority of its worshipers are the same. Those who are aware of and revere the true figures at the heart of the faith, however—Vol herself and the Crimson Covenant—are of a far darker, more malicious bent.

THE SOVEREIGN HOST

The worship of the Sovereign Host is the most widespread of Eberron's religions, particularly across Khorvaire, and also one of the oldest. Throughout its history it has been challenged by newer, more dynamic faiths, split by a great schism, and wracked by strife as the Last War pitted worshiper against worshiper. Yet the faith of the Sovereign Host is infinitely adaptable and easy to follow, and it is these traits that have allowed it not merely to survive but to thrive.

LORE OF THE SOVEREIGN HOST

HISTORY

History DC 15: Faith in the Sovereign Host has spread as far as it has and lasted as long as it has not by converting others to the religion, but by adapting other religions to it. If the Vassals come across a tribe of goblins worshiping a strange god of war, they assume that the god is in fact a primitive version of Dol Dorn. They then approach the goblins as comrades in faith, introducing them to the other gods in "their" pantheon. Although this tactic is criticized by members of other faiths as patronizing, it is clearly effective.

History DC 25: As Religion DC 25.

RELIGION

In addition to the information presented here, a character can attempt a DC 15 Religion check to determine whether he or she knows the specifics of a holiday, a ritual, or another aspect of the faith.

Common Knowledge: The Sovereign Host is a pantheon of nine deities: Arawai, Aureon, Balinor, Boldrei, Dol Arrah, Dol Dorn, Kol Korran, Olladra, and Onatar. The overwhelming majority of Vassals—as worshipers of the Host are known—revere the entire pantheon, not just one or two of its number.

Religion DC 15: A character who succeeds at this check knows the specific personality and areas of influence of each god of the pantheon. (See the table on the facing page, as well as the *EBERRON Player's Guide*.)

The gods of the Dark Six and the gods of the Sovereign Host were once part of the same pantheon, but the Dark Six were banished in a great event known as the Schism. Even today many Vassals still offer prayers to the Six as well, if only to stave off their wrath.

Tales of precisely what caused the Schism differ from one sect or temple to the next. Many Vassals believe it to have been a simple conflict between good and evil. Others point out that most of the gods of the

Host are gods of civilization (and that even Arawai and Balinor, the two exceptions, represent the wilderness through civilization's eyes—agriculture and hunting being obvious necessities of civilized life), and most of the Dark Six are gods of the wild. This view maintains that the Schism was a conflict not between good and evil, but between progress and barbarism.

Religion DC 20: Religious texts refer to the Sovereign Host and the Dark Six as "Nine and Six and One." Even though many Vassals today believe the "Nine" and "Six" are obvious references to the two separate pantheons, these references predate the Schism. Some speculate that they refer to the nine gods of civilization (most of the Host plus the Mockery and the Traveler) and the six gods of the wild (the remaining four Dark Six plus Arawai and Balinor).

What of the "One," then? The most common belief among the Vassals is that the One refers to the Sovereign Host as a whole (and indeed, some texts translate the phrase as "Nine and Six in One"). This belief holds that the pantheon is capable of acting as a single unit, without the need for discussion, debate, or delay. The Schism, then, was the banishment of the Dark Six from this communal entity.

Religion DC 25: Through a careful study of faiths around the world, scholars can build a rough map of the evolution of this religion. The draconic faith of Thir maintains that in the Age of Demons sixteen great or infamous dragons, called Sovereigns, ascended to godhood to watch over the world.

As the dragons spread across the world, legends of those Sovereigns took root in humanoid cultures. For example, the dragon Ourelonastrix, discoverer of the Prophecy, is represented in faiths across the world in the form of a divine bringer of knowledge and magic.

Following the fall of the agnostic empire of Dhakaan, some goblins created a pantheon of sixteen gods, inspired by the sixteen dragon Sovereigns. When humans first reached Khorvaire from Sarlonia, they brought with them their own pantheon of nine deities. When these humans encountered and mingled with the goblins, they equated their deities with nine of the goblins' own, adopting the remaining six—the Dark Six—as sinister gods.

Despite the likely influence of the draconic faith, few human worshipers of the Sovereign Host know anything about Thir, or believe that the Sovereigns have anything to do with dragons. (The Temple of the Wyrm Ascendant, popular in Stormreach and among the dragonborn, is an exception. Its followers hold that through their actions they too can join the Sovereigns in the heavens.) Most Vassals who know of this history view the sixteen dragons, the Nine of Pyrine, and the goblin pantheon as early and primitive misunderstandings of the true pantheon.

PRACTICING THE FAITH

Even though religion is part of daily life for most Vassals, it normally takes the form of minor prayers and rites. Formal worship and complex ceremonies are occasional observances.

The Celestial Crown: Almost everyone is familiar with the blue and gold symbol of the Sovereign Host, also known as the Octogram. Less well understood is the meaning behind a symbol of eight points for a pantheon of nine gods. Theories abound; one of the most common suggests that the symbol predates the birth of Kol Korran, the only “second generation” god of the pantheon. The most widely accepted belief in liturgical circles, however, is that the combination of eight points and two colors represents all sixteen entities—the Nine and Six and One.

The fact that the Celestial Crown is the symbol of the Sovereign Host is common knowledge; understanding the possible meanings behind the symbol requires a DC 20 Religion check.

CORE DOCTRINES AND BELIEFS

A character who makes a successful DC 15 Religion check is familiar with the core doctrines and beliefs of the Sovereign Host.

- ◆ **The Doctrine of Universal Sovereignty:** *As is the world, so are the gods. As are the gods, so is the world.*

In essence, this doctrine maintains that nothing in Eberron exists outside of the knowledge and influence of the gods. Although they are divine beings with their own identities, they are also a part of all things. Arawai doesn’t merely influence the crops, she is part of them. A farmer who prays to her while sowing his field isn’t trying to attract her attention, since she is already there; he is honoring her, hoping that his devotion will inspire her to bless his efforts. Onatar dwells in every spark in every forge, Dol Dorn in the flow of every battle, and so forth.

- ◆ **The Doctrine of the Divine Host:** *The Sovereign Host is one name, and speaks with one voice. The gods are the letters of that name, and the sound of that voice.*

The pantheon is more than the sum of its parts, and of far greater importance even than its individual members. Most Vassals worship the entire pantheon rather than choosing a single patron. That’s not to say that they don’t have their favorites; a blacksmith likely feels closer to Onatar than to the other Sovereigns, for instance, and many priests are better versed in the ceremonies of one than the others. But the Vassals acknowledge this relationship as one of preference and even intimacy, not of importance. Although the blacksmith devotes most of his attention to the Sovereign of Fire and Forge, he still recognizes that Onatar is no more important in the world than the other gods of the Host.

A minority of Vassals, called Disciples, devote the entirety of their worship toward a single god rather than the pantheon as a whole, while still acknowledging the Doctrine of the Divine Host. A rare few, called Hierocrats, refute the doctrine and believe that their chosen patron is more important and more powerful than the other gods. Most Vassals consider these individuals to be misguided.

Souls and the Afterlife: Vassals believe that the soul is a tiny spark of the divine, but that over the course of a mortal life, the soul’s divinity slowly fades. Because it therefore cannot return to the gods, it moves on to Dolurrh (see page 262)—not a place of punishment, but a place from which the divine is truly absent. Because Vassals foresee no reward in this afterlife, they consider the blessings of mortal existence much more important.

RITES AND PRAYERS

Most of the following information is common knowledge. A DC 15 Religion check is required to know basic prayers and minor rites. It requires a DC 20 Religion check to know how to conduct major rites of the faith.

Most rites of the Sovereign Host are quick, simple affairs that a Vassal can perform alone. Prayers and paens are entirely verbal (anything involving gestures is considered a rite), and are offered in gratitude: as thanks for a good harvest, for pleasant weather, or even for luck in avoiding those who mean do to one harm. Prayers are not used to request favors of the gods; this is done through rites.

MIXING AND MATCHING

The flexibility of the Sovereign Host and its undeniable links with the Dark Six allow worship of the pantheon to assume a wide variety of forms. A strange, death-obsessed sect known as the Restful Watch worships Aureon of the Host and the Keeper of the Dark Six, claiming that the former identifies and empowers great souls, while the latter keeps them for future return to the world of the living. Dwarves of the Mror Holds hold Onatar, Dol Dorn, and Kol Korran over all other gods; the goblin temples of Rhukaan Draal worship the bloody

combination of Balinor, Dol Arrah, Dol Dorn, the Mockery, and the Shadow.

Although most Vassals can accept such “lesser pantheons” when they are made up exclusively of gods of the Host, they repudiate any mixture of the Sovereign Host with the gods of the Dark Six. The suggestion that the two pantheons are equal strikes at the heart of their faith; even those Vassals who offer prayers to the Six on occasion still believe those gods to be separate from, and lesser than, the Sovereign Host.



Rites can be basic, with simple gestures added to prayers, but they can also be more complex affairs intended to ask the blessings of the Host. Such rites might involve ceremonial litanies, colored candles, the wearing of specific garb, or the burning of minor sacrifices. (Sacrifices might include bits of food or small goods of personal importance. Animal sacrifice is limited to major rites, and the Sovereign Host does not accept the sacrifice of sentient beings.)

Only priests are permitted to conduct major rites. These include the festivals of the gods and high holidays. Priests sing paeans, perform benedictions, and offer sacrifices. These ceremonies occur at fixed times, whether or not a congregation has gathered.

Priests are also responsible for ceremonies honoring births, marriages, coronations, and funerals. Even these, however, cannot be scheduled on a whim: they must take place during rites dedicated to one or more of the gods. Most marriages, for instance, take place during sacrifices to Arawai or Boldrei (although weddings during festivals of Kol Korran are not unknown). Birth celebrations and funeral observances occur during the festivals of whichever god the family reveres most strongly.

HOLIDAYS

A character who makes a successful DC 15 Religion check is familiar with the holidays of the Sovereign Host.

Each god has a number of holy days throughout the year, days on which priests and Vassals conduct minor rites and prayers. These honor not only the god, but also the god's area of influence; for instance, the festival of Dol Dorn honors warriors. Each god has a favored season, and when the god's festivals occur during that season, they are of far greater intricacy and importance, with major rites and sacrifices.

In addition to these regular ceremonies, the Vassals celebrate the following holidays.

Sun's Blessing (15 Therendor): A celebration of Dol Arrah, and a day of peace on which enemies set aside their differences.

Aureon's Crown (26 Dravago): A ceremony of knowledge, with lectures and sermons of either great interest or great boredom, depending on one's preferences. This has also become a common day for related secular events, such as graduation ceremonies.

Brightblade (12 Nymm): A day of athletic competitions and gladiatorial contests, dedicated to Dol Dorn.

The Hunt (4 Barrakas): A day of communal hunts, often of particularly dangerous beasts, in celebration of Balinor.

Boldrei's Feast (9 Rhaan): A celebration of community featuring great feasts and extravagant parties. It is also a day for secular elections.

THE CLERGY

A character who succeeds on a DC 15 Religion check understands the basics of the Vassals' religious leadership.

The Vassals have no single religious hierarchy. Different regions are guided by liturgical councils, but a council's role is to advise the region's temples, not to dictate their practices. For all practical purposes, each temple of the Host is an entity unto itself.

There are institutions that train and ordain priests in the ways of the Sovereign Host—and indeed, it is from these locations that most of the liturgical councils operate—but formally ordained priests are the minority of religious leaders among the Vassals. Many priests, particularly those in smaller communities, come into their posts naturally. A wise individual might wind up giving advice to neighbors more and more often, until he or she becomes a *de facto* priest. Others are forced into service, as something about them—a skill, a mannerism, or the ability to cast minor magic—convinces the people of the community that these beings are blessed. As long as these individuals make an effort to learn sufficient doctrine to conduct the Sovereign Host's rites, other priests are quick to recognize them.

The duties of a priest of the Sovereign Host are straightforward enough: He or she must perform the rites to the gods on their holy days, conduct major ceremonies such as weddings and funerals if asked to do so, advise the faithful on spiritual matters, and protect Vassals from harm to the best of his or her ability.

THE DARK SIX

The Dark Six are the savagery to the Sovereign Host's civility, the gloom to their brightness. Once part of the same pantheon until the Schism cast them out, they are the primitive, the bloody, and the cruel. Yet the Dark Six are no less vital a part of the world than their more beloved counterparts, no matter what the priests of the Host would have the faithful believe.

LORE OF THE DARK SIX

Because the two faiths are essentially the same in terms of history and development, characters seeking to learn about the Dark Six must know the same historical and religious lore presented in the Sovereign Host entry. Also as in that entry, characters can attempt Religion checks to see what they know about the Six's rites, practices, and beliefs.

A character who makes a successful DC 15 Religion check knows the specific personality and areas of influence of each god of the Dark Six. (See the table on page 240, as well as the *EBERRON Player's Guide*.)

PRACTICING THE FAITH

It's something of an open secret that most Vassals of the Sovereign Host also offer occasional prayers to the Dark Six, if only to avert their wrath. A farmer might pray to Arawai for a good crop, but he or she might also offer prayers to the Devourer to avert flood or drought. Doing this is only sensible, given the Dark Six's sway over the raw forces of the world, and as long as the faithful aren't blatant about it, the priests of the Host do not object.

But what of those who actually offer their devotion to the Dark Six? Priests of the Host say that only monsters, primitives, and the insane do so—and indeed, those groups do make up a sizable number of the Six's worshipers. Yet quite a few perfectly rational beings also devote themselves to the Dark Six. They, too, call themselves Vassals—partly because the title predates the Schism, and partly to hide beliefs that are frowned upon in most civilized regions. The followers of the Dark Six are not necessarily evil or even violent (although many are). Rather, they have come to believe, either through upbringing or experience, that the powers of the capricious wild are superior to those of civilization.

Unlike Vassals of the Host—who revere the pantheon as a whole, even if they feel particularly close to one deity—a worshiper of the Six normally grants one god the greater portion of his or her devotion.

The Dark Star: Also called the Hexagram, the bulky, six-pronged symbol of the pantheon holds obvious meaning. Each point and each dark hue represents one of the constituent gods. The fact that the "bar" of the Shadow and the Traveler bisects the others is taken by many to suggest that they are the symbolic "axis" that supports the rest of the Six.

Identifying the Dark Star as the symbol of the Dark Six requires a DC 20 Religion check, since it is far less well known than the Celestial Crown of the Host; knowledge of the meaning behind the symbol requires a DC 25 Religion check.

CORE DOCTRINES

A character who succeeds on a DC 15 Religion check is familiar with the core doctrines and beliefs of the Dark Six. Because they have even less formal structure than the Host, the Vassals of the Dark Six do not properly name or codify their doctrines, but in brief, they are as follows.

- ◆ *As is the world, so are the gods. As are the gods, so is the world.*

Although worshipers of the Six despise the title "Doctrine of Universal Sovereignty," this belief is identical to the Sovereign Host's principle of that name.

- ◆ The lot of mortals is reverence, obedience, acceptance, and fear.

Mortals might pray to the gods for their favor or to avert their wrath, but ultimately the place of mortals is to revere and to obey, to fear the gods rather than to love them. Mortals have no more right to expect the favor of the gods than they do to expect the weather to bend to their whims.

- ◆ Only obedience and reverence are rewarded after death.

Unlike Vassals of the Host, who believe that the soul is destined for Dolurrh because it loses its divinity, worshipers of the Dark Six believe that a very few mortals are chosen by the gods—particularly by the Keeper—for a greater paradise, a place of primal chaos but also of intense natural beauty. Only those who truly revere and accept the primacy and power of the Dark Six, and who are fully obedient to their priests, can hope to obtain this reward.

RITES AND PRAYERS

A successful DC 15 Religion check is sufficient for a character to know most of the following information. A DC 15 Religion check is required to know basic prayers or minor rites. It requires a DC 20 Religion check to know how to conduct major rites of the faith.

Like worshipers of the Host, Vassals of the Six offer prayers entirely as thanks—particularly in gratitude for avoiding misfortune. Prayers are chanted in peculiar cadences that are as important as the words themselves. Requests for the favor of the gods, or ceremonies to ward off their ire, are considered minor rites and are marked by offerings. Offerings need not be valuable, but they must be symbolically appropriate: sacrificing an animal to ensure the suffering of an enemy, or injuring oneself as an offering of pain to bring good fortune in a coming battle.

Major rites require the participation of a priest. Although held in secret, these rites nevertheless involve a large number of worshipers and large or multiple sacrifices. (In rare cases these do include human sacrifice.)

In addition to the various social ceremonies performed by clergy of the Host (funerals, weddings, and the like), priests of the Six are also responsible for mediating disputes, since Vassals of the Six cannot go to other authorities in case their religious proclivities should come to light. Priests are also responsible for requesting the gods' blessing on wars and for avenging insults to the faith.

HOLIDAYS

A character who makes a successful DC 15 Religion check is familiar with the holidays of the Dark Six.

During the course of a year, vassals conduct multiple festivals to honor each of the Dark Six and his or her areas of influence. In some regions, festivals occur weekly, while in others they are far less frequent. Priests conduct rites to the appropriate god on festival days whether or not any worshipers attend.

In addition, the Vassals celebrate the following holidays.

Wildnight (18-19 Sypheros): This wild festival to the Fury begins at sunset, and offers the faithful an opportunity to vent passions both violent and carnal.

Long Shadows (26-28 Vult): This three-day celebration of the Shadow is a time of dark magic.

THE CLERGY

A character understands the basics of the priesthood of the Dark Six with a successful DC 20 Religion check.

Most temples of the Dark Six are entirely independent. They are led by a high priest, who maintains the position only as long as he or she has the personal power and liturgical knowledge to keep another priest from usurping the title.

In areas where the Dark Six are worshiped openly, such as portions of Dargun, temples might form liturgical councils like those of the Host. Unlike their Sovereign counterparts, however, these councils are devoted to a specific god, not to the whole pantheon.

Priests of the Dark Six can come into their positions in several ways: through being brought up in a powerful religious family; through personal apotheosis, such as a sudden experience that grants an individual a heightened devotion to one of the Six; or at the whim of a higher priest, since the credo of obedience permits religious leaders to command Vassals to assume any duty.

THE SILVER FLAME

The priests and champions of the Silver Flame have battled the forces of darkness for hundreds of years. A relatively young religion, the Church of the Silver Flame has found staunch support across Khorvaire, especially in the nation of Thrane. Its followers wage a never-ending struggle against evil, fighting demons, devils, and all manner of monsters. Corruption within the church itself, however, continues to be the organization's most relentless foe.

LORE OF THE SILVER FLAME

HISTORY

Common Knowledge: Thrane became a theocracy ruled by the Keeper of the Flame and the Council of Cardinals in 914 YK, when the last Wynarn heir, King Thalin, died.

History DC 15: The Church of the Silver Flame was born in 299 YK, when the paladin Tira Miron and a couatl merged with a silvery pillar of fire to stop a demonic overlord from escaping from Khyber. Tira is now the immortal Voice of the Flame, an intermediary between the mortal world and the divine Flame.

History DC 20: In 832 YK, the Church of the Silver Flame launched a crusade against lycanthropes that lasted for fifty years. The crusade brought lycanthropes to the brink of extinction in Khorvaire.

History DC 25: Although the Church of the Silver Flame is a relatively young institution, other religions in various parts of the world have sprung up around worship of the couatls that bind demons in Khyber. In Xen'drik, giants, elves, drow, goliaths, and other races all developed serpent cults in their early histories, and the yuan-ti of Krezent in the Talenta Plains are a surviving example of a similar religion. In addition, the religion of the Ghaash'kala orcs of the Demon Wastes is similar to the faith of the Silver Flame—similar enough that some consider them to be the same religion.

RELIGION

In addition to the information presented here, a character can attempt a DC 15 Religion check to determine whether he or she knows the specifics of a holiday, a ritual, or another aspect of the faith.

Common Knowledge: The Church of the Silver Flame is dedicated to protecting the world from evil. Its members include militant clergy and members of knightly orders devoted to waging physical and spiritual war against evil and monstrous threats.

Religion DC 25: As History DC 25.

PRACTICING THE FAITH

Followers of the Church of the Silver Flame call themselves the Purified, while outsiders call them Flamites. The Purified believe it is their duty to finish the work of creation by purifying the world of darkness and evil. They don't deny the existence or divinity of other gods, particularly the gods of the Sovereign Host, but they do contend that only the Silver Flame can perfect creation and transform the world into a paradise free of wickedness and pain.

Symbol of the Flame: The most common symbol of the Silver Flame is a stylized representation of a flame, similar to a candle flame or a bonfire, often inscribed on silver or inlaid with silver. The shape of an arrowhead is also frequently used in Silver Flame iconography, representing shafts of sunlight that pierce the darkness as well as weapons striking true against evil foes. Members of the Order of Templars, in particular, display their faith with an image of a flame engraved on a silver arrowhead.

CORE DOCTRINES

A character is familiar with the core doctrines of the Silver Flame with a successful DC 15 Religion check.

- ◆ Trust in the Silver Flame. The Voice of the Silver Flame never lies. It will light your way to glory and salvation.
- ◆ Heed the words of the Keeper. The Keeper of the Flame is the emissary of the Silver Flame speaking to you.
- ◆ Fight evil in all its forms. Not everyone can have the strength of a paladin, but there are many ways to fight evil. All followers of the Silver Flame must remain vigilant, for the one thing evil does well is hide in plain sight.
- ◆ Lead a noble life, and encourage others to do the same. Temptations abound, but the wise can recognize and avoid them. If you die with a pure spirit, you will be joined with the Silver Flame to burn forever bright.
- ◆ Share the faith. The Silver Flame can purify the darkest spirit. Share the power of the Flame with those who have not yet embraced it.

RITES AND PRAYERS

A DC 15 Religion check is sufficient for a character to know most of the following information. A DC 15 Religion check is required to know basic prayers and minor rites. It requires a DC 20 Religion check to know how to conduct major rites of the faith.

The Purified believe that the proper way to venerate the Silver Flame is to live in accordance with its precepts—virtue, constant vigilance, and struggle against evil wherever it is found. A life that embodies these ideals does not need rites and prayers to sanctify it, for it is holy in its own right.

The ceremonies performed in the church revolve around acts of purification. Priests are called upon to perform rites to purify the faithful dead in preparation for burial, to purify the bodies of fallen foes after battle (symbolic of purging their evil from the world), to purify the sick and rid them of illness, and to purify aspirants to the priesthood in the act of ordination. Newborn children of Purified parents are dedicated to a life of purity in the church's most elaborate rites.

In Thrane, the Church of the Silver Flame also performs rites to commemorate occasions of state, invoking the Silver Flame to purify the hearts and minds of the people and of the members of the government to make Thrane a truly holy nation. These rites are not performed in other nations.

HOLIDAYS

A character who makes a successful DC 15 Religion check is familiar with the holidays of the Church of the Silver Flame.

The Purified observe the first day of every week, Sul, as the Day of Cleansing Fire, a day to recommit oneself to a life of purity. On Sul, devout worshipers of the Silver Flame fast for at least one meal, spend the mealtime in prayers of devotion and repentance,



and spend the money that would otherwise pay for that meal on alms for the needy or donations to the church.

In addition to this weekly observance, the church marks several significant holy days throughout the year.

Bright Soul's Day (18 Olarune): As the dark days of winter draw to a close, the Purified celebrate the lives and the sacrifice of those who gave their lives to fight evil and protect the faithful.

Tirasday (5 Therendor): This holiday celebrates the birth of Tira Miron, the Voice of the Flame.

Promisetide (28 Dravago): As nature's beauty reaches its height in late spring, the Purified honor the Silver Flame for the promise of the paradise to come, when the world is made pure and perfect for the faithful to inhabit.

First Dawn (21 Nymm): This observance commemorates the day in 914 YK when the Church of the Silver Flame assumed control of Thrane's government.

Silvertide (14 Lharvion): This highest holy day of the faith celebrates the sacrifice of the couatls and the birth of the Silver Flame.

The Ascension (1 Sypheros): On this day, worshipers remember the sacrifice of Tira Miron, who joined with the Silver Flame to become its Voice.

Rampartide (24 Aryth): As nights grow longer and the world turns toward winter, the Purified steel themselves against evil, both without and within. Obeying the scriptures that enjoin them to "Make yourself a bastion, a rampart against wickedness," they atone for past sins and fast to fortify themselves for the year ahead.

Khybersef (21 Vult): On the longest night of the year, when light and goodness seem to be at their weakest, the Purified believe that the bonds holding the fiendish overlords in Khyber are also at their weakest and that the world is in its greatest danger. Many quests and crusades are launched on Khybersef (a shortened, dialectical form of "Khyber's Eve").

CHURCH HIERARCHY

Agents of the church can be ordained by three distinct orders—the Order of Ministers, the Order of Templars, and the Order of Friars. Ministers include priests, who lead local temples, act as community leaders, and serve as chaplains in the military and other institutions. Templars are the warriors of the church, including temple guards, crusaders against evil creatures, wandering adventurers in search of wrongs to right, and soldiers in the armies of Thrane. Most individuals with character classes who are ordained to the church's service (particularly clerics, paladins, templars, invokers, and other divine classes, but also including characters who use other power sources) are members of the Order of Templars. Members of the Order of Friars are missionary

priests, traveling agents of the church who tend to the spiritual needs of the faithful and bring the light of the Flame to dark places.

The spiritual leader of the Church of the Silver Flame—and the political ruler of Thrane—is the Keeper of the Flame. That post is held at present by Jaela Daran, an eleven-year-old girl. In practice, a Council of Cardinals oversees most affairs of both church and state.

Most members of the Council of Cardinals are drawn from the Order of Ministers, with a notable few coming from the Order of Templars. The council exerts its authority through archbishops, who are members of the Order of Ministers. Archbishops are regional authorities who in turn oversee bishops (also ministers) and prefects, the highest rank among the templars. These leaders hold spiritual authority over priests within a single large city or cluster of smaller towns and villages, and in Thrane they are local governors as well.

SECTS OF THE SILVER FLAME

Some sects of the Silver Flame are factions within the church, obeying the same hierarchy but emphasizing slightly different forms of doctrine. Others are heretical sects; still others are separate religions that venerate the same divine force.

Order of the Radiant Flame: The monks and hermits of this contemplative branch of the church seek spiritual union with the Silver Flame in this life, in anticipation of the true union that comes after death.

Knights Militant: This rigid order maintains extreme standards of purity and morality, although it emphasizes heroic sacrifice in battle rather than imposing its moral standards on others.

Servants of the Pure Flame: Fanatics and extremists, the Servants (also called Puritans) espouse forced conversion and sometimes employ questionable methods to achieve their goals. This sect is most powerful in Aundair, although it has sympathetic ears at every level of the church's hierarchy.

The Whispering Flame: A few small cults, primarily based in Thrane, revere not the Silver Flame and Tira Miron, but the evil spirit imprisoned within the Flame. Although the priests and knights of the Silver Flame vigorously eradicate any hint of these cults, the very real presence of the Shadow in the Flame (see page 29) contributes to the continual resurgence of the Whispering Flame.

Kalok Shash: The Ghaash'kala orc tribes of the Demon Wastes believe that they have a divine duty to prevent evil from escaping the Wastes and polluting the world. These orcs worship a power they call Kalok Shash, the "Binding Flame," which they believe is made up of the souls of all the righteous who have died fighting against evil. Many scholars and priests believe that Kalok Shash and the Silver Flame are

one and the same, and most among the Purified are happy to accept these orcs as kindred spirits who have a mission akin to their own.

Serpent Cults of Xen'drik: The ancient legend of the couatls who sacrificed themselves to imprison the fiends within the earth is depicted in the earliest inscriptions found in Xen'drik. Throughout the millennia, this tale has formed the foundation of many religions among the native races of that continent, including the giants, their elf and drow servitors, and the goliaths of the Titan's Teeth Mountains. Most of these serpent cults espoused high ethical ideals, often loftier than those prevailing in the dominant culture of their time. Although no current serpent cults are known, some scholars have argued that the Church of the Silver Flame is really a contemporary form of these ancient religions of Xen'drik.

THE BLOOD OF VOL

One of the most peculiar of Eberron's faiths, the Blood of Vol worships no god or higher power, but the divinity that lies within all mortal beings. It seeks to overcome death and reveres those who have already done so through ascension to the ranks of the undead.

It is a dark faith, driven and grim. Yet not all of its adherents are wicked, and many would be shocked to learn of the real evil that lurks at the heart of their religion.

LORE OF THE BLOOD OF VOL

HISTORY

History DC 20: The faith of Vol was initially an elven faith, but the Blood of Vol and the faith of the Aerenal elves are now quite different, and often find themselves in opposition.

History DC 25: The war that resulted in the destruction of the Mark of Death wasn't just about the mark; it began with the revelation that a child had been born of elf and dragon. This was Erandis Vol, who was killed in the war.

History DC 30: With a successful check against this DC, a character knows the basic history of the line of Vol, the Mark of Death, and the war that ultimately wiped out the line.

More information about Erandis Vol can be found in the entry for Lady Vol on page 249.

RELIGION

In addition to the information presented here, a character can attempt a DC 20 Religion check to determine whether he or she knows the specifics of a holiday, a ritual, or another aspect of the faith.

Religion DC 20: As History DC 20.

Religion DC 30: The priests of Vol believe that the undead are champions of their faith.

PRACTICING THE FAITH

Followers of the Blood of Vol (a title that refers to the bloodline of Vol; most worshipers do not know that Erandis herself yet exists) call themselves Seekers. They believe in no divine beings but instead seek to harness the "divinity within," the life and godliness that flows through the blood itself.

Because of its focus on inner strength, the Blood of Vol appeals to people who are particularly driven or interested in personal improvement, and those who are disillusioned with the gods of other faiths. The faith also holds an obvious attraction for necromancers, death fetishists, and seekers of immortality.

Symbols of the Blood: Although the Blood of Vol frequently makes use of its traditional symbol—a dragon skull surrounding a blood-red gem—individual priests are allowed to choose their own symbols. This practice is encouraged partly to hide the religion in areas where Seekers are persecuted, but primarily to highlight the fact that the Seekers are praying, not to any higher power, but to the divinity within themselves.

CORE DOCTRINES

A character who makes a successful DC 20 Religion check is familiar with the core doctrines and beliefs of the Blood of Vol.

♦ *Look not to the skies, nor to the depths below, nor even to the distant past or future. Seek the divine within, for the blood is the life, and in its call can be heard the promise of life eternal. One has but to listen.*

This mantra, recited at the start of many rites and prayers, encapsulates the basic truths of the faith. True divinity exists only within the blood of living things. A person's power comes from within, manifested as physical strength, mental acuity, or the ability to use magic. Meditate on and pray to the divinity within, not to false gods or prophets without.

♦ *Only the divine is eternal.*

Dolurrh is for those who fail to master and comprehend the Divinity Within. Those who succeed in doing so are destined for a greater eternal life—a paradise, tailored to the individual in question. The sect's highest echelons are made up of undead. Seekers who know of these undead revere them, believing that they have sacrificed paradise to remain behind and guide others.

RITES AND PRAYERS

Seekers rarely pray in a literal sense. The closest they come is a mantra intended to invoke the Divinity Within, as a means of granting themselves strength or fortitude for trials to come.

Priests of Vol oversee a number of major rites, held before gatherings of Seekers. These rites do not commemorate most life events or social occasions (such as weddings), but they do commemorate birth and death—not only of Seekers, but of important figures in the local culture or in the hierarchy of the faith.

Seekers also gather for two primary holy days.

HOLIDAYS

A character who succeeds on a DC 25 Religion check is familiar with the holidays of the Blood of Vol.



DAVID BIBI HAM

Sacrament of Blood: Occurring irregularly throughout the year, this observance is the cornerstone of the Blood of Vol. In each of these hidden ceremonies, a priest recites a religious litany (partly in Draconic), then moves through the assembly with a ruby chalice and a ritual dagger called a bloodfang. Each participant cuts himself or herself and bleeds into the chalice; most Seekers believe this gesture to be purely ceremonial, an acknowledgment of the Divinity Within that unites them all. In fact, the blood is used by the sect's highest priests and undead leaders for a variety of necromantic purposes.

Revelation Day (13 Zarantyr): Also called Ascension Day, this ceremony allows Seekers to meditate on their spiritual progress. Seekers gather for a Sacrament of Blood; once the chalice is filled, the priest conducts a ritual to purify the blood. (On rare occasions, some priests secretly alter it in other ways as well, depending upon their ambitions and abilities.) The chalice is then passed through the assembly, and each Seeker takes a sip. The result is a religious trance during which an imbiber experiences visions and waking dreams; these experiences are said to impart some element of truth or revelation about the Seeker's life, faith, or future, but only if the Seeker interprets the visions properly.

THE CLERGY

With a successful DC 20 Religion check, a character knows that the Blood of Vol's followers believe that the faith is a disjointed collection of largely independent sects with a shared doctrine. With a successful DC 25 Religion check, a character understands the multiple levels of the religion's hierarchy.

Priests: Most priests of the Blood of Vol are no more aware of the true hierarchy of the religion, or the true nature of Erandis Vol, than anyone else.

Abactors: Servants of the Crimson Covenant, abactors are priests—usually the heads of temples—who are fully indoctrinated in the truth of the faith.

The Crimson Covenant: Thirteen individuals, all of whom are either undead or powerful necromancers, oversee the activities of the abactors and the priests and take their orders from Vol herself.

Erandis Vol, Queen of the Dead: The ultimate power at the heart of the Blood of Vol, Erandis Vol pursues schemes and goals known only to herself and her most trusted advisors.

LADY VOL

Thousands of years ago, it was revealed that the elven line of Vol—a house that had long practiced the arts of necromancy, and had recently developed the Mark of Death—was engaged in secret dealings with a clan of dragons. This knowledge triggered an unprecedented alliance between Argonnessen and Aerenal, as dragon and elf worked side by side to

wipe out the bloodline of Vol. The sibling kings proclaimed that the house would be exterminated to the last member, because a single drop of its blood could destroy all living things.

The war was bitter, but its result was never in doubt. The line of Vol was exterminated, and its allies from other lines fled to Khorvaire, bringing the beliefs that would form the basis of the Blood of Vol.

Most assume that the elves feared the power of the Mark of Death. But a close study of the records challenges this assumption. If the mark was so deadly, how was the house defeated? In fact, elf and dragon didn't fear what the line of Vol was; they were afraid of what it might become. In the mingling of elf and dragon, there was the potential to create something new—a being who could become the avatar of death itself.

They were right to be afraid. The war began with the birth of just such a being: Erandis, last scion of the line of Vol. Born of elf and dragon, her Mark of Death was unlike any other. In time, it could have been her gateway to immortality. But she was killed long before she could master its power. Her mother Minara refused to let her daughter die forever, and used her powers to raise Erandis as a lich, then sent her to Khorvaire with a handful of trusted allies. As an undead being, Erandis cannot use her mark; thus, the Aerenal diviners reported that the Mark of Death had been successfully destroyed. Erandis has spent thousands of years brooding over her loss, realizing the destiny that should have been hers yet being unable to seize it.

Few followers of the Blood know that Erandis exists, but those who do know revere her as the eldest and wisest of their champions. The Order of the Emerald Claw knows of her, and believes that the Queen of Death could bring glory to Karrnath. Erandis also has her own personal retinue, the elves of Illmarrow, who are fanatically devoted to her. In truth, however, Erandis has little interest in the faith she has helped to spread. It is a tool that helps her manipulate her followers, but her one desire is to achieve her personal apotheosis—to truly become the Queen of the Dead.

In most respects, Erandis appears to be a withered elf, but skeletal wings rise from her shoulders, and long talons speak of her draconic heritage.

BLOODY CLAWS

The Order of the Emerald Claw answers to Erandis Vol herself, though none but Vol, the Crimson Covenant, and the highest leaders of the Emerald Claw are aware of this fact. Erandis uses the Emerald Claw as her paramilitary arm, to conduct operations that she cannot afford to have directly linked to the hierarchy of the faith. For more on the Emerald Claw, see page 86.

LORE OF LADY VOL

Secret Knowledge: The war that resulted in the destruction of the Mark of Death wasn't just about the mark; it began with the revelation that a child had been born of elf and dragon. This was Erandis Vol, who was killed in the war.

The priests of Vol believe that the undead are champions of their faith. It is said that the greatest of these champions is Erandis Vol, who survives as a lich and guides the religion from the shadows.

USING LADY VOL

In many ways, Erandis is a tragic figure. Her birth caused the destruction of her house, and she has been robbed of her destiny: The mark traced across her

Lady Vol	Level 19 Elite Controller (Leader)	XP 4,800
Medium natural humanoid (undead)	Senses Perception +12; darkvision, low-light vision	
Initiative +11	Bolster Undead aura 10; each undead ally within the aura gains a +2 bonus to all defenses.	
HP 356; Bloodied 178	Regeneration 10	
AC 35; Fortitude 31, Reflex 34, Will 35	AC 35; Fortitude 31, Reflex 34, Will 35	
Immune disease, poison; Resist 10 necrotic; Vulnerable radiant (if Lady Vol takes radiant damage, regeneration doesn't function on her next turn)		
Saving Throws +2	Saving Throws +2	
Speed 6, fly 7 (clumsy)		
Action Points 1	Action Points 1	
➊ Death Grasp (standard; at-will) ♦ Necrotic +23 vs. Reflex; 3d8 + 7 necrotic damage.	➊ Death Grasp (standard; at-will) ♦ Necrotic +23 vs. Reflex; 3d8 + 7 necrotic damage.	
➋ Shadow Ray (standard; at-will) ♦ Necrotic Ranged 20; +23 vs. Reflex; 3d8 + 7 necrotic damage.	➋ Shadow Ray (standard; at-will) ♦ Necrotic Ranged 20; +23 vs. Reflex; 3d8 + 7 necrotic damage.	
➌ Enfeebling Burst (standard; at-will) ♦ Necrotic Area burst 1 within 20; +21 vs. Fortitude; 2d8 + 7 necrotic damage, and the target is weakened until the end of Lady Vol's next turn.	➌ Enfeebling Burst (standard; at-will) ♦ Necrotic Area burst 1 within 20; +21 vs. Fortitude; 2d8 + 7 necrotic damage, and the target is weakened until the end of Lady Vol's next turn.	
➍ Spectral Claw (standard; at-will) ♦ Fear Area burst 3 within 10; targets two creatures in burst; +21 vs. Will; 2d8 + 7 necrotic damage, and the target is immobilized (save ends).	➍ Spectral Claw (standard; at-will) ♦ Fear Area burst 3 within 10; targets two creatures in burst; +21 vs. Will; 2d8 + 7 necrotic damage, and the target is immobilized (save ends).	
➎ Drain Life (standard; encounter) ♦ Healing, Necrotic Close blast 5; targets living creatures; +21 vs. Reflex; 4d8 + 7 necrotic damage, and Lady Vol regains 5 hit points for every creature damaged in this manner.	➎ Drain Life (standard; encounter) ♦ Healing, Necrotic Close blast 5; targets living creatures; +21 vs. Reflex; 4d8 + 7 necrotic damage, and Lady Vol regains 5 hit points for every creature damaged in this manner.	
➏ Queen of the Dead (standard; at-will) Close burst 5; three of Lady Vol's allies in the burst can each make a basic attack.	➏ Queen of the Dead (standard; at-will) Close burst 5; three of Lady Vol's allies in the burst can each make a basic attack.	
Death Makes Me Stronger (free; when first bloodied; encounter) Lady Vol's drain life ability recharges, and she uses it.	Death Makes Me Stronger (free; when first bloodied; encounter) Lady Vol's drain life ability recharges, and she uses it.	
Indestructible (when reduced to 0 hit points)	Indestructible (when reduced to 0 hit points)	
Lady Vol's body and possessions crumble into dust, but she is not destroyed. She reappears (along with her possessions) in 1d10 days within 1 square of her phylactery, unless the phylactery is also found and destroyed.	Lady Vol's body and possessions crumble into dust, but she is not destroyed. She reappears (along with her possessions) in 1d10 days within 1 square of her phylactery, unless the phylactery is also found and destroyed.	
Alignment Evil Languages Common, Draconic, Elven	Alignment Evil Languages Common, Draconic, Elven	
Skills Arcana +24, Bluff +19, Diplomacy +22, History +21, Insight +17, Religion +21	Skills Arcana +24, Bluff +19, Diplomacy +22, History +21, Insight +17, Religion +21	
Str 12 (+10)	Dex 14 (+11)	Wis 16 (+12)
Con 18 (+13)	Int 24 (+16)	Cha 22 (+15)

withered flesh is as dead as she is. The only way she can redeem her family is by becoming the Queen of Death, and she is prepared to sacrifice everything she has built over the centuries to accomplish this—even destroying Eberron, if necessary.

The statistics below represent Lady Vol's abilities in her current state. Should she succeed in her apotheosis, she will have powers rivaling a god's. It is up to you to decide what steps are required for her to rise to this level, but it should be a serious challenge; she has been working toward it for thousands of years. She'll need ancient artifacts, books of forgotten lore, or possibly to make deals with demonic overlords. She might create eldritch machines with the apparent goal of turning everyone in Sharn into a zombie—but the true goal of which is to weaken the borders between Eberron and Dolurrh (a goal she can achieve even in defeat). Her apotheosis should be the culmination of a long story arc. It's also up to you to decide what happens if Erandis ascends. Will she terrorize the world until she is defeated? Or, with her destiny secured, will she retire to Dolurrh and become a worthy ruler of her new realm of death?

LADY VOL TACTICS

In battle, Lady Vol uses *enfeebling burst* to weaken the most dangerous foe and then uses her *shadow ray* to target combatants from a distance. She uses *queen of the dead* to spur her underlings' attacks. As a lich, Lady Vol does not fear death in battle and so does not hesitate to engage in melee combat.

Outside combat, she is a skilled ritual caster and uses magic for many purposes. She has access to secret necromantic rituals developed by her house and a few rituals of her own design, including a variation of the wizard utility power *disguise self* (PH 162) that allows her to cloak her true nature when she has business in the outer world.



CULTS OF THE DRAGON BELOW

The Cults of the Dragon Below are a spreading cancer eating away at society's flesh. Some call them Khyber cultists, or worshipers of the Dragon Below, but even those basic descriptions are flawed. They are worshipers of insanity, lunatics who devote themselves not to Khyber proper, but to the horrors, the demons, and the aberrant nightmares imprisoned within. They are the mad who revere an ever greater madness.

LORE OF THE CULTS OF THE DRAGON BELOW

ARCANA

Arcana DC 20: Because they frequently delve into ancient texts that saner scholars wisely avoid, Khyber cultists often have access to rituals and other magic unseen outside their ranks.

HISTORY

History DC 20: During the daelkyr-led invasion from Xoriat, the orcs and goblins of western Khorvaire were among the first to be enslaved.

So great was the power of their aberrant masters, and so twisted and traumatized were the slaves, that tales of the daelkyr's power overshadowed—or were used to justify—their depravity. Particularly in smaller villages and isolated rural communities, awe of this power slowly turned to worship. When humans arrived in western Khorvaire, bringing their own religions with them, the combination of these beliefs and the darker deities of the human pantheons spawned many of the Khyber cults that still exist today.

History DC 25: Most of the oldest cults are based in the Shadow Marches. Some take the form of extended families of orcs, half-orcs, goblins, and humans. Madness runs in the blood of these families, sometimes accompanied by physical deformities caused by both deranged magic and inbreeding. Some of these clans spend so much time feuding with each other over differing religious interpretations that they pose little threat to outsiders. Others, however, are among the most insidious of the Khyber cults, sending their more normal-seeming members out into the world to gather information and to form offshoots of their cults within civilization's borders.

History DC 30: Cultists infiltrate governmental and mercantile institutions, as well as the hierarchies of other faiths.

A few tiny religious factions that worship Khyber itself might still exist—they once did, in the ancient past—but these were limited primarily to the lizard-folk, troglodyte, and kobold tribes of Q'barra.

RELIGION

Religion DC 20: Cults of Khyber do not worship Khyber itself. Rather, they are devoted to one of the dark powers imprisoned within—most often the daelkyr or some other aberrant beasts of Xoriat.

Religion DC 25: Members of a cult often share a specific madness, particularly when they are also scions of the same bloodline. For instance, the members of one familial cult might all show signs of paranoia, and the members of another might share an unsavory obsession with the dead.

Religion DC 30: Most Khyber cults revere aberrant creatures, and it is not uncommon to find an intelligent aberration at the heart of such a cult, manipulating the worshipers for its own ends.

STREETWISE

Streetwise DC 30: As History DC 30.

PRACTICING THE FAITH

So who in their right mind would join cults such as these? Well, nobody; that's the point. Every Khyber cultist is mad in some way, subtly or extravagantly. Some cultists hope to shatter the bonds of their masters' prisons. Others seek to destroy the world as an ultimate sacrifice, or so that a new paradise can arise, shaped by their aberrant masters. Some Khyber cultists even believe, in their madness, that they are doing what is best for their families or their nations. A cultist might delve into dark and tortuous lore with the best of intentions, certain that he or she has the mental fortitude to learn just what is needed and no more. . . .

Many Khyber cultists are born into families already sworn to, and warped by, alien lords. Others are driven mad by dreams about incomprehensible desires and horrors. Yet with this madness comes ancient knowledge and persuasive charisma that can attract fanatical and powerful circles of worshipers.

No universal icon represents all the Cults of the Dragon Below. Many people associate these cults with a peculiar, twisted symbol, an inky blot that resembles an aberrant dragonmark. This was the symbol of one of the greatest Khyber cults of old, and it is associated by most outsiders with the cults as a whole, but each individual cult has its own symbol—or none at all—as befits its preferences, its rites, and its unique madness.

CORE DOCTRINES

The Khyber cults have no core doctrines, because the cults have no unified beliefs or objectives; there are as many gods and as many goals as there are cults.

Some Khyber cults have goals that are, although clearly mad, at least vaguely comprehensible to those outside their ranks. Some want to raise a particular daelkyr, demon, or other power from Khyber. Some want to acquire power for themselves in their patron's name, to destroy the world, or to bring Xoriat back into conjunction with Eberron. Crazy, yes, but there's some method to this madness. Others have goals that are so mad as to be utterly unfathomable. A priest might send cultists forth to rip the tongues from anyone who has ever uttered a certain name. One of the lunatic families founded in the Shadow Marches might believe that if it sacrifices enough sentients during the birth of a child, that child will be born perfect, even divine. Some cults' actions are impossible to predict because they are being driven by their leader's dreams, or they are acting on the commands of creatures that are not human.

RITES AND PRAYERS

Each cult has its own rites and practices. Some teach their members formal prayers and chants, involving alien or even meaningless words and foul cadences

displeasing to the ear. Some cultists might have their own prayers, such as the simple repetition of a patron's name or a favorite expression.

Rites range from subtle ceremonies, such as preparing food in a certain way or never touching a certain type of object, to major sacrifices and sacraments conducted in the midst of screaming, chanting worshipers. Again, it all depends on the cult in question.

CLERGY

The leaders of these cults are often aberrant beasts. A mind flayer, for instance, might serve as the high priest of a Khyber cult—or even as the object of its worship, having convinced the cult's members that it speaks for, or even is, a divine entity.

When the leader of such a cult is humanoid, however, it can be almost anyone. The head of a Marcher family, following traditions and beliefs laid down generations gone; a vagabond off the street whose dreams have suddenly begun to offer his life some meaning; a professor at Morgrave University, whose studies have taken him beyond the bounds of sanity; an adventurer returned from the depths of Khyber, having left the best part of himself behind. This is the greatest threat of the Cults of the Dragon Below: Anyone can be a member, anyone can lead. All that is required to spark a cult is the touch of madness and the eloquence to convince others that there is truth, or power, in the ravings.

THE FAMILY FINCH

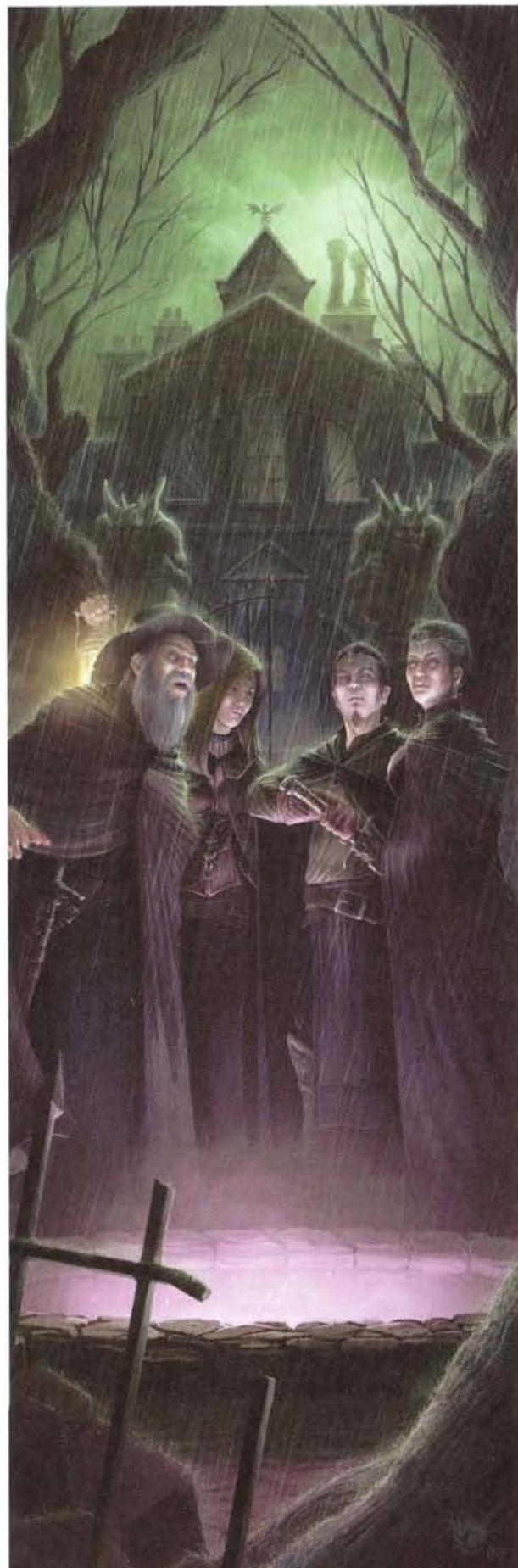
The Finches reside on the outskirts of Zarash'ak, where civilization pretends to dwell in the heart of the Shadow Marches. Their estate is sprawling and grand, but its fences are rusted, its paths overgrown, and its walls peeling.

The Finch family has long laid claim to titles of aristocracy within the scattered, clannish society of the Shadow Marches. How much of that claim is genuine, and how much a pretense to mask the poverty that has slowly overtaken them, even the Finches themselves no longer know. But they have their pride. They have their ties to the community of Zarash'ak, where the people are happy to take their coin even as they whisper behind upraised hands. And the Finches have their gods: dark, alien powers who they believe will restore the family's wealth and power and set the Finches to rule atop the festering graveyard of twisted flesh once called Eberron.

Oh, yes, and one other thing: Every Finch for generations uncounted has a burning, inherited madness.

LORE OF THE FINCHES

Streetwise DC 15: The Finches are one of the region's oldest families. They dwell on the Finch



Estate, just outside Zarash'ak. Family members mostly keep to themselves, except when they send servants or younger members into town to buy goods and supplies. They're a stiff, proper, unsmiling bunch, but they've been decent enough to the community.

Streetwise DC 20: The Finch family is ruled with iron fists by Thelonius and Lucretia. They have one son, Julius, who's not known for his intellectual capacity. Their favored heir is Lucretia's niece, Eliza Winthrope, who came to live with them when she was just a child.

Streetwise DC 25: Rumor has it that the Finch estate is haunted, but that the Finches won't admit to it in order to avoid shaming the family. This, some locals say, is the reason for their stern, unbending demeanor.

The Finches have a bit of orc blood quite a ways back in their ancestry. They seem determined to hide it, despite the fact that it's not particularly shameful, especially in the Shadow Marches.

USING THE FAMILY

The Finches are the perfect candidates for every creepy, insular, darkness-worshiping, backwoods family story you've ever imagined. They can serve as a typical evil cult, as a slow cancer eating away at a (mostly) decent society, as political and mercantile rivals of the PCs, or as the heart of a Lovecraftian nightmare. The Finches kill, to protect their secrets or as sacrifices to their dark gods. They corrupt, spreading their influence over local governments. They raid and steal, acquiring wealth and magic items. They delve deep into secrets mortals were not meant to know. But because none of the Finches are overwhelmingly powerful individually, the PCs can face them at early levels, introducing the characters to the larger threat of the Khyber cults.

By changing the flavor, the stats here can easily be used to represent other, more traditional Cults of the Dragon Below.

THE FINCHES

Thelonius and Lucretia look to be in their early fifties. He dresses in somber blacks and grays like an undertaker, and wears a well-kept but thick beard to hide the deformed shape of his jaw. She dresses in fancy gowns with extravagant trains, long enough to hide the fact that her left leg ends not in a foot, but in a grotesque, fleshy flipper. Both have dark hair and soulless eyes.

Julius resembles a younger version of his father, but with an exaggerated musculature. He is incapable of smiling and is well known for his temper. He's not particularly intelligent, and he looks unintelligent—more primitive than his parents—and he knows it.

Eliza lacks the physical quirks of her relatives; she's a trim, attractive young woman. Her eyes, however, burn with a madness that the rest of the family has nurtured in her since her childhood.

Thelonius and Lucretia Finch	Level 10 Controller	
Medium natural humanoid, human	XP 500 each	
Initiative +11	Senses Perception +9; low-light vision	
Repellant Presence aura 3; enemies treat each space within the aura as difficult terrain.		
HP 104; Bloodied 52		
AC 24; Fortitude 21, Reflex 23, Will 22		
Speed 6		
① Dagger (standard; at-will) ♦ Weapon		
+15 vs. AC; 1d4 + 7 damage.		
② Sluice of Corruption (standard; at-will) ♦ Necrotic		
Ranged 8; targets two creatures; +14 vs. Fortitude; 2d6 + 5 necrotic damage, and the target grants combat advantage to the Finch (save ends).		
④ Hands of the Void (standard; encounter) ♦ Necrotic, Zone		
Area burst 2 within 10; +14 vs. Reflex; 3d8 + 5 necrotic damage, and the target is immobilized (save ends). Effect: The burst creates a zone of difficult terrain that lasts until the end of the Finch's next turn. Each creature that starts its turn immobilized within the zone takes 5 necrotic damage. Sustain Minor: The Finch repeats the attack against any creatures in the zone that are not immobilized, and the zone persists until the end of the Finch's next turn.		
④ Tide of Shadow (minor; at-will)		
Close blast 3; +14 vs. Fortitude; the Finch pushes the target 3 squares.		
Alignment Chaotic evil	Languages Common, Deep Speech	
Skills Bluff +11, Intimidate +11, Religion +15		
Str 10 (+5)	Dex 11 (+5)	Wis 18 (+9)
Con 16 (+8)	Int 21 (+10)	Cha 12 (+6)
Equipment fine clothing, dagger		

Julius Finch	Level 8 Brute	
Medium natural humanoid, human	XP 350	
Initiative +6	Senses Perception +6; low-light vision	
HP 107; Bloodied 53		
AC 20; Fortitude 21, Reflex 19, Will 19		
Speed 5		
① Greatsword (standard; at-will) ♦ Weapon		
+11 vs. AC; 4d6 + 5 damage.		
④ Deadly Sweep (standard; recharge ④ ④) ♦ Weapon		
Close burst 1; +13 vs. Fortitude; 2d6 + 5 damage, and the target is knocked prone until the end of Julius's next turn.		
④ Feed the Void (standard; encounter) ♦ Necrotic, Weapon		
+11 vs. AC; targets a bloodied, living enemy; 6d6 + 5 necrotic damage.		
Brutal Bruiser		
Julius deals 1d6 extra damage on attacks made against slowed or immobilized foes or against any creature granting combat advantage to him.		
Alignment Chaotic evil	Languages Common	
Skills Intimidate +9		
Str 20 (+9)	Dex 15 (+6)	Wis 15 (+6)
Con 17 (+7)	Int 9 (+3)	Cha 11 (+4)
Equipment scale armor, greatsword		

Eliza Finch
Medium natural humanoid, human**Level 8 Artillery**
XP 350

Initiative +9	Senses Perception +12; low-light vision			
HP 69; Bloodied 34				
AC 20; Fortitude 19, Reflex 21, Will 20				
Speed 6				
① Short Sword (standard; at-will) ♦ Weapon +15 vs. AC; 1d6 + 6 damage.				
② Crossbow (standard; at-will) ♦ Weapon Ranged 15/30; +15 vs. AC; 2d6 + 5 damage.				
③ Poison Shard (standard; requires a crossbow; recharge 4) ♦ Poison, Weapon Ranged 15/30; +15 vs. AC; 2d6 + 5 damage, and the target takes ongoing 5 poison damage.				
④ Hole in the World (standard; encounter) ♦ Cold, Teleportation, Weapon Ranged 15/30; +13 vs. Reflex; 3d10 + 5 cold damage, and the target falls briefly through a gap between the planes, disappearing (removed from play) until the end of Eliza's next turn, then reappearing in the same square (or the closest unoccupied square). Aftereffect: After reappearing, the target is dazed until the start of its next turn.				
⑤ Back Off! (immediate interrupt, when an enemy shifts or moves adjacent to Eliza; recharge 2) Eliza shifts 2 squares and makes a crossbow attack against the triggering enemy.				
Alignment Chaotic evil	Languages Common, Deep Speech			
Skills Bluff +10				
Str 11 (+4)	Dex 20 (+9)	Wis 17 (+7)		
Con 15 (+6)	Int 13 (+5)	Cha 13 (+5)		
Equipment leather armor, short sword, crossbow with 20 bolts				

Finch Household Guard
Medium natural humanoid, human**Level 8 Minion Soldier**
XP 88

Initiative +6	Senses Perception +6			
HP 1; a missed attack never damages a minion.				
AC 22; Fortitude 20, Reflex 18, Will 18				
Speed 5				
① Longsword (standard; at-will) +13 vs. AC; 6 damage.				
Weight of Numbers If two or more Finch household guards hit the same target in the same round, the second attack also slows the target until the end of the second attacker's next turn.				
Alignment Chaotic evil	Languages Common			
Str 20 (+9)	Dex 15 (+6)	Wis 14 (+6)		
Con 16 (+7)	Int 11 (+4)	Cha 11 (+4)		
Equipment chainmail, longsword				

TACTICS

Thelonius and Lucretia begin with *hands of the void*, trying to immediately slay or immobilize as many foes as possible. They then lurk behind their allies, striking from a distance. Julius charges into combat wildly, as do most of the household guards, while Eliza maneuvers around the outside of the fray, gleefully picking off foes one by one. The guards fight to the death if any members of the family are present, and Julius is too arrogant to retreat, but the others flee if combat turns against them.



THE PATH OF LIGHT

Followers of the Path of Light—a misunderstood and often persecuted sect—worship no deity. Lightspeakers, the followers of the Path of Light, worship a world to come, a reality that does not yet exist. The Dreaming Dark, the power at the heart of Dal Quor, must change with the shifting of the age, becoming a source of light rather than one of darkness—but only if the forces that seek to keep Eberron's dreams shrouded in shadow can be overcome. Through acts of faith, the Lightspeakers hope to bring about this new world. If they are correct in their beliefs, then the Path of Light is not merely one of the strangest faiths of Eberron, but also its most vital.

LORE OF THE PATH OF LIGHT

HISTORY

The history of the Path of Light and the history of Sarlona are, in many ways, one and the same.

History DC 25: The first of the quori to leave Dal Quor were adherents of what would become the Path of Light, renegades fleeing the forces of the Dreaming Dark. The hosts they took among Eberron's people became the kalashtar (see the *EBERRON Player's Guide*).

During the chaos of Sarlona's earlier age, a number of nonkalashtar turned to the Path of Light. The Path continues to attract members of other races even today, as people in other lands become aware of the oppression of the Inspired. Still, the majority of worshipers are kalashtar.

History DC 30: Perhaps the greatest of the quori rebels was Taratai. She was among the first to flee to Eberron and to join with mortals in what would become the kalashtar race. Although all her ancient hosts were slain and she is believed to be dead, her example inspires the Lightspeakers to this day.

RELIGION

In addition to the information presented here, a character can attempt a DC 20 Religion check to determine whether he or she knows the specifics of a holiday, a ritual, or another aspect of the faith.

Religion DC 20: In the heart of Dal Quor is the dream that shapes reality: the Dream of the Age, or Quor Tarai. It influences the world of Eberron, since it shapes the minds of all who dream. The current Dream of the Age is il-Lashtavar, the Dreaming Dark, which weighs down reality with shadows and despair. Adherents of the Path of Light seek to transform this dreaming heart into a better, more hopeful entity; when il-Yannah, the Dreaming Light, comes to be, all the worlds will find themselves uplifted.



Religion DC 25: The transformation sought by the Lightspeakers is a natural one, held at bay by unnatural means. The heart of Dal Quor undergoes its own regular cycles. The current existence, the Dreaming Dark, is supposed to be fading away. The majority of the quori, terrified of the idea of losing their current personas and sense of self, seek to halt the cycle, to keep Dal Quor, and thus Eberron, in an age of shadow. *Il-Yannah* is the dream to come, but it will never be if those of the Path cannot thwart the Dreaming Dark.

Religion DC 30: Some kalashtar believe that Taratai lives on, having survived the deaths of her mortal hosts, and works to aid those who oppose the Dreaming Dark.

STREETWISE

Streetwise DC 20: The Path of Light is heavily persecuted within Riedra. It enjoys wider acceptance in other Sarlonan regions, particularly in Adar, where it is practiced openly. On Khorvaire, the faith isn't persecuted, just largely misunderstood.

PRACTICING THE FAITH

Practice of the Path of Light means living every day by its core doctrines. In this, at least, the Path of Light and the Path of Inspiration agree: True belief requires little in the way of ceremony, but simply adherence to one's core morality.

The Light Made Manifest: The symbol of the Path of Light, a glowing, roughly triangular crystal, represents both the light of *il-Yannah* and the psionic powers of the kalashtar. Of equal importance, however, is the fact that it can be represented by a simple sketch of an uneven inverted triangle, something easily overlooked or hidden in a more complex

drawing. This sort of camouflage allows Lightspeakers within Riedra to hide their true allegiance from servants of the Dreaming Dark.

A successful DC 25 Religion check is needed to recognize this symbol.

CORE DOCTRINES

A character who succeeds on a DC 20 Religion check is familiar with the core doctrines and beliefs of the Path of Light.

- ◆ As the Dream of the Age shapes the world, the world can shape the Dream in turn.

The core principle of the Path of Light is the belief that a practitioner need not necessarily pray, nor take up arms against the servants of the Dark. Living a life devoted to the Light—improving one's own spiritual understanding, aiding one's comrades to do the same, and following the precepts of goodness and freedom—will invariably cause the world to tilt away from the darkness.

That said, many of the Path of Light's adherents, particularly in recent generations, believe that a more active stance is in order. They, too, devote themselves to battling the darkness, but they do so directly. For some, this means fighting specifically the Dreaming Dark and the Path of Inspiration, but many Lightspeakers oppose evil in whatever form it takes, in the belief that ridding the world of any darkness means another step toward universal light. Less militant Lightspeakers worry that such activities might corrupt their fellows, causing them to take dark actions that outweigh the good they do by fighting the enemy.

THE PATH OF INSPIRATION

The quori masters of Riedra and their Inspired servants maintain control through the manipulation not only of people and history, but of faith. The Path of Inspiration is the official state religion of Riedra, and its practice is embraced by the people there. Riedrans are raised to accept its tenets, and few would believe the truth even if confronted with it.

The antithesis of the Path of Light, the Path of Inspiration teaches that the Inspired are the possessed and empowered servants of great and benevolent spirits who saved the Sarlonan people from the great wars and horrors of the past. (That it was the quori themselves who instigated these wars and horrors through dreams is never mentioned.) The Inspired thus speak, literally, with the voices of higher beings, and their word is law.

Practice of the Path of Inspiration consists of hard work and obedience; a properly devoted life results in rebirth ever higher up the spiritual chain, from beast to human

to *Chosen*—the pre-possessed form of the Inspired—and then finally to becoming a great spirit, or *il-alta*, oneself. Practice or even tolerance of any other faith is a departure from the Path of Inspiration, earning punishment from the Inspired in this life and a lower position in the next.

The Path of Inspiration teaches that some of the *il-altas* fall from grace themselves. These evil spirits, or *altavars*, include the guiding quori of the kalashtar and the gods of all other pantheons. They suffer eternal torment, which they assuage by corrupting and misleading others.

It is important to realize that although the quori and the Inspired at the heart of this faith are certainly evil, the majority of its adherents are not. Most Riedrans truly believe what they have been taught, and trust that they are doing the right thing by accepting their lot in life and granting their devotion to the Inspired.

For more information about Riedra and the Inspired, see pages 184 and 188.

RITES AND PRAYERS

Lightspeakers do not pray, but they do recite mantras intended to focus them spiritually, mentally, and physically before they participate in a rite or undertake a strenuous task.

Living a life in accordance with the Path of Light is a constant rite of faith. Still, Lightspeakers do have a few specific rites that they practice on occasion, such as communal prayers and meditations.

Each of the sixty-six quori whose spirits still survive among the kalashtar has a five-day ceremony of remembrance dedicated to it each year. The first four days are a period for contemplating that spirit's family, activities, and accomplishments. The fifth, called a Day of Remembrance, is a major rite of communal prayers, purification through incense and herbs, and solemn recitations both oral and mental.

HOLIDAYS

In addition to the Days of Remembrance, Lightspeakers observe a five-day period called the Void of Taratai, to honor the deceased spirit and her line. It is a time to contemplate one's own commitment to the cause, to honor the sacrifices of those who have gone before, and to communally renew the Dream of the Age to come.

THE CLERGY

Most priests of il-Yannah are simply Lightspeakers who have proved their devotion to the faith and their ability to take steps to advance the coming of the Light. The highest priests dwell in Adar, in monasteries protected by artificial fortification, geographical isolation, and mystical storms. Here they spend their time in contemplation, communicating with each other or with Lightspeakers beyond the monasteries through telepathic contact, when circumstances demand.

ELVEN RELIGION

The elves of Khorvaire practice a variety of religions. In Aerenal and Valenar, ancient customs of life and death, of heritage and immortality, hold sway. Aerenal and Valenar elves revere their ancestors, but seek to preserve their heroes by differing means. Two major sects reflect this distinction in elven religion—the Undying Court and the Spirits of the Past.

HISTORY

The history of the elf religion is entwined with the history of the elves, and the following applies to both the Undying Court and the Spirits of the Past.

History DC 20: The elves brought their beliefs with them when they fled from Xen'drik to the island

continent of Aerenal, and those beliefs have shaped the history of the nation to this day.

THE UNDYING COURT

RELIGION

In addition to the information presented here, a character can attempt a DC 20 Religion check to determine whether he or she knows the specifics of a holiday, a ritual, or another aspect of the faith.

Religion DC 15: Aerenal's elves revere the dead and the undying. They do not fear death, which they see as one more step on a spiritual journey. Actual death allows a spirit to remain in the world as a guide to the living, or to pass into death and rebirth. For numerous elves in Aerenal, however, death of the body is not the end of physical existence.

PRACTICING THE FAITH

Reverence for ancestors, living and dead, makes most Aereni very devout compared to the average citizens of other lands. Elves honor their forebears, including living elders, and this respect has produced a society that features strong ties of blood and faith. A desire to please the ancestors who watch over them and their living elders drives elves to excel at whatever they do.

Individual families keep certain days as sacred. These days include the birthday of any living family member, as well as the dying day of an honored ancestor. Influential Aereni families and noble houses might have daily observances of this sort.

Elves who revere the Undying Court pray to and swear by their ancestors. When praying in this fashion, an elf often names a particular ancestor who has powers or influences applicable to the situation in which the prayer is uttered. Sometimes, though, an elf simply invokes all ancestors. No elf prays to the Undying Court as a whole.

According to the will of the Undying Court as spoken through the Priests of the Transition, a fallen elf might be given one of three great honors. An elf who has great potential or who has performed grand deeds might be restored to life through a ritual. One who has important knowledge or great wisdom can allow his soul to be tied, sleeping, to his embalmed corpse. (Such a "soul idol" is easy to speak to, granting anyone performing a Speak with Dead ritual on the corpse a +10 bonus to the associated Religion check.) The greatest honor is the Transition, in which an elf becomes one of the undying.

Becoming an undying doesn't mean that one is a member of the Undying Court. Only the court can admit members. It does so only after an undying elf has demonstrated devotion to the spiritual journey of existence and to the ideals of the elven people.

CORE DOCTRINES AND BELIEFS

A character who makes a successful DC 15 Religion check is familiar with the core doctrines and beliefs of the Undying Court.

Aerenal elves see life as a spiritual journey. Living in the world is a great trial that hastens the spirit toward perfection. Those who have come before can show those now alive the way. However, the journey to perfection is so long that a single life span, even an elven one, isn't enough time to accomplish it.

To complete the journey, an elf must move beyond life, dying and yet continuing to exist in the world by undergoing the Transition and becoming one of the undying. As one of the undying, an elf first serves the Undying Court. Eventually he or she joins the court as a peer and becomes an undying councilor using his or her wisdom for the benefit of Aerenal. Such an elf eventually transcends death as well, becoming an immortal being that can travel the planes at will.

Elves believe that souls begin their journey before incarnating in mortal form. Although the world is the best place for strengthening the soul, it is but one realm of existence. Most elves die normally, and they are honored by their heirs. The spirits of the dead are thought to watch over and aid the living. Only they and the undying councilors can understand the nature of divinity and intercede on behalf of mortals.

Thus, among elves, death is to be desired, as long as one dies in such a way as to be remembered or becomes one of the undying. An important subtlety to the elven veneration of the undying is that elves do not regard all undead with the same esteem. In fact, destroying evil undead is considered virtuous behavior among those who venerate the Undying Court.

RITES AND PRAYERS

Most of the following information is common knowledge. A DC 15 Religion check is required to know prayers and minor rites. It requires a DC 20 Religion check to know how to conduct major rites of the faith.

Each family has its own way of honoring its ancestors, but guides, aided by initiates, perform most of the religious rites in Aereni culture. All such rituals involve the lighting of fires, invocation of the undying, chants or songs, and slow dances. Many guides perform magical rituals as well.

Births and deaths are particularly important to the elves of Aerenal. Guides celebrate a birth with a joyous ritual marking the start of a new stage of the newborn's spiritual journey. Funerals are long affairs that commemorate the life of the deceased.

Guides are also masters of the elven embalming art and of the scribing of life chronicles. They spend days preparing a dead elf for interment in one of the many necropolises below Aerenal; two accounts of an elf's life are written during this time. One account is

buried with the deceased, and the other is shelved in the libraries of Shae Mordai.

THE CLERGY

A character who succeeds on a DC 20 Religion check understands the basics of the Undying Court's religious leadership.

The priesthood of the Undying Court has three levels—initiate (*ersvitour*), guide (*soungral*), and priest (*mordral*). These levels are more practical than formal. Each level of priests serves the faith in its own way.

Most servants of the Undying Court are guides. Rather than seeking the Transition for themselves, guides act as spiritual advisors to other Aereni. A guide encourages other elves to behave in ways worthy of their ancestors, leads religious rites, helps administer elven law, and advises important heads of families as well as rulers.

To become a guide, an elf must approach an existing guide and ask for training. A guide usually assents to such a request, making the seeker an initiate. All initiates are expected to perform their duties and learn the ways of the priesthood with diligence. An individual initiate serves under many guides, and in time, these teachers decide whether the initiate is worthy to become a guide.

The Undying Court chooses guides to become priests, known as Priests of the Transition. These holy personages act as ambassadors of the Undying Court. They roam Aerenal, and sometimes other lands, to determine who is worthy of joining their ranks. They also recommend candidates for the Transition and perform the rites that transform an elf into one of the undying.

Few true places of worship are dedicated to the Undying Court. The proper temples to one's ancestors are one's heart, home, and community. Most elven homes have shrines dedicated to the family's ancestors. Elven towns have monuments to the honored dead.

The clergy maintains stone buildings called *souvrōuh*, the largest of which have multiple levels and resemble step pyramids. Some priests live communally within these locations. The buildings are used for rituals involving large groups and for embalming.

SPIRITS OF THE PAST

RELIGION

In addition to the information presented here, a character can attempt a DC 20 Religion check to determine whether he or she knows the specifics of a holiday, a ritual, or another aspect of the faith.

Religion DC 15: The Tairnadai elves of northern Aerenal and Valenar respect the Undying Court, but they share only a portion of the beliefs that their kin in southern Aerenal hold dear. Most significant, they do not seek to become undying. Instead, they believe

that the soul's journey in life is fulfilled by emulating the glorious examples set by one's heroic ancestors.

PRACTICING THE FAITH

Even though religion is part of daily life for most Tairnadal elves, it normally takes the form of minor prayers and rites. Formal worship and complex ceremonies are occasional observances.

Typical followers of this faith live with respect toward their ancestors. They resemble the faithful of the Undying Court, but followers of the Spirits of the Past live more for the present than for the past. They esteem immediate action and achievement more than the patient pursuit of perfection.

An individual practitioner learns all he or she can about his or her patron ancestor. This study is not only for inspiration; a practitioner attempts to surpass the deeds of his or her patron ancestor.

CORE DOCTRINES AND BELIEFS

A character who makes a successful DC 15 Religion check is familiar with the core doctrines and beliefs of the Spirits of the Past.

This veneration of elven ancestors is focused on legendary figures of the ancient past. Heroes from the revolution against the giants of Xen'drik are prominent in this pantheon. Like the followers of the Undying Court, those who follow the Spirits of the Past don't worship their ancestors so much as they rely on those forebears for guidance and protection.

Followers of the Spirits of the Past place no emphasis on the survival of the body, which is a point of contention between the two elven faiths. Those of the Undying Court believe that their kin allow themselves to die wastefully. Practitioners of the Spirits of the Past sometimes see their counterparts as stagnant or hidebound.

More so than the faithful of the Undying Court, those who revere the Spirits of the Past believe in reincarnation. This is especially true among younger elves. These elves believe that reliving the exploits of their patron ancestors can awaken memory of past lives, moving them closer to completing the single spiritual journey of one multiply reincarnated soul.

RITES AND PRAYERS

Most of the following information is common knowledge. A DC 15 Religion check is required to know prayers and minor rites. It requires a DC 20 Religion check to know how to conduct major rites of the faith.

Observances in the Spirits of the Past share many similarities with the faith of the Undying Court. Each family, each individual, honors the ancestors in different ways. Special reverence is reserved for birth and death, and priests are practiced embalmers and ritual casters.

Significantly different is that, at the birth of a child or upon an elf's joining the religion, priests consult signs and stars. They name for the newcomer a specific heroic ancestor, a patron to be a model for the newcomer's words and deeds.

THE CLERGY

A character who succeeds on a DC 20 Religion check understands the basics of the Tairnadal religious leadership.

Priests of the Tairnadal religion are known as Keepers of the Past. These holy persons maintain shrines, monuments, and temples as their counterparts in the Undying Court do. They not only participate in the everyday expression of their faith, but they also maintain records and help others keep in touch with the departed. Most are warrior-poets who can express the history of their people in song and story.



The world of Eberron, like the world of the D&D game described in the *Dungeon Master's Guide*, stands at the center of the universe, between the Elemental Chaos and the Astral Sea. The people of Eberron have their own stories of the birth of the world, and the planes themselves differ in some details from those described in the *Dungeon Master's Guide*.

PLANAR INFLUENCE

The angelic astral cities of the Sea of Siberys, the echo planes of the Coils of Eberron, and the elemental forces of the Chaos of Khyber all influence the world of Eberron. Like the complex tidal forces of the world's twelve moons, the power of each plane waxes and wanes, affecting the world in dramatic and subtle ways. Sages often speak of the planes as drawing near to the world or becoming remote from it, as if the planes were satellites orbiting the world.

Certain regions of the world, called manifest zones, are closer to certain planes or planar regions than others, and they demonstrate this influence in a variety of ways. For example, the Gloaming, a region within the Eldeen Reaches, has a close connection to the region of the Astral Sea known as Mabar, the Endless Night. That connection has corrupted life within the manifest zone, creating deadly plants, monstrous vermin, and pervasive sickness. Not too far distant, the Twilight Demesne is a manifest zone tied to the Faerie Court of Thelanis; this demesne serves as a sort of planar crossroads for traffic between the world and the Feywild.





Large, permanent manifest zones such as these are described in more detail in the region descriptions in Chapters 3 through 5. Permanent manifest zones have a profound influence on the land around them and on the people living there.

Smaller and less important manifest zones appear across Eberron, and new ones can appear even as old ones wink out of existence. Eldritch machines and exotic rituals can create manifest zones, amplify their effects, or draw on planar connections to create dramatic new features.

Use the aspects of planar influence described here as adventure seeds or as interesting features for adventure sites. Villains might build an eldritch machine in a manifest zone linked to Mabar or Shavarath. Dragons of the Chamber might be waiting for the Eternal Day of Irian to draw near, fulfilling an aspect of the Prophecy. An ancient goblin ruin might hold a crumbling Gatekeeper seal that could allow the foul influence of Xoriat to seep into the world, or it might lie in a manifest zone linked to Fernia, making it a sweltering place haunted by fire archons.

CREATION

In the mythic past, the world was one. Siberys, Eberron, and Khyber, the first and greatest of dragonkind, ruled over this mystical unity of all things. In their interrelationship these progenitor wyrrms discovered or created the Prophecy, and its words brought reality into being.

Siberys danced through the void, one legend says, setting the stars in their places. Khyber prowled behind, consuming stars nearly as fast as Siberys could scatter them. Eberron sang, apart from the others, and life began to blossom in the void.

Finally, Siberys turned to confront Khyber, to stop the dark dragon from consuming the stars. The two dragons fought, tearing at each other in their hatred. At last Khyber emerged victorious: Siberys was torn asunder, her body broken into numberless fragments. Then, thirsty for blood, Khyber wheeled upon Eberron.

Where Khyber lunged, Eberron snaked aside. The bloodless battle, a fierce dance, continued for eons, neither dragon gaining ascendancy over the other. At last, Khyber grew tired, and Eberron enfolded and imprisoned Khyber in her own body. The struggles of the progenitor wyrrms came at last to an end.

Both dragons slumbered after their long warring and hardened into earth. And so the world was born, Eberron forming its surface and Khyber its dark depths. The fragments of Siberys's broken body

encircle Eberron in a great ring that shines in the night. (For more information about the cosmology of the progenitor dragons, see page 8.)

The Dragon Above, the Dragon Below, and the Dragon Between are more than ancient dragons of legend, and they are not merely the physical segments of the world. They are also the three great divisions of the universe: the Astral Sea above, the Elemental Chaos below, and the world between.

THE DRAGON ABOVE: THE ASTRAL SEA

The shattered physical body of Siberys is visible across the sky of Eberron at night as a glowing golden ring, but the Ring of Siberys points to a greater reality beyond—the Astral Sea, also called the Sea of Siberys. If the gods exist in any kind of physical or manifest form, their homes are hidden deep within the Astral Sea or, perhaps, beyond it.

The beings that live in the Astral Sea are the angels, immortal servants of the gods who claim to have a more perfect knowledge of the divine will than mortals do. Their crystalline cities gleam in the endless expanse of azure sky above the Sea of Siberys, reflecting the civilizations of the world but also embodying the principles of the divine realm. Mortals imagine these angelic realms to be a nearly perfect paradise, and many of them are.

Daanvi, the Perfect Order: Daanvi is ruled by angelic representatives of Aureon and Boldrei. A well-ordered town surrounded by square fields nurturing neat rows of crops, Daanvi welcomes travelers and planar merchants as long as they respect its strict laws. Among its streets and fields, angels and other immortal beings live in peace and harmony born of order.

Influence: Superstition links historical periods of peace and stability to the proximity of Daanvi, but otherwise the region has little impact on the world.

Irian, the Eternal Day: Irian is a shining domain ruled by agents of Dol Arrah and Dol Dorn. Forests of crystalline growths, mountains of shining quartz, and rivers of liquid glass form the landscape surrounding the gleaming spires of the angelic city.

Influence: Life blossoms in places where Irian is said to touch the world. Days are brighter when it draws near, colors are more vibrant, and sensations are more intense. Creatures might gain a +1 bonus to all radiant attacks, while necrotic attacks are weakened. These effects are most common during the hour surrounding noon, particularly in the springtime month of Eyre.

Syrania, the Azure Sky: Syrania is a grand metropolis that serves as an important crossroads for

planar trade. The city's majestic towers and spacious plazas drift together through a sky of perfect blue, unmarred by cloud. Epic denizens of every plane make their way to the Azure Sky to buy and sell in the universe's largest and most diverse marketplaces. The angelic rulers of the city serve Onatar, Olladra, and Kol Korran.

Influence: When streaks of good luck occur in a limited geographical area, the locals are apt to ascribe that fortune either to Olladra's blessing on the place or to the proximity of the Azure Sky.

Lamannia, the Twilight Forest: Lamannia is not a city but a vast expanse of pristine wilderness, almost fey in its natural beauty. Its angelic rulers serve Arawai, Balinor, and the Devourer, and some angels devoted to the Fury also dwell here.

Influence: Periods of great natural fertility, when plants grow more verdant and animals reproduce prolifically, are sometimes attributed to the proximity of Lamannia, while periods of small litters and poor crops are blamed on its distance.

Mabar, the Endless Night: Mabar is anything but a perfect paradise. Ruled by angels devoted to the Mockery, the Keeper, and the Shadow, the city is a pit of darkness and evil to rival the depths of the Abyss, devouring every spark of light and life that dares to intrude on its eternal, starless night.

Influence: When the Endless Night stretches dark tendrils into the world, shadows grow blacker and colder, and in some regions creatures gain a +1 bonus to all necrotic attacks, while radiant attacks are weakened.

Baator, the Nine Hells: Baator is populated not by angels but by devils, and ruled by the archdevil Asmodeus. Unlike the angelic rulers of the other astral dominions, who claim only to be dedicated servants of the gods, Asmodeus claims to be a god in physical form, ruling his territory and his own servants with an iron grip.

Influence: The presence of the Nine Hells in the world is felt primarily as an influx of evil. Where Baator's influence is strong, evil and chaotic evil creatures feel empowered to make attacks on their enemies.

Shavarath, the Battleground: Shavarath is not an inhabited angelic city. It is the most important of several contested territories within the Sea of Siberys. It is said that Shavarath is the heart of the primordial dragon Siberys, and anyone who can claim uncontested possession of it would control the power of the world's creation—or destruction. For this reason, the various angels of the astral dominions, the devils of the Nine Hells, and even demons and elementals from the Elemental Chaos believe that possession of

this crystalline archipelago is vastly important—so important, in fact, that warfare constantly rages over its expanse.

Influence: When Shavarath draws near, echoes of its endless battles manifest in the world. In some regions influenced by Shavarath, weapons deal more damage or score critical hits more often. In others, warriors slip into battle frenzies that last until they or every other living creature in sight are slain. Occasionally, storms of whirling metal blades appear at the sites of great battles past or present, slicing indiscriminately into both sides of a conflict or anyone that happens to be present.

WHIRLING BLADES OF SHAVARATH

Adventurers might encounter this threat on Shavarath, in a permanent manifest zone linked to Shavarath such as the Valley of Blades (a remote valley in the Byeshk Mountains between the Eldeen Reaches and Droaam), or on any ancient or modern battlefield when Shavarath draws close to the world. You can adjust the level of the swarm to suit the characters in your campaign.

Whirling Blade Swarm

Medium immortal animate (blind, swarm)

Level 11 Skirmisher

XP 600

A cloud of spinning metal shards darts through the air like a flock of birds, with a sound like a knife on a whetstone. Light gleams on the razor-sharp edges of these whirling blades.

Initiative +12 **Senses** Perception +6; blindsight 10

Swarm Attack aura 1; each enemy that starts its turn within the aura takes 5 damage.

HP 114; **Bleeding** 57

AC 25; **Fortitude** 23, **Reflex** 25, **Will** 20

Resist half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks

Speed fly 10

⊕ **Swarm of Blades** (standard; at-will)

+16 vs. AC; 1d8 + 5 damage.

† **Relentless Bladestorm** (standard; at-will)

The whirling blade swarm shifts up to 5 squares and can move through enemy-occupied squares as it moves. It makes a melee basic attack against any creature whose space it enters. The swarm cannot attack a target more than once in this fashion, and it must end its movement in an unoccupied square.

Alignment Unaligned **Languages** —

Str 16 (+8)

Dex 21 (+10)

Wis 12 (+6)

Con 18 (+9)

Int 1 (+0)

Cha 1 (+0)

WHIRLING BLADE SWARM TACTICS

A whirling blade swarm is all but mindless, moving to attack the nearest living creature it can sense. If no creatures are within range of its blindsight, it darts in a random direction, attacking anything that comes into range.

WHIRLING BLADE SWARM LORE

Arcana DC 20: Whirling blade swarms are one of the hazards of Shavarath, the astral dominion

sometimes called the Plane of War or the Battleground. They appear in Eberron in locations where Shavarath's influence is strong, usually in places where great battles have been or are being fought.

THE DRAGON BETWEEN: EBERRON

Between the spiritual realm of the Astral Sea and the raw physicality of the Elemental Chaos lies the world of Eberron. Eberron feels the constant pull of the other planes as they exert their influence through cosmic conjunctions and manifest zones, but it remains in balance in between, truly part of neither the astral realm nor the elemental.

Alongside Eberron stand its echo planes, imperfect reflections of the world at the center of the cosmos, viewed through different lenses. These three planes—the Shadowfell, the Feywild, and Dal Quor—are sometimes called the Coils of Eberron.

DOLURRH, THE SHADOWFELL

Dolurrh, also called the Shadowfell, is a place of gloom and despair, never brighter than twilight. Within this dark world is the desolate Realm of the Dead, where souls go at the end of life on Eberron. Some say that the ultimate fate of souls is to remain in Dolurrh and fade into the shadows, while others cling to a hope that souls eventually pass beyond the Shadowfell, beyond even the Astral Sea, to the place where the gods reside. Dolurrh is also home to creatures of darkness such as shadar-kai, nightwalkers, and death titans.

Influence: When the Shadowfell draws near to the world, the boundaries between life and death grow thin. Ghosts become common on Eberron then, because it is as easy for spirits to remain in the world of the living as it is for them to pass into the Realm of the Dead. Rituals that call the dead back to life sometimes go awry, bringing ghosts or other undead along with the desired spirit.

At times, the Shadowfell grows remote from the world, and it becomes harder to cross between death and life. The Raise Dead ritual might not function at all, requiring characters to travel to Dolurrh to retrieve the soul of a departed companion.

THELANIS, THE FEYWILD

Thelanis, also called the Feywild, is a place of natural beauty and arcane power. Its forest stretches farther than any woodland of the world, a realm of wild nature unbounded and untouched by civilization. The Faerie Court is a gathering place for the civilized races who call the Feywild home. Its shadowy spires of enchanting beauty are surrounded by mesmerizing lights that look like dancing lanterns.

Lycanthropes fleeing the crusade that nearly exterminated their kind from Eberron made new homes in the Feywild.

Influence: The appearance of the feyspires in the world is said to coincide with times when Thelanis draws near to Eberron, for a period of seven years every 225 years. On a smaller level, faerie rings (circles of toadstools) and faerie mounds (small bulges in the earth) appear in groves and wild forests, often accompanied by mysterious lights. These features point to the thinning boundary between the world and the Feywild, and the influence—benign or hostile—of eladrin, gnomes, spriggans, fomorians, and other fey creatures. Travel between the Feywild and the world is easy at these points.

DAL QUOR, THE REGION OF DREAMS

Dal Quor is the Region of Dreams. Some say that mortal minds or spirits travel there in sleep, while others believe that all that is dreamed accumulates in this alien plane. Some say that Dal Quor is the dream of Eberron itself. It is the home of the quori, the nightmare lords of Riedra. From their domed cities called up from the formless void of dreamstuff, they feed on the psychic energy of dreaming mortals.

Influence: Dal Quor last drew near to Eberron some 40,000 years ago, at which time the quori crossed over into Xen'drik. The giants of Xen'drik finally managed to end the war and sever the connections between the planes, but at great cost—the devastation of Xen'drik and the fall of the giants' civilization. In the process, Dal Quor was thrown out of phase with Eberron, making physical travel between the two realms impossible. The quori have found other means to work their will in the world, however (see the Dreaming Dark, page 191), and it is said that mortals' minds still travel to the Region of Dreams when their bodies are asleep.

THE DRAGON BELOW: ELEMENTAL CHAOS

Passages in the deepest parts of Khyber open into the Elemental Chaos, also called the Chaos of Khyber. Full of destruction and danger, this is the birthplace of the fiendish overlords of the Age of Demons. These overlords include beings that are identified as primordials, demon princes, and even deities in the core D&D rules, and include Lolth and Tiamat.

Influence: The influence of the Elemental Chaos is felt most strongly in the subterranean realm of Khyber, but it occasionally reaches as far as the surface of Eberron. The most common effect of its proximity is the manifestation of an affinity related to certain powers, such as the following effects:

Fire: Creatures gain a +1 bonus on fire attacks, and cold attacks are weakened.

Cold: Creatures gain a +1 bonus on cold attacks, and fire attacks are weakened.

Storm: Creatures gain a +1 bonus on lightning attacks and thunder attacks.

A few regions within the Chaos of Khyber have a certain permanence that is fundamentally alien to its entropic nature.

Fernia, the Sea of Fire: Fernia is a large realm of flame and ash where the air ripples with the heat of continual firestorms, oceans of liquid flame ebb and flow, and fire rages across the landscape of ash and debris. The mythical City of Brass is said to stand at its center, home to the efreets and other creatures of fire.

Risia, the Plain of Ice: Risia is an enormous glacier drifting through the Elemental Chaos, studded with mountains of solid ice, lakes and streams formed of air congealed into liquid, and layer upon layer of cold and ice.

Kythri, the Churning Chaos: Kythri is a great sea within the Chaos of Khyber, roiling with elemental forces in constant, violent motion. This region is said to be the homeland of the slaads.

The Abyss: The Abyss is the deepest part of the Chaos of Khyber, swirling with evil and destruction, home to demons of every kind.

XORIAT, THE REALM OF MADNESS

Eberron's Far Realm is called Xoriat, the Realm of Madness. Beyond description or comprehension, it is ruled by the beings called daelkyr (see page 204), whose outwardly pleasing humanoid forms mask the utter alienness of their true nature. Over 9,000 years ago, Xoriat's influence spread into Eberron and nearly shattered the world, as the daelkyr sent their minions into the Shadow Marches and beyond to conquer all of Khorvaire. Before the druids known as the Gatekeepers managed to separate the worlds again, the mind flayers and lesser minions of the daelkyr had decimated the goblin Empire of Dhakaan.

Influence: When Xoriat draws near, madness literally bursts forth upon the world. During the invasion of the daelkyr, magic went wild throughout the Shadow Marches, time flowed strangely, and native creatures were warped into monstrous aberrations. The intervention of the Gatekeepers caused Xoriat's influence to recede from the world, and their dimensional seals stave off that influence. But it is surely only a matter of time before the Realm of Madness returns, bringing catastrophe in its wake.

APPENDIX: THE MARK OF PROPHECY

The following pages present a 1st-level adventure as a possible starting point for your *EBERRON* campaign, beginning with a flashback to the Day of Mourning and concluding with encounters in Sharn four years later.

GETTING READY TO PLAY

Have your players create 1st-level characters using the rules in the *Player's Handbook* and the *EBERRON Player's Guide*, as well as any additional source material of your choice. As they think about their characters' backgrounds, encourage players to focus on the question of what their characters did during the Last War.

At the start of the adventure, the characters approach a ruined tower in the mountains at the border between Cyre and Breland, while armies clash on the Saerun Road far below. The date is 20 Olarune 994 YK—later remembered as the Day of Mourning.

SOLDIERS

Characters who were soldiers during the war are fighting at the Battle of Saerun Road just before the adventure begins. Attackers from Thrane and Breland have been reinforced by Zil wands, Valenar cavalry, and a handful of Aundairian soldiers, and now vastly outnumber the Cyran defenders. Mercenary forces recruited from all nations (including monstrous forces from Droaam and goblins from Darguun) have been present at the battle, fighting on either side.

It's all right if different players want to play characters from opposing sides of the battle. No matter which side they're on, the characters can be ordered to scout a tower overlooking the battlefield (see "Hook: Scouting the Tower"). Brelish soldiers might be ordered to find an officer held captive in the tower; see "Hook: Finding the Captive." A Karrnathi soldier could be a deserter fleeing the battles with Cyre in the north, or an escaped prisoner of war, looking for refuge in the tower. No matter how the characters arrive at the tower, once they get there, they'll have a good reason to cooperate against a common enemy.

SPIES

Characters might have ties to the espionage forces of any of the nations—the Royal Eyes of Aundair, the King's Dark Lanterns of Breland, the Silver Torch of Thrane, one of the smaller networks of spies that serve the warlords of Karrnath, the Trust of Zilargo,

or any other spy agency. Whatever their allegiance, the "Finding the Captive" hook is designed for characters embroiled in espionage.

DRAGONMARKED CHARACTERS

The dragonmarked houses provide services to all nations during the War. Jorasco healers, Cannith artificers, Vadalis beastmasters, and many others can be found in every army. Characters' dragonmarks can also make the tower important to them for other reasons. You can use the "Investigating the Prophecy" hook for any dragonmarked character. Dragonmarked characters from House Phiarlan or House Thuranni might be acting as spies, and could be drawn to the tower using the "Finding the Captive" hook.

OTHER BACKGROUNDS

Characters who lack other obvious ties to the Battle of Saerun Road might be writing about the battle for one of Khorvaire's news chronicles (such as the *Korranberg Chronicle* or the *Sharn Inquisitive*), scholars or treasure-seekers drawn to the ruined tower at an inauspicious time, adventurers hired by an agent of the Chamber (see page 26) to investigate the tower for signs of the Prophecy, or heroes hired by relatives of Lord Major Bren ir'Gadden to rescue him. The hooks below can be adapted for a variety of characters.

MAKING A PARTY

The events at the Tower of Scars are intended to turn a disparate group of soldiers, spies, dragonmarked heirs, and whatever other character backgrounds your players come up with into a group of comrades with a common, tragic past. The characters do not have to know each other before the adventure begins.

However, it's a good idea to encourage the players to at least consider what their party will look like when all the characters meet, so that all the character roles are represented. See pages 15–16 in the *Player's Handbook* and page 10 in the *Dungeon Master's Guide* for information about the roles, advice about building a party, and suggestions about how to adapt an adventure for a party that doesn't cover all the roles.

If the players want their characters to have other connections before the adventure begins, they can invent those connections. Two or more characters might be soldiers in the same army and related by blood, by friendship, or by the chain of command. The entire party could be members of a single mercenary

company. Some of the characters might even be rivals in enemy armies (or spy agencies) who have clashed before but are forced to cooperate when the adventure begins. Characters connections such as these can help you develop your campaign as it progresses and give you hooks to hang future stories on, as well as giving the players material to work with in developing and roleplaying their characters.

CHARACTER HOOKS

The adventure begins as the characters approach the ruined tower on the hillside. Use one or more of the following hooks to explain to the characters what they're doing there.

HOOK: SCOUTING THE TOWER

Your commanding officer ordered you to scout the tower on the hillside. It's possible that the enemy is using it as a place to store supplies or as a good vantage point over the battlefield. The officer didn't say anything, but something gave you the feeling there might be more going on in that tower than anyone's willing to admit.

You can use this hook for a soldier or spy on either side of the conflict, including a mercenary.

Minor Quest (level 1, 100 XP): Scout the tower for signs of enemy activity.

HOOK: FINDING THE CAPTIVE

You have been ordered to free Lord Major Bren ir'Gadden, a Brelish officer and nobleman who was captured in a skirmish a few days ago. He's being held in the tower on the hillside.

The Lord Major has important information about Brelish operations in the region, so everyone involved in the Last War would like to get their hands on him. You can use this hook for spies from any nation, for Brelish soldiers, or for well-meaning adventurers who've been hired by ir'Gadden's family. (If the characters have been hired, they receive 120 gp as a quest reward.)

It's not a good idea to give this quest to multiple characters and ask them to bring ir'Gadden to different places. You don't want to create a situation where the characters are actively competing with one another.

Minor Quest (level 1, 100 XP): Rescue Lord Major Bren ir'Gadden and bring him to safety.

HOOK:

INVESTIGATING THE PROPHECY

The ruined tower on the hillside is more than it appears. The tower contains an element of the Draconic Prophecy, and you've been sent to glean the secrets it holds.

You can use this hook for any dragonmarked character, or adapt it for a variety of other situations. Agents of the Chamber or the Lords of Dust could hire an unwitting character to bring them a record of the Mark of Prophecy in the tower, providing a specially prepared dragonshard for the purpose. The undying elders of Aerenal might give the same charge to one of their elf descendants. A character who has a personal interest in the Prophecy might also have learned about the significance of the tower.

Minor Quest (level 1, 100 XP): Find the Mark of Prophecy in the tower.

HOOK: AGAINST THE EMERALD CLAW

Intelligence says that the Order of the Emerald Claw is up to something near the battle on Saerun Road. They're sending three officers and a bunch of zombies up the hill. It's your job to find out what they're up to—and put a stop to it.

Agents of the Emerald Claw are on their way to the Tower of Scars, hoping to seize the two captives and take them away for their own nefarious purposes. You can use this hook for a member of any nation's intelligence service (such as the Royal Eyes of Aundair or Breland's King's Dark Lanterns). A character might have a longstanding grudge against the Emerald Claw, or might have had a recent brush with these agents.

Minor Quest (level 1, 100 XP): Find out what the Emerald Claw agents are up to and stop them.

TREASURE

This adventure provides enough experience points for characters to reach 2nd level. Over the course of the adventure, make sure you distribute treasure to match. The ten treasure parcels for an assumed party of five 1st-level characters appear in these locations in the adventure. For a party with more or fewer characters, use the guidelines in the *Dungeon Master's Guide*.

- ◆ **Encounter 2:** parcels 2 and 4 (level 4 and 2 magic items) on Mallora and a sergeant
- ◆ **Encounter 2 or 7:** parcel 8 (120 gp) as a quest reward for "Finding the Captive" after Encounter 2 or as a reward from the city council for completing the adventure after Encounter 7.
- ◆ **Encounter 3:** parcel 10 (40 gp) as a quest reward for "A Protection Job" or as a reward from the bystanders in Encounter 3
- ◆ **Encounter 5:** parcel 9 (60 gp) on the half-orc
- ◆ **Encounter 6:** parcel 3 (level 3 magic item) on a dolgaunt and parcels 5, 6, and 7 (500 gp total) in the form of residuum from the eldritch machine
- ◆ **Encounter 7:** parcel 1 (level 5 magic item) on Aric

ENCOUNTER 1: HORRORS OF THE TOWER

Encounter Level 1 (598 XP)

SETUP

2 dolgrim warriors (D)
8 kruthik hatchlings (K)
Aric Blacktree, captive (A)
Bren ir'Gadden, captive (B)

The poster map included with this book features a map of this encounter area.

If the characters have already formed a team (for example, if they're all soldiers in a single unit, or all spies for the same nation), they can approach the tower as a group. If they're coming independently, have them roll initiative and enter the area of the map from different directions in initiative order. The encounter with the horrors of the tower doesn't start until at least one character enters the tower. At that point, roll initiative for the monsters as well.

The map shows starting positions for only four kruthik hatchlings—the ones that attack the first characters who enter the tower. On the second round of combat, the other four kruthiks burrow up from the ground to attack any characters that remain outside the tower, appearing in squares adjacent to those characters. The dolgrims wait for the characters to enter the tower before attacking.

2 Dolgrim Warriors (D) Small aberrant humanoid

Initiative +6 Senses Perception +3; low-light vision
HP 53; Bloodied 26
AC 18; Fortitude 16, Reflex 15, Will 16
Vulnerable 5 psychic
Saving Throws +2 against charm and fear effects
Speed 6

① Club (standard; at-will) ♦ Weapon
+8 vs. AC; 1d6 + 3 damage.
② Crossbow (standard; at-will) ♦ Weapon
Ranged 15/30; +8 vs. AC; 1d8 + 1 damage.

Double Actions

The dolgrim warrior rolls initiative twice, gets two turns during a round, and has a full set of actions (standard, move, minor) on each turn. Each set of actions corresponds to a different brain. The dolgrim warrior's ability to take immediate actions refreshes on each of its turns.

Dolgrim Tactics (immediate reaction, when missed by a melee attack; at-will)
The dolgrim warrior shifts 1 square.

Combat Advantage

The dolgrim warrior deals 1d6 extra damage against any creature granting combat advantage to it.

Alignment Evil Languages Deep Speech, Goblin
Str 17 (+5) Dex 15 (+4) Wis 13 (+3)
Con 13 (+3) Int 9 (+1) Cha 9 (+1)
Equipment light shield, club, crossbow with 20 bolts

8 Kruthik Hatchlings (K) Small natural beast (reptile)

Level 2 Minion
XP 31 each

Initiative +3	Senses Perception +0; low-light vision, tremorsense 10	
Gnashing Horde aura 1; an enemy that ends its turn in the aura takes 2 damage.		
HP 1; a missed attack never damages a minion.		
AC 15; Fortitude 13, Reflex 15, Will 12		
Speed 8, burrow 2 (tunneling), climb 8		
① Claw (standard; at-will) +5 vs. AC; 4 damage.		
Alignment Unaligned	Languages –	
Str 13 (+1)	Dex 16 (+3)	Wis 10 (+0)
Con 13 (+1)	Int 4 (-3)	Cha 6 (-2)

As the characters approach the tower, read:

The ruined tower juts up from the mountainside, silhouetted against the gray sky. A few leafless trees grow taller than the tower's crumbling walls, and a mound of rubble is piled near the entrance. There's no sign of the doors that once sealed the entrance, and you can see one other place where the walls have broken enough to allow passage into the tower.

Perception Check

DC 16 *Looking at the rubble piled outside the tower, you see numerous small gaps, which might be tunnel entrances.*

TACTICS

The dolgrims try to remain as mobile as possible. They use the two passages between the inner and outer chambers, and the two openings between the outer chamber and the tower exterior, to circle around and keep the fight going on multiple fronts. They rely on the kruthiks to hold characters in place while the dolgrims attack.

The kruthiks avoid bunching up. No more than three attack a single foe, and they flank for combat advantage whenever possible (making them harder to catch in area attacks without also hitting their target).

FEATURES OF THE AREA

Illumination: The areas both outside and inside the roofless tower are illuminated by daylight.

Trees: Each tree's trunk fills 1 square. A character can climb the tree with a DC 12 Athletics check. A character perched in the branches is considered to be climbing (thus granting combat advantage to all attackers), but the bare branches grant the character concealment against ranged attacks.

Kruthik Mound: This heap of rubble outside the tower is impassable except for the kruthiks' tunnels. Small characters could move through the tunnels by squeezing, but they would be easy targets for the kruthik hatchlings.

Rubble: Rubble-filled squares in and around the tower are difficult terrain.

Manacles: Bren ir'Gadden and Aric Blacktree are chained to the walls in the tower's inner room. Characters can break the manacles with a DC 22 Strength check, or pick the lock with a DC 14 Thievery check. One of the dolgrims has a key to open the manacles in a pouch at its belt.

Aric is in a stupor from overexposure to the Prophecy mark and does not recover during the encounter.

If the characters free Bren while they're still fighting the dolgrims and kruthiks, he offers what help he can. His statistics appear in the next encounter. The dolgrims left him in his armor, but his shield and sword lie on the floor in the northeast corner of the room, so his first action is to retrieve and ready them. He is bloodied and has no healing surges available.

Prophecy Mark: Four squares at the south end of the inner room are bare earth, not covered with the flagstones that pave the rest of the tower interior. Swirling lines like veins in the earth can be seen in these squares, bulging upward and visibly pulsing with magical power. A character who enters one of these squares is momentarily overwhelmed with dizzying visions of past or future events.

Prophecy Mark

Hazard

Level 1 Obstacle

XP 100

A symbol like the arching lines of a dragonmark adorns the ground, not carved but actually rising up from the hard earth. It is faintly blue and pulses with power.

Trap: A 2-by-2 section of the floor dazes any creatures that enters it.

Perception

♦ DC 10: The character notices the power flowing through the lines of the Prophecy mark.

Trigger

The hazard attacks when a creature enters one of its squares.

Attack ♦ **Charm**

Immediate Reaction **Melee**

Target: The creature that triggered the trap

Attack: +4 vs. Will

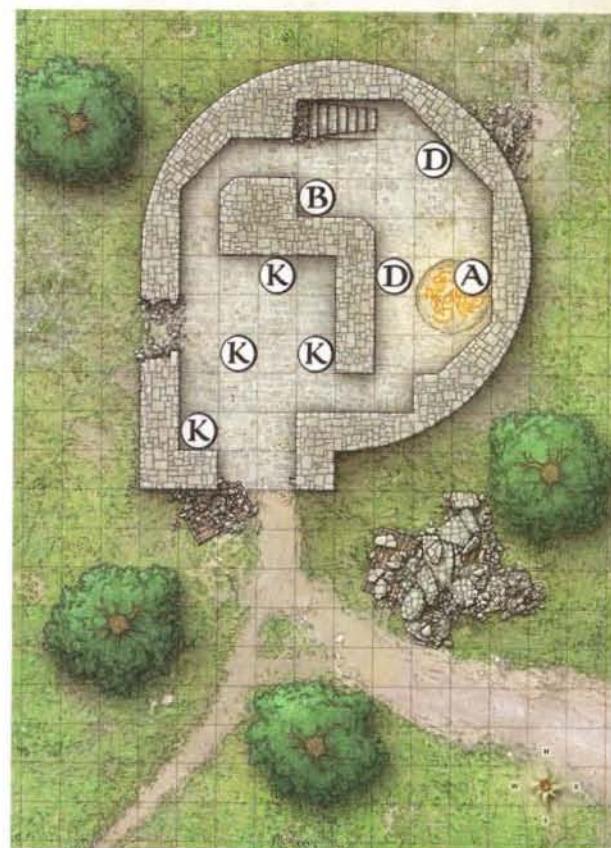
Hit: The target is dazed (save ends).

THE MARK OF PROPHECY

A character who studies the Prophecy mark for 5 minutes can begin to learn its secrets. Such examination reveals the following bit of verse (which the character understands in his or her native language): *Five at the brink of the desolation stand as one against the tempest's roar.*

If your group includes more or fewer than five characters, use the appropriate number in the verse of prophecy.

A character who has a specially prepared Eberron dragonshard (see the "Investigating the Prophecy" hook, page 265) can record the contents of the Prophecy mark by placing the shard on top of the mark. The shard glows bright red for a moment, then the lines of the Prophecy mark are reproduced inside the shard. Studying the shard reveals the same information as studying the mark.



THE CAPTIVES

Assuming that he survives the encounter, Lord Major Bren ir'Gadden is grateful for his rescue. Once he pulls himself together, he regains his noble-born pride and demands to be returned to the care of Brelish forces. If the characters express their intention to do so, he's grateful and cooperative. If they don't, he cooperates only until he can get safely away from the tower.

Bren explains that the other prisoner is his aide, Aric Blacktree, who comes from a wealthy merchant family in Sharn. The dolgrims captured them, slaughtered their escort of soldiers, and brought them to the tower bound and blindfolded. While Bren languished in one corner of the room, the dolgrims kept Aric chained in the area of the Prophecy mark and seemed interested in its effects. In particular, they kept checking his skin, as if watching for the appearance of a dragonmark.

Aric remains more or less catatonic. He can stand independently, and he walks if a character takes his hand and pulls him along. Left alone, he stands still for a while, then sits, then curls into a ball on the ground.

By virtue of his presence, Aric presents the characters with another minor quest.

Minor Quest (level 1, XP 100): Bring Aric to safety.

ENCOUNTER 2: COMPETITORS

Encounter Level 2 (704 XP)

SETUP

8 zombie rotters (Z)

2 Emerald Claw sergeants (E)

Mallora, Emerald Claw necromancer (M)

This encounter takes place as the characters leave the Tower of Scars, having taken a short rest, examined the Prophecy mark, and freed the prisoners. Use the same map, but place the Emerald Claw agents on the positions shown on the map on the next page.

When confronted by the Emerald Claw agents outside the tower, Bren helps the PCs as much as he is able, since he would rather go wherever they plan to take him than fall into the clutches of the Emerald Claw. Lacking other stimulus, Aric curls into a ball on the ground, and the Emerald Claw agents ignore him for the moment in favor of more aggressive opponents.

Bren ir'Gadden (B)

Medium natural humanoid, half-elf

Level 1 Soldier (Leader)

XP 100

Initiative +4 Senses Perception +5; low-light vision

HP 31; Bloodied 15

AC 16; Fortitude 14, Reflex 13, Will 12

Speed 5

⊕ Longsword (standard; at-will) ♦ Weapon

+8 vs. AC; 1d8 + 3 damage, and the target is marked until the end of Bren's next turn.

⊗ Magic Missile (standard; encounter) ♦ Arcane

Ranged 20; +5 vs. Reflex; 2d4 + 1 damage.

† Inspiring Strike (standard; requires a longsword; recharge ♦ Weapon

+8 vs. AC; 1d8 + 7 damage, and one ally within 5 squares of Bren gains a +2 power bonus to its next attack roll against the target before the end of Bren's next turn.

Alignment Unaligned Languages Common, Elven

Str 16 (+3) Dex 14 (+2) Wis 11 (+0)

Con 15 (+2) Int 10 (+0) Cha 12 (+1)

Equipment chainmail, heavy shield, longsword

As the characters emerge from the tower, read:

Strange orange lightning flashes across the sky, followed by a rumble of thunder that shakes the ground beneath your feet. A gust of wind, unseasonably warm, shakes the dry branches of the trees—and then you notice the corpses shambling toward you. Two human men wearing the insignia of the Order of the Emerald Claw grin at you from behind the zombies, hefting their flails. Behind them, a gaunt woman dressed in green and black scowls in your direction.

8 Zombie Rotters (Z)

Medium natural animate (undead)

Level 3 Minion

XP 38 each

Initiative -2

Senses Perception -1; darkvision

HP 1; a missed attack never damages a minion.

AC 13; Fortitude 13, Reflex 9, Will 10

Immune disease, poison

Speed 4

⊕ Slam (standard; at-will)

+6 vs. AC; 5 damage.

Alignment Unaligned Languages –

Str 14 (+2)

Dex 6 (-2)

Wis 8 (-1)

Con 10 (+0)

Int 1 (-5)

Cha 3 (-4)

2 Emerald Claw

Level 2 Skirmisher (Leader)

Sergeants (E)

Medium natural humanoid, human

XP 125 each

Initiative +6

Senses Perception +1

HP 37; Bloodied 18; see also *fanatic*

AC 16; Fortitude 14, Reflex 12, Will 12

Speed 5

⊕ Flail (standard; at-will) ♦ Weapon

+4 vs. AC; 1d10 + 1 damage, and one of the Emerald Claw sergeant's allies within 5 squares of it can shift 1 square.

⊗ Crossbow (standard; at-will) ♦ Weapon

Ranged 15/30; +6 vs. AC; 1d8 + 1 damage.

Combat Advantage

An Emerald Claw sergeant deals 1d6 extra damage on melee and ranged attacks against any creature granting combat advantage to it.

Fanatic (immediate reaction, when reduced to 0 hit points)

The Emerald Claw sergeant makes a basic attack against an enemy that is adjacent to it.

Alignment Evil Languages Common

Skills Intimidate +7

Str 17 (+4) Dex 12 (+2) Wis 11 (+1)

Con 13 (+2) Int 10 (+1) Cha 12 (+2)

Equipment scale armor, heavy shield, flail, crossbow with 20 bolts

Mallora, Emerald Claw

Level 3 Artillery (Leader)

Necromancer (M)

Medium natural humanoid, human

XP 150

Initiative +2

Senses Perception +3

Death's Cowl aura 3; living creatures within the aura grant combat advantage to undead creatures within the aura.

HP 38; Bloodied 19; see also *fanatic*

AC 15; Fortitude 14, Reflex 15, Will 16

Speed 6

⊕ Bone Quarterstaff (standard; at-will) ♦ Necrotic, Weapon

+10 vs. AC; 1d6 + 2 damage plus 1d6 necrotic damage, and Mallora gains 5 temporary hit points.

⊗ Ray of Enfeeblement (standard; at-will) ♦ Necrotic

Ranged 10; +8 vs. Fortitude; 1d10 + 4 necrotic damage, and the target is weakened until the end of Mallora's next turn.

⊗ Death Burst (standard; recharge ♦ Necrotic

Area burst 2 within 10; affects enemies; +6 vs. Fortitude; 2d8 necrotic damage. Effect: Each undead ally in the burst gains 5 temporary hit points and can shift 1 square as a free action.

Fanatic (immediate reaction, when reduced to 0 hit points)

Mallora makes a basic attack against an enemy that is adjacent to her.

Alignment Evil Languages Common

Str 10 (+1) Dex 13 (+2)

Wis 15 (+3)

Con 14 (+3)

Int 17 (+4)

Cha 12 (+2)

Equipment robes, bone quarterstaff

TACTICS

The Emerald Claw agents want the prisoner for themselves. While the zombies try to pin down as many characters as possible, the sergeants attack Bren ir'Gadden. If they reduce him to 0 hit points or fewer, they knock him unconscious rather than killing him, but then try to use the threat of killing him to secure their escape from the player characters.

Mallora uses her *death burst* power as often as possible, placing it to benefit as many of the zombies as possible. She uses *ray of enfeeblement* on PC strikers and controllers. Throughout the fight, she mutters curses against the PCs, insulting them and their fighting ability, and taunting them with the superiority of the Emerald Claw. She retreats if the sergeants capture Bren, treating it as a clear victory.

Mallora and one Emerald Claw sergeant carry two magic items you can award as treasure: a level 4 item and a level 2 item of your choice.

THE MOURNING

While the characters face the Emerald Claw agents outside the Tower of Scars, utter devastation is sweeping across Cyre—the Mourning has come. Each round, the characters see the Mourning progress until the armies on the Saerun Road far below are annihilated and, visible from the tower, a wall of dead-gray mist surrounds the newly formed Mournland.

At the end of each round of combat, read one of these sentences to the players. (You might want to put “The Mourning” in your initiative tracking behind all the characters and monsters, as a reminder to read the next description.)

The eastern sky seems to catch on fire—clouds, fog, and the air itself ignite in a terrible conflagration.

The sky is illuminated in lurid orange and red, casting strange shadows across rolling banks of gray fog.

Great tendrils of fiery lightning reach across the cloud-draped sky.

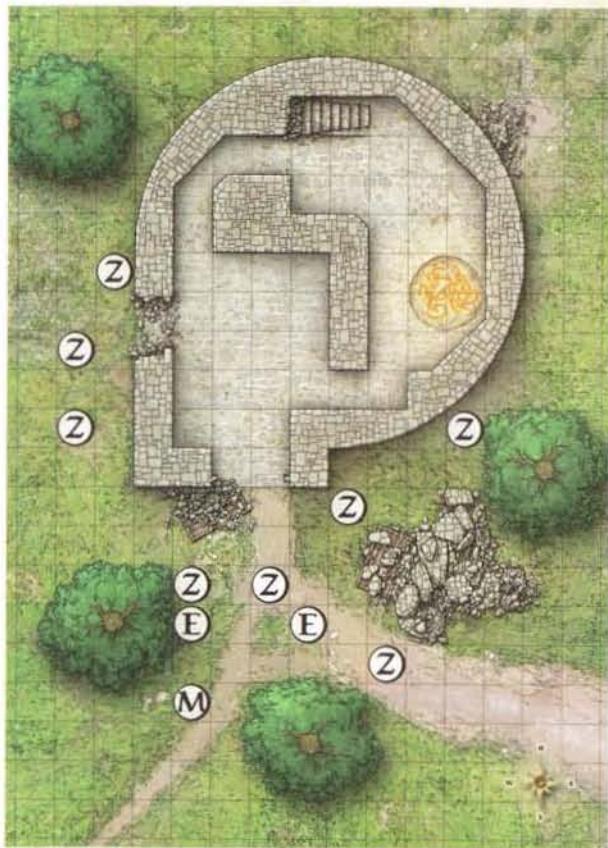
A huge bank of gray mist lit from within by a raging fire is sweeping down the Saerun Road from the east.

You can no longer see the armies fighting on the road below—they’re hidden in the gray fog.

Occasional flashes of fire are all you can see in the mist that hides the battlefield, but the echoes of distant screams reach your ears.

When the characters defeat the Emerald Claw agents, read:

Deathly silence falls over the hillside around the ruined tower. You still can’t see the road below, and no more cries reach you from the battlefield. That dead-gray mist hangs in the air like a wall around Cyre—too still, too quiet. Something terrible has happened.



CONCLUDING THE ENCOUNTER

If the characters fight off the Emerald Claw agents and keep Bren safe, they manage to escape from the tower. However, the armies that were fighting on the Saerun Road below have been annihilated by the mysterious Mourning. Characters who travel in that direction quickly find their paths blocked by the dead-gray mist of the Mournland (see page 94), which should dissuade them from moving farther in that direction.

Once the characters see the effects of the Mourning, take them forward four years to 998 YK. Spend some time with the players to help them decide what their characters did during the four years after the events of the Day of Mourning. It’s safe to assume that they delivered Bren ir'Gadden wherever he was supposed to go (unless the Emerald Claw agents made off with him) and never heard from or about him again. If they had other quests leading them to the tower, they completed those as well, and got all the promised rewards. But then what?

The rest of this chapter is full of tools you can use to build your first adventures set in the City of Towers. The rest of “The Mark of Prophecy” adventure appears on the following pages. Then a few encounter sites are detailed, which you can use to stage your own encounters as you expand your campaign.

A TIME TO MOURN

Four years later, the memories of the Day of Mourning still haunt your sleep. You were lucky. If you had been a few hundred yards farther east, you would have died like so many others did—your friends, comrades, and enemies in the war, the civilians of Cyre, and the soldiers who fought there.

Your dreams aren't just about the nightmare that was the Mourning. Words run through them, urgent whispers that remind you that you were spared for some purpose:

Five at the brink of the desolation stand as one against the tempest's roar.

Your goal is to bring the characters together in Sharn on the anniversary of the Day of Mourning, four years after the events at the tower. What brought the characters there, and what brought them together again?

Did they stick together, united either by their shared experience at the tower or by prior connections? Or did they go their separate ways, trying to make sense of what happened to Cyre? Did the soldiers among them return to their units, assuming they had units to return to? Or did they desert, fleeing a war that no longer made sense?

Why have they come to Sharn? Virtually any reason will do, since Sharn is an enormous city with much to offer any visitor. Perhaps it is home for one or more of the characters. Or maybe characters came looking for their families, in the hope that they somehow survived the Mourning and came to Sharn with so many other refugees from the smaller disasters of the war. Perhaps an employer—a chronicle or a dragonmarked house, or even a secret agent of the Chamber—sent characters to the city with a specific purpose in mind, or maybe some characters came to Sharn to find Bren ir'Gadden and call in the favor he owes them for saving his life.

The conclusion of this adventure introduces the characters to the city of Sharn. In the course of a few encounters, they'll fight a living embodiment of the Mourning, attempt a skill challenge to investigate the source of that creature as they delve lower among the towers of Sharn, rush to deactivate a terrible eldritch machine while fighting the villain's agents, and be attacked from the air as they ride a skycoach through the city. In the end, they'll confront the evil mastermind behind both the events in Sharn and their experience on the Day of Mourning. But will defeating him answer their questions, or leave them asking more?

SYNOPSIS

Aric Blacktree—the Lord Major's catatonic aide whom the characters rescued from the tower—is the villain of this adventure. Unknown to the Lord Major or

the characters, Aric planned his own capture four years ago, working with the dolgrims to get himself and Bren ir'Gadden into the tower and away from the battle. He sought exposure to the Prophecy mark in the tower for one reason: He hoped to manifest a dragonmark of his own. Since the characters saw him last, he has achieved his goal, and an aberrant dragonmark now adorns his left shoulder.

Aric has constructed an eldritch machine in his townhome at the base of Dalannan Tower, in the Center Bridge district of the Lower Menthis Plateau. The machine is an implement of devastation, set to destroy much of the Menthis Plateau. Depending on your plans for your campaign, Aric might be acting independently (driven mad, perhaps, by the aberrant mark he carries) or acting on behalf of some greater villain—perhaps whatever force is represented by “the tempest's roar” in the verse of prophecy the characters encountered. Because of that verse of prophecy, Aric views the characters as a threat and sends a monstrous assassin to kill them before they can interfere with his plans.

The adventure in Sharn begins with the characters attending a ceremony of remembrance, observing the fourth anniversary of the Day of Mourning. The attack of a strange mist-shrouded creature interrupts the ceremony, however, and the characters must defeat the creature while preventing it from killing too many innocent bystanders.

Once the creature is dead, the characters are faced with the question of where it came from. At its death, its dissipating body manifests the same Prophecy mark the characters saw in the tower at the edge of the Mournland four years ago. This leads them into a skill challenge in which they must use various skills to retrace the path of the monster. Eventually, the characters follow its trail to Aric's townhome, where his fiendish plot is unfolding.

Aric's eldritch machine is about to complete its work, destroying Dalannan Tower and much of the surrounding area in the Menthis Plateau. The characters must disable the machine before it causes horrible destruction.

After neutralizing the eldritch machine, the characters are still faced with finding the machine's creator. If you want, you can expand the adventure with more encounters as the characters search for Aric. Eventually, though, Aric attacks them: A retinue of goblin archers flits through the air on soarsleds as the characters ride a skycoach through the city.

With Aric defeated, the characters can move on to other adventures you devise. Perhaps Aric was working for an evil cabal such as a Khyber cult (see page 251), the Dreaming Dark (page 191), or the Lords of Dust (page 28). If he survived, Aric might even return to trouble the characters in a later adventure.

ADVENTURE HOOKS AND QUESTS

You can use one or more of these quests as hooks to draw characters in to the rest of this adventure. You don't need a hook for every character in the party. Assuming that the characters have come together as a group of friends with a shared past, giving one or two characters strong reasons to be at the ceremony should be sufficient to get the whole group there.

HOOK: INVITATION ONLY

A House Orien courier delivers a letter to each of you. It's an invitation from a wealthy and respected nobleman by the name of Bren ir'Gadden. Four years ago, you rescued him from the tower at the edge of the Mourning, and he has invited you to attend a ceremony of remembrance as his special guests.

This hook works for any or all of the characters, if they rescued Bren ir'Gadden and returned him to safety. If the characters delivered ir'Gadden to other captors, he is less likely to show such gratitude.

HOOK: A PROTECTION JOB

You've been working as a bodyguard, and today brings a simple job: A young hotshot noble named Darik ir'Tain is going to a ceremony in the University District in remembrance of the Day of Mourning. Your job is to tag along and make sure he doesn't get into any trouble. What kind of trouble can a spoiled rich kid get into? Plenty.

This hook works particularly well for a character who is a member of House Deneith, but could also fit any character with a military background.

Minor Quest (level 1, 100 XP): Keep Darik ir'Tain alive through the ceremony and make sure he gets home safely. The ir'Tain family will pay the character 40 gp for this day's work.

HOOK: A SIMPLE TAIL

Life as an inquisitive in the City of Knives consists of endless boring tasks punctuated by occasional moments of sheer terror. Today, a moment of terror would be a welcome relief, since you've been tailing a Morgrave University professor suspected of dealing in illegal antiquities. At the moment, that means following him to some kind of ceremony in remembrance of the Day of Mourning. Maybe you can get in a quick nap while the speaker drones.

This hook is ideal for a character connected to House Medani or House Tharashk, or any other character interested in the life of an inquisitive.

Minor Quest (level 1, 100 XP): Keep an eye on Professor Gydd Nephret.



ENCOUNTER 3: INTERRUPTED OBSERVANCE

Encounter Level 3 (750 XP)

SETUP

1 Mourning haunt (M)

15 bystanders (B)

The adventure begins at a towertop ceremony in observance of the Day of Mourning, on the fourth anniversary of the catastrophe that wiped Cyre from the map. The characters are there as invited guests participating in the remembrance, as bodyguards for a guest, as inquisitives keeping an eye on a guest, or for another reason you have created.

The ceremony is just getting under way when a demon conjured by Aric Blacktree appears and begins attacking bystanders.

To begin the encounter, read:

Several invited guests have gathered on this pleasant rooftop in a rare moment of winter sunshine. The guests of honor—displaced Cyran nobles and generals—sit arrayed behind a still fountain as a grizzled war veteran drones on about remembrance.

Suddenly, the door beneath the balcony slams open and a sickly gray mist wafts out. Someone screams. Has the Mourning come to the City of Towers?

TACTICS

The Mourning haunt targets as many creatures as possible with *haunting fog*. The haunt avoids melee, shifting away from adjacent foes and using *reactive swipe* the first time it is hit by a melee attack. Once it is bloodied, its *mist aura* vanishes and it can no longer use *haunting fog*. Instead, it uses *whirlwind frenzy* or bites adjacent foes.

The Mourning haunt was sent to kill the player characters, but it also wants to create as much havoc as possible. Initially, it tries to kill as many bystanders as it can. Once the PCs attack it, it turns its full attention to them, but continues to catch as many bystanders as possible with its close attacks.

The bystanders use their actions to flee as far away from the *mist aura* as possible. A bystander caught in the *haunting fog* dies with no opportunity for escape.

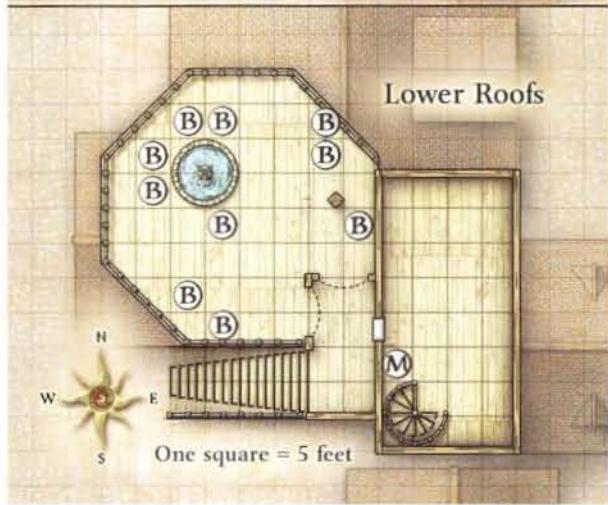
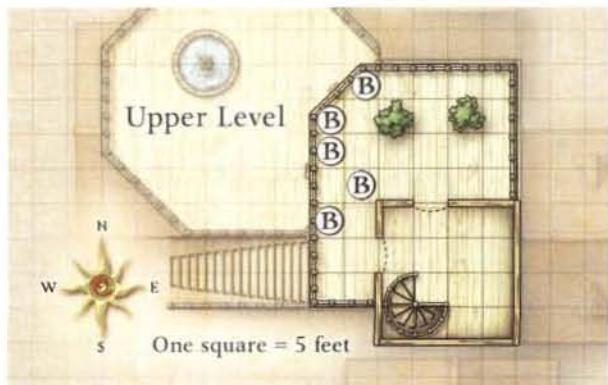
Mourning Haunt (M)	Level 3 Solo Lurker	
Medium elemental humanoid (demon)	XP 750	
Initiative +6	Senses Perception +7; blindsight 3, darkvision	
Mist Aura aura 2; the aura grants the Mourning haunt concealment from creatures adjacent to it and total concealment from other creatures. The aura ends while the Mourning haunt is bloodied.		
HP 196; Bloodied 98; see also <i>mist aura</i> and <i>whirlwind frenzy</i>		
AC 17; Fortitude 17, Reflex 16, Will 16		
Resist 5 variable (1/encounter; see MM 282)		
Saving Throws +5		
Speed 6; phasing		
Action Points 2		
① Bite (standard; at-will) +8 vs. AC; 1d6 + 4 damage.		
† Gnashing Jaws (standard; at-will) The Mourning haunt makes three bite attacks.		
↔ Haunting Fog (standard; usable only while not bloodied; at-will) Close burst 2; +4 vs. Fortitude; the target is restrained and takes ongoing 5 damage (save ends both).		
↔ Whirlwind Frenzy (standard; usable only while bloodied; at-will) Close burst 2; +6 vs. AC; 1d6 + 2 damage, and the Mourning haunt pushes the target 1 square.		
† Reactive Swipe (immediate interrupt, when the Mourning haunt is hit by a melee attack; at-will) ♦ Teleportation +6 vs. Reflex; 1d6 + 4 damage, and the Mourning haunt teleports 3 squares.		
Alignment Chaotic evil	Languages Abyssal	
Skills Stealth +10		
Str 14 (+3)	Dex 12 (+2)	Wis 12 (+2)
Con 17 (+4)	Int 14 (+3)	Cha 15 (+3)

15 Bystanders (B)	Level 2 Minion	
Medium natural humanoid, various races	XP –	
Initiative +0	Senses Perception +0	
HP 1; a missed attack never damages a minion.		
AC 15; Fortitude 13, Reflex 11, Will 11		
Speed 6		
Alignment Unaligned	Languages Common	
Str 14 (+3)	Dex 10 (+1)	Wis 10 (+1)
Con 12 (+2)	Int 9 (+0)	Cha 11 (+1)

MOURNING HAUNT LORE

A Mourning haunt resembles a white-furred ape, and it is about 7 feet tall. Tendrils of dead-gray mist unwind from its fur, concealing it in a cloud of fog. Its eyes are blank white orbs, and its mouth is full of long, sharp teeth. Four curling horns jut from its skull.

Arcana DC 20: Mourning haunts are demons that have a peculiar connection to the Mournland. No one knows whether they originated from demons that were in Cyre at the time of the Mourning, or if the Mourning had effects that reached far beyond Cyre to touch even the Abyss. Some say that every event in the world has echoes and reflections in the other planes, and that the Mourning haunts are such an echo. Perhaps, instead, Mourning haunts are somehow related to whatever caused the Mourning.



FEATURES OF THE AREA

Illumination: Bright light. It's an unseasonably sunny day, and the sunlight illuminates even the interiors of buildings through archways and windows.

Balcony: A large balcony overlooks the western part of the rooftop, and five of the guests observe the ceremony from that position. The balcony is 10 feet above the rooftop, so a character who falls from the balcony to the rooftop or the wide stair takes 1d10 damage. If a character falls off the north or west side of the balcony, he or she falls 30 feet down to a lower rooftop, taking 3d10 damage, and must find a way back up to the fight (see "Lower Rooftops").

Fountain: The fountain is a large stone basin with walls about 2 feet high. Entering or leaving the fountain costs 1 extra square of movement. A creature pushed into the fountain can make a DC 10 Acrobatics check to remain standing; if the creature fails the check, it trips over the wall and falls prone in the fountain.

Trees: Each tree's trunk fills one square. A character can climb a tree with a DC 12 Athletics check. A character perched in the branches is considered to be climbing (thus granting combat advantage to all attackers), but the branches grant the character concealment against ranged attacks.

Lower Rooftops: The tower in which the ceremony takes place is surrounded by shorter towers. If a character falls from the rooftop, he or she falls 20 feet down to a lower rooftop and takes 2d10 damage. (Falling from the balcony adds 10 feet to the drop and 1d10 to the damage.) The challenge is finding a way back up. A character can use the Athletics skill to climb, but it's a difficult ascent (DC 20). Alternatively, a character can navigate the mazelike stairs, bridges, and passages of Sharn's towers with two successful Streetwise checks (DC 13), each one requiring a standard action. After two successful checks, the character arrives at the bottom of the wide stairs with a move action to spare.

CONCLUSION

When the Mourning haunt dies, any character within 3 squares of it sees its body dissolve into gray mist. Briefly, the wisps of mist form an image of the Prophecy mark that the characters saw in the Tower of Scars four years ago.

In addition to the XP reward for defeating the Mourning haunt, award the characters 10 extra XP for each surviving bystander. If you didn't use "A Protection Job" as a hook for the characters, the survivors offer the characters a gift of 40 gp to thank them for their efforts.

The next encounter is a skill challenge representing the characters' efforts to identify the demon and discover where it came from.

ENCOUNTER 4: HUNTING THE MASTERMIND

Encounter Level 1 (500 XP)

SETUP

This extended skill challenge represents the player characters' search for the instigator behind the Mourning haunt's attack. The characters make use of their investigative and deductive powers (Perception and Insight), their ability to navigate the bridges, towers, and denizens of Sharn's lower wards (Streetwise, Diplomacy, and Intimidate), and to a lesser extent their knowledge of or research about the demon itself (Arcana).

HUNTING THE MASTERMIND

You are left with the last misty remnants of the creature's corpse and a handful of frightened witnesses. "What was that thing," someone asks, "and where did it come from?"

The characters must assemble what clues they have into a coherent picture of the threat that faces them as they make their way down to the lowest levels of the city to find the source of that threat.

Level: 1 (XP 500).

Complexity: 4 (requires 10 successes before 3 failures).

Primary Skills: Diplomacy, Insight, Intimidate, Perception, Streetwise.

Diplomacy or Streetwise (DC 10, standard action): The character coaxes useful information from a witness at the scene or in the tower below the attack: either an indication of which way the demon came (pointing down toward the base of Dalannan Tower) or a description of its haunting whisper as it moved through the city, which includes the words from the Prophecy mark: "Five at the brink of the desolation stand as one against the tempest's roar."

After the characters have achieved 5 successes, they're close enough to the base of Dalannan Tower that they can learn more about Aric's activities in the area. Witnesses in the lower ward describe the suspicious activity of a man with long black hair who has been seen surrounded by an escort of goblins, and the strange lights and sounds emanating from a town-home near the base of Dalannan Tower.

Insight (DC 10, standard action): The character pieces together some of the information the group is learning. Characters can't attempt two Insight checks in a row; after a successful Insight check, the party must score a success with a different skill before anyone can attempt another Insight check. With a successful check, the character synthesizes information toward a more coherent picture of the threat they face: the demon made its way toward them from somewhere near the base of Dalannan Tower,

explicitly searching for them but apparently knowing where they were with some degree of accuracy.

Intimidate (DC 15, standard action): A character can use Intimidate as a substitute for Diplomacy to extract information from witnesses. Intimidate effectively substitutes for Diplomacy, although at a higher DC.

Perception (DC 15, standard action): The demon left some traces of its passing as it moved from the base of Dalannan Tower to the site of the attack. The character can use Perception to follow this trail. With a success, a character might find a wisp of white fur that dissolves into mist when touched, a corpse tossed in a dark corner, or a witness describing the haunt's passage. Such witnesses can then be the subjects of Diplomacy or Intimidate checks.

Secondary Skill: Arcana.

Arcana (DC 10, standard action): A character who makes a successful Arcana check identifies the Mourning haunt as a demon that must have been summoned into the world. A second successful check reveals no lingering magical energy in the area of the demon's attack: it was not summoned directly to that location. This skill can't grant any further successes until the characters have achieved nine successes, but at that point it allows a character making a successful Arcana check to pinpoint the location of the eldritch machine at the base of Dalannan Tower, based on the powerful arcane energies emanating from the building. This skill can be used to gain a maximum of 3 successes in this challenge.

Success: If the PCs earn 10 successes, they find their way to the base of Dalannan Tower, where Aric's eldritch machine threatens to explode. When they enter the tower, they begin the next encounter.

Failure: Each time the characters fail a skill check, they can have one of the brief combat encounters described below. If they fail three checks, you can let them continue until they get 10 successes, throwing combat encounters at them with each additional failure. Either way, the characters still find their way to Aric's eldritch machine, but Aric's agents are on the lookout for their arrival, and the encounter there will be more challenging.

COMPLICATING ENCOUNTERS

Sharn can be a dangerous place, and asking the wrong questions or poking into the wrong dark corners can quickly get characters into trouble. Each time the characters fail a skill check as part of this challenge, they have a minor combat encounter. Choose one of these groups of opponents and set the battle in one of the generic street settings on the poster map included with this book. If the characters fail their first skill checks, you can choose to wait until the characters have moved beyond the scene of the last encounter before presenting them with these complicating encounters.

ROUGH CROWD

Encounter Level 1 (299 XP)

1 human berserker
4 human rabble

The characters try to intimidate the wrong person, leaning too hard on a human berserker whose cronies back him up in a fight against the characters.

Human Berserker	Level 4 Brute	
Medium natural humanoid	XP 175	
Initiative +3	Senses Perception +2	
HP 66; Bloodied 33; see also <i>battle fury</i>		
AC 15; Fortitude 15, Reflex 14, Will 14		
Speed 7		
① Greataxe (standard; at-will) ♦ Weapon		
+7 vs. AC; 1d12 + 4 damage (crit 1d12 + 16).		
† Battle Fury (free, when first bloodied; encounter)		
The human berserker makes a melee basic attack with a +4 bonus to the attack roll and deals 1d6 extra damage on a hit.		
‡ Handaxe (standard; at-will) ♦ Weapon		
Ranged 5/10; +5 vs. AC; 1d6 + 3 damage.		
Alignment Unaligned	Languages Common	
Skills Athletics +9, Endurance +9		
Str 17 (+5)	Dex 12 (+3)	Wis 11 (+2)
Con 16 (+5)	Int 10 (+2)	Cha 12 (+3)
Equipment hide armor, greataxe, 2 handaxes		

4 Human Rabble	Level 2 Minion	
Medium natural humanoid	XP 31 each	
Initiative +0	Senses Perception +0	
HP 1; a missed attack never damages a minion.		
AC 15; Fortitude 13, Reflex 11, Will 11; see also <i>mob rule</i>		
Speed 6		
① Club (standard; at-will) ♦ Weapon		
+6 vs. AC; 4 damage.		
Mob Rule		
A human rabble gains a +2 power bonus to all defenses while at least two other human rabble are within 5 squares of it.		
Alignment Any	Languages Common	
Str 14 (+2)	Dex 10 (+0)	Wis 10 (+0)
Con 12 (+1)	Int 9 (-1)	Cha 11 (+0)
Equipment club		

THIEVES AT WORK

Encounter Level 1 (375 XP)

3 halfling thieves

The characters follow a suspicious sight or sound into the middle of a crime in progress.

3 Halfling Thieves	Level 2 Skirmisher	
Small natural humanoid	XP 125 each	
Initiative +6	Senses Perception +1	
HP 34; Bloodied 17		
AC 16; Fortitude 13, Reflex 15, Will 14; see also <i>nimble reaction</i>		
Saving Throws +5 against fear effects		
Speed 6; see also <i>mobile melee attack</i>		
① Dagger (standard; at-will) ♦ Weapon		
+7 vs. AC; 1d4 + 3 damage.		
② Dagger (standard; at-will) ♦ Weapon		
Ranged 5/10; +7 vs. AC; 1d4 + 3 damage.		
† Mobile Melee Attack (standard; at-will)		
The halfling thief can move up to 3 squares and make one melee basic attack at any point during that movement. The halfling thief doesn't provoke opportunity attacks when moving away from the target of its attack.		
Combat Advantage		
The halfling thief deals 1d6 extra damage on melee attacks against any creature granting combat advantage to it.		
Nimble Reaction		
Halflings gain a +2 racial bonus to AC against opportunity attacks.		
Second Chance (immediate interrupt, when the halfling is hit by an attack; encounter)		
The attacker must make a new attack roll and use the new result.		
Alignment Any	Languages Common, one other	
Skills Acrobatics +11, Stealth +9, Thievery +11		
Str 12 (+2)	Dex 16 (+4)	Wis 11 (+1)
Con 10 (+1)	Int 10 (+1)	Cha 14 (+3)
Equipment leather armor, 4 daggers, thieves' tools		

THE WRONG PUDDLE

Encounter Level 1 (300 XP)

1 ochre jelly

The characters stumble into a wet, dark place where an ochre jelly is feeding.

Ochre Jelly	Level 3 Elite Brute	
Large natural beast (blind, ooze)	XP 300	
Initiative +0	Senses Perception +2; blindsight 10, tremorsense 10	
HP 102; Bloodied 51; see also <i>split</i>		
AC 18; Fortitude 16, Reflex 14, Will 14		
Immune gaze; Resist 5 acid		
Saving Throws +2		
Speed 4; see also <i>flowing form</i>		
Action Points 1		
① Slam (standard; at-will) ♦ Acid		
+8 vs. AC; 2d6 + 1 damage, and ongoing 5 acid damage (save ends).		
Flowing Form (move; at-will)		
The ochre jelly shifts 4 squares.		
Split (when first bloodied; encounter)		
The ochre jelly splits into two jellies, each with hit points equal to one-half its current hit points. Effects applied to the original ochre jelly do not apply to the second one. An ochre jelly can't split if reduced to 0 hit points by the attack that bloodied it. Left alone, the two halves recombine into a single creature at the end of the encounter.		
Alignment Unaligned	Languages –	
Str 13 (+2)	Dex 8 (+0)	Wis 12 (+2)
Con 11 (+1)	Int 1 (-4)	Cha 1 (-4)

ENCOUNTER 5: RED JACKALS

Encounter Level 1 (500 XP) or
Encounter Level 3 (750 XP)

SETUP

2 Red Jackal razorclaws (R)
4 goblin cutters (G)
1 half-orc archer (H)

If the characters failed the skill challenge in encounter 4, add these monsters:

2 guard drakes (D)

Aric has taken over a townhome near the bottom of Dalannan Tower, in the Center Bridge district of the Lower Menthis Plateau, and built his eldritch machine there. When the machine's work is complete, it will destroy the tower—which holds Morggrave University at its top—and many of the surrounding towers as well, causing tremendous damage to the Menthis Plateau.

When the characters finish the skill challenge in Encounter 4, read:

Your search has brought you from the highest tower tops of the University District to the roots of those same towers, far below in a residential ward called Center Bridge. Squeezed between districts full of taverns, theaters, gambling halls, and other entertainments, it's amazing that Center Bridge manages to be as quiet as it is. Down here the bases of the towers are hundreds of feet across, and they're ringed with townhomes that jut out from the towers' outer walls like the teeth of enormous cogs. One of these homes caught your eye as the possible source of the creature you fought, and you have reached its front door.

Perception Check

DC 16 *A strange, rumbling hum comes from the upper story of the home.*

A single door offers the only easy means of entering or exiting the townhome. Aric has sealed the upstairs windows with boards and iron bars. The front door is locked, requiring a DC 15 Thievery check or a DC 15 Strength check to get the door open. None of the monsters are visible when the characters open the door.

When the characters open the door, read:

It looks like an average home from the outside, but the inside is something else entirely. Powerful odors fill the air—a musky, animal scent and worse smells as well—and lingering wisps of gray mist indicate that this place is the origin of the creature you fought above. The door leads to a large outer room with hallways leading off in two directions.

Seven ruffians guard Aric's precious project, unaware of the threat the machine poses to their own safety. If the characters failed the skill challenge in encounter 4, these ruffians have obtained two guard drakes to help protect the eldritch machine. When the characters enter, the shifters are in one bedroom, the half-orc is in another, and the goblins are spread out in the back room and the two hallways. If the drakes are present, they are positioned in front of the door and hiss when the characters enter, alerting the other creatures on this floor.

TACTICS

The two shifters burst out of their room at the first sound of trouble. They attack the nearest foes with their scimitars and shift away if the attack is successful. If both shifters are bloodied, they use their razorclaw shifting speed in an attempt to flee. However, if one shifter falls before the other is bloodied, the survivor fights to the death in a blind quest for vengeance.

The half-orc also emerges from his room when he hears the sound of combat. He circles around, using Stealth to hide from the characters until he lines up a clear shot. He tries to flee if both shifters fall or flee.

The two goblins in the hallways shout for help when they see the door open. If the guard drakes are present, the goblins charge forward and attack, attempting to gain flanking positions with the drakes. If the guard drakes are not present, the goblins pick a single target and attack, trying to flank that target themselves. The remaining goblins arrive a round later and use similar tactics.

2 Red Jackal Razorclaws (R)	Level 2 Skirmisher
Medium natural humanoid, shifter	XP 125 each
Initiative +6	Senses Perception +2; low-light vision
HP 37; Bloodied 18	
AC 16; Fortitude 12, Reflex 14, Will 12; see also <i>razorclaw shifting</i>	
Speed 6; see also <i>razorclaw shifting</i>	
① Scimitar (standard; at-will) ♦ Weapon	
+4 vs. AC; 1d8 + 1 damage (crit 9 + 1d8), and the Red Jackal razorclaw shifts 1 square.	
Charging Pounce	
When the Red Jackal razorclaw charges, it deals 1d8 extra damage and knocks the target prone.	
Razorclaw Shifting (minor, usable only while bloodied; encounter)	
Until the end of the encounter, the Red Jackal razorclaw's speed increases by 2 and it gains a +1 bonus to AC and Reflex.	
Alignment Evil	Languages Common
Skills Acrobatics +11, Stealth +11, Streetwise +7	
Str 12 (+2)	Dex 17 (+4)
Con 13 (+2)	Int 10 (+1)
Equipment leather armor, scimitar	Wis 13 (+2)
	Cha 12 (+2)

4 Goblin Cutters (G)

Small natural humanoid

Level 1 Minion

XP 25 each

Initiative +3	Senses Perception +1; low-light vision	
HP 1; a missed attack never damages a minion.		
AC 16; Fortitude 12, Reflex 14, Will 11		
Speed 6; see also <i>goblin tactics</i>		
④ Short Sword (standard; at-will) ♦ Weapon		
+5 vs. AC; 4 damage (5 damage if the goblin cutter has combat advantage against the target).		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
Alignment Evil	Languages Common, Goblin	
Skills Stealth +5, Thievery +5		
Str 14 (+2)	Dex 17 (+3)	Wis 12 (+1)
Con 13 (+1)	Int 8 (-1)	Cha 8 (-1)
Equipment leather armor, short sword		

Half-Orc Archer (H)

Medium natural humanoid

Level 3 Artillery

XP 150

Initiative +7	Senses Perception +8; low-light vision	
HP 38; Bloodied 19		
AC 17; Fortitude 13, Reflex 15, Will 13		
Speed 6 (8 while charging)		
④ Handaxe (standard; at-will) ♦ Weapon		
+6 vs. AC; 1d6 + 3 damage.		
④ Longbow (standard; at-will) ♦ Weapon		
Ranged 20/40; +9 vs. AC; 1d10 + 4 damage.		
④ Furious Assault (free, when the half-orc archer hits an enemy; encounter)		
The triggering attack deals 1d6 extra damage if it was a handaxe attack or 1d10 extra damage if it was a longbow attack.		
Half-Orc Resilience (when first bloodied; encounter)		
The half-orc archer gains 5 temporary hit points.		
Alignment Evil	Languages Common, Giant	
Skills Endurance +5, Intimidate +8, Stealth +10		
Str 16 (+4)	Dex 19 (+5)	Wis 14 (+3)
Con 14 (+3)	Int 11 (+1)	Cha 10 (+1)
Equipment leather armor, handaxe, longbow with 30 arrows		

2 Guard Drakes (D)

Small natural beast (reptile)

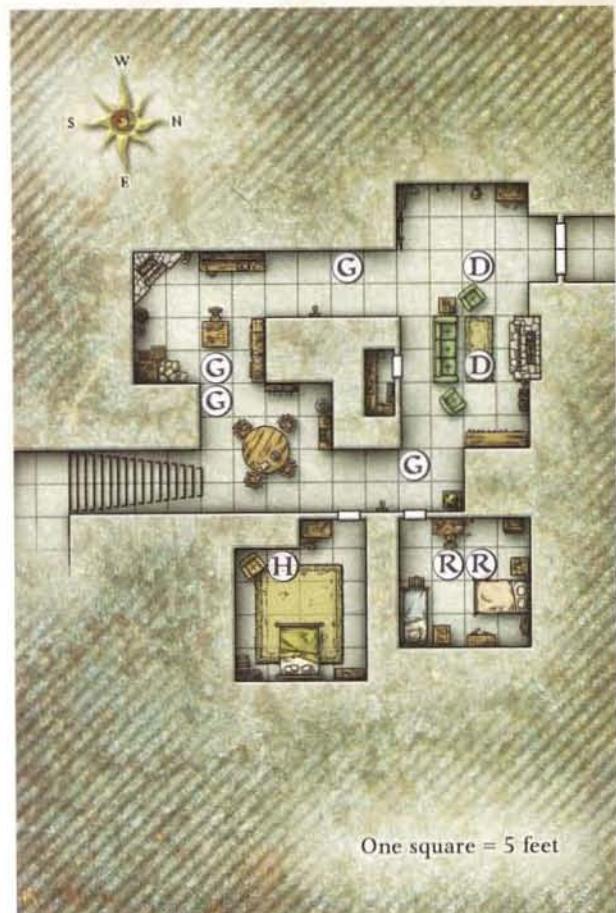
Level 2 Brute

XP 125 each

Initiative +3	Senses Perception +7	
HP 48; Bloodied 24		
AC 15; Fortitude 15, Reflex 13, Will 12		
Immune fear (while within 2 squares of an ally)		
Speed 6		
④ Bite (standard; at-will)		
+6 vs. AC; 1d10 + 3 damage, or 1d10 + 9 damage while within 2 squares of an ally.		
Alignment Unaligned	Languages –	
Str 16 (+4)	Dex 15 (+3)	Wis 12 (+2)
Con 18 (+5)	Int 3 (-3)	Cha 12 (+2)

RED JACKAL LORE

Streetwise DC 15: These shifters' dyed fur suggests that they might be members of the Red Jackals, a violent clan of shifters and half-orcs who live in the sewers of Sharn. They survive by rummaging through the trash and waste that pass through their home territory and by raiding other clans of sewer-dwellers.

**CONCLUSION**

At the end of the encounter, there's no particular indication of any trouble upstairs, where the eldritch machine is nearing the completion of its work. (The humming sound that the characters might have perceived is still audible, but it has not changed in volume or frequency.) The characters can take a short rest without incident.

The characters find 60 gp in a pouch on the half-orc archer's body.

Just as the characters finish their rest, read:

A crack like thunder echoes from the upper story above you, followed by the rumble of stone from all around. You feel the floor shake.

Perception Check

DC 12 Someone shouts upstairs, but you can't make out the words over the rumbling sound.

DC 17 In Common, someone shouts, "What's happening? Check those over there!"

ENCOUNTER 6: DOOMSDAY MACHINE

Encounter Level 2 (700 XP)

SETUP

1 eldritch machine trap

1 dolgaunt warrior (D)

2 doppelganger sneaks (S)

In the upper story of this townhome, Aric Blacktree has set up the device he hopes will destroy Dalanan Tower and a significant portion of the Menthis Plateau. As the player characters arrive, the device is nearing the end of its operating cycle and the completion of its work. Aric has abandoned the residence, putting a safe distance between himself and the doomsday machine. A dolgaunt warrior and two hired doppelgangers guard the machine—and unwittingly await their own doom.

When the characters open the door at the top of the stairs, read:

Dark lightning crackles around a bizarre assemblage of tubes, brass orbs, embedded gemstones, dry bones, and formless stone that stands just inside the door. A hideous, eyeless monster that might once have been a natural human or hobgoblin stands near the machine, running its hands and two long tentacles over the surface with an air of frantic desperation. You can see similar machines down two hallways, each one attended by a rough-looking male human.

Dolgaunt Warrior (D)

Medium aberrant humanoid (blind)

Level 3 Soldier

XP 150

Initiative +7 Senses Perception +2; blindsight 20

Harassing Tentacles aura 1; each creature in the aura that is marked by the dolgaunt warrior is also immobilized (save ends). HP 45; Bloodied 22

AC 19; Fortitude 14, Reflex 16, Will 13

Immune gaze

Speed 6

† Claw (standard; at-will)

+10 vs. AC; 1d10 + 2 damage, and the target is marked until the end of the dolgaunt's next turn.

† Tentacle Lash (standard; usable only against a marked target; at-will)

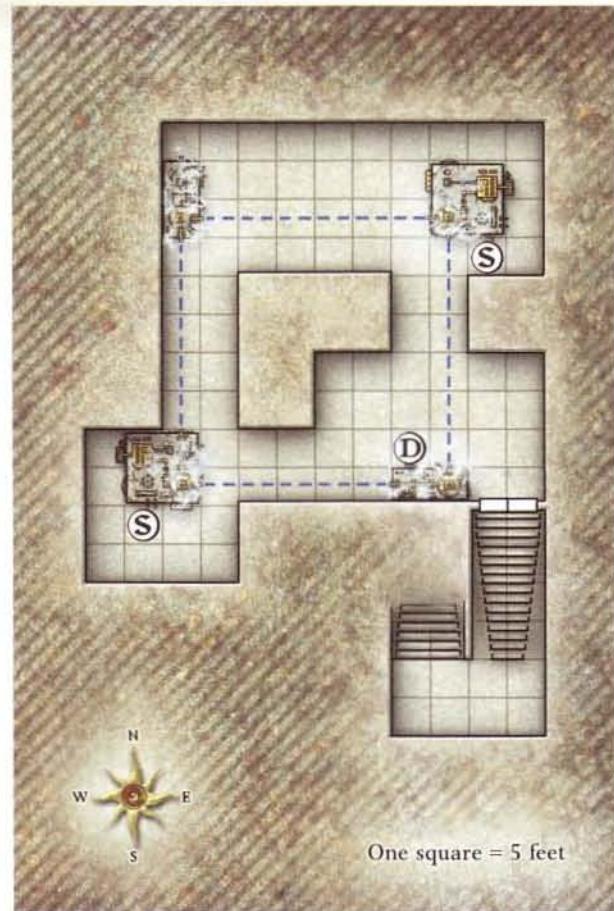
Reach 2; +8 vs. Reflex; 1d8 + 2 damage, ongoing 5 damage (save ends), and the target is marked until the end of the dolgaunt's next turn.

Alignment Evil Languages Common, Deep Speech

Skills Acrobatics +10, Athletics +8

Str 15 (+3) Dex 19 (+5) Wis 12 (+2)

Con 13 (+2) Int 10 (+1) Cha 11 (+1)



2 Doppelganger Sneaks (S)

Medium natural humanoid (shapechanger)

Level 3 Skirmisher

XP 150 each

Initiative +6 Senses Perception +2

HP 45; Bloodied 22

AC 18; Fortitude 14, Reflex 16, Will 16

Speed 6

† Short Sword (standard; at-will) ♦ Weapon

+8 vs. AC; 1d6 + 3 damage.

† Shapeshifter Feint (minor; at-will)

+6 vs. Reflex; the doppelganger gains combat advantage against the target until the end of the doppelganger's next turn.

Combat Advantage

A doppelganger sneak deals 1d6 extra damage against any creature granting combat advantage to it.

Change Shape (minor; at-will) ♦ Polymorph

A doppelganger can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual (see "Change Shape," MM 280).

Alignment Unaligned Languages Common

Skills Bluff +10, Insight +9, Stealth +9

Str 11 (+1) Dex 16 (+4) Wis 12 (+2)

Con 13 (+2) Int 10 (+1) Cha 15 (+3)

Equipment short sword

Eldritch Machine

Trap

Level 2 Elite Blaster

XP 250

With a piercing shriek, one of the four strange devices that make up the machine releases a bolt of crackling energy that leaps to another device. As it absorbs the dark lightning, the second device shudders, sending waves of stone rippling out through the floor around it.

Trap: Each round, a bolt of energy extends between two portions of the machine, followed by a minor earthquake around one part of the machine.

Perception

♦ DC 10: The character notices that the energy crackling around each part of the machine is concentrated in a specific location in that section of the device.

Initiative +5

Trigger

When the characters enter the room, roll initiative for the trap as well as the monsters. On the trap's turn, randomly determine which part of the machine the bolt of energy originates from (roll a d4), and which of the two parts the bolt travels toward. (The bolt moves either in a north-south direction or an east-west direction, as indicated by the dashed lines on the map.) The trap first attacks each creature occupying a square on the path of dashed lines, and then attacks each creature in a burst 2 around the second part.

First Attack

Standard Action Ranged 6

Target: Each creature occupying a square on the path connecting the two parts of the machine

Attack: +5 vs. Reflex

Hit: 1d8 + 3 lightning and necrotic damage, and the target is weakened until the end of the trap's next turn.

Second Attack

Minor Action Close burst 2

Target: Each creature in burst

Attack: +5 vs. Fortitude

Hit: 1d8 + 3 thunder damage, and the target is knocked prone.

Miss: Half damage.

Countermeasures

- ♦ A character adjacent to one of the squares where the bolts of energy originate can drain some of the force from the energy by making a successful DC 10 Arcana check as a standard action. Until the end of the encounter, the damage dealt by that part of the device is halved.
- ♦ A character adjacent to one of the squares where the bolts of energy originate can disable that part of the device by making a successful DC 10 Thievery check as a standard action. A part that is disabled can no longer produce a bolt of energy.

TACTICS

When the characters enter the room, the guards set aside their concern about the eldritch machine, not fully believing that it's going to explode. They attack the characters wholeheartedly and fight to the death.

The dolgaunt focuses on one character with a combination of claw and tentacle lash attacks. The doppelgangers dart around the rooms, altering their appearance each time they leave the sight of the characters to give the impression of greater numbers. All three monsters keep their distance from the machines after the start of the fight, and stay out of the squares affected by the necrotic lightning.

The characters can persuade the doppelgangers to flee for their lives (see the skill challenge below) as an alternative to killing them.

When the characters disable the machine, read:

With one last rumbling quake and feeble discharge of energy, the device falls still. The sudden silence is unnerving.

FRIGHTEN OFF THE DOPPELGANGERS

Convincing the doppelgangers to flee is a skill challenge equivalent to defeating them in combat. The dolgaunt is unaffected by attempts to persuade it to abandon its post.

Level: 3 (XP 300).

Complexity: 2 (6 successes before 3 failures).

Primary Skills: Diplomacy, Intimidate.

Diplomacy (DC 12, standard action): The character points out the obvious danger from remaining near the machine, stress that whoever hired the doppelgangers obviously set them up to die, or otherwise persuade the doppelgangers to flee. On a successful check, the doppelgangers obviously hesitate. Neither doppelganger uses its shapeshifter feint ability on its next turn. This skill can be used to gain a maximum of 4 successes in this challenge.

Intimidate (DC 13, standard action): The character takes a more aggressive approach, stressing that the characters themselves are a significant threat—but the machine will get the doppelgangers even if the characters don't. On a successful check, the doppelgangers are clearly daunted. Each doppelganger takes a -2 penalty to attack rolls on its next turn. This skill can be used to gain a maximum of 4 successes in this challenge.

Secondary Skills: Bluff, Insight.

Bluff (DC 12, standard action): If the characters take a deceptive approach—for example, claiming that the doppelgangers' employer sent them to tell the doppelgangers to get out—they use Bluff instead of other skills. They face a harder DC, they can't achieve more than 1 success in this way, and they don't get any additional benefit for success.

Insight (DC 14, minor action): A character who makes an effort to pay attention to the doppelgangers' attitude and reactions gets a +2 bonus to his or her next Diplomacy or Intimidate check in the challenge. A successful Insight check doesn't count as a success in the skill challenge.

Success: The doppelgangers flee from the fight. The characters receive the same XP award for completing the skill challenge that they would have earned for defeating the doppelgangers in combat. In addition, the characters learn the name of the doppelgangers' employer: Aric Blacktree.

Failure: The doppelgangers fight to the death.

TREASURE

The dolgaunt carries a level 3 magic item of your choice. In addition, when the characters disable the eldritch machine, they can salvage 500 gp worth of residuum from the remaining pieces.

ENCOUNTER 7: FIGHT IN THE SKIES

Encounter Level 4 (900 XP)

SETUP

Aric Blacktree (A)
6 goblin archers (G)
1 skycoach pilot (S)

The encounter begins with the characters on a skycoach, which is something like a flying longboat used to transport passengers and small cargoes through the air between the towers of Sharn. The characters might hire a skycoach to take them from Center Bridge back up to the upper wards of the city. Alternatively, a skycoach might arrive wherever the characters are, sent (the driver explains) by the city council to bring the characters to the council hall to receive a commendation. Whatever the reason for the characters' travel, Aric Blacktree and his goblin servants attack the skycoach as it flies through the city.

When the encounter begins, read:

The skycoach drifts through the air, rising gently toward the upper reaches of the towers. Compared to the pace of life on the bridges and balconies of the great towers, this smooth ride feels slow, almost peaceful, even though the skycoach is actually moving at a respectable clip.

Perception Check

DC 15 *A flash of blue light draws your eye: A goblin stands on a glowing disk of blue energy, aiming a drawn bow at you.*

If any character's passive Perception check is high enough to notice the goblin, that character can shout a warning to the others. Let the other characters roll Perception checks. Aric, the goblins, and any character whose Perception check result is 15 or better can act in the surprise round.

SOARSLEDS

Aric and the goblins are flying on soarsleds, which are temporary magical constructs. While the soarsleds remain, they grant a creature riding them a fly speed of 8. They don't allow the creature to hover, so Aric and the goblins must use a move action each round to fly at least 2 squares or crash, and they can't shift or make opportunity attacks while flying. The magic that created the soarsleds expires one half hour after the end of the encounter, at which time the soarsleds vanish.

Refer to pages 47–49 in the *Dungeon Master's Guide* for rules about flying in combat.

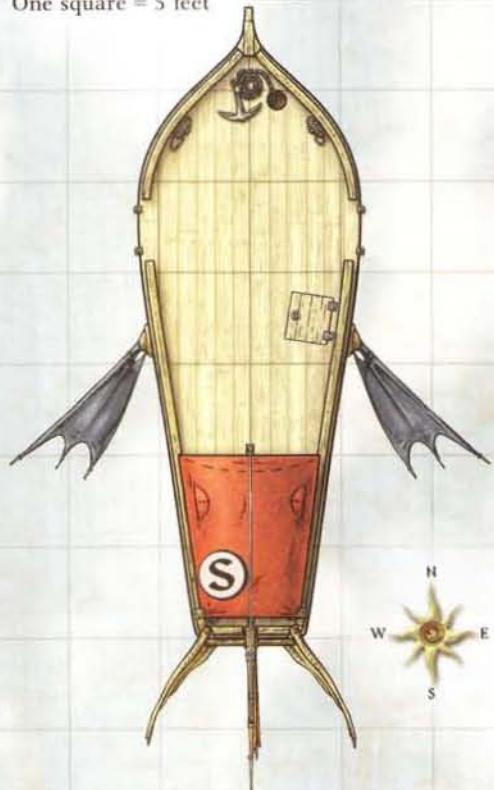
Aric Blacktree	Level 3 Elite Artillery (Leader)	
Medium natural humanoid, human	XP 300	
Initiative +2	Senses Perception +7	
HP 76; Bloodied 38		
AC 17; Fortitude 14; Reflex 15; Will 18		
Saving Throws +2		
Speed 6, fly 8 (soarsled)		
Action Points 1		
① Mace (standard; at-will) ♦ Weapon +9 vs. AC; 1d8 + 2 damage.		
② Withering Blast (standard; at-will) ♦ Lightning, Necrotic Ranged 10; targets one or two creatures; +8 vs. Fortitude; 2d6 + 3 lightning and necrotic damage, and the target is weakened until the end of Aric Blacktree's next turn.		
③ Aberrant Inspiration (standard; recharge ② ③) ♦ Necrotic Close burst 10; each ally in burst can make a basic attack as a free action, and then takes 5 necrotic damage.		
Alignment Evil	Languages Common, Goblin	
Skills Arcana +8, Bluff +9		
Str 12 (+2)	Dex 13 (+2)	Wis 12 (+2)
Con 14 (+3)	Int 15 (+3)	Cha 17 (+4)
Equipment leather armor, mace, soarsled		

6 Goblin Archers (G)	Level 1 Skirmisher	
Small natural humanoid	XP 100 each	
Initiative +5	Senses Perception +1; low-light vision	
HP 29; Bloodied 14		
AC 17; Fortitude 13, Reflex 15, Will 12		
Speed 6, fly 8 (soarsled)		
① Short Sword (standard; at-will) ♦ Weapon +6 vs. AC; 1d6 + 2 damage.		
② Shortbow (standard; at-will) ♦ Weapon Ranged 15/30; +6 vs. AC; 1d8 + 2 damage.		
③ Mobile Ranged Attack (standard; at-will) The goblin archer can move up to half its speed; at any point during that movement, it makes one ranged attack without provoking an opportunity attack.		
Great Position		
If, on its turn, the goblin archer ends its move at least 4 squares away from its starting position, it deals 1d6 extra damage on its ranged attacks until the start of its next turn.		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square. (A goblin archer can't shift while flying on its soarsled.)		
Alignment Evil	Languages Common, Goblin	
Skills Stealth +10, Thievery +10		
Str 14 (+2)	Dex 17 (+3)	Wis 12 (+1)
Con 13 (+1)	Int 8 (-1)	Cha 8 (-1)
Equipment leather armor, short sword, shortbow with 40 arrows, soarsled		

FEATURES OF THE ENCOUNTER

The skycoach is the central feature of this encounter. Draw it on your battle grid (or use one 2 × 4 and one 2 × 2 Dungeon Tile to represent it), leaving plenty of space around it, and move everything else relative to it. When it moves forward each round (on the pilot's turn), move Aric and each goblin, as well as any character that has left the skycoach, 8 squares toward the rear of the skycoach to represent the vehicle's forward movement.

One square = 5 feet



Skycoach

Gargantuan vehicle

HP 200 Space 2 squares by 6 squares Cost 2,000

AC 2; Fortitude 20, Reflex 2

Speed 0, fly 4 (hover), overland flight 8

Pilot

The pilot must stand in the wheelhouse.

Load

Eight Medium creatures; two tons of cargo.

Out of Control

An out-of-control skycoach moves forward at half speed. Each round it's out of control, roll a d6. On a roll of 6, it crashes into a tower or bridge in its path, taking 1d10 damage per square the skycoach moved in its previous turn. Creatures on board the vehicle take half damage. A collision stops the skycoach's movement.

Skycoach Pilot (S)

Medium natural humanoid, half-elf

Level 2 Minion

XP –

Initiative +0

Senses Perception +0

HP 1; a missed attack never damages a minion.

AC 15; Fortitude 13, Reflex 11, Will 11

Speed 6

Alignment Unaligned

Languages Common

Str 14 (+3)

Dex 10 (+1)

Wis 10 (+1)

Con 12 (+2)

Int 9 (+0)

Cha 11 (+1)

Skycoach Deck: The deck of the skycoach is surrounded by a railing designed to keep passengers from falling off. A character who is forced off the

edge of the deck gets a +5 bonus to the saving throw to avoid falling.

Falling: A creature that falls from the skycoach or a soarsled drops $(1d4 + 1) \times 10$ feet before landing on a bridge, balcony, or rooftop.

Commandeering a Soarsled: A character can jump from the skycoach deck to a nearby soarsled with a successful Athletics check and attempt to take it from its rider. If the Athletics check fails, the character falls. Treat the attack as a bull rush attempt, with a +1 bonus for charging. If the attack is successful, the soarsled's rider is pushed off or (if the rider makes a successful saving throw) knocked prone on the soarsled, occupying the same space as the new rider. If the bull rush attempt fails, the character falls prone in the rider's space.

A prone creature on a soarsled can't stand up without first pushing the occupying character off with another bull rush attempt (taking the normal -2 penalty for attacking while prone). In theory, this could result in both creatures prone atop the soarsled, wrestling for control. However, a creature must be standing on the soarsled to control its movement, so if both creatures' turns pass without either one standing up and moving the soarsled, it crashes.

TACTICS

Although their bows have a range of 15 squares, the goblins fly close to the skycoach in order to make their attacks. The skycoach is weaving among the city's towers, so there will rarely be sufficient room for them to get more than 6 squares away from the skycoach on any side. They frequently swoop to within 2 squares to make their attacks. Once the characters begin to jump onto the soarsleds, the goblins maintain a greater distance.

If you find that players are getting frustrated by being stuck on the skycoach, have one or two goblins land their soarsleds on the skycoach deck, drawing their short swords. Besides giving the characters something to fight on the skycoach deck, this also gives characters access to a soarsled. Don't go out of your way to reward characters for being overly cautious, but make sure they have good, daring options to pursue.

Aric Blacktree keeps a greater distance from the skycoach, using his *aberrant inspiration* power as often as he can, and using *withering blast* against characters who seem to present the greatest threat.

When Aric is reduced to 0 hit points, he falls from his soarsled and disappears into the depths of the city. Depending on your plans for your campaign, you can let the characters find his body to verify his death, or you can bring Aric back to trouble them again in a later adventure. Even if they don't find his body, they find an item he carried: a 5th-level magic item of your choice.

ENCOUNTER SITES

The rest of this chapter details two sets of city-based encounter sites you can use in your *EBERRON* campaign. The sites are designed to be useful at a range of character levels: instead of full monster statistics, the sites include several possible encounters at different levels, with references to monster statistics in the *Monster Manual* (MM) and elsewhere in this book (ECG).

SEWER JUNCTION

A major junction where eight sewer pipelines converge into a main line, the flow here is managed by mechanical valves that release water from one pipeline at a time in roughly six-second intervals. The result is an encounter area made particularly hazardous by occasional sprays of filthy water, represented by the sewer valves hazard detailed here.

Set the level of the hazard to the level of the PCs and set its attack bonus and XP value accordingly.

Sewer Valves	Level Variable Blaster
Hazard	XP variable
<i>A squeal of metal announces the opening of one of the circular valves, and a blast of stinking water erupts from it.</i>	
Trap: Each round, one of the sewer valves opens, unleashing a blast of water that pushes creatures in its path. Roll 1d8 to determine which valve opens. The hazard makes a close blast 3 attack, with the blast centered on the valve's square.	
Perception	
No check is necessary to notice the valves.	
Initiative +0	
Trigger	
The hazard operates continuously, releasing a blast of water every few seconds as pressure builds up behind the valves. Roll initiative for the trap as soon as the characters enter the area; it attacks each round on its turn.	
Attack	
Standard Action	Close blast 3
Target:	Each creature in blast
Attack:	Level + 3 vs. Fortitude
Hit:	The target is pushed 3 squares and knocked prone. The blast extinguishes fires, dousing torches and granting a saving throw to a target taking ongoing fire damage.
Countermeasures	
♦ A character adjacent to one of the valves can jam it shut with a Thievery check (DC 15 + one-half level). If this check succeeds, the next time the random die roll indicates that valve should open, it does not. The second time the die roll indicates that valve should open, it bursts open with greater force, gaining a +2 bonus to its attack roll.	
♦ As a minor action, a character can make a Perception check (DC 15 + one-half level) or a Dungeoneering check (DC 10 + one-half level) to predict which valve will open on the hazard's next turn.	

FEATURES

Illumination: None. Monsters encountered here might carry their own light sources.

Ladder: A ladder near the east end of the junction leads up to the next level of the sewers. This could be an entry point for the characters, or it could be the exit they're looking for.

Grate: A grate at the east end of the channel blocks access to the sewer pipe beyond. If you want characters to pass through it either direction, assign an easy DC for a Strength check to move it out of the way or break through. If you don't need characters to pass through, assign it a more difficult DC.

Channel: Water flows through a channel about 2 feet deep in the middle of the floor. It is difficult terrain.

ENCOUNTER SETUP

Choose an entry point for the characters and a destination on the opposite side of the sewer valves. If the characters enter by the ladder or the grate, they should leave by one of the forking passages at the west end, and vice versa. Place the opponents on the exit side of the valves.

SEWER SCAVENGERS

Encounter Level 3 (825 XP)

- ♦ Sewer valves (level 3 hazard)
- ♦ 2 iron defender homunculi (level 3 soldier, MM 156)
- ♦ 3 Red Jackal razorclaws (level 2 skirmisher, page 276)

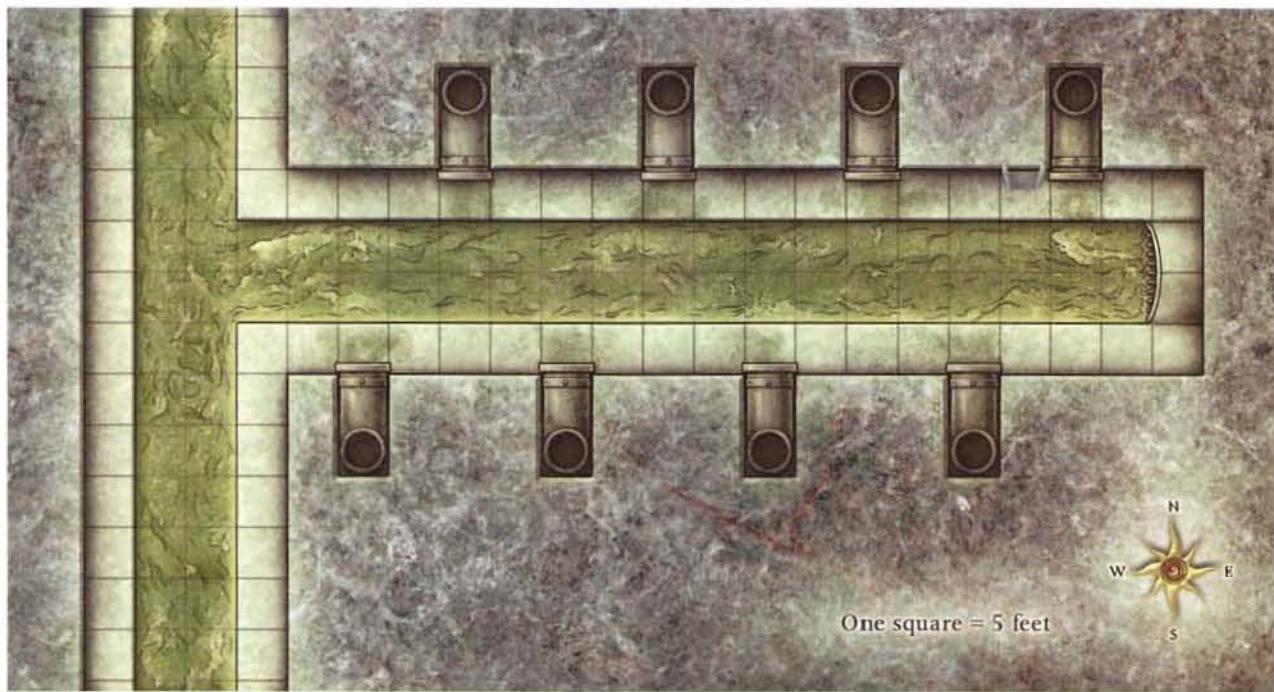
The scavengers of the Depths haunt the junction, looking for valuable goods that wash through the sewers. Three shifters are accompanied by two homunculi they found and repaired.

FORGEHOLD PROTECTORS

Encounter Level 6 (1,275 XP)

- ♦ Sewer valves (level 6 hazard)
- ♦ 1 warforged captain (level 6 soldier, MM 261)
- ♦ 3 warforged soldiers (level 4 soldier, MM 261)
- ♦ 1 iron cobra (level 6 skirmisher, MM 157)

These constructs guard a sealed doorway leading to an abandoned workshop of House Cannith. If House Cannith left guards to protect the abandoned forgehold, then they must think there's something in the sealed ruin worth protecting.



SPAWN OF XORIAT

Encounter Level 9 (2,300 XP)

- ◆ Sewer valves (level 9 hazard)
- ◆ 2 dolgaunt monks (level 8 controller, page 203)
- ◆ 3 foulspawn berserkers (level 9 soldier, MM 112)

These creatures might indicate the presence of a Khyber cult based in the sewers nearby.

SEWER HORROR

Encounter Level 12 (3,700 XP)

- ◆ Sewer valves (level 12 hazard)
- ◆ 1 adult black dragon (level 11 solo lurker, MM 75)

A black dragon makes its lair behind the grate at the east end of the junction. An operative of the Chamber, it has agents among the various inhabitants of the sewers, and other eyes and ears at every level of the city.

LORDS OF DUST

Encounter Level 15 (6,000 XP)

- ◆ Sewer valves (level 15 hazard)
- ◆ 1 rakshasa noble (level 19 controller, MM 217)
- ◆ 3 grimlock berserkers (level 13 brute, MM 148)

A rakshasa noble associated with the Lords of Dust travels in disguise through the undercity, with its blind and corrupted minions in tow. At first glance, they might appear to be nothing more than beggars scurrying through the tunnels, draped in rags and tatters.

LURKING MASTERMIND

Encounter Level 18 (10,100 XP)

- ◆ Sewer valves (level 18 hazard)
- ◆ 1 aboleth overseer (level 18 elite controller, MM 8)
- ◆ 6 aboleth servitors (level 16 minion, MM 9)
- ◆ 2 kuo-toa harpooners (level 14 soldier, MM 172)

An aboleth—another aberrant spawn of Xoriat—has established its lair behind the grate at the end of the junction. With its kuo-toa servants it has “recruited” several servitors to its alien version of a Khyber cult, twisting these once-normal citizens of the city into loathsome wretches devoid of any hint of their past lives.

GUARDIAN OF PROPHECY

Encounter Level 21 (18,000 XP)

- ◆ Sewer valves (level 21 hazard)
- ◆ 1 dark naga (level 21 elite controller, MM 194)
- ◆ 3 rot harbingers (level 20 soldier, MM 223)

A dark naga and three terrible undead servitors guard a priceless artifact, a planar portal, or some manifestation of the Prophecy that has appeared in the sewers far beneath the city. The treasure they guard might lie in a vault just beyond the sewers, but perhaps the treasure was already stolen and its frustrated guardians have begun wandering out from the vault in search of it.

STREET SCENE

The vertical City of Towers is a maze of overlapping bridges, balconies, plazas, and shops that makes it an adventure site unlike any other. The street scene map on the back of the poster map should be useful in conveying that three-dimensional complexity of outdoor encounters in Sharn.

The areas shown on the map are on two different levels, connected by two stairways. There are two areas where the layers overlap, with bridges on the upper level crossing bridges on the lower level.

Tip: When characters or monsters occupy a square that could be on either the upper level or the lower level of the map, use some kind of marker to indicate which level the creature is on. You might place the miniature on top of a die to show it's on the higher level, or use a color token.

FEATURES

Illumination: During the day, the sky of Sharn is typically overcast, but there's plenty of light to see by. At night, the streets are lit with *everbright lanterns*, magic devices that provide bright illumination. Interior areas are brightly lit as well. At your discretion, though, you could decide that the streets are only dimly lit at night, to allow for more skulking in the shadows.



Bridges: The wide bridges that crisscross the map are major roads for foot and cart traffic through the city. Low walls on both sides of the bridges help prevent accidental falls. A character forced off the side of a bridge gets a +5 bonus to the saving throw to avoid falling.

Market Stalls: Two of the towers shown on the map are tower markets, where merchants set up their wares for sale. An open-air market also occupies a balcony off a bridge on the lower level. Squares within a market stall are difficult terrain.

Fountain: A large plaza on the upper level holds a decorative fountain. The fountain is difficult terrain.

Shops: Two of the tower areas hold small shops offering various goods for sale. Unless you have other purposes in mind for these shops, the one nestled against the large stairs sells books, and the one across the road sells jewelry.

Taverns: The two buildings at the bottom of the map sell food and beverages. Any square that contains a table or chairs is difficult terrain.

Falling: The two levels of bridges shown on the map differ by 15 feet, so a character falling from one level to the next takes only 1d10 damage. A character who falls without landing on one of the lower bridges shown on the map is at a more significant risk. Use the "Fall Severity by Character Level" table on page 44 of the *Dungeon Master's Guide* to determine how far the character falls. You can roll a d6: on a roll of 1-3, the fall is painful; on a roll of 4-5, the fall is perilous; and on a roll of 6, the fall is deadly.

After falling, the character must navigate the mazelike stairs, bridges, and passages of Sharn's towers to return to the area of the map. This requires one successful Streetwise check (DC 10 + one-half level) for each 10 feet the character fell, with each check requiring a standard action.

ENCOUNTER SETUP

Choose a starting point for the characters. They could be crossing one of the bridges or emerging from one of the towers shown on the map, and walk into the scene while something is already happening. Alternatively, they could be going about other business in the city—sitting in a tavern, going to a market or shop—when the encounter starts around them.

THE HEIST

Encounter Level 2 (625 XP)

- ◆ 2 human bandits (level 2 skirmisher, MM 162)
- ◆ 2 elf archers (level 2 artillery, MM 106)
- ◆ 1 guard drake (level 2 brute, MM 90)

With a shout of, “Anybody moves and I feed ‘em to the drake!” a pair of bandits bursts onto the bridge from the jewelry store. Two archers posted on the bridges outside the shop cover the bandits’ retreat. If the bandits have stolen something that the characters were on their way to obtain, they would have an incentive to pursue the thieves. Otherwise, the shopkeeper could offer a handsome reward.

INFERNAL HEIR

Encounter Level 5 (1,100 XP)

- ◆ 1 tiefling heretic (level 6 artillery, MM 250)
- ◆ 1 spined devil (level 6 skirmisher, MM 66)
- ◆ 4 Deneith Blademark grunts (level 3 soldier, page 213)

A tiefling self-styled aristocrat sweeps through the city with a spined devil in tow and four hired mercenaries from House Deneith. Perhaps mayhem is on his agenda, or perhaps the player characters need something he has and try to arrange an ambush. The flying devil flits from level to level of the towers.

STORM FRONT

Encounter Level 8 (1,750 XP)

- ◆ 2 Storm Front cultists (level 8 skirmisher, page 221)
- ◆ 1 sahuagin priest (level 8 artillery, MM 224)
- ◆ 2 ogre savagse (level 8 brute, MM 199)

The Storm Front is a cult within House Lyrandar devoted to the dark god called the Devourer, one of the Dark Six (see page 244). Believing that the power of the Mark of Storm was meant to be used for destruction, these two cultists have taken it upon themselves to destroy a Lyrandar elemental airship, which is moored just above the map. The player characters intercept the cultists—with their sahuagin ally and their hired ogre muscle—as they unleash their attack on the elemental airship.

LORD OF THE NIGHT

Encounter Level 11 (3,150 XP)

- ◆ 1 vampire lord (level 11 elite lurker, MM 258)
- ◆ 2 grimlock ambushers (level 11 skirmisher, MM 148)
- ◆ 6 vampire spawn bloodhunters (level 10 minion, MM 259)

A vampire lord with a significant retinue hunts the streets at night. This encounter could be the climax of a long investigation into mysterious deaths and disappearances, or it could lead the characters into an investigation of a mysterious item they find in the vampire’s possession.

DREAMING DARK ATTACK

Encounter Level 14 (5,000 XP)

- ◆ 2 Dreaming Dark assassins (level 14 elite skirmisher, page 192)
- ◆ 1 githzerai mindmage (level 14 artillery, MM 131)

Agents of the Dreaming Dark (see page 191) attack the characters on the streets at night. This might be the characters’ first indication that they have attracted the attention of this evil organization, or it might be part of an ongoing struggle against the Dreaming Dark in your campaign.

FADING DREAM ASSAULT

Encounter Level 17 (8,200 XP)

- ◆ 1 Fading Dream fearmonger (level 16 artillery, page 144)
- ◆ 1 shrouded sage (level 18 elite controller, page 144)
- ◆ 2 cyclops hewers (level 16 soldier, MM 47)

A band of fey from the Fortress of Fading Dreams (see page 143) makes a bold assault on the City of Towers—or on the characters specifically, while they’re in the city. The two eladrin use their teleportation abilities to remain out of the characters’ reach, letting the cyclops serve as willing shields.

ANGELIC ONSLAUGHT

Encounter Level 21 (17,900 XP)

- ◆ 2 angels of vengeance (level 19 elite brute, MM 17)
- ◆ 1 astral stalker (level 22 elite lurker, MM 10)

Streaming through a breach in the already permeable barrier between Sharn and Syrania, the astral dominion also called the Azure Sky, three immortal agents of wrath emerge to punish the city for some slight. The angels of vengeance act as priests and avengers in the angelic cult of Olladra, Onatar, or Kol Korran, and might be acting to punish some wrong they imagine was done to one of those gods.



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NEW MONSTERS

Every new monster or NPC in this book appears on the following list, which is sorted alphabetically by level and monster role. Monster leaders are indicated with an (L).

Monster	Level and Role	Page	Monster	Level and Role	Page
Goblin Archer	1 Skirmisher	280	Tarkanian Assassin	9 Elite Skirmisher	237
Bren ir'Gadden	1 Soldier (L)	268	Ikar the Black	9 Elite Soldier (L)	96
Ashbound Berserker	2 Brute	135	Irristia Immiar	9 Soldier (L)	166
Bystander	2 Minion	272	High Cardinal Krozen	10 Elite Controller (L)	107
Emerald Claw Trooper	2 Minion	88	Thelonius and Lucretia Finch	10 Controller	254
Skycoach Pilot	2 Minion	280	Dreaming Dark Thoughtstealer	10 Elite Lurker	192
Emerald Claw Sergeant	2 Skirmisher (L)	268	Thuranni Assassin	10 Lurker	233
Fastieth	2 Skirmisher	42	Royal Eyes Elite Agent	10 Elite Skirmisher	72
Red Jackal Razorclaw	2 Skirmisher	276	Winter Sentinel	10 Soldier	136
Valenar Riding Horse	2 Skirmisher	43	Karrnathi Zombie	11 Brute	86
Aric Blacktree	3 Elite Artillery (L)	280	Rhesh Turakbar	11 Elite Brute	130
Half-Orc Archer	3 Artillery	277	Mourner	11 Controller	94
Mallora	3 Artillery (L)	268	Winter Witch	11 Controller	137
Mourning Haunt	3 Solo Lurker	272	Karrnathi Skeleton	11 Skirmisher	86
Ashbound Juggernaut	3 Skirmisher	136	Whirling Blade Swarm	11 Skirmisher	262
Clawfoot	3 Skirmisher	42	Sivis Wordsmith	12 Controller (L)	229
Deneith Blademark Grunt	3 Soldier	213	Child of Winter Doomspeaker	12 Lurker	137
Dolgaunt Warrior	3 Soldier	278	Mishva Garodya Stormhorn	12 Elite Soldier (L)	153
Emerald Claw Knight	3 Soldier	88	Carriion Tribe Sakah Hunter	13 Artillery	121
Jorasco Field Medic	4 Artillery (L)	217	Veln (Chamber spy)	13 Lurker	26
Dolgrim Warrior	4 Skirmisher	203	Ruus Dhakaan	13 Elite Skirmisher (L)	115
Magebred Destrier	5 Brute	43	Carriion Tribe Plaguebearer	14 Brute	121
Ashbound Warshaper	5 Elite Controller (L)	136	Seren Dragon-Cult Barbarian	14 Brute	183
Skullborn Necromancer	5 Controller	178	Empress Donata	14 Elite Controller (L)	98
Bladebearer Hobgoblin	5 Skirmisher	114	Tzaryan Rrac	14 Elite Lurker	131
Emerald Claw Marshal	5 Soldier (L)	88	Dreaming Dark Assassin	14 Elite Skirmisher	192
Ghallanda Enclave Guard	5 Soldier (L)	215	Drow Stingblade	14 Skirmisher	197
King's Shield	5 Soldier	78	Ash Remnant	14 Soldier	95
Tarkanian Soldier	5 Soldier	237	Carriion Tribe Degenerate	15 Minion Skirmisher	120
Cannith Magewright	6 Artillery	211	King Kaius ir'Wynarn III	15 Elite Skirmisher	85
King's Wand	6 Artillery	79	Carriion Tribe Blessed Champion	15 Elite Soldier	120
Tharashik Hunter	6 Artillery	231	Fading Dream Fearmonger	16 Artillery	144
Carver	6 Brute	42	Talon of Tiamat	17 Controller	183
Dolgarr Berserker	6 Brute	204	Gorodan Ashlord	17 Elite Soldier (L)	128
Jhorash'tar Bloodspiller	6 Brute (L)	148	Shrouded Sage	18 Elite Controller	144
Scarbrand Orc Berserker	6 Brute	157	Sulatar Flamespinner	18 Controller	198
Hobgoblin Dirge Singer	6 Controller (L)	114	Hilt or Pommel	18 Skirmisher	100
Phiarlan Spy	6 Lurker	227	Living Cloudkill	19 Elite Brute	95
Dragonborn Spearfighter	6 Skirmisher	153	Yllosavax (adult silver dragon)	19 Solo Brute	27
King's Sword	6 Skirmisher	79	Lady Vol	19 Elite Controller (L)	250
Kundarak Iron Gate Guard	6 Soldier	219	Mordain the Fleshweaver	21 Elite Controller	129
Aurum Concordian	7 Elite Controller (L)	24	Lord of Blades	21 Elite Soldier (L)	100
Hand of Orien	7 Controller	225	Ancestral Vassal	22 Elite Controller	183
Bugbear Skinner	7 Skirmisher	115	Sora Katra	22 Elite Controller	127
Glidewing	7 Skirmisher	42	Sora Teraza	22 Elite Controller (L)	128
Royal Eyes Agent	7 Skirmisher	72	Sora Maenya	22 Elite Soldier	127
Eliza Finch	8 Artillery	255	Elemental Drudge	23 Minion Brute	143
Dragonhawk	8 Brute	42	Chaos Fleet Sailor	23 Skirmisher	142
Julius Finch	8 Brute	254	Rhashaak	24 Solo Lurker	151
Dolgaunt Monk	8 Controller	203	Magwroth	25 Brute (L)	142
Ghalarath	8 Controller (L)	157	Belashyrra	28 Solo Controller	205
Holy Uldra	8 Controller (L)	161	Durastoran the Wyrmbreaker	29 Elite Controller	31
Valaes Tairn Plainswalker	8 Controller	167	Bel Shalor	34 Solo Controller	30
King's Dark Lantern	8 Elite Lurker	79			
Finch Household Guard	8 Minion Soldier	255			
Medani Inquisitive	8 Skirmisher	223			
Storm Front Cultist	8 Skirmisher	221			
Valaes Tairn Outrider	8 Skirmisher	167			
Umbragen Shadow Walker	9 Elite Lurker	198			