



**House Cannith:** Mark of Making  
Known for innovation and advancements in technology, eg: The Lightning Rail, Elemental Airships, & Warforged



**House Orien:** Mark of Passage  
Known for messenger and courier services, & overland shipping via Big caravans that offer free services to adventurers.

**House Deneith:** Mark of Sentinel  
Known for their mercenaries and bodyguards, acclaimed for their efficiency and martial skill.



**House Phiarlan:** Mark of Shadow  
Known for their bold and entertaining bards, actors, artists, and acrobats, but is really a house of spies.



**House Ghallanda:** Mark of Hospitality  
Known for hospitality services. The best food and shelter around can be found at their Sovereign Enclaves.



**House Sivs:** Mark of Scribing  
Known for translation and messaging stations. They train scribes, notaries, cartographers, heralds, and many more.

**House Jorasco:** Mark of Healing  
Known for providing both mundane and magical healing. Herbalists, Alchemists, Physicians, and a few Clerics.



**House Tharashk:** Mark of Finding  
Known for Investigators, Monster mercenaries and laborers, and trade with Droaam. Rivalry with House Deneith.



**House Kundarak:** Mark of Warding  
Known for Security and banking. They offer ultra-secure Vaults and lock boxes to the ultra-wealthy.



**House Thuranni:** Mark of Shadow  
Known for their bold and entertaining bards, actors, artists, and acrobats, but is really a house of assassins.

**House Lyrandar:** Mark of Storm  
Known for Ocean and Air travel, and weather manipulation. But, mostly for piloting elemental airships.



**House Vadalis:** Mark of Handling  
Known for stables, breeding and training animals, esp. Magebreed animals. Major presence in Eldeen Reaches. Pony express in remote areas.



**House Medani:** Mark of Detection  
Known for body guards, investigators and researches hired through-out the lands. Very close ties with Breland.



**House Tarkanan:** Aberrant Marks  
Known for assassination, thievery and other unlawful deeds. Pseudo-house based in Sharn. All have aberrant marks, which are usually violent.