

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

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



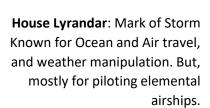
House Ghallanda: Mark of Hospitality Known for hospitality services. The best food and shelter around can be found at their Sovereign Enclaves.



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



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





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



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

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



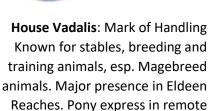
House Sivis: Mark of Scribing Known for translation and messaging stations. They train scribes, notaries, cartographers, heralds, and many more.

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





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







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

areas.

